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This manual provides details for the new features, installing and basic setup only; please refer to the original Heroes of Might and Magic® V manual for more details.

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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: Hammers of Fate

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: Hammers of Fate

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 the Heroes V manual 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 Local Area Network (LAN), or playing via the Internet. See more details on this in the Multiplayer section at the end of the Heroes V manual.

Options

In the Options menu, you can change graphic and sound settings to your own configuration. You can also change several game settings. Check the Appendix of the Heroes V manual 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.

PLAYING THE GAME

New Features

Caravans

Three new tabs have been added to the in-town creatures purchase interface: Hire Creatures from Dwellings, Hire Creatures from Neighboring Castles, and Caravans' Estimated Time of Arrival.

Hire Creatures from Dwellings

The Hire Creatures from Dwellings tab shows all dwellings owned by the player in which creatures can be hired. It also shows the creatures themselves. The Buildings icons are replaced by the Dwellings icons; the figures show the number of creatures, the increase per week, and the caravan movement time. Dwellings are sorted from the top down by the running time.



Hire creatures and then send them by caravan by clicking on the Confirm button.

Hire Creatures from Neighboring Castles

In the Hire Creatures from Neighboring Castles tab, all the player's castles are shown with all creatures that can be hired there. Everything else is similar to the dwellings.



Caravans' Estimated Time of Arrival

This tab shows all caravans traveling toward this town. The caravans are sorted from the top down by their arrival time. Similar creatures are grouped depending on their time of arrival and what type of place they left from (dwellings are grouped with dwellings, and castles with castles).



Caravan Mechanics

A caravan is a self-steering cart (a special unit on the Adventure Map) pictured as a cart model. A caravan can only move creatures between towns belonging to the player or from dwellings belonging to the player to his or her towns.

A caravan travels all by itself (automatically) from the preset origin to the preset destination. A traveling caravan is visible both to the player who owns it and to his opponents (if it comes within their scope). A caravan travels at the speed of a hero who has Expert Logistics and Pathfinding. All terrain penalties are considered. A caravan consists of an arbitrary number of creatures, but no heroes. The number of creature slots in a caravan equals the number of slots for a hero. Creating the caravan itself is free.

Caravans can be attacked by enemy heroes. This leads to a battle, controlled by the player, but without a hero on the side of the caravan (because there are no heroes in caravans).

An allied hero can interact with a caravan (when the mouse cursor is moved over the caravan, its shape changes in the same way as when interacting with a friendly hero). Before the interaction attempt, the player receives a Yes/No Message Box saying, "Do you want to withdraw creatures from the caravan? Caravan will be disbanded." If the player responds "Yes," an interface similar to the Swap Creature interface opens, where troops can transfer between the hero's army and the caravan; after the interaction, the caravan is disbanded, and any troops remaining in it disappear.

A caravan selects the shortest unblocked route to its destination. If traveling is impossible (blocked by other units or respawned monsters), the caravan stops and an icon showing that it stands idle appears over it. Once the caravan's owner's turn begins, he sees a pop-up window saying, "One or more of your caravans are standing idle," with an OK button. A caravan's destination can't be changed.

If an enemy seizes a town to which the caravan has been traveling, the caravan moves on; if the town remains under enemy control when it arrives, the caravan will stop at a distance of 4 tiles and wait.

The number of caravans is limited since they occupy the same interface as the heroes. The number of heroes and caravans together can't exceed the maximal number of heroes. Caravans can't be controlled manually, and their destinations can't be changed.

Random Map Generator (RMG)

The RMG allows you to create a map for games against AI and in multiplayer mode. You can select the size of the map, if the underground map is used, the power of neutrals guarding the resources and the number of players.



The RMG works with templates. The templates describe the game zones (size, content, and links with other zones). The game zone is similar to a local part of a map, limited on all sides by borders. Each zone has one or more links to other zones. The content is the number and composition of interactive objects, such as mines, dwellings, resources, artefacts, etc.

After setting up the parameters, the RMG selects a random template that meets the conditions and builds a map on this template. Experienced users can select templates from the existing list.

Press Generate to start the process. It will last anywhere from several seconds to several minutes depending on the settings. At the end, a small image of the map is displayed. The user can choose a name for the map and press Save when the map is ready. The map will be placed in the Maps folder.

A map created by the RMG does not need to be sent to other users. The RMG will automatically generate identical maps on connected players' computers.

Simultaneous Turns

This mode is intended to make gameplay faster in the beginning, while the initial development is taking place. Simultaneous Turns is selected by default (global var "mp_simultaneous_turns," default value "1").

In this mode, the players take their turns simultaneously. Clicking on End Turn brings the player into Waiting mode (waiting for other players to finish their turns) or into the Ghost mode (if turned on; see below). As soon as all the players have pressed End of Turn, the next turn begins.

Simultaneous Turns only works until the first conflict. A "conflict" is a situation where players can affect each other. Since the game is essentially turn-based, any encounter between two or more players can cause a game mechanics failure (for example, if two players attempt to take the same award simultaneously). Conflict probability is estimated at the beginning of each turn. If conflict is possible, the game is permanently switched to the basic turn-based mode. All players receive a message confirming this.

Simultaneous Turns and Ghost Mode

If both options are active, Ghost mode starts after the player has clicked on End of Turn and continues until all players have pressed End of Turn. The ghosts' energy is charged according to the length of their previous turn in Ghost mode (i.e., the time the player waited for his or her opponents after clicking End of Turn). When the game changes over to Turn-Based mode, Ghost mode also becomes turn-based.

Game Controls

Clicking and releasing the right mouse button on an object opens the context tip relating to the object, 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: Hammers of Fate

PROOF OF PURCHASE



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