HEROES III

MIGHT & MAGIC®

HD EDITION

PC
DIGITAL
DOWNLOAD

UBISOFT®

WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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INTRODUCTION

The most popular Heroes® title of all time is back in HD! Fifteen years later, rediscover the epic tale of Queen Catherine Ironfist as she re-embarks on the critically acclaimed quest to unite her ravaged homeland and re-conquer the kingdom of Erathia.

Forge the destinies of mighty and magical heroes leading fantastical, ferocious creatures in a game that still stands today as the landmark opus of the Might & Magic: Heroes' franchise.

STARTING THE GAME

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Before you begin a Heroes III gaming session, you must choose what type of game you want to play.

The New Game Menu allows you to choose between single, campaign and multiplayer scenarios. You may also choose to resume a previously saved game or play the tutorial.

NEW GAME

Choose this to start a game from the beginning. Clicking this button sends you to the New Game Menu, where you can select between single player scenario, multiplayer or campaign games.

LOAD GAME

Choose this option to resume a previously saved game.

Single Scenario

Single scenarios are played on one map against the computer and are completed by meeting a set of mission conditions.

Multiplayer

You can play Heroes III against other human players via the Internet, or locally on a single computer via the hotseat mode. Choose with the Multiplayer Game Type Selector.

Campaign

Campaign games are linked scenarios marking climactic events in longer stories. They are played against the computer.

Tutorial

A special tutorial scenario has been created to help you to learn the game. You will need to consult the online tutorial guide as you play.

Controls

ADVENTURE MAP CURSORS

Move and number of turns required.

Interact with an adventure location.

Enter the boat.

Interact with a water location.

Land a boat and disembark.

Enemies or monsters a hero may attack.

Trade with another hero.

Dimension Door spell: teleport the casting hero to the new location.

Select the current hero, or display the Hero Screen if the hero is already selected.

Select the current town or display the Town Screen if the town is already selected.

Scuttle Boat spell: click on the boat you wish to cast the spell on.

COMBAT SCREEN CURSORS

Move the highlighted walking troops to this location.

Move the highlighted flying troops to this location.

Hand-to-hand combat. You can choose which side to attack.

Ranged attack.

Half damage ranged attack.

Cast a selected spell at this target.

Sacrifice spell target.

Catapult targets.

Target the creature to heal through the First Aid Tent.

Appears when the cursor passes over a hero.

Get more information about the troops.

Indicates an invalid target.

GAMEPLAY BASICS

HEROES

A ctions in the game are performed by heroes. Heroes explore the land, sea and underground.

They gather treasures, resources and other artifacts, and can also secure towns and Adventure Map structures, adding them to your territory. Heroes travel with troops recruited at towns and other locations.

With these armies they can engage in battles against your enemies or form the defence of your towns. As heroes explore and battle, they gain experience points. When they have enough experience points, they level-up.

ADVENTURE MAP

E ach scenario takes place in a part of Erathia. Exploring the map with your heroes will reveal the environment along their paths. The revealed portion of land is represented on the Adventure Map.

Subterranean gates act as passages to the subterranean level. This underground territory is displayed on its own map, which is also revealed as your heroes travel.

As you explore the map, you will discover a multitude of different types of permanent locations such as mines, ruins and creature dwellings.

You will also encounter heroes and towns owned by human opponents (if you play with your friends) or the AI. More often than not, your scenario mission objectives will require you to fight against other heroes. Combat between your heroes and other heroes, wandering monsters and town garrisons takes place on the Combat Screen.

COMBAT

The Combat Screen displays the battlefield. The terrain you fight on depends on where the conflict takes place on the Adventure Map.

Siege Combat

If you fight the enemy at a fortified town, the attackers are on the left, while the defenders are on the right, behind protective walls. If a player's hero defeats the forces guarding a town, the town becomes part of that player's territory.

Ship-to-ship combat

This occurs when one boat attacks another. Both sides are protected by their ship's gunwales.

Field combat

The attacking forces are placed on the left side of the screen, while the defenders appear on the right side.

Combat is divided into rounds. Each unit or war machine can perform one action per round. All combat units take turns completing their actions. Heroes lead the battle and may cast combat spells if they are able. Individual creatures are part of troops which may contain more than one member, but are represented on the battlefield as a single unit.

Combats end when one side retreats, surrenders or is completely eliminated.

Gameplay

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On each Erathian day, players can move their forces and manage their territories turn by turn. At the beginning of each day, the mines and cities that you control add to your resources. Resources represent gold and raw materials that you may spend to improve your towns, recruit troops and perform other actions.

Town buildings producing creatures do so on the first day of the week.

Kingdom Overview		Elevation Toggle
Quest Log		Sleep/Wake Hero
Move Hero		Cast Spell
Adventure Options		System Options
		Next Hero
End Turn		

In-Game Interface (HUD)

Adventure Map View

1. Wandering monster
2. Loose resource
3. Town
4. Resource Mine
5. Obelisk
6. Hero
7. World map
8. Hero selector button
9. Control buttons
10. Town selector button
11. Status window
12. Resource bar
13. Rollover bar
14. Date

TOWN SCREEN

1 Creature dwelling	**10** Income
2 Hall	**11** Creature
3 Tavern	**12** Garrison Hero
4 Castle	**13** Visiting Hero portrait
5 Marketplace	**14** Town Garrison - Troop slots
6 Town name	**15** Visiting Heroes army
7 Town portrait	**16** Split troop
8 Hall level	**17** Town selector
9 Castle level	**18** Exit town

Advanced gameplay mechanics

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HEROES

There are 16 different types of hero. Each has a special ability. One type may specialise in the use of magic, another can be more battle-orientated.

You can rally several heroes to your cause by recruiting them in your town taverns.

Heroes may be stationed in your town garrisons or roam the lands of Erathia. If a town is attacked by an enemy hero, the hero garrisoned there will lead the troops stationed in the town's garrison. You can have one garrisoned hero per town and up to eight roaming heroes at any one time.

Morale & Luck

All heroes have different statistics according to their profile. You have to take into account the luck and morale rating of your hero and his army, as they increase your strength in combat.

Might & Magic

Your hero gains experience points which make him more powerful. In addition, he gains spell points which allow you to cast spells in Adventure or Combat.

Primary Skills

These icons display your hero's four primary skills: Attack, Defence, Power and Knowledge.
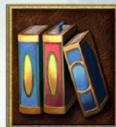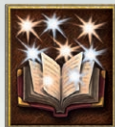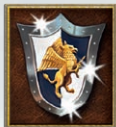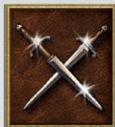
Secondary Skills

There are twenty-eight different secondary skills in the game. Each may be held at a **basic**, **advanced** or **expert** level of ability. Each hero can have up to eight different secondary skills.

Basic skills example

Advanced skills example

Expert skills example

SPELLS

Heroes can use spells to aid their travels, reveal hidden knowledge about their surroundings and help their troops or bring harm to their adversaries during combat.

Heroes must possess a spell book to record the spells they have learned.

When heroes visit a town with a mage guild, they automatically learn any new spells the guild has to offer and that their Wisdom rating allows them to cast.

Each hero regains one spell point per day, or can be completely replenished when he or she starts a new day in a town with a mage guild.

Spell Book

1. Spell Icon
2. Spell Cost
3. Air Spells
4. Earth Spells
5. Fire Spells
6. Water Spells
7. All Spells
8. Combat Spells
9. Adventure Spells
10. Spell Points
11. Close Book

CONDUCTING COMBAT

Troop Actions

Once combat begins, each troop can perform one action per combat round. Each troop takes its turn according to its speed rating. When a troop's turn arrives, it becomes highlighted. Troops can perform the following actions: move, perform a hand-to-hand attack, perform a ranged attack, cast a spell, wait, defend, perform a special attack or counterattack.

Ending Combat

Combat continues — round after round — until one side retreats, one side surrenders or one or both sides lose all of their troops.

PUZZLE AND GRAIL

A Grail is hidden on some maps. Clues to its location can be found at obelisks.

Puzzle Map

Shows the location of the Grail. When your heroes visit obelisks, parts of the map are revealed. When the map is fully displayed, you will see an X marking the spot where the Grail is buried.

Dig

In order to recover the Grail, a hero must dig it out of the ground. Digging takes a full day.

Keyboard Shortcuts

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The New Heroes of Might & Magic III – HD Edition allows you to switch between the old version of the game and the new HD graphics **by simply pressing F2**.

GENERAL

Esc – Cancel, Exit or No

ADVENTURE MAP

H – Selects next hero
M – Moves current hero
K – Kingdom Overview
U – Toggles map elevation
C – Cast spell
Z – Puts current hero to sleep
W – Wakes current hero
Q – Quest Log
E – End turn
V – View World
P – Puzzle Map
D – Dig
I – View Scenario Info
O – System Options

M – Main Menu
L – Load Game
R – Restart Scenario
S – Save Game
Q – Quit to Desktop
Esc – Return to Game
Arrow Keys – Moves current hero
Ctrl + Arrow Keys – Scrolls Adventure Map
Return – Centres current hero or town
Tab – Send a chat message
Esc – Quit

TOWN SCREEN

Up Arrow – Previous town
Down Arrow – Next town
Space – Toggles between visiting and garrison heroes

COMBAT SCREEN

A – Automatic combat on/off
D – Defend
W – Wait
C – Cast spell
R – Retreat
S – Surrender
O – Combat Options
T – View troop
F5 – Toggles creature pop-up types

F6 – Toggles hex grid display
F7 – Toggles mouse shadow display **F8** – Toggles movement shadow display
Up/Down Arrow Keys – Scrolls combat messages
Space – Selects next creature
S – Start combat during Tactics Phase

SPELL BOOK

Left/Right Arrows – Turns pages
Up/Down Arrows – Move through bookmarks
A – Displays adventure spells
C – Combat spells

VIEW ARMY WINDOW

U – Upgrade creature
D – Dismiss creature

Multiplayer mode

HOTSEAT GAMES

You can play locally with up to seven of your friends by using the Hotseat mode, available in the Multiplayer menu. Just enter a name for each player, confirm and go to the Scenario Selector.

Hotseat games are played just like the single player games, except that at the end of each turn the following player takes control of the computer.

Note: It is impossible to see opponents' movements on the uncovered parts of the Adventure Map. To do so, select the **Replay Opponents' Turns** button on the Adventure Options menu.

ONLINE MULTIPLAYER GAMES

Hosting a Game

Each multiplayer game requires a host computer. You'll have to forward some ports on you router to enable server creation, otherwise players won't be able to join it. The ports to forward (TCP & UDP) are:
- 8766
- 27015
- 27016

The hosting player controls scenario selection and chooses which forces each player will lead. To host a game, press the Host button in the Network Game Setup Menu. A box will appear allowing you to name the network game and choose an optional password for it. If you choose a password, only players that know it will be able to join your game. If you leave the password field empty, anyone can join.

Your game will appear on the Game List of other players. Password protected games appear with a lock icon. Unprotected games appear with an open door icon. Games in progress appear with a closed door icon.

Your screen will advance to the Scenario Selector, where you must choose a scenario and assign players to their forces. Any players with no forces assigned when you start are dropped from the game.

Joining a Game

To join a game hosted by another player, fill in your name in the Name Box, then click on a name in the Game List and press the Join button. If the game is password protected, a box will appear asking you for the password. When you join a game, your display will switch to the Scenario Selector. You will not be able to select scenarios or make player assignments, but you will see these actions as performed by the game's host. Pressing the Cancel button will drop you from the game and return you to the Main Menu.

Colour code

Listed games listed are shown in **blue** if you're directly connected with them over a Local Area Network (LAN), **green** if they have been created by one of your Steam friends and **gold** if you have selected them.

All other Internet games are shown in white.

Searching for a game

If you are looking for a particular game (for example, from a specific user or with a precise name) you can enter your search into the field below the list and click the Search button. When the results appear, click on the game and then click Join.

TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please contact our 24-hour online solution centre at http://support.ubi.com first.

Our support team can be reached on **0871 664 1000** (national rate) between 11am and 8pm, Monday to Friday (excluding bank holidays).

PC Game:

If you are experiencing difficulties running your PC game, please contact our support teams before returning the game to a retailer. When calling us, please ensure you are situated at your

PC with the game already installed so that we can troubleshoot for you.

Alternatively, if contacting us by webmail, please attach your operating system file (dxdiag) to your incident so that we are aware of your system specifications. If your screen returns to the desktop, freezes with jerky graphics or you receive error messages, we will need to see this file, as there may be a discrepancy between your operating system and the required game specifications.

Please note that we do not offer hints & tips at our technical support centre. These can usually be found free of charge on the internet.

WARRANTY

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Address for returns:

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Where a CD key is required to access on-line game play, this cannot be reproduced or replaced.

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