MIGHT AND MAGIC

HEROES V

PC
CD-ROM
SOFTWARE

UBISOFT

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GETTING STARTED

System Requirements

Supported OS: Windows® 2000/XP (only) (XP recommended)

Processor: 1.5 GHz Pentium® IV or AMD Athlon™ (2.4 GHz recommended)

RAM: 512 MB

Video Card: 64 MB DirectX® 9.0c-compliant video card (128 MB recommended) (see supported list*)

Sound Card: DirectX 9.0c-compliant sound card

DirectX Version: DirectX 9.0c or higher (included on disc)

CD-ROM: 12x CD-ROM or 4x DVD-ROM

Hard Drive Space: 2 GB free

Peripherals Supported: Windows-compatible mouse and keyboard

Multiplayer: Internet connection

*Supported Video Cards at Time of Release

NVIDIA® GeForce™ 3/4/FX/6 families (GeForce 4 MX NOT supported)

ATI® Radeon® 8500/9000/X families

Matrox Parhelia™

Laptop versions of these cards may work but are NOT supported.

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, video cards, and operating systems, please visit the FAQ for this game on our support website at: http://support.ubi.com.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

Installation

Installing Heroes of Might and Magic® V

Insert the game disc into your CD- or DVD-ROM drive. If you have enabled the Autorun option, the game installation will start automatically. Otherwise, double-click on the CD-ROM icon in the My Computer menu. Find Autorun.exe in the list of files and folders and double-click on it to start the installation process. Select Install to run the installation and follow the installation wizard guide to successfully install the game on your computer.

Uninstalling Heroes of Might and Magic V

To uninstall the game, click on the Game Uninstall icon in the Start menu. Follow the uninstallation wizard guide to successfully uninstall the game from your computer.

GAME SETUP

Double-click on the desktop icon or click once on the icon in the Start menu to launch the game.

Main Menu

After the game intro, the Main Menu screen will appear. Here you can select one of the following options:

Single-Player

This option opens the single-player game menu, where you can start a scenario campaign or select an individual mission. Here you can also choose or change your player's profile. See below for more details on single-player games.

Multiplayer

This option opens the multiplayer game menu, where you can select one of the following modes: playing with several opponents sharing the same PC (Hot Seat), playing with partners on a Local Area Network (LAN), or playing via the Internet. See more details on this in the Multiplayer section of this manual.

Options

In the Options menu, you can change graphic and sound settings to your own configuration. You can also change several game settings. See the Appendix section for more details.

This menu is also accessible from the Adventure Map, and some game settings are also available from the Battle screen.

Credits

Shows the game's credits.

Quit

Quits the game and returns to the desktop.

Profile and Difficulty Level

Once you've selected single- or multiplayer, you can create or select a profile identifying you in the game. You can create as many profiles as you want. Saves are associated with the loaded profile.

Beneath the profile selection, you can select the difficulty level. The difficulty level is made once for the whole campaign for the current profile. The difficulty level determines your PC-controlled adversaries' "intellect" level, the initial resources amount given to your party at the beginning of the mission, as well as the might of neutral troops that are your potential enemies. There are three levels of difficulty: Normal, Hard, and Heroic.

Single-Player

From this screen, you can start or continue the campaign, load your saved games, launch a single scenario map, or play a multiplayer map against AI opponents.

Campaign

This option gives access to the main storyline. You can access all missions and subcampaigns that have been completed from this screen, or start a new campaign from scratch.

Attention! Before beginning to play, create a new profile with your in-game name.

Save Game

You can save in the campaign, custom games, and some network games. To save a game, click on Save in the Options menu. The save game panel will appear. You can accept the saved game default name, edit it in the appropriate field (1), or overwrite an existing game. To do this, simply select one of the saved games in the list showing the existing ones (2). Once you are done save your game.

You can also make Quick Save and Quick Load using the F6 and F8 keys. In this case, you don't enter the save/load screen and the name is always "Quick Save."

Load Game

To load a saved game, select it from the saved games list on the left (1). You can check the details of the selected saved game on the right panel (2). After selecting the game, you can either load (3) or delete (4) it from your computer.

Custom Game

Custom games are maps with a special scenario. They are not interlinked by a single storyline. In addition to the missions that have been intentionally created for the single-player mode, you can also load multiplayer maps, where your adversaries will be controlled by the AI.

On this screen, a list (1) of the custom game names, winning conditions, number of players, and size is displayed. Select a custom game from the list. Check the Include MP Maps box (2) to display multiplayer maps.

Under the list a map description will appear detailing the scenario associated with the selected custom game.

Set the main options for the selected game using the options panel on the right (3).

Click on Create to access the Create Custom Game screen.

On this screen you can select your flag color (1), faction (2), starting hero (3) and bonuses (4).

Use the arrows on the side of each icon to make your selection. If a Dice icon appears, it means that your choice has been set to random.

Some of the parameters may have been preset and cannot be modified.

PLAYING THE GAME

Basic Controls

Camera Controls

• Scroll the map by bringing the cursor to the edge of the screen.
• Rotate and tilt the camera by holding and moving the right mouse button.
• Zoom in and out with the mouse wheel.

Keyboard Shortcuts

Many actions in the game are linked to keyboard shortcuts. You can check out these shortcuts in the Appendix section of this manual.

Tooltips

Much information will be provided during the game through tooltips and floating icons. Here is a brief description of the main tooltips:

Tutorial

The first campaign integrates a tutorial to help you learn how to play the game. It is composed of pop-up messages and flashing icons.

Adventure Map

Throughout the game, context tips appear as soon as you point at an object with the mouse cursor.

Each tooltip is made of one or two windows. You can cycle through the windows by clicking the right mouse button.

Battle Map

Right-clicking on a creature will display a complete list of its statistics. A second window will describe all the spells and effects that are active on the creature.

Right–Click Mechanic

In addition to the standard tooltips, you can right-click on all interactive elements in the game to see a detailed description of the object.

Floating Tips

When your hero interacts with his environment, you will see icons and tips flying off. These will briefly describe how the event has affected your hero's status. A more detailed description of some important events will appear just below the resource panel.

Banner

During the game, the most important events will be described in a banner tip that will appear on the top of the screen, just under the resource bar on the Adventure Map

Mission Objectives

Objectives are given at the beginning of the missions, and new ones could be added during the missions according to events and situations. You have to complete all primary objectives to complete a mission.

Each objective is described in a dedicated menu you can access by pressing the Objective button on the main interface of the Adventure Map.

Adventure Map

Your experience with the world of Heroes will begin on the Adventure Map, which corresponds to the game's strategic level. This is where the parties develop territories, gather resources, and interact with various objects, neutral units, and each other. The adventure screen shows where the current mission's events are taking place. You can see the terrain within the field of vision of your heroes. All the rest of the territories are covered with a "fog of war" and are not shown on the map. Most maps also include an underground level, which you can access through specific buildings.

Main Interface
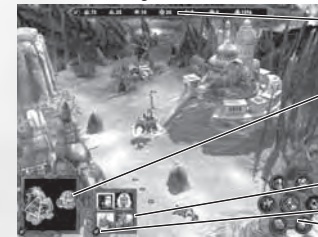
Resources panel

Mini map: It shows the main map's terrain with its buildings schematically. The building's color corresponds to its affiliation (neutral buildings are white).

Hero icons

Town icons

Controls field

You can use the blue arrows to hide or show interface elements. If you have several heroes, the one you have selected will have his portrait framed in yellow. To select another hero, click on his portrait.

Controls Field

• **Next Hero:** Select the next hero and center the camera on him.
• **Mission Objectives:** Call up the mission objectives screen.
• **Toggle Underground/Surface:** Switch the map between underground and surface views.
• **End Turn:** End current turn. Weekdays are highlighted in blue in the button's radius.

- **Game Options:** Call up the game options screen. From this screen you can save and load games, change the game and hardware configuration, or exit to the Main Menu or to the desktop.
- **Spell Book:** Open the current hero's spellbook at the page showing available adventure spells.
- **Walk/Dig:** Walk the selected hero along the plotted course. If the hero hasn't moved, the Dig icon appears, allowing the hero to search for the Tears of Asha under his current position.

Traveling

Routes

To set your hero's route, click on the desired destination point or object with the left mouse button. If the hero can reach it, his way will be shown with a colored dotted line corresponding to his faction. Confirm your destination by clicking on the same point again.

You can tell the hero to move without choosing a route first by double-clicking on the destination. Some events may affect your plotted path:

- If the shortest route to the destination is blocked by an enemy, the game will try to set a new route in a roundabout way to avoid the threat.
- If the destination is out of the hero's range, the line will appear in gray from the point where you will have to stop.
- If your destination is controlled by an enemy, and there is no way around, the route will be plotted in red.

Terrain and Speed

As a rule, open fields and roads are always passable for the heroes. Rocks, marshes, thickets, lava-flows, forests, rivers, etc. are not passable. The rivers can usually be waded in certain places through paths that go down toward the water. Deep water bodies (lakes and seas) can only be negotiated with ships. To embark or disembark, you have to find a suitable shoal.

On dry land, the traveling speed (distance that the hero and his army are able to cover in a day) depends on several factors:

- **Terrain type:** Paved roads offer the fastest travel. In general, cross-country speed is determined by the hero's race; "foreign" terrains are slower to be negotiated.
- **Current army:** The hero's speed depends on the speed of the slowest creature in his army.

Calendar and Time

In-Game Time

On the Adventure Map, one turn takes one day. When all your heroes have done what they were intended to do or have exhausted their movement points, you finish your turn. When all the players on the map have finished their turns, a new day begins. After seven days, a new week begins, and after four weeks, a new month.

The current date can be seen through the tooltip attached to the End Turn button on the Adventure Map screen. The day ends when you click on End of Turn.

When each week starts, a new creatures drill is completed in town buildings, and they become available for enlistment. New creatures also become available for hire from the dwellings on the map.

Week Of…

At the start of some weeks, the combination of heavenly bodies causes a major event. As a result, new stacks of a creature type may randomly appear on the Adventure Map and their numbers will increase in towns. Other weeks will generate other random bonuses and penalties. Only experienced astrologers can predict these events…

Resources

The resource panel shows your current stock of resources. They belong to your kingdom as a whole, meaning that when you lose a town or a hero, you keep all your resources.

Gathering Resources

There are seven types of resources that you can gather by capturing mines on the Adventure Map.

 Sawmill: Wood

 Ore pit: Ore

 Alchemist lab: Mercury

 Crystal cavern: Crystals

 Sulfur dune: Sulfur

 Gem pond: Gems

 Gold mine: Gold

Other Sources of Income

There are several other ways to get resources:

• **Town buildings:** Some town buildings can produce resources. You can also use the marketplace building in your town to trade resources. The more markets you own, the cheaper the rates are.

• **Weekly resources:** Buildings such as the mills or mysterious gardens give resources every week to the first hero who visits them.

• **Unique resources:** When exploring the Adventure Map, you will find chests and heaps of resources that you can pick up.

Gold, wood, and ore are universal resources. Mercury, crystals, sulfur, and gems are rare resources, required for erecting magical guilds and other magic-pertaining buildings and for hiring the most powerful creatures.

Buildings

On the Adventure Map, heroes can interact with various buildings. Some of them can be captured. A seized building has the hero's colored emblem over it. If the building has not been seized by anyone there is a stream of light over it.

Towns

A town's appearance is a good indication of its level of development.

Mines

To guard a mine, you can leave one or more units in it.

Creatures' Dwellings

These buildings can be seized. Unlike town buildings, these dwellings do not accumulate creatures, thus it is advisable to visit them at the beginning of each week. When seized, these buildings also increase the growth of matching creature types in towns under the player's control.

Garrisons and Forts

Garrisons are military buildings guarding key passages on the map. You can leave one or more units to guard a garrison.

In forts, you can enlist creatures, paying them with gold, and drill them.

The Hill Fort is a special building that allows you to upgrade creatures instead of hiring new ones.

Observation

Magical towers and cartographers, if seized, allow you to see the terrain within considerable radiuses around them.

Weekly Income Sources

These are various mills and gardens. They will offer the stock they have accumulated within the week to the first hero to visit them.

Neutral Dwellings

Some buildings can belong to neutral creatures. A neutral dwelling cannot be seized, but a hero can attack it, defeat its guards, and capture its contents or hire its dwellers.

Restoring Magical Energy

Magical wells restore the hero's magical energy.

Temporary Bonus

Some buildings and locations, like the rally flag for instance, will give the visiting hero a temporary luck or morale bonus.

Improving Heroes' Skills and Experience

Some buildings can be visited to improve your heroes' skills, to learn new spells and abilities, or to gain extra experience.

Teleportation

Portals buildings allow heroes to teleport from one location to another one on the map. They can be two-way and one-way.

On the sea, Whirlpools connect different water areas on the map. When you use them, some creatures in your army can drown.

Underworld portals and ladders connect the surface and underground levels of the map.

Individual Items

On the Adventure Map, you can find resources as well as artifacts and chests.

A chest can be used in two ways: to improve the kingdom's financial welfare or to give extra experience to the hero who found it.

On water, shipwreck, flotsams, and floating chests can also contain resources and money but they can also be empty.

Questing for the Tears of Asha

The Tears of Asha is a major artifact that is needed to erect a special building in one of your cities. In most missions this is not a requirement, but it definitely gives you a major advantage in completing your mission.

Searching for the Tears of Asha involves revealing the puzzle map, which can be seen on the Mission Objectives screen. A fragment of the map is revealed each time you visit a special magic shrine. The one showing the exact location of the Tears of Asha is the last to be revealed. When you know (exactly or approximately) where the Tears of Asha is hidden you may try to dig it out using the Dig button of the Controls Field.

Digging requires a whole day, meaning that the hero cannot do anything else during that day.

The obtained Tears of Asha is to be brought to a city under the hero's control. If the hero carrying the Tears of Asha is intercepted and defeated by the enemy, the Tears of Asha will disappear.

Opposing Forces

Your heroes' main adversaries will be the heroes belonging to the enemy. You can also encounter individual stacks of neutral creatures on the Adventure Map ("neutral" means they don't belong to any of the parties; it does not refer to their attitude toward you!)

Finally, some of the buildings on the map can be occupied by enemy or neutral units. Trying to capture such a building will mean by necessity fighting its guards.

Neutral Units

The neutral units' attitude toward your hero will be modulated according to several factors.

First of all, your army's strength: if your forces are inferior, you will most likely be attacked. If the chances are more or less equal, the neutral units may be willing to join you for a certain pay. If your strength leaves no considerable chance for them to win, they will try to flee, or offer to join you for free under special circumstances.

In case of flight attempt, you may pursue and fight the enemies for extra experience or let them go to avoid wasting time and troops. In this case you will gain less experience. Once it has fled or been defeated, the unit will disappear from the map.

The probability for neutral units to join your army increases when:

- The hero's and the unit's race are the same.
- The hero already has creatures of the same type in his army.
- The hero has Diplomacy ability. The Diplomacy ability also decreases the sum the unit requests for joining.
- The hero specializes in this type of creature.

If a neutral unit wants to join the hero but the hero has no free slots for new units, the Army Selection screen will appear, where you can either combine units of the same type or dismiss some unit. If a neutral unit wants to join for pay, the requested sum is deducted from the resources if the hero takes on at least one creature from that unit to his army.

Evaluating the Enemy's Strength

The composition of the neutral unit cannot be seen from the tip, but usually the unit is depicted by the figure of the creatures forming it. The tip also shows the approximate number of creatures in the unit.

Enemy units can guard the forts that block your way or the income sources. The composition and approximate number of creatures in stacks can be seen in the tips for the hostile heroes, forts, and towns.

Hero Management

To access the hero management screens, double-click on the hero on the Adventure Map or on its portrait anywhere else in the game. There are five categories within the management screen: army and stats, inventory, skill, abilities, and biography. Each category can be reached through the tabs on the left side of the Hero management interface.

Controls Field

- **Previous/next hero:** Select the previous/next hero you control.
- **Dismiss:** Dismiss current hero. A dismissed hero will leave your kingdom with all his artifacts and creatures. Please note that in some scenarios or campaign missions some heroes cannot be dismissed.
- **Creatures:** Browse through the creatures you have enlisted in your army.
- **Exit:** Get back to the previous screen.

Hero's Level and Attributes

Leveling Up

The hero gets experience points by winning battles, picking up specific objects, or visiting dedicated buildings on the Adventure Map. The goal is to reach a predetermined experience level (1).

When leveling up, a hero increases one of his attributes. You can choose a new skill, increase an existing one, or learn a new ability.

Attributes

There are four basic attributes (2) that you can increase by leveling up:

- Attack
- Defense
- Spellpower
- Knowledge

The hero's racial affiliation determines his "favored" attributes. When the hero gains a level he has a great chance to augment the main attribute, a smaller one for the additional attribute and an even smaller probability to increase one of the two remaining attributes.

Race	Primary Attribute	Secondary Attribute
Haven	Defense	Attack
Sylvan	Defense	Knowledge
Academy	Knowledge	Spellpower
Inferno	Attack	Knowledge
Necropolis	Spellpower	Defense
Dungeon	Spellpower	Attack

Hero's Army (3)

Creature Stacks

You can have up to seven stacks of creatures under your command. A stack consists of a number of creatures of the same type. In the game's interface, a stack is displayed as a single portrait or creature. The number of creatures in the stack is displayed on the portrait or near the creature.

Relocating, Splitting, and Merging Stacks

On the main Hero screens, you have seven slots (3) corresponding to the seven stacks you may enlist in your army. You can relocate, split, and merge your stacks in those slots.

To relocate a stack, simply drag and drop it from one slot to the other.

To split a stack, hold the Shift key, click on the stack you wish to split, and drag it to the destination slot. When you release the Shift key or drop the stack, the Split Army interface will pop up. On the left is the initial slot, and on the right is the destination slot. Moving the slider, you can dispatch the units between the two stacks. When you are finished, click on the Split button.

As the destination slot, you may choose not only an empty slot but also a slot already containing a stack of the same creature type. In this case you can redistribute creatures between two units.

To merge two stacks, simply move one of them into the slot occupied by the other.

Relocating, Splitting, and Merging Units

War Machines (4)

Unlike stacks, a hero can only have one war machine of each type:

- A **ballista** is a war machine used to inflict physical damage.
- An **ammo cart** stores projectiles, removing the shot number limit for shooting units.
- A **first aid tent** can heal your creatures on the battlefield.
- **Catapults** are designed for destroying town walls. All heroes have them but only use them when assaulting an enemy-controlled town.

Inventory

The artifacts are objects filled with a special magic power. To be active, an artifact must be put on the appropriate body region (1). An artifact that is not equipped is inactive and will appear in the Inventory bar (2).

There are several types of artifact: some can be used to increase your hero's attributes, others will allow you to cast specific spells, while some of them will increase more specific skills.

Please note that the spell scrolls can only be used a fixed number of times.

Artifacts can be found on the Adventure Map, bought in shops in the Academy or Dungeon towns, purchased on the black market, or looted from defeated enemy heroes.

To open your spellbook, click on the appropriate button (3) on the Inventory screen.

Spellbook

There are four main schools of magic in Heroes of Might and Magic V. The spellbook displays the spells you know, as well as the amount of mana (1) you have left to cast them. You can also turn the pages (2) of the spellbook to browse through available spells. Active spells are shown with colored icons in the book while inactive ones are monochromatic. Inactive spells are spells you have learned but are currently unable to cast either because you do not have enough spell points or because there is no proper target for the spell.

Spellbook Tabs

- **Adventure spells:** Spells that can only be used on the Adventure Map.
- **Battle spells:** Display all the spells you can use in combat.
- **Hero's unique abilities:** These abilities differ from the usual spells in that they can be cast for free.
- **Destructive magic:** A school aimed at dealing damage to enemy creatures.
- **Light magic:** The spells in this school are mainly aimed at supporting the caster's troops.
- **Dark magic:** This school is devoted to hurting enemy troops by slowing, cursing, weakening, etc.
- **Summoning magic:** This school is all about illusions, summoning and disorienting the enemy.

Spell-Casting System

There are five circles (levels) of spells. First- and second-circle spells are available to all heroes; to learn more complex spells, the hero must acquire skills in the appropriate school of magic.

The easiest way to learn spells is to visit a town that has a Magic Guild. Some buildings on the Adventure Map will also allow you to learn new spells. Please note that these buildings and Magic Guilds can only teach you spells you may learn. If your magic skill is insufficient, you won't be able to learn spells from the upper circles.

Skills

Skills increase the hero's efficiency in a determined area.

A hero is able to master six different skills, including one default skill that depends on his race. Every skill has three levels of development: basic, advanced, and expert.

Abilities

Abilities improve the hero's efficiency in a more specific area. To gain an ability, you must first have the corresponding "root" skill. Each skill allows you to master up to three abilities, depending on the skill level.

Special Abilities and Bonus

Some combinations of skills and abilities will unlock additional special abilities.

Each hero has a unique ability linked to his own background and personal history.

Biography

The biography details your hero's personal history and specialization.

Allies' Meeting

When two heroes belonging to the same or allied parties meet each other, they can exchange items and knowledge. To do so, click on the friendly hero from the Adventure Map. The exchange interface will appear at the screen.

When heroes of the same party meet, you can relocate units, war machines, and artifacts both ways. Meeting an allied hero, you can only give him or her some of your troops and artifacts.

If any of the heroes has spells-exchanging ability, the knowledge of spells will be exchanged automatically (taking into consideration the heroes' limitations in magic level and skill).

Town Screen

In most of the missions, towns serve as "support points" for tasks, and defending your own towns while capturing enemy ones makes the mission's key moments.

In most missions, you will start with towns corresponding to your hero's race. Of course, a town is open to any friendly hero, but the opportunities it offers will be somewhat limited for a hero of a foreign race. In particular, he will not be able to use some of the buildings specific to the town's faction.

Entering the Town

You can enter the town screen by double-clicking on its icon on the Adventure Map. To enter the town with a hero, select your hero and set the town as the destination.

All the buildings in the town are interactive; they are "highlighted" when you move your cursor over them, and their interfaces can be invoked by double-clicking on them.

Town Interface

On the town interface, the resource bar (1) will appear on the top of the screen. Just below (2) is the name of the town.

On the bottom of the screen is a double bar that displays the garrison of the town in the upper part and the visiting army in the lower part.

The **garrison hero** (3) is located inside the town. The garrison is where the creatures arrive when you hire new troops. This hero manages the town's defense if an enemy attacks (the garrison can defend the town without a hero, too, but this is less efficient).

The **visiting hero** (4) is at the town's gate and can be reached from the outside; i.e., he can exchange troops and items with allies from the mission map and repel the enemy attacks. This means you can have two heroes defending a single town.

Heroes can be relocated (from the garrison to the gate and back) with their troops; to do so, drag the hero's portrait to the new location. If there are two heroes in the town, they will switch places.

Hero panels allow heroes to exchange troops by moving units from the garrison to the visitor's army and back, as well as to split, combine, and redistribute troops. To exchange artifacts and war machines, use the heroes exchange screen, which can be invoked by double-clicking on any of the heroes' portraits.

Basic Controls Field (5)

- **Next/previous town:** Select the next/previous town you currently own.
- **Build:** Create a new building.
- **Hire creatures:** Enlist new creatures.
- **Town description:** Get basic information on the current town.
- **Exit town:** Exit to the Adventure Map.

Advanced Controls Field (6)

- **Tavern:** Enter the tavern to hire new heroes, listen to rumors, and gather intelligence on your enemies, etc.
- **Marketplace:** Allows you to trade resources.
- **Upgrade creatures:** Upgrade basic-level creatures of the town's race to advanced level.
- **Magic guild:** Check the spells that visiting heroes can learn.
- **Shipyard:** Purchase ships.
- **Blacksmith:** Purchase war machines.
- **Racial abilities:** Access to special building. This can only be used by the "native race" heroes.

Buildings

A town's opportunities for heroes are in the buildings it contains. Planning the erection of new building and upgrading existing ones cleverly increases your heroes' chances to win the whole mission.

Town Hall

A town cannot exist without this building. The Town Hall will collect taxes, providing a certain amount of gold every day. By upgrading it, you will develop the whole town, increase the daily income it brings in as well as your possibilities to erect new buildings. Please note that the most advanced Town Hall building, the Capitol, is a privilege of the kingdom's capital, so if you have several towns, you can build a Capitol only in one of them.

Fort

This is the town's main military fortification. It also enables enlisting troops. When upgraded, the protective potency of the town's walls increases, as does its weekly creature birth rate.

Marketplace

This is the place to exchange various types of resources. Markets cannot be upgraded. The exchange rate depends on the number of markets you have in your towns. The more markets you have, the more the exchange rate will be profitable for you. Attached to the market, you can build a resource storehouse that will provide for daily gain of one of the resource types particular to that town. The market also has a post office that allows you to send some resources to your allies.

Tavern

Allows you to hire new heroes. Usually a tavern has two hirable heroes; new heroes stop at the taverns in the beginning of every week. Also, heroes who have been defeated in battle, who have fled or been paid off, return to the taverns. In addition, taverns are a source of information: various rumors accumulate here, and the thieves' guild is willing to provide you with intelligence concerning your opponents for a reasonable price. The hired hero will join the town's garrison, which is why first make sure that the hero's slot in the garrison is free. The units panel of the garrison must have enough free space for the hero's units.

Blacksmith

Manufactures and sells war machines. Depending on the town's race, the price of war machines may vary. Only a visiting hero can purchase their war machines.

Shipyard

Lets you purchase ships. A shipyard can only be erected if the town is located near a shore.

Magical Guild

Allows the visiting heroes to learn magic spells. The magical guild's level (1 to 5) determines the highest circle of spells that the guild will offer. Learning is performed automatically when a hero visits the town. The number of spells of any circle known to the guild is limited. To expand the heroes' magical abilities try to have them visit other towns with magical guilds and use the magic shrines located on the mission map. Certain abilities allow heroes to exchange spells when they meet allies, or "peep" at spells used by their enemies. For the Academy faction, the magical guild is a key building without which the town cannot develop.

Special Building

Can be erected if you bring the Tears of Asha to the town.

Creature Dwellings

Every race has seven creature types, each with basic and upgraded creatures. Once erected, these building begin producing basic creatures of the corresponding row. To hire upgraded creatures of the same creature type, you need to upgrade the buildings (simultaneously, you will become able to upgrade the creatures who already belong to your army).

Faction-Dependant Buildings

This class of building includes those needed for the realization of the heroes' racial skill or other specific buildings that have no direct analogy among those of other races.

Developing Your Town

From the main town interface, click on the Build icon to access the building plan interface. The building plan shows the sequence in which buildings can be erected. The building description and the required conditions needed to erect it are shown in the context tip. When you select a building, the resources needed to complete it will show up just below the resource bar, under the corresponding resources.

You can only erect one building per day and per town. The Town Level is calculated according to the number of buildings in that town.

Controls Field

- **Hire Creature:** Enter the Hire Creature interface.
- **Build:** Spend the needed amount of resources to complete the building.
- **Show simple/detailed plan:** Show a simple/detailed view of the building chart. The simple view does not include the buildings you cannot currently build.
- **Exit:** Go back to the town screen.

Building Plan

The building plan will indicate the status of the various buildings your town may include:

- Buildings displayed in normal view have already been built and cannot be upgraded any further.
- Buildings displayed in green are available for immediate completion while buildings displayed in blue are available for upgrade.
- Buildings displayed in grayscale colors cannot be erected because one or several preliminary conditions for their completion have not been met.
- Buildings displayed in red cannot be completed because of a resource shortage. Select the building to check the resources that are missing.

Hiring Creatures

From the main town interface, click on the Hire icon to access the Hire Creatures interface. The hire creatures panel shows the creatures that are available for recruitment. On the left you can se the building that produce the units. Then you can choose between the basic (1) and upgraded (2) version of each creature. The two digits (3) indicate the number of creatures that are currently available on the left, and their weekly growth on the right.

When you select a creature, the resources needed to enlist it will show up just below the resource bar (4), under the corresponding resources.

Controls Field

- **Plus/minus buttons:** Increase/decrease the amount of selected creatures by one.
- **Hire:** Purchase selected creatures. Hired creatures will move to the garrison slots on the main town screen.
- **Hire all:** Purchase all available creatures.
- **Exit:** Go back to the main town screen.

To hire creatures, first select the creature type, then define the number of creatures you want to enlist by using the plus and minus buttons, then click on the Hire button in the right panel.

Creatures Screen

Click on the second tab of the Hire Creatures panel to access the Creatures screen.

You can also call up this screen by double-clicking on the stack's icon in the main Town screen, Hero screen, or on the Initiative bar on the Combat screen.

The creature's description (1), parameters (2), and the current state icons (3) (plus enchantments cast during the combat) are displayed on the left. The button panel in the lower right-hand corner allows you to switch between various heroes' units, dismiss the current unit, or upgrade it. Units can be upgraded only in towns, and only if the town has a special building for training this kind of creatures at this level. The price of upgrade equals the difference between prices of the two creature types.

Controls Field

- **Previous/next creature:** Show the next/previous creature type in your army, garrison, or production facilities.
- **Dismiss:** Dismiss the selected creature.
- **Upgrade:** Upgrade the selected creature.
- **Exit:** Go back to the previous screen.

Upgrading Creatures

From the main town interface, click on the Upgrade icon to access the Upgrade Creatures interface. The upgrade panel shows the creatures that are available. The arrow buttons under each creature's portrait show you the status of each stack:

- **Red:** Cannot be upgraded (not enough money, building not available, etc.)
- **Green:** Can be upgraded.
- **Orange:** Already upgraded.
- **No button:** The creature belongs to another faction.

The price of upgrading troops is equal to the difference between the cost of enlisting the basic-level and the advanced-level creatures and shows in the context tip. Creatures can also be upgraded from the Creature screen.

BATTLE

When you fight, your aim is to eliminate the last standing creature in your opponent's army, or at least inflict such a shattering injury to their army that they will be compelled to flee.

Starting a Battle

If your hero has entered an enemy's area of control (having walked along the route that has been shown in red) or attacked a building guarded by an enemy, the game switches to the tactical phase. Having arranged the stacks, you begin fighting the enemy according to certain rules. The battle must end in one party winning and the other losing. The hero who has lost the battle may die, flee, or pay ransom. The winner gains experience as well as the artifacts of the fallen enemy or the ransom money.

Tactical Phase

Before each battle you will have the opportunity to arrange your stacks on your part of the battlefield. In this phase the army bar will appear, showing your reserves: unused creatures are displayed the normal way, and the creatures that are already on the battlefield are grayed out.

To arrange the stacks simply drag and drop them on the battlefield or from the army bar. You can also remove a stack from the battle to save it for future combats by dragging it back to the army bar. Your arrangement will be remembered by the game. In the beginning of the next battle, the stacks (except the new ones) will take the same positions, except if an obstacle occupies the position. Please note that at this stage you cannot actually see the enemy army, even if it is already arranged and present on the battlefield. The opponent army is revealed when the combat starts.

Controls Field

- **Auto place:** All creatures will automatically be arranged on the battlefield.
- **Auto combat:** The combat will be resolved automatically by the AI.
- **Options:** Battle mode settings.
- **Flee/surrender:** You can choose to either flee the battlefield, abandoning you army, or surrender to the enemy and pay the ransom while keeping your remaining stacks.
- **Start combat:** Begin the battle.

Hint: When you arrange your stacks, pay special attention to the larger creatures that occupy four squares and are ground-bound. They should not have any obstacles blocking their way, because they are less maneuverable. When positioning shooters, use the advantage of obstacles to make it more difficult for the enemy to approach them closely.

Combat Screen

When combat starts, the battle screen will appear, showing the arena where the fight will take place. On this screen the attacking army is displayed on the left, along with your hero and any war machine you own and may use during the fight. On the bottom of the screen is the Initiative bar (1), with the creature ready to

play displayed in the bigger square on the left. Just below the Initiative bar is the battle log (2), which describes the results of the latest actions, or the expected result when a target is selected.

During the battle, you will play your stacks in the order indicated by the Initiative bar, from the left to the right.

Controls Field

• **Cast spell/use ability:** Show the spellbook of the hero or the current stack (if applicable) with the combat spells section open. If the stack has only one special ability, this button activates it. To cancel casting spell or using the ability, hit the Esc key.

• **Options:** Battle mode settings.

• **Flee/surrender:** You can either choose fleeing from the battlefield, abandoning your army, or surrendering to the enemy and paying the ransom while keeping your remaining units. In both cases, the battle is lost, and the hero goes to a tavern where he can be hired again. You cannot negotiate ransom with neutral units and building guards.

• **Auto combat:** Switch the fight into Automatic mode.

• **Defend:** Use to tell the stack to assume the defensive without giving any other orders to it. If defense-activated, the stack gains +30% to its Defense value. For heroes, this command equals skipping a turn, since they are never attacked.

Initiative Bar

All the turns on the battle arena are taken in an order, or queue, which includes stacks, war machines, and heroes themselves. The position of the stacks in the queue is determined by the creatures' Initiative value. A creature with a high initiative value may therefore show twice in the Initiative bar.

However, the queue will evolve during the battle. The most simple example of this is when a stack is eliminated and leaves all the positions it had in the queue. Certain spells can modify the Initiative value of a stack, thus making it move forward or backward in the queue. The spell-affected stack will then move forward or backward in the bar.

Finally, a unit can miss its turn (without assuming the defensive, see below), in which case its position in the queue is moved back to one half of the usual cycle.

The picture's background corresponds to the party's color. Enemy turns are handled by the AI. When the turn is passed to one of your stacks, fighting is paused to wait for your action.

The creatures are simultaneously highlighted on the bar and on the arena when you move your mouse cursor over them.

Fighting Management

Moving across the Arena

When your stack takes its turn, a field of highlighted squares around it shows where it can move. Clicking on one of these locations will tell the stack to move. A stack that has moved cannot perform any other actions within the current turn.

An arena can have unpassable parts. Ground-bound creatures have to walk around these areas. Flying, levitating, or teleporting creatures can have their routes crossing them, but cannot stop on them.

Melee Attack

This order can be given to all creatures. Stacks perform it automatically. If you bring the cursor over an enemy stack within the unit's range, the attack cursor will appear. You can move the attack cursor to attack the enemy from various directions, depending on your current range. The square the stack will move to for the attack will also be highlighted.

The war machines, located on the edge of the battle arena, can also be targeted with a melee attack.

Shooting Attack

This command can only be given to stack that use ranged attacks. To shoot, the stack must have ammunitions in stock. Bring the cursor over an enemy stack, the shoot cursor (one arrow) will appear.

In shooting, the range matters: aimed shooting is impossible at distances greater than half of the arena's length. Unsighted shooting (which is depicted by a broken arrow) inflicts approximately half of normal damage.

A stack cannot use ranged weapons when an enemy is standing next to it. You can only perform a melee attack on the nearby enemy, or move aside but lose a turn.

You can force a melee attack by pressing the Ctrl key while clicking on the enemy target, provided that it can be reached.

Defend/Skip Turn

Sometimes you may wish to skip your turn, waiting for a better time to attack. In this case, you can use the Space Bar or the Defend button to tell the stack to stay still. It will then gain a 30% bonus to its Defense value. You can also make a stack wait for a while without defending by hitting the W key. The unit's turn will be postponed for half of the usual cycle.

Spell Casting

Heroes and some creatures can cast spells during combat. To cast a spell, click on the Cast Spell/Use Ability button. The spellbook will open, allowing you to select a spell. When a spell is selected, the book will close and the spell becomes active. Depending on the spell you activated, three events may occur:

• The spell does not require a target and is activated automatically. This includes mass effect spells that will affect all stacks on the battlefield.

• You need to specify a target creature, hostile or friendly. To specify a target creature, bring the cursor over the target. If the target is valid for this spell, the Magic cursor will appear.

• You have to specify a target location. In this case, the Strike cursor will appear over all valid locations. The targeted square(s) and creature(s) will highlight. In the case of an area attack, please bear in mind that all stacks within the area will suffer damage, regardless of their belonging.

Click to validate your choice. To cancel spell casting, hit the Esc key, and the cursor will be restored to its usual form.

Units that bear spell effects are represented by numbers with color backgrounds. You can view the spells cast on the unit in the second window of the context tip or in the Creature screen. A green background means the effect of the spell is beneficial; a red background means the effect is detrimental. A purple background means the creature has both beneficial and detriemental effects.

Activate Special Ability

This command is only available to heroes and creatures that have special abilities. Click on the Cast Spell/Use Ability button to choose and activate the special ability.

A special ability can be triggered automatically after activating it or may require you to specify a target or to choose a spell. To cancel the use of a special ability, right-click or hit the Esc key.

Please note that nearly all creatures have one or several special abilities. Most abilities are automatic, meaning that the creature will always use them whenever it is possible. You can check creature abilities by consulting the Creatures screen.

Heroes' Actions

During their turn heroes can perform four types of action:

• Attack an enemy with their default attack by targeting an enemy unit on the battlefield just like a shooting attack.

• Use their special abilities by selecting them from the spellbook.

• Cast one spell from their spellbook.

• Skip their turn using the Defend or Wait button.

Managing War Machines

As a rule, "active" war machines (healing tents and ballistas) operate independently and select their targets automatically. However, a hero with the appropriate skill can give them orders.

Counterattacking

Most of the creatures have the ability to automatically counterattack on an enemy that just attacked them. As a rule, a counterattack can only be performed once within a stack's turn.

Counterattacking is only possible in melee combat. There are several exceptions to this rule, due to creatures' special abilities.

Damage and Healing Rules

The overall damage suffered by the target of an attack is the sum of damages inflicted by each of the creatures in the attacking stack. Usually, the inflicted damage is determined randomly within the Damage range of the creature. The damage inflicted by the stack equals this number multiplied by the number of creatures in the stack. The unit attack value increases damage and the target defense value decreases the damage dealt.

The damage is applied to the target according to the following scheme: if the inflicted damage is greater than the first creature's hit points, the creature who takes it dies, and the remainder of the damage is given to the next creature, and so on.

In the end, either the whole stack is decimated or a creature suffers an amount of damage that is less than its hit points and remains wounded. This creature's hit points appear in the context tip of the stack.

The estimated result of an attack is shown in the log under the Initiative bar. It takes into account the the unit's attack, the target's defense, and various creature and hero abilities that will be executed with 100% probability. Any ability with a probability of less than 100% (like Luck) is not included in damage estimates.

When a stack is healed, the first creature is healed, then, if there still is some healing ability or magic power left, and if the healing spell or ability permits it, one killed creature is resurrected and healed, and so on. The total amount of creatures after healing cannot exceed the stack's original strength. The rules for certain creatures' abilities to replenish their health by Life Drain and the resurrecting spells are similar.

Luck and Morale

The Luck property determines the probability of inflicting double damage on a target. The default value for Luck is zero, meaning that you will never inflict double damage. This probability can be increased with a hero who has the Luck skill. Luck does not affect the hero himself but the creatures under his control.

Luck can also be negative. In this case, some of the stacks' attacks will inflict only half of normal damage. On the battle arena, when the Luck parameter snaps into action, this appears in the form of a rainbow-like halo over the creature.

The Morale value determines the unit's chance to take its turn more often than it should be according to its current Initiative value, or, on the contrary, skip some of its turns. The default value for Morale is zero, meaning that the turns never become more frequent, nor are they skipped.

A stack's Morale value can be modified through the hero's Leadership skill parameter, and through the composition of the army. Armies that only have stacks of the same race, as well as those commanded by a hero of the same race, have increased Morale. "Foreign" stacks in the army or a "foreign" hero commanding it decreases Morale.

Low morale implies that the stack may not perform any actions but delay for half of the cycle's time. It is visualized as a bird-like figure in black over the creature.

High morale means that there is a chance that after its turn, the stack will only wait for half of the cycle instead of the whole of it. The effect is visualized as a golden bird-like figure over the creature.

MULTIPLAYER

For the latest information about supported modes, game servers, and new maps, please visit the game's official websites (links to appropriate Internet sites are provided in the game's program group in Windows Start menu).

Multiplayer Menu

Click on Multiplayer from the Main Menu to access the Multiplayer menu.

Here you can select the game mode: Hot Seat, LAN, or ubi.com™, or choose to load a saved multiplayer game.

• In Hot Seat mode, players join for a game on a single computer.
• A LAN game allows you to play a multiplayer game on a local network.
• A ubi.com game lets you play a multiplayer game via the Internet.

Hot Seat

Up to four players can play in this mode. The game selection screen is similar to the one for selecting single-player custom games. The difference is that only multiplayer maps are displayed.

Choose the map and set the options. Click on Create Game button to call up the screen allowing you to choose sides and set initial conditions. Clicking on Load Game allows you to load a previously saved game and continue playing it.

All players must choose their number, flag color, and initial parameters (race, starting hero, and resources – if the scenario allows). By default, start-up parameters are set randomly (dice icon). Close unused lines (lock icon) or assign AI-controlled players (computer icon) to them. After that you can start playing the game.

Information about the current player is displayed in the information window in the upper section of the screen. Any human player can stop playing at any time and surrender. The game is played until only one player remains, or the mission is accomplished.

LAN Game

Joining a Game

On accessing this screen, available servers in your LAN will be queried, and the list of available game sessions displayed. It includes both active games (the ones already underway) and games open for joining. Select a game and click on Join (you might be prompted to enter a password). You'll be transferred to the game room.
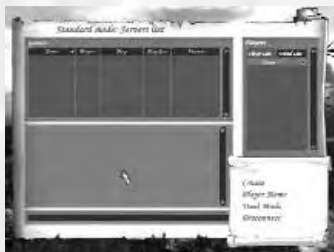
Creating a Game

From the same screen, choose the game type (Standard mode – playing on a mission map, or Duel mode – a duel game). Click on Create to access the game creation panel.

Chatting With Other Players

The right-hand window displays the list of players in your LAN. You can move any of the players to your Friends list to chat with them privately. The lower section of the screen allows you to exchange messages with other players. To send a message, type the text in the text box and press the Enter key. To send a private message, choose a recipient in your Friends list.

Ubi.com Game

Rules for playing via ubi.com are similar to the ones for LAN games.

You must be registered to play a ubi.com game. Click on Account in the Multiplayer Game interface to start your Internet browser and connect to the registration page. Enter your login name, password, and email address (in case you forget your password). After registration you can get back to the game interface, enter your login name and password, and move on to the screen allowing you to select a game channel.

Ubi.com Game Modes

Ubi.com supports three game modes:
- **Training:** The results of your game will not be taken into account in the ubi.com ladders.
- **Rating:** The results of you game will influence you ranking in the ubi.com ladders.
- **Duel:** You will directly access the Duel mode game.

Channels

Channels allow players to choose the kind of game they prefer; at any time there are at least three channels available on the server. Additional channels can be created for players speaking other languages, to support various communities etc.

Lobbies

After you select a channel you'll be transferred to the Lobby where you can view the list of players, list of current games (open and closed game sessions) and chat with other players. You can create your own Friends list and switch between chatting with all players connected to the channel and with friends only.

You can also join open game sessions (i.e., games which still have room for other players), or create your own game.

Ladders

Ubi.com maintains a general list of all players' scores (Ladder). Players who took part in a rating game at least once have their profile stored on the master server. Profiles include data on the player's current rating, their number of victories and defeats playing for each race, their preferred race, playing time, etc.

Rating is calculated based on the number of victories and defeats, taking into account differences between the opponents' ratings. Depending on their rating, players can choose a picture to represent them – image of a creature or hero of their favorite race. For example, a novice player can choose a picture of Peasant or Skeleton. Training games and duels do not affect players' rating.

Connection Stability

If your connection to the server is broken during a duel, it will count as a defeat. If one of the players "disappears" during a game on the map, the game will pause for up to 10 minutes; after that the player will be considered to have lost the game. Each player cannot disconnect and then reconnect to the master server more than three times during the game.

Creating a Multiplayer Game

When you create a multiplayer game on ubi.com or on a LAN, you will have access to several options.

After clicking the Create button, you will be brought to the game creation screen.

Multiplayer Mission Types

There are two kinds of gameplay available for accomplishing missions: each player against all others and team play, where players can make alliances with each other. The player who created the map determines the type of gameplay for it (Players column). In team play, alliances are made before the game starts and cannot be changed later on. All members of the team have a common field of vision on the map and can swap resources via the Mail interface.

Multiplayer Games Selection

This screen is similar to the one for selecting single-player custom games. The difference is that only multiplayer maps are displayed, and that it provides additional options.

- **Name:** The name of the new game will be displayed in the game sessions list.
- **Locked Game:** Access to the game can be protected by password (the field below).
- **Ghost Mode:** Enables Ghost mode (you'll be able to use a "Ghost" to explore the mission map while the opposition takes their turn; see details below).
- **Dynamic Battle:** Allows dynamic battle combat (with a time limit for stacks' turns).

- **Time Limit:** Time limit for taking turns (from 1 to 45 minutes or no limit).
- **Difficulty:** Set the difficulty for mission (Normal, Hard, or Heroic).
- **Quick combat:** Allows you to estimate combat results before combat and either accept them or play them manually.

When all options are set, click on Create to go to the game lobby panel.

Game Lobby

On this screen players can select their number, flag color, faction, starting hero, and bonuses.

Use the arrows on the side of each icon to make your selection. If a Dice icon appears, it means that your choice has been set to random.

Close empty lines (lock icon) or assign AI-controlled players (computer icon) to them. Players can use the bottom section of the screen to exchange messages. When all players confirm that they're ready to begin (by clicking on Start Game button), the game starts.

During the game players can chat with each other (messages will be overlaid on the left section of the screen). To call up a textbox to enter your message, press the Backspace key; to send the message, press the Enter key; to delete your message without sending it or to close the window, press the Esc key.

Special Multiplayer Modes

Duel Mode

To create a duel game session, select Duel Mode from the Games List panel. Click on Create and enter the name (and password if you wish) of the game you wish to create.

After that you'll be transferred to the Lobby where you can choose your hero (view context tooltips for description of the heroes' armies), choose arena type, and set the time limit. The lower section of the screen allows exchanging messages with the other player. The game starts when both players are ready. You can't fight a duel with an AI-controlled opponent.

To join a duel game session, select Duel Mode from the Games List panel, then select the game you wish to join and click Join.

Ghost Mode

Ghost mode takes you to a different reality – a plane parallel to the normal game world where the current mission takes place. Ghost mode is only available in multiplayer games, and only to human players (AI-controlled players cannot switch to Ghost mode). While in Ghost mode, you still can take certain actions on the mission map – while other human players take their turns in the normal world.

At the beginning of the mission, each player gets one ghost of his or her race. Ghosts can scout; exert influence on mines, neutral monsters, and enemy heroes; and protect your units from enemy ghosts. At the beginning of the player's turn, all ghosts belonging to the opposition get some energy. The amount of energy depends on how long the player took to complete the previous turn. Ghosts can use the energy to move around or develop their skills..

Upgrading a Ghost

Double-click on the ghost's picture to call up a screen with its parameters. Here you can spend the energy to upgrade your ghost. There are six skills to upgrade:

- **Revenge:** Allows your ghost to weaken the skills of an enemy ghost. At an advanced level, this skill allows your ghost to completely dispel the enemy ghost's negative influence.
- **Haunt:** The ghost can haunt a nearby enemy mine, to decrease its output. The higher this skill, the more damage the ghost inflicts; advanced skill allows the ghost to redirect the mine's output to supply its master.
- **Curse:** The ghost can curse the enemy closest to his position, decreasing all its main attributes. The higher this skill, the more damage the ghost inflicts on the hero.
- **Possess:** The ghost can take control of neutral creatures. If an enemy hero encounters these creatures, the ghost's master will be able to observe the combat and occasionally control the units. The higher the skill, the more control over the creatures the ghost's master will have.

- **Guard:** In the Guard mode an Intercept area appears around the ghost; all enemy ghosts who get within it will be automatically attacked. The higher the skill, the bigger the Intercept radius.
- **Devour:** The ghost can attack enemy ghosts in Haunt, Curse, or Possess modes. Attack starts combat between ghosts. The higher the skill, the stronger the ghost becomes and the better chance they have to win.

Ghost Specializations

There are six ghost specializations, depending on the race:

Ghost	Faction	Specialization
Revenant	Haven	Guard
Spectre	Necropolis	Devour
Chimera	Inferno	Haunt
Phantasm	Academy	Possess
Banshee	Dungeon	Curse
Shade	Elves	Vision

It's rather easy to scout with ghosts, because they have many more movement points than normal heroes. Ghosts can move across all passable areas and go right through other creatures. You can see all heroes, all buildings on the map, auras of all items and objects and positions of all neutral units within the ghost's field of vision (at a distance you'll see shapes indicating the units' race – e.g., Peasant for Haven or Skeleton for Necropolis; close by you'll see the actual creatures). Enemy ghosts always remain invisible. Ghosts can move on water, use portals and teleport, but they cannot get into towns or individual buildings.

Defense includes lifting curses, guarding friendly objects/units, and fighting enemy ghosts. Ghosts can lift a curse or take control of neutral units. Ghosts can also switch to guarding mode, to guard a mine or a hero. If an enemy ghost tries to approach a guarded object, the ghosts start fighting regardless of how far they are from each other. The combat goes on automatically; the players just find out how it ended. The defeated ghost loses some of its skills and retreats to the gates of the nearest friendly town.

If players are attacked in the normal world, they must leave the ghost world for the duration of the combat. When the opposition ends a turn and it is the player's turn, he or she is automatically taken back to the normal world.

APPENDIXES

Gameplay Settings

Adventure

• Quick Combat.

• **Movement reminder:** Displays a reminder if the player clicks on End of Turn button while some of his or her heroes still have unused movement points.

• **Map scroll speed:** Sets camera scroll speed when using keyboard controls or moving the mouse to screen edge.

• **Invert camera rotation.**

• **Spellbook animation.**

• **Show tutorial:** Shows tutorial screens during the first campaign.

• **Tooltip delay:** Sets how soon a tooltip is displayed after you place the cursor over a screen object.

• **Player movement speed.**

• **AI movement speed.**

• **Special Hero trail (collector's edition only).**

Combat

• **Show grid:** Toggles arena grid on/off.

• **Show movement shade:** When you place the cursor over a stack, the areas the stack can reach in one turn will be highlighted.

• **Cinematic camera:** When a stack attacks, the camera will show the combat from a closer angle.

• **Combat style:** Toggles time limit for taking turns (Standard or Time Pressing).

• **Battle speed settings:** Sets how quickly stacks will move around the arena.

Audio and Graphics Settings

Graphics

• **Full screen:** Sets the game to the full-screen mode.

• **Screen resolution:** Allows you to select one of the available screen resolutions.

• **Image quality:** Sets image quality. The game will propose a default setting according to your system's performances.

• **Gamma correction:** Sets Gamma-correction for your monitor.

• **Use HW cursor:** Uses simple hardware cursors instead of the default game ones. Speeds up the game, recommended for graphics systems close to minimum configuration.

• **Simple mode:** Uses the most basic graphics mode; recommended for minimum configuration systems only.

• **Anti-aliasing:** Sets anti-aliasing mode. The game will propose a default setting according to your system's performances.

• **Anisotropic filtering:** Affects the way textures positioned at a sharp angle to the camera are displayed. The game will propose a default setting according to your system's performances.

• **Water reflections.**

• **Sample mode:** Uses the most basic graphics mode; recommended for minimum configuration systems only.

Sound

• **Music volume:** Sets the music volume in the game.

• **Sound volume:** Sets the volume for various sound effects in the game.

Game Controls

Clicking and releasing the right mouse button invokes the context tip for the object the cursor points at, or cycles through the other tip screens if there are several.

Camera Management

From keyboard:

Up arrow	Move camera forward
Down arrow	Move camera backward
Left arrow	Move camera to the left
Right arrow	Move camera to the right
Page Up	Zoom in
Page Down	Zoom out
Home	Set camera on average height default camera
Ctrl + left arrow Insert	Rotate camera to the left
Ctrl + right arrow Delete	Rotate camera to the right
Ctrl + up arrow	Tilt camera up
Ctrl + down arrow	Tilt camera down

With mouse:

Wheel	Change scale (zoom in or out)
Right mouse button + left move	Rotate camera to the left
Right mouse button + right move	Rotate camera to the right
Right mouse button + up move	Tilt camera up
Right mouse button + down move	Tilt camera down
Right mouse button + Ctrl + move	Move camera in that direction

Mission Map

Click on hero portrait or town icon	Select this hero or town, focus the camera on the selected object
Click on location or object	Set this place as destination for selected hero (route will be chosen)
Double-click on location or object, or Click on destination	Tell selected hero to move to that location or object
Click on friendly hero	Approach this hero and open exchange screen
Right mouse button on object	Open the object (hero, unit, building) properties screen which depends on the object type
Space Bar	Tellmove hero
Ctrl + E	End turn
Esc	Cancel hero movement, clear chosen route, close current dialogue window (if applicable)
M	Map
N, Tab	Select next hero
Shift + Tab	Select previous hero
C	Open spellbook on strategic level spells section
E	End of turn
I	Switch to selected hero screen and open inventory window
P	Switch to selected hero screen and open abilities window
K	Switch to selected hero screen and open individual and acquired skills window
H	Switch to selected hero screen and open biography
O	Invoke objectives screen (main page)
L	Invoke objectives screen (log page)
T	Switch to selected town main screen
U	Switch between surface and underground maps
G	Invoke Tears of Asha map
1...8	Select hero by number (left to right)
Backspace	(Network game only) open text input string
Enter	(Network game only) send typed text
Esc	(Network game only) erase typed text

Town

B	Erect selected building
R	Switch to hire creatures screen
M	Switch to market screen
Enter, Esc	Leave town interface for mission map
Tab, Shift + Tab	Select next/previous town
Space Bar	Switch places of garrison and visiting hero

Battle Arena

Click on enemy unit	Attack enemy by melee/shooting/magic (depends on the available weapons/magic)
Ctrl + Click on enemy unit	Melee attack regardless of default weapon/magic settings
Click on own unit	Cast spell/use ability on unit (only with such magic selected)
Space Bar or D	Tell unit pass to the defensive, gaining +30% to Defense
W	Switch unit to waiting mode (for half of usual turn's time)
C	Open spellbook on combat spells section (if book icon present at the control panel), or use special ability (if special ability icon shows)
Esc when spell / ability selected	Cancel casting spell / using ability
Enter	Tell hero pass to the defensive or skip turn
A	Switch to automatic fighting mode
R	Flee or surrender (retreat)

General Commands

Esc	Display game menu
Pause	Pause mode on/off
Print Screen	Make screenshot (*.bmp file in the screenshots folder)
F4	Show game settings screen
F6	Quick save
F5	Save
F7	Load
F8	Quick load saved game

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Thanks,
The Ubisoft Team

Heroes of Might and Magic® V

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WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

Limitations: This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Notice: Ubisoft reserves the right to make improvements in its products at any time and without notice.

Refunds: Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product/Documentation Replacements: Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a Support Representative, your replacement request will not be processed.

If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees: Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778
Hours: 9am–9pm (EST), M–F
Address: Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual and the README file (on the game CD). Also browse through our FAQ listings or search our support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:
• Complete product title (including version number).
• Exact error message reported (if applicable) and a brief description of the problem you're encountering.
• Processor speed and manufacturer.
• Amount of RAM.
• Operating system.
• Video card that you are using and amount of RAM it has.
• Maker and speed of your CD-ROM or DVD-ROM drive.
• Type of sound card you are using.

Support Over the Internet: This is the best way to find answers to common issues seen with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com.**

Contact Us by Webmail: Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail simply log into our site at **http://support.ubi.com.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone: You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec, we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail: If all else fails you can write to us at:
Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy: Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.