
PlayStation
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PlayStation
TEEN
CONTENT RATED BY ESRB
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PMN-5076-151
WARRIORS
of
Might and Magic™
3DO

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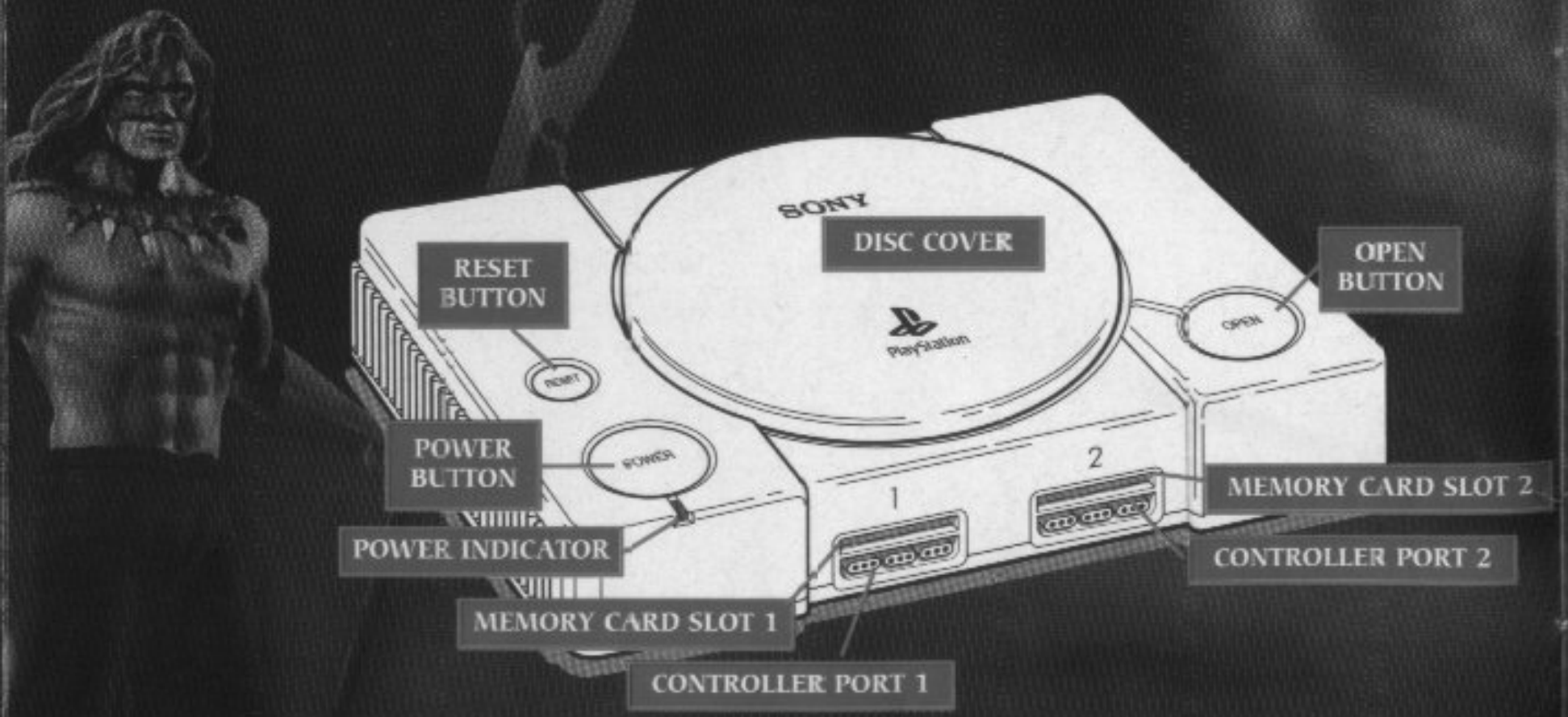
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SETTING UP

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Warriors of Might and Magic*™ disc and close the disc cover. Insert the game controller and turn on the PlayStation game console. Follow the on-screen instructions to start a game.



MEMORY CARD

It is strongly recommended that you play Warriors of Might and Magic with a MEMORY CARD. Without a valid MEMORY CARD, you will not be able to save your progress.

A MEMORY CARD is used to save game progress and configuration. Before you turn on the PlayStation, insert a MEMORY CARD with 2 free MEMORY CARD blocks into MEMORY CARD Slot 1. (MEMORY CARD Slot 2 is not used.)

It is advised that you do not insert or remove peripherals or MEMORY CARDs once the power has been turned on.

TO SAVE YOUR GAME PROGRESS

You may have one saved game (with multiple save points) per MEMORY CARD.

Each time you start a new game with a MEMORY CARD in place, you will be given the option of saving over the current saved game.

- If you want to keep your current saved game as it is on that MEMORY CARD, select **No**. (You will be given the opportunity to change MEMORY CARDS before continuing without saving.)
- If you want to be able to save any progress you make, select **Yes**.



If you select Yes, the game is saved whenever you complete a level. You also save your current game by running through Save Gates.

If your MEMORY CARD does not have 2 free memory blocks, you will receive a message saying "Not enough free memory blocks to save." You must then either insert a new MEMORY CARD – with at least 2 free memory blocks – or decide to play without the option of saving your progress.

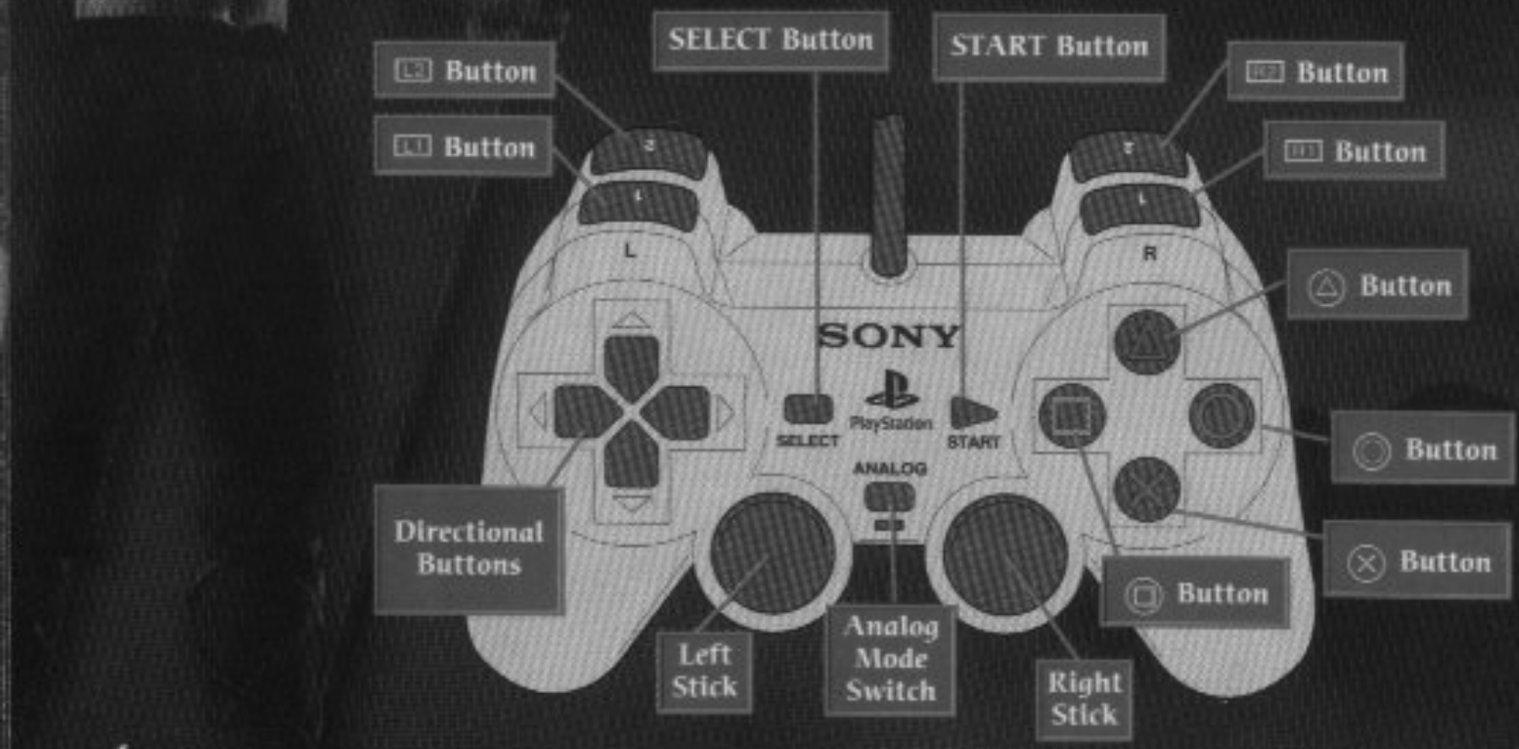
TO LOAD A GAME IN PROGRESS

Insert your MEMORY CARD before turning on the PlayStation game console.

Select Load Game from the Starting Menu. Saved games reflect every save point and end of level that you have encountered throughout your current saved game. You can choose to load your game from any point during your progress. The game will not automatically load your latest save.

Should you lose all your Health points, your character will die.

- † If you've run through a Save Gate on that level, you will return to that Save Gate location.
- † If you haven't run through a Save Gate on your current level, you will return to the beginning of that level.
- † If you do not have a MEMORY CARD inserted, or chose not to overwrite your saved game, you will return to the beginning of your current level.



DUALSHOCK™ ANALOG CONTROLLER

Ardon has always been a land of war...

The wise ones laugh, nod, and say "show me a place that has not seen war, and I will show you a kingdom of fallow fields and dusty winds. Where there are people, there is war."

But Ardon is different, because Ardon is the realm where the gods war.

And the wisest of the wise do not laugh at all.

Many eons ago, when Ardon was a young land, before the first stones were laid for the first cities ... back in those early days the immortal races struggled over Ardon's skies for eternal dominion. It is not that Ardon is so valuable, truthfully, it is just a place where an epic battle once began, and continues to be fought even today.

The oldest of the immortal races is simply called The Ancients, for not even they can remember their beginnings. The Ancients are very much like gods. Their powers are unfathomable, and the spells that they wield are capable of cracking worlds apart.

The ages-old opponents of the Ancients are the Kreegan. These creatures are legendary, and few know which impossibilities are truth, and which are tales for children. It is said that a single footstep of a Kreegan will leave a hole so vast that, when filled with rainwater, it becomes a lake. It is also said a Kreegan is so tall that when it stands upright, it towers above the clouds. Kreegan are similarly rumored to be always hungry, capable and willing to eat entire towns in one meal – cattle, orchards, villagers, huts and all.

Still, even the strongest Kreegan is no match for the very weakest Ancient. Were power alone the determining factor of the war, the Ancients would have claimed right of dominion, and Ardon would have been left in peace ages ago. However, the Kreegan have the advantage of numbers. The

Ancients may be more powerful, but there are only a scattered handful of them, while the Kreegan can boast an army that stretches to the very edge of imagination. It is a war of the near-omnipotent against the nigh-infinite, and that precarious balance has been maintained despite the best efforts of either side.

Ardon, meanwhile bears the brunt of the battle, and soon the land and its people must be torn apart in the struggle.



During the untold years of the war that enveloped Ardon, the humble people actually living on the world were rarely considered by either of the immortal fighters. However, one of the all-powerful Ancients occasionally grew curious about the races of the land and would walk among the people. His name was Einar, and he took pity on mankind's desperate plight. The attention of a being as powerful as one of the Ancients can be as much of a curse as a blessing, since at his slightest whim civilizations would fall and rise, and the path of fate would be twisted entirely by the dictates of his desires.

Many legends and myths have grown from these infrequent visits... myths and legends based on true events. Indeed, since the day that Einar cast his eye on the land of Ardon, there have been many epic adventures. No matter how dire the situation, or how mighty the enemy, Einar would always emerge victorious.

The most famous of his escapades was the mighty battle he fought against the behemoth Kreegan named Klayexraan. Songs are sung about how Klayexraan was bent upon feeding his unholy hunger until nothing remained of Ardon but drifting dust and parched rocks. Einar, after a long and magical battle, wove a spell around Klayexraan that lifted him into the sky and sundered him into whirling ribbons of light and sound.

In another place, perhaps, such a victory would be a cause of great celebration. For Ardon, however, joy is always tempered with the bitter knowledge that the war between the gods goes on, and that the fruit of victory always carries the seeds of future battle.

Not all the escapades of Einar are heroic in nature, it should be said. The caprice of such a mighty entity was unpredictable and deadly. He never gave a reason for his actions, and his appearance in town or countryside could mean anything. People might disappear, never to be heard from again. Towns might vanish entirely — or suddenly empty of all life to the smallest creature — only to reappear a century later. The people of Ardon found it best to assume that for every act, destructive or beneficial, there was some reason beyond their understanding.

Far from the warm fields of Ardon there is a place of icy desolation. The few who know of it call it Lacathal. It is a frozen ruin of dark ice. Across its great expanse is nothing but jutting cliffs and bottomless crevasses.

This is the home of Daglathor.

All Kreegan leave destruction in their path, but there seems to be a madness to Daglathor's rampages that exceeds anything his brethren achieve. There is a cruelty to his actions, a viciousness to his methods, that the other Kreegan do not have. Perhaps it is fueled by the hunger of having lived in such an inhospitable place. All anyone knows is that the day Daglathor arrived at Ardon, horrors never before imagined became commonplace.

Ardon had always been familiar with fear and destruction. Even Einar, their savior and hero, could be ruthlessly implacable in his desires. But Daglathor was different.



The other marauding Kreegan would descend upon the people of Ardon, using the humans as cattle in feasts that seemed to never end. The survivors would grieve and despair...and eventually, their bleak lives would continue. It was a harsh, brutal life...but it was life.

Daglathor had a power no other Kreegan had. When he held a victim in his hands, it wasn't simply the sustenance of flesh and blood that he sought. From the crushed body of the victim would rise the ephemeral soul of the human, and this, too, Daglathor would consume. Daglathor destroyed the spirit of all he touched. Where Daglathor walked, even Death trembled.

The Ancients launched their attack on this atrocity, and the warrior who led the charge was Einar. Einar, the champion of Ardon, swore that Daglathor would be destroyed for his unspeakable crimes. They met in battle – Ancients against Kreegan, Einar against Daglathor. At the end of battle, Daglathor still remained.

Einar stared at this impossible event. Everyone knew that any single Ancient was vastly more powerful than any single Kreegan. And yet Daglathor had withstood the might of Einar. Daglathor lived. Einar realized that this Kreegan was using the ethereal power of his victims' souls to withstand the Ancients' might. Einar could not destroy Daglathor.

Fortunately, the heroic Ancient devised a plan. He led his race in an attack against Daglathor, and when that terrible creature was at his weakest, they entombed him deep within a fiery volcano. The mass of the mountain weighs him down, the fire of the volcano is eternal torment, and never-ending hunger keeps Daglathor too weak to escape. Einar declared victory, and returned to fighting the other, more vulnerable, immortals.

Over the centuries, evil wizards have attempted to gain power and knowledge by releasing Daglathor. None has ever survived. Einar had proclaimed – and all sane people believe – that should Daglathor escape, the utter destruction of the world would quickly follow. He is a mad god, and cannot be trusted.

Einar is not a god lost to the mists of time. Scarcely ten years will pass without some interaction between Ardon and his formidable power. In fact, there is more than one account that twenty years ago he walked across the land of Ardon, disguising himself as a handsome young warrior and wooing women across the world.

Many women allowed themselves to be more than wooed. And those who succumbed to the invitation of his intense blue eyes soon found themselves with child. Such things happen in a war-torn world.

Then a priest of Enroth began to prophesy.

Each child born of Einar may aspire to the legacy of the father, but only one will ascend to the Kingdom of the Ancients. This child, either male or female, will stand beside Einar and serve as the eternal guardian and protector of Ardon.

The prophecy added that because Einar did not want his children warring amongst themselves, he cast a protection down upon each of them. The Prophecy of Enroth declares that a child of Einar may never use might or magic to strike a sibling.

Ardon waits to see who the Chosen One shall be...

STARTING PLAY



Use the △ and ▽ directional buttons to highlight menu options.

The Ⓧ button selects the highlighted item.

The Ⓐ button returns to the Starting Menu.

Saving games is automatic. The MEMORY CARD inserted into the PlayStation game console will update the game saved on it every time you step through a Save Gate or complete a game level. If you chose not to save your progress (you do not have a MEMORY CARD or choose not to overwrite your save points), the automatic save feature will not work.

The MEMORY CARD remembers every point saved during your progress (each Save Gate or level beginning).

Starting Menu

New Game. Start the game from the very beginning, where you survive the fall down into the Pit and pick up your first weapon.

Load Game. When you load a game, you can restart from any of your previous save points (Save Gates or beginning of a level).

However, if you start from a point further back than your most recent save point, you will be overwriting the save points as you encounter them again.

Settings. Takes you to the Settings Menu.

Settings Menu

Sound. The ◁ directional button lowers the sound volume. The Ⓧ or ▷ button increases the volume.

Stereo. The Ⓧ, ◁ or ▷ directional buttons toggle between stereo and mono.

Vibration On. Vibration is an option only available with a vibration-compatible controller. The Ⓧ, ◁ or ▷ directional buttons toggle between vibration on and off.

Normal Look. The Ⓧ, ◁ or ▷ directional buttons cycles between Normal and Inverted Look.

Normal Look uses the △ directional button to look up and the ▽ directional button to look down. Inverted Look uses the △ directional button to look down and the ▽ directional button to look up. Looking to the left and right remains the same.

Controller. The Ⓧ button selects the Change Controller option.

If you are uncomfortable using the default button commands, you can customize the controller configuration.

Use the △ and ▽ directional buttons to highlight the command you want to change. Press the Ⓧ button and then press the button you want to assign to the command.

Adjust Screen Position. You may want to center the screen on your monitor.

The Ⓧ button brings up a black and white image of four corners at the edges with a cross in the center.

Use the directional buttons to arrange the image so that all four corners are visible, and the cross is in the center of the screen.

When you're finished, press the Ⓧ button to return to the Settings Menu.

Game Paused Menu

Pause. Press the START button to pause the game.

Continue Game. Returns to the game at the point when you paused it.

Load Game. Restarts the game from any previous point saved to your MEMORY CARD.

Be aware that if you start from a point further back than your most recent save point, you will be overwriting the save points as you encounter them again.

Settings. Takes you to the Settings Menu.

Credits. Displays the team credits.

Quit. Stops your current game and takes you to the Starting Menu.



IN-GAME DISPLAY

In-game information is displayed in two places: The upper right corner (Status Indicator and Experience Bar) and the drop-down Item List (number of Gems, Keys and Orbs).

Current Spell





The small circular icon in the center of the Status Indicator shows which spell you have ready to cast.

The purple slots above and below the current spell indicate your current spell level. The higher your spell level, the more powerful the spell will be.

Use the L1 button to cycle through your available spells. You can only cast a spell after you've picked it up during your quest.

For more information on spells, see page 20.

Health Bar

The red line on the left side of your Status Indicator (upper right corner of the screen) shows how much Health you have. A full red line indicates full Health. Every time you are hurt – by an enemy, a trap or falling from a height – you lose some of your Health. When all the red line is gone, you die.



You can add to your Health by running through the red, cross-shaped Health Potions, or by stepping into Health Fountains. When you use a Health Potion, it disappears. When you have full Health, running through Health Potions will have no effect.

When you go up a level of experience, your Health (like your Mana) is completely restored. Also, your maximum possible Health increases.

Mana Bar

Mana is the magical energy that powers your spells. Because the Crossbow is a magical weapon, it works like a spell and is powered by Mana.

The blue line on the right side of your Status Indicator (upper right corner of the screen) indicates how much Mana you have. You start off with a short line, because you have very little Mana. Each time you cast a spell, the gauge will show a decrease in your available Mana. When you run out of Mana, you can't cast spells until you get more. Different spells consume different amounts of Mana, so be careful what spells you cast, and how often you cast them.

When you pick up blue Mana Potions, some or all of your Mana is restored.

When you go up a level of experience, your Mana (like your Health) is completely restored. Also, the maximum possible Mana increases.

Experience Meter

You can tell how much experience you've collected, and how much more you need, by looking at the Experience Meter. This is the red bar beneath your Status Indicator.

Whenever you vanquish an enemy, you gain experience, and the red line grows a bit more from left to right. When the Experience Meter's red line reaches the right-hand side, you advance to the next level. With each new level you achieve, you increase your maximum Health and Mana, and also fill up your Health and Mana reserves. Plus, the amount of damage you inflict whenever you hit an enemy is increased.

When you reach a new level, your Experience Meter resets to zero, and begins to fill up again with each new battle.



Item Counters

Besides Mana and Health Potions, you'll find Gems, Keys and Orbs. These may be locked in magical chests, or dropped by defeated enemies as loot, or simply found throughout the game.

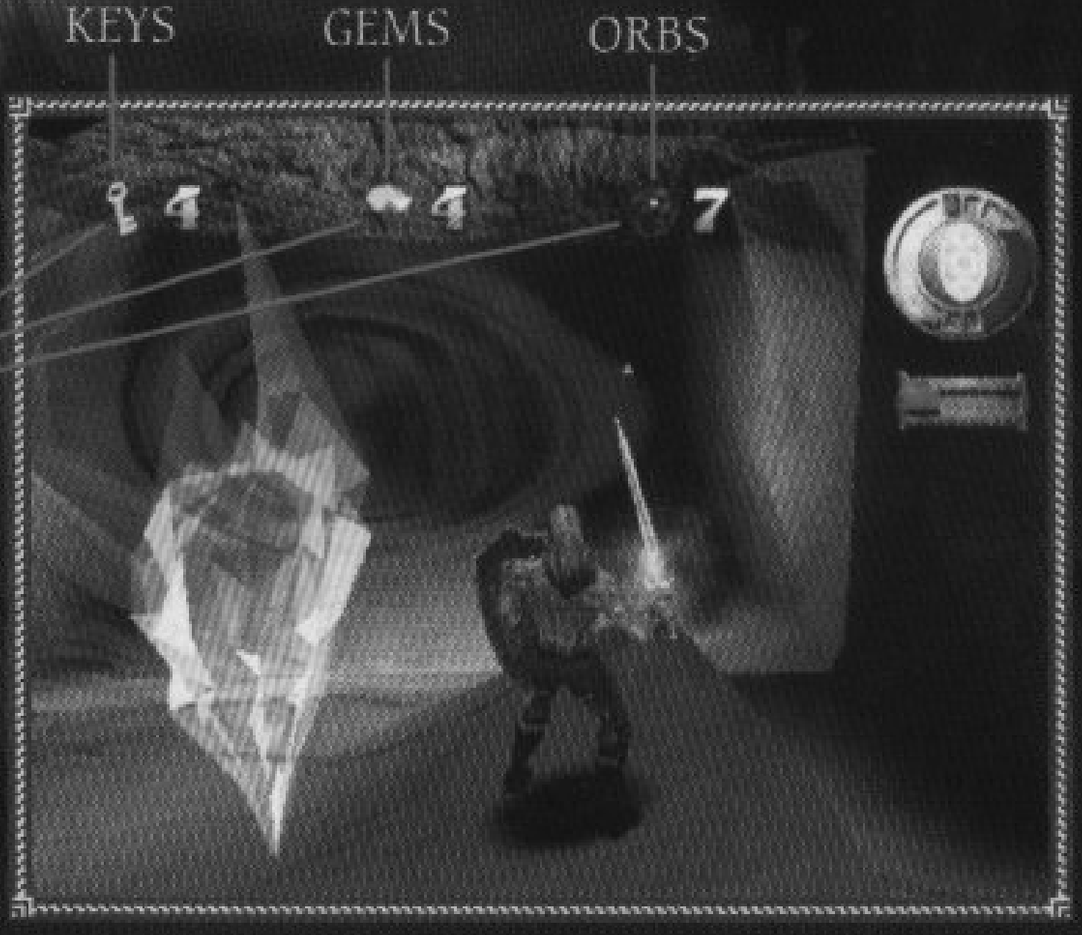
Gems: Gems open magically locked doors.

Keys: Keys open locked chests.

Orbs: Orbs activate teleporters.

Whenever you pick up one of these items, a counter will drop down from the top of the screen, showing how many you currently have.

The SELECT button will also briefly display the Item Counters, so you can see how many of which items you have.



CONTROLS

The controls listed below are the default setting.

Controlling Your Character

MOVING AND TURNING

Use the directional buttons to control Alleron's movements.

Move away from camera . . . . △

Move toward camera . . . . . ▽

Move to the left . . . . . ◁

Move to the right . . . . . ▷

JUMPING

You can control your path as you jump by using the directional buttons.

Jump up . . . . . Ⓧ

Jump away from camera . Ⓧ + △

Jump toward camera . . . Ⓧ + ▽

Jump to the left . . . . . Ⓧ + ◁

Jump to the right . . . . . Ⓧ + ▷

LOOKING AROUND

You can look around in first-person view. (You can invert the up and down commands using the Controller option from the Settings Menu.)

Toggles first-person view . L2 + R2

Look up . . . . . △

Look down . . . . . ▽

Look left . . . . . ◁

Look right . . . . . ▷

CLIMBING

Climbable walls are heavily textured, providing good handholds.



Climb up

Face the wall, press the △ directional button

Move sideways

While on the wall, press the ◁ or ▷ directional buttons

When there are handholds, but they're too high to reach, try jumping.

Jump and climb

Face the wall up close, press the Ⓧ and △ directional buttons

Interacting with the World

Picking Up Items. You pick up items (including weapons and armor), by running over them. When you get close enough to the item, it will disappear. In the case of Keys, Gems and Orbs, a chime will sound, and the counter for that item will increment.

Using new Armor, Weapons and Shields. With armor, weapons and shields, anything you pick up is automatically equipped. If you want to return to your previous weapon, you'll need to equip it again with the R1 button.

Pushing Obstacles. Some objects can be pushed. Position yourself so that the object is directly in front of you, and use the directional buttons to go forward. You'll push the object ahead of you as you move.

Opening Chests and Doors. Chests and doors open automatically if you have enough Keys (chests) or Gems (doors). You pick these items up as you find them throughout your adventure.



Encountering Traps. You may be unfortunate enough to run across traps. Some are difficult to see, and throw fireballs or lightning, significantly hurting you.

Force Barriers and Crystals. Crystals and force barriers are usually – but not always – paired. For instance, for every blue Crystal, there is a blue force barrier nearby (although not always within sight of each other). Striking a Crystal will shatter it...when the conditions are right. There are different-colored force barriers:

Green force barriers turn off when the associated green Crystal is destroyed.

Blue force barriers turn off when the associated blue crystal is destroyed. However, the crystal will only appear after a certain goal is accomplished, such as the death of the guarding monster.

Red force barriers do not have an associated Crystal. A red force barrier will only turn off when something in the game triggers it.

Using Teleporters. To use a teleporter, move so that you're standing on it. Some teleporters require you to have a certain number of Orbs. Some teleporters may be inactive and can only be activated using Orbs or by a specific event.

Using Platforms. Sometimes you'll encounter moving platforms. Some will only move when you're standing on them, while others are in constant motion. Occasionally you will have to use a moving platform to reach your goal. Timing, in these cases, is critical.

Destroying Objects. There are objects in the game that can be destroyed by a direct attack – using either spells or weapons. Crystals that control force barriers can be destroyed at your leisure, but creature generators should be destroyed quickly.

Interacting with People. Occasionally you'll talk to people or creatures. In these instances, the screen image will shrink slightly, and you'll (temporarily) lose control of Alleron. Text will appear at the bottom of the screen.

You can skip conversation by pressing the ◎ button.

Using Healing or Mana Fountains. Throughout your journey, you'll encounter both Healing and Mana Fountains. Standing in a Healing Fountain will increase or refill your Health. Standing in a Mana Fountain increases or refills your Mana.

COMBAT

While you're perfectly capable of attacking any creature armed with only your bare fists and everyday clothes, you can't always win under those conditions. To conquer your opponents, you're going to need weapons and armor, and as the game progresses, you're going to need stronger and more powerful ones.

Weapons

To pick up a weapon, run over it. When you get close enough, it disappears from the screen – you've grabbed it and are ready to use it.

There are three categories of handweapons: Axe, Sword and Hammer.

As you pick up more powerful types of these weapons, they'll replace the less powerful versions in your inventory.

SELECTING A WEAPON

The R1 button cycles through your weapons. Every time you press the R1 button, a new weapon will appear on screen, and will be ready to use.

SELECTING A TARGET

The ◎ button cycles through the available targets. When a target is selected, your attack will center on that enemy.

Targeting an opponent causes the camera to always look toward that opponent. This is useful in most combat situations. The glowing circle around a targeted opponent indicates its current Health through color and size of the circle.

First-person mode is ideal for Crossbow (and Fireballs), rather than target mode.



Attacking

There are a variety of attacks that can be used with any weapon.

Basic attack . . . . . □ button

Two-hit attack . . . . . □, □ buttons

Three-hit attack. . . . . □, □, □ buttons

Leaping attack . . . . . ✕ + □ buttons

Spells

Spells are another, and very effective, way of attacking the enemy.

Each time you cast a spell, you use Mana. You only have a limited supply of Mana (although you can find refill Potions) so you should choose carefully what spells you cast, and when you cast them.

Your current Mana level is shown in the blue Mana bar on the right side of the Status Indicator.

LEARNING SPELLS

When you first encounter a spell disk, pick it up by running over it. That spell will automatically be added to your spell list.

Adding Spell Levels

After you already have a spell, running over more of that spell's disks will increase the power of the spell when you cast it.

You can tell how many spell levels you have by how many purple slots in your Status Indicator are lit when you have that spell ready.

SELECTING SPELLS

The R1 button cycles through your spells. Every time you press the R1 button, a new spell appears on screen, and is ready to use.

CASTING SPELLS

The △ button casts the currently selected spell.

There are three different kinds of spells.

Area effect. Some spells affect the area around Alleron. You do not need a target to cast this spell, because everything nearby will be affected.

Targeted. Some spells require a target. When a target is selected, your spell will center on that enemy.

Personal. Some spells only affect you. These aren't attacks at all, but help you prepare for or recover from combat.

The ○ button cycles through the available targets.

Direct fire. Some spells, such as the Firestorm spell, will head in the direction you're facing. To make direct fire spells more accurate, you should press the L2 + R2 buttons to enter first-person view, face your target directly, and then press the △ button.

SPELLS

The Crossbow is a magical weapon. Use the R1 button to select it.



Magical Crossbow. (targeted) Uses mana to fire a magical bolt that damages its target. Best used in first person view.

Cycle through all other spells with the L1 button. Before you can use a spell for the first time, you have to have picked up its spell disk.



Firestorm Spell. (direct fire) One or more fireballs (depending upon the number of Power-Ups) shoot from your hands. Each fireball not only damages its target, but also any creatures or objects near the target.



Lightning Spell. (targeted) One or more bolts of lightning (depending upon the number of Power-Ups) strike nearby opponents. You are guaranteed to hit your target if they are within range of the spell.

Healing Spell. (personal) You regain some of your Health.

Magic Shield Spell. (personal) A magical field comes into existence around you, significantly reducing damage from enemy attacks. Casting another spell will cancel the effects of this spell.

Snap Freeze Spell. (area affect) A sphere of incredible cold expands around you, temporarily freezing nearby enemies solid where they stand.

Holy Wrath Spell. (area affect) A bolt of power from the heavens is channeled through you and released in a devastating wave, causing heavy damage to all opponents in a large radius.

HOW DO YOU MEASURE UP?

After you open the skull gate and step on the teleporter at the end of each level, an end-of-level screen will display counters informing you how well you did. The counters are as follows:

KEY

This counts all of the keys that you picked up on the level - whether you've used them or not. The number after the slash is the total number of keys that can be found on the level.

GEM

Like keys, the gem counter compares the total number of gems that you found on the level to the number of gems that could be found.

QUESTION MARK

This counter tallies all of the swords, shields, armor, and spells that you found in the level. Spell power-ups are counted even if you already have the maximum spell level of 4. Note that it is not possible to pick up every item in level 9 - the Buried City: Western District. (You'll see why...)



LEVEL SUMMARY SCREEN

ORB

This counter tallies all of the orbs that you found in the level. There is no maximum number of orbs to be found.

SKULL

The skull counter is a mark of your skill with weapons and spells. It totals all of the creatures and items that you destroyed in a level. Because there is an unlimited supply of monsters from the creature generators, there is no maximum for this number.

Explore every part of the world and find all of the secret areas to achieve the best possible score in each category.

GENERAL HINTS

Practice jumping and the jumping attack early in the game. You never know when a jump out of trouble might save your life.

Don't forget to look around every now and then. A hard-to-spot tunnel or overhead area may hold very useful items.

Long falls can be disastrous. Although the damage is light, the amount of time that it takes Alleron to recover from a fall can be the difference between life and death when fighting quick opponents. When you're jumping from a height, use the directional control in mid-flight and attempt to catch climbing surfaces. Then drop off the climbing surface. This will reduce the danger of falling.



Combat

Use your weapons wisely. Although you will usually be carrying the best weapon in the game up to that point, you won't always be carrying the best weapon for the job.

Time your attacks well. Opponents - especially slower ones - are always most vulnerable after they strike you.

Use your target button (the circle) well. When the camera is locked on your opponent, it's a lot easier to maneuver around him.

Opponents will often be caused to miss if you are facing away from them and step forward right as they get close to you. With good timing, you can dance around the biggest foes all day.