Might and Magic VII
FOR BLOOD AND HONOR

Getting Started

After the introduction sequence (which can be skipped by pressing Escape) you will be at the Main Menu. Click on **New** to start a new game. You have the option of creating a new party or of using the pregenerated party. You will begin your adventure on the dock of Emerald Isle.

Character Creation

Once you click **New** to start a game, the Create Party screen will appear. From here you can: elect to proceed with the pregenerated party; choose to change the portrait, name, class, statistics, and skills of each member of your party or press **CLEAR** to set the stats to the race defaults and adjust from there. Right-click on any skill, class, or statistic to get information on it.

Portrait – Click on the upper left and right arrows, next to the portrait, to change faces and races, and on the lower arrows to change the voices.

Class – Select the profession for the highlighted character in the lower right section of the Create Party screen. Changing a character's portrait will change their starting statistics and skills based on race, not portrait or class, and will cancel any previous changes made to that character's statistics.
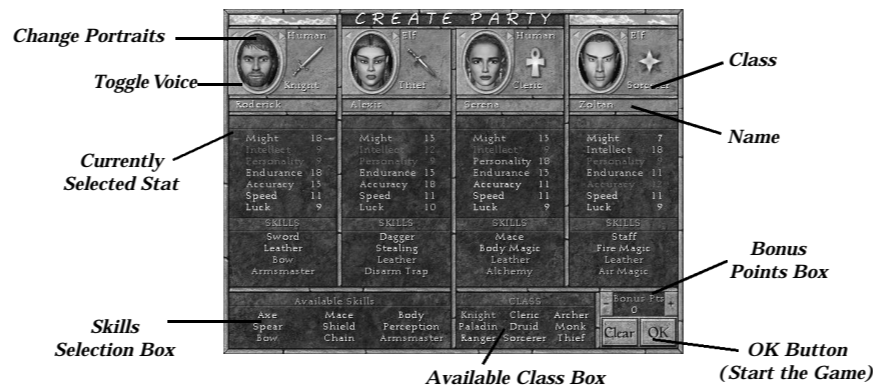
Name – Click on the character's name to enter a new name, then press **Return**.

Statistics – Clicking the + and – will change the statistic currently selected by the markers up or down 1-2 points depending on the stats chosen and race. You may reduce a statistic to two points below its original starting level, or raise it to a maximum of 15-30 depending on race and statistic being adjusted. You begin with 50 points, each point you subtract adds to that total, and each point you add removes one from that total. You must spend all points to continue.

Change Skills – Each character begins with two skills determined by their class. You must then choose two more skills from the list in the lower left for that character. The choices for these extra skills are also based on what class the character is. All characters must have four skills (two predetermined by class, two selected by you) to continue.

Your party will begin on the dock of Emerald Isle with a small amount of gold and a few items. Don't forget to equip your party with their starting equipment, and to have the magic using characters study their initial spells. You may also notice that there is a docent, your party's first NPC. She is full of useful information.

Character Creation Screen

Change Portraits · Toggle Voice · Currently Selected Stat · Skills Selection Box · Class · Name · Bonus Points Box · OK Button (Start the Game) · Available Class Box

Options Screen

Pressing Escape or clicking on the Game Options button while playing will bring up the Options Screen. From here you can access your file options (New Game, Load Game, and Save Game), change your Controls, Quit the game, or Return to game.

Return – Resume playing Might and Magic VII.

New Game – Abandon the current game of Might and Magic VII, and restart with a new party of characters. Note: This does not save the current game.

Save Game – Click on the slot you wish to save to, enter a save filename, and click the Save button.

Controls – You may adjust the Video Options by toggling Colored Lights, Blood Splats and Tinting (available in D3D mode only), and by adjusting the Gamma correction (brightness). Your turn rate may be adjusted between 16 facings, 32 facings, and smooth. You may turn on or off the following options: walksound, show hits, always run and flip on exit. Your keyboard controls may be changed by selecting Configure Keyboard. Finally, you may adjust your sound, music and voice volume.
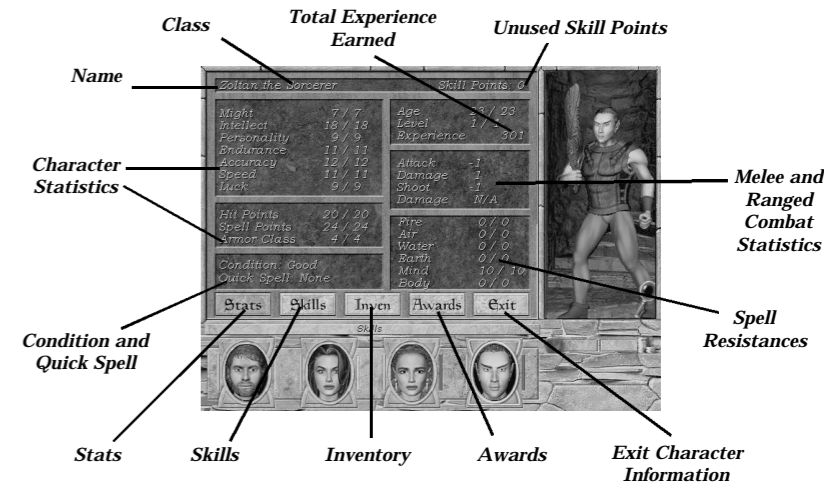
Load Game – Click on the saved game you wish to load, then click the Load button. The first game on the list is the autosave, which saves your game each time you exit a level.

Quit – Exit Might and Magic VII and return to the Main Menu. Note: This does not save the current game.

Character Information

Statistics are presented by two numbers, the current and the maximum. The current shows the statistic after all effects (spells, items, temporary bonuses, etc.) are added in. It is possible for the current to be much higher or lower than the maximum. A statistic of 13 confers no benefits. For every 2 points above or below 13, you will incur benefits or penalties respectively.

Character Information Screen

Class · Total Experience Earned · Unused Skill Points · Name · Character Statistics · Melee and Ranged Combat Statistics · Spell Resistances · Condition and Quick Spell · Stats · Skills · Inventory · Awards · Exit Character Information

Rest

While in the adventure screen, pressing the R key or clicking on the rest button will bring up the rest screen. From here, you can either rest for the night or allow time to pass.

Rest and Heal 8 Hours – Uses the amount of food shown next to the apple in that line. This will allow 8 hours to pass and all characters will gain their full hit points and spell points back. It is possible for creatures to interrupt your sleep and attack you. You can rest safely at any inn.

Wait until dawn – This allows time to advance to 5:00 AM. Characters do not regain hit points or spell points, or use food when resting.

Wait 1 hour – This allows time to advance 1 hour. You do not gain hit points or spell points back from waiting.

Wait 5 minutes – This allows time to advance 5 minutes. You do not gain hit points or spell points back while waiting.
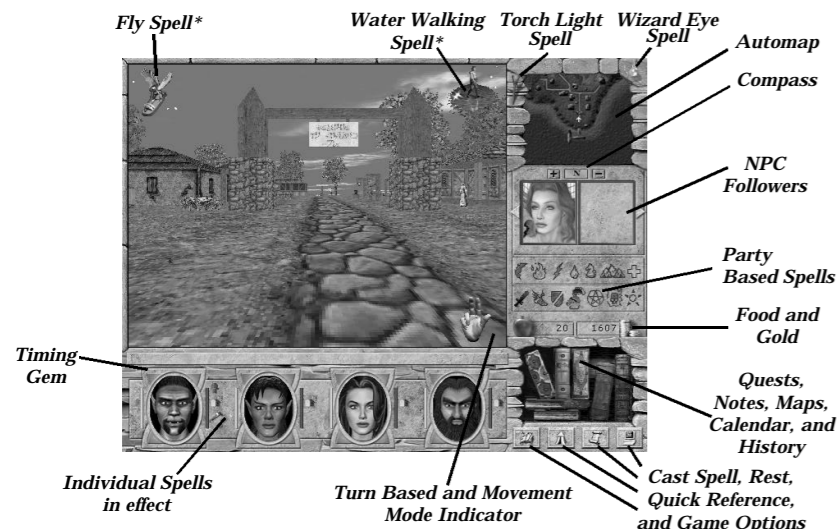
Non-Player Characters (NPCs)

Not all people you meet are hostile, some are more than willing to share stories and rumors with you, or may even join your party. When you talk to an NPC, your fame and reputation are factored into how the person treats you. They may be quite friendly with you, or refuse to talk at all.

You can hire almost anyone to join your party, up to a maximum of two people at any one time. These people may even be able to perform services for your party.

Some NPC's will automatically join you and will not count against the two person limit.

Game Screen

Fly Spell*
Water Walking Spell*
Torch Light Spell
Wizard Eye Spell
Automap
Compass
NPC Followers
Party Based Spells
Food and Gold
Quests, Notes, Maps, Calendar, and History
Timing Gem
Individual Spells in effect
Turn Based and Movement Mode Indicator
Cast Spell, Rest, Quick Reference, and Game Options

Combat Tips

In your travels you will encounter numerous hostile people and creatures. You must be prepared to defend yourself when diplomacy fails. Here are a few tips for combat:

– Make sure that each character has the best weapon, armor, and shield equipped. If the armor is in your backpack, it won't do you any good.

– Large battles are much easier to handle in turn based mode. Press **Enter** as soon as you see an enemy creature to scope out the terrain and the odds. Count up the number of creatures you are facing and check their hit points by right-clicking on them.

– Use ranged weapons and spells to weaken enemies from a distance.

– Keep track of how damaged your party members are; if someone's health drops to 50% or less, heal them. If your party seems like it might lose the fight, run.

– Make sure each spell caster has their most useful spell set as the Quick Spell. You may need to change this depending on where or what you are fighting. To change the Quick Spell, go to the spellbook, select the spell, then click on the "Set Spell" button on the lower right of the screen.

– Certain conditions, such as *weakness* or *disease*, can adversely affect your characters. Make sure to keep your condition "good" as much as possible. Visit a temple for a fail safe way to rid yourself of negative conditions. Be warned, the cost for healing is partly based on how long you have been afflicted.

* When activated this is where these spell icons will appear.

New World Computing™

DEFAULT KEYBOARD CONFIGURATION

Ground Movements

↑	**Up Arrow**	.Walk Forward
Shift ↑	**Shift-Up Arrow**	.Run Forward
← →	**Left/Right Arrow**	.Turn (Left or Right)
Shift ← →	**Shift-Left/Right Arrow**	.Turn Quickly (Left or Right)
Ctrl ← →	**Ctrl-Left/Right Arrow**	.Move Sideways (Left or Right)
↓	**Down Arrow**	.Move Backwards
X	**X**	.Jump
PgDn	**Page Down**	.Look Up
Del	**Delete**	.Look Down
End	**End**	.Look Ahead
Spacebar	**Spacebar**	.Search/activate nearest object in view

Mouse

Pick up item:	Click on the item
Drop item:	Click on Game Screen while holding item
Use item:	Click on large portrait with item as the pointer
Equip item:	Click on large portrait with item as the pointer
Give item:	Click on portrait with item as the pointer
Item details:	Right-click on item
General Info:	Right-click

Note: The large portrait is the figure of the character in the inventory screen. The portrait is the face visible on most screens.

Might and Magic® VII

Flying

Page Up	.Ascend
Insert	.Descend
Home	.Land Quickly

Open Books

Q	.Current Quests
N	.Auto Notes
M	.Maps
T	.Calendar
H	.History

Combat

A...Active character attack nearby opponent

S. . Active character will, if able (in this order):
1. Cast a Quick Spell
2. Attack with a bow or wand
3. Make a hand-to-hand attack

B . . . .Active character passes combat turn

C . . . . .Cast spell – opens spell book

Enter . . . . . .Toggles combat modes

Others

R	.Rest
+ and –	.Zoom in/out on Automap
1-4	.Selects characters (left to right)
5-6	.Talk to visible NPCs
Esc (Adventure Screen)	. Game Option Menu
Esc (Elsewhere)	.Closes current window
F4	.Toggles full screen mode
U	. Toggles "always run" function on and off
Y	.Yell

(Causes friendly creatures/peasants to move out of the way)

Z	.Quick Reference
Tab	.Cycles Active Character

Are the forces of evil dashing your dreams?
Consult our oracle for answers to the mysteries.
For 3DO Game Hints and Tips Call:

1-900-CALL3DO
(1-900-225-5336)

$0.99/ min. U.S. Automated hints. Must be 18 years or older and using a touch tone phone.

Mouse Shortcuts

Cast readied spell:	Shift-click on valid target
Attack:	Click on valid target
Steal:	Control-click on valid target
Use item:	Right-click on portrait with item as the pointer
Read Book/Scroll:	Right-click on portrait with item as the pointer
Give Item:	Press character # while holding item
Create Potion:	Right-click on empty bottle with herb as the pointer
Mix Potion:	Right-click on potion with potion as the pointer

Note: If using an item with a shortcut causes the target to be invalid, then the pointer will change to a crosshair to allow you to select a valid target.

Customer Support: http://www.3do.com/support