

# Might and Magic®

## Clouds of Xeen™

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### Installation Instructions and Reference Guide

#### IBM and Compatibles

- ❖ You must have 15,000,000 bytes free on your hard drive and 1 Megabyte of Extended (XMS) or Expanded (EMS) memory. Depending on your memory configuration, Clouds of Xeen may require as much as 583,000 bytes of conventional memory.
- ❖ Insert Might and Magic Disk #1 into your computer's floppy drive.
- ❖ Type the letter of the drive and a colon (i.e. A: or B:), then press **Enter**.
- ❖ Type **INSTALL**, then press **Enter**.
  
- ❖ The Install Program will choose a configuration and ask if you wish to use the current selections. If the selections match your computer system, press **Y**. If you wish to change the selections, press **N**.
  
- ❖ If you pressed **N**, the Select Music and Effects window will appear. Type the number that corresponds to the sound card in your computer (Select PC Speaker or None if you have no sound card installed).
- ❖ Next, the Select Speech Hardware window will appear. Type the number that corresponds to the speech card in your computer. You can select music and speech for the same card in some cases.
- ❖ The Install program will ask for a drive and a pathname. You may use the default (C:\XEEN) by pressing **Enter**, or create your own.
- ❖ The Install program will ask again if you wish to use the current configuration. Type **Y** if the current settings match your desired configuration.
  
- ❖ The Install program will begin installing Clouds of Xeen to your hard drive. When ready, it will prompt you for the next disk.
- ❖ If there are any errors, the Install program will report them. If you have any problems installing Clouds of Xeen, contact our Technical Support at (818) 999-0607 from 9am - 12 noon and from 2pm - 5pm Mon - Fri PST.
- ❖ When installation is complete, the program will exit into the subdirectory in which Clouds of Xeen was installed. Type **XEEN** to begin playing.
- ❖ If for any reason you wish to change the settings, type **INSTALL** from the Clouds of Xeen directory on your hard drive. This will allow you to change your music and speech configuration.

### Mouse Users

You can use the mouse to perform any action in the game. When using the mouse, the left mouse button selects an option, and the right mouse button escapes from it.








## Getting Started

At the main screen you will have the option of starting a new game or loading a saved game. Press **S** or click on "Start a New Game" to start a new game. Now select your gaming preference: Adventurer, a less combat intensive game, or Warrior, the standard game. Once selected, the game mode cannot be changed, unless you start a new game. You will begin your adventure just outside the Tavern in Vertigo with a party of six fully-equipped characters. You can start playing immediately or turn around and enter the Tavern to create your own party of characters.

Press **L** or click on "Load a Saved Game" to load a saved game. A window will appear listing the names of all your saved games and the highest character level in the party. Select the game you wish to load.

## Control Panel

To bring up the Control Panel window, press the **Tab** key or click on the large gem at the bottom center of the Display Window. The name of the current game is displayed at the bottom of the Control Panel window. The available options are listed below.

	<b>ON</b>	<b>Effects.</b> Turns the sound effects on and off.
	<b>OFF</b>	<b>Music.</b> Turns the music on and off.
	<b>LOAD</b>	<b>Load.</b> Allows you to load a previously saved game.
	<b>SAVE</b>	<b>Save.</b> Allows you to save the current game in its present location. The game is automatically saved when the party enters a Tavern.
	<b>SAVE AS</b>	<b>Save As.</b> Allows you to save the current game in its present location with a different name.
	<b>DOS</b>	<b>Quit.</b> Quits Might and Magic and exits to DOS.
	<b>HELP</b>	<b>Mr. Wizard.</b> Returns the party to Vertigo and removes all the party's gems on hand.

## Trading Items Between Characters

To trade between characters, select the item you wish to trade in the inventory screen by clicking on the item or by pressing it's number and then press the function key (**F1-F6**) of the character you wish to give the item to.

## Getting Around

To move through the world of Might and Magic, use the arrow keys or the mouse pointer on the Direction Icons in the Display Window. The **Up** and **Down** arrow keys move the party forward and backward, and the **Left** and **Right** arrow keys turn the party left and right. Holding down the **Control** key while pressing the **Left** or **Right** key side-steps the party without turning. Wait (pass) by pressing the **Space Bar** or **W**. This allows time to pass and monsters to advance. Time does not pass when turning left or right.

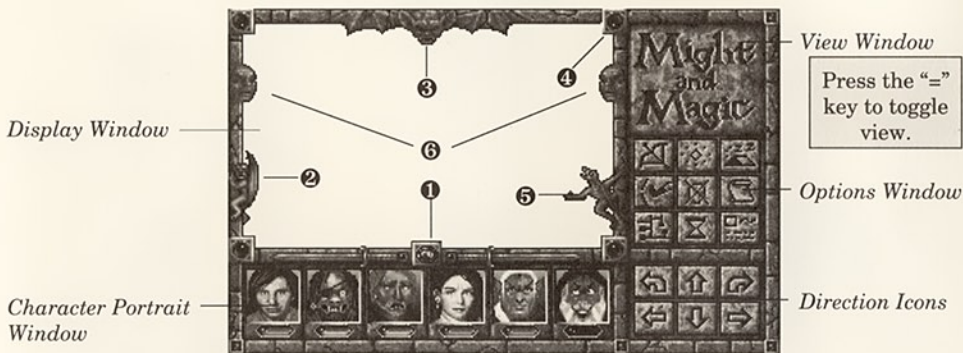
## Important

Press the **SPACE BAR** or click on the display window to interact with an object. You must be in the same square as the object.

## Game Screen

**Display Window.** It is through the Display Window that you view the world of Might and Magic. There are six elements of the Display Window that act as warning devices and indicators.

- 1 If one of the party members has the skill Direction Sense, the gem at the bottom of the Display Window will indicate the direction the party is facing. (Clicking the mouse pointer on this gem or pressing the **Tab** key brings up the Control Panel window.)
- 2 When the Levitate spell is in effect, the gargoyle on the lower left side of the Display Window flaps its wings.
- 3 If one of the party members has the skill Danger Sense, the bat at the top of the Display Window will move its mouth when the party is in danger of being attacked.
- 4 The four gems in the corners of the Display Window light up if there is any kind of protection spell active, such as Elemental Protection.
- 5 If one of the party members has the skill Detect Secret Passages, the gremlin on the lower right side of the Display Window waves its arm when a thin wall is directly in front of the party. Select Bash in the Options Window to open the secret passage.
- 6 When the Clairvoyance spell is in effect, these heads will give advice on "Yes/No" or "Who Will" questions.



*The Might and Magic Game Screen.*

**Character Portrait Window.** Under each character portrait is a gem that changes color depending on the character's 'health'. The character's face changes expression depending on his or her 'condition'. If the gem or portrait changes, check the Character Screen by selecting the character you wish to view (**F1 - F6**, or click on the character portrait). A yellow highlight appears around the portrait of the character being viewed. The spaces in this window can be filled with up to six characters.

**View Window.** If one character has the Cartography skill or the Wizard Eye spell is cast, an overhead view of the party's immediate surroundings appear in this area. The Cartography skill will only show where you have been. If both the skill and the spell are active, you may toggle between them by clicking here or pressing the "=" key.

**Options Window.** To select an option in this window, click the mouse pointer on the icon or press the keyboard equivalent.

## Adventuring Icons



**Shoot.** Party members with equipped missile weapons fire them straight ahead.



**Cast.** To cast the readied spell select Cast again. To change the readied spell select New.



**Rest.** Restores the party's hit points and spell points, provided there is at least one food for every member of the party.



**Bash.** Attempts to knock down locked doors and thin walls that hide secret passages.



**Dismiss.** Returns any party member to the Tavern in Vertigo.



**View Quests.** Displays the Current Quest items and notes.



**Automap.** Displays the map of the current area. Only active if at least one character has the skill Cartography.



**Information.** Lists the date, time and any active spells.



**Quick Reference.** Displays the party's vital statistics, gold, gems and food.

## Combat Icons



**Quick Fight.** Battles the opponent(s) using the current Quick Fight option settings.



**Cast.** Same as in adventuring mode.



**Attack.** Attacks the targeted opponent with whatever weapon the character has equipped.



**Use.** Allows a character to equip or remove items, or use an item's special ability.



**Run.** If successful, the highlighted party member will run to a safe location nearby.



**Block.** The highlighted party member will attempt to block the opponent's next attack.



**Quick Fight Options.** A party member may be set to attack, cast, block, or run.



**Information.** Same as adventuring mode.



**Quick Reference.** Same as adventuring mode.

## Important Places

Scattered across the land, there are important places to visit that can be very helpful in character development:

- ❖ Temples
- ❖ Blacksmiths
- ❖ Training Grounds
- ❖ Taverns
- ❖ Guilds
- ❖ Banks

Heal and uncure characters.  
Buy, sell, identify and fix items.  
Train to increase a character's level.  
Buy food, hear tips, create characters.  
Learn spells (with membership).  
Safely store excess gold and gems (and earn interest).