

# MIGHT AND MAGIC II

**Type:** Fantasy Role-Playing

**Difficulty:** Intermediate

**Systems:** Apple (128K), Amiga (512K),

Macintosh (one megabyte and a hard drive or two disk drives required), MSDOS (384K required for EGA, VGA/MCGA, Tandy 16-color, 256K for CGA or Hercules; two disk drives or one hard disk recommended, but will run from one floppy; no third-party sound support)

**Company:** New World Computing/  
Electronic Arts

In a rare feat for any sequel, *Might and Magic II* outshines its predecessor in numerous areas. It employs sixteen-color graphics, larger pictures, and excellent 3-D effects and animation. As before, they are used to illustrate not only caves and dungeons and castles, but also for panoramic outdoor scenes that even take you to the beach. Characters can master two of fifteen secondary skills, which often prove vital. Cartography, for instance, enables you to access a convenient automapping feature. The original combat system was refined, and plenty of new spells were added. In addition to the main quest of defeating Sheltem and saving the "land" of C. R.

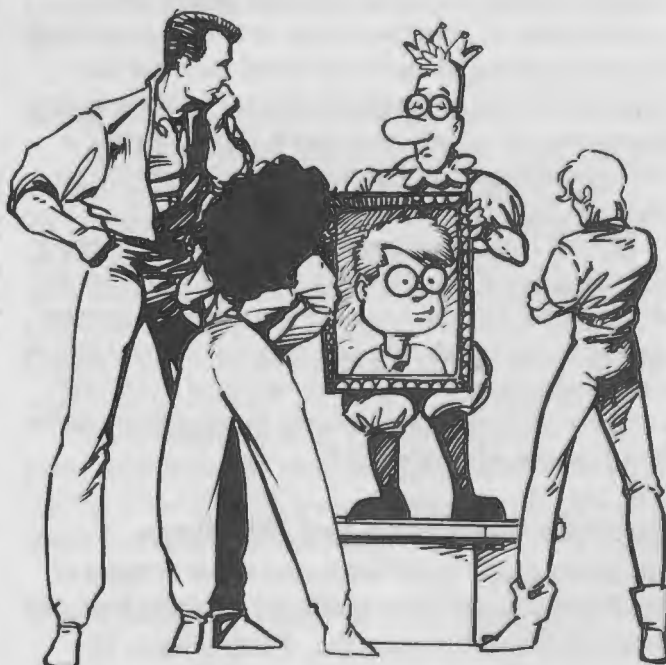
O. N. from a plague of dragons, orcs and other fiends from the Elemental Zones, you'll find dozens of mini-quests that reward you with extra hit points, experience, gold and other ways to advance your characters quickly. It is this well-balanced game system of combat, magic and puzzles—with a decided emphasis on character development through ingenious tricks—that distinguishes the *Might and Magic* series and makes this sequel, which was a "Best Quest of the Month" in *QuestBusters*, so highly recommended.

## General Tips

### Character Development

An effective party consists of two Paladins (or one Paladin and one Knight), a Robber, an Archer, a Cleric and a Sorcerer. Two should have *mountaineering* skill (found at (3, 12) in Middlegate). Begin by walking around town and killing lots of monsters to earn experience points. When you have enough money, buy a ticket at the weapon store so you can fight in the arena on the east side of town (13, 2).

You can buy experience points at the Hillstone Dungeon; go to (5, 11) on Level 1. You may also get



them free by flying to A2 and going to (2, 9). Answer k269, then fly to C1 and walk to (1, 1). Repeat as often as you want. For 1,000 hit points, enter the dragon's cave at D1: (12, 14) and break the glass at (7, 14).

To boost attributes, go to the circus at B2: (14, 4) (on days 140 and 170 only) and win as many kewpie dolls as possible. Fly to D3 and go to (7, 13). Teleport six W, then three S. Enter the pool and return to the circus. You'll be able to win one event and increase the related attribute. This can be repeated, gaining up to 100 points for each attribute. For rejuvenation, go to the mine at A2: (12, 3) and walk to (1, 15).

Travel to the various towns to obtain skills, whose locations are listed below in **Major Locations by Era**. Low-level characters can advance very quickly by winning the Triple Crown and freeing the bishop of the related color.

When the party members attain Level 10 and at least two of them have *mountaineering* skill, go outside and walk to B2: (1, 9). Kill the cuisinarts and the team gets plenty of experience points and assorted items. A good technique is to take one or two MaxHP potions for each character, then use the rejuvenation trick described two paragraphs up to boost their hit points even more. If you run into a battle on the way to the cuisinarts, you have to go through the rejuvenation process again.

*Cheat: Duplicate items and gold by making a copy of your character disk and naming it B. Boot up B and give all gold, gems and items to a dummy character. Save the game and exit the inn. Put your original character into the party (the one replaced by the dummy) and reenter the inn. Give the dummy's possessions to any of your characters. Repeat as often as desired.*

## Locations of Spells and Hirelings

Many Cleric spells are found in the temples of the five towns. Sorcerer spells are obtained from any Mage Guild after paying the initiation fee to its members, who are scattered around the towns. The other spells are obtained by winning battles. The most important spells are:

### Cleric Spells

Spell	Location (Notes)
<i>Nature's Gate</i>	C3: (1, 9) (Eat meal B at (7, 9) in Tundara.)
<i>Walk on Water</i>	C2: (11, 1)
<i>Air Transmutation</i>	A1: (8, 8)
<i>Air Encasement</i>	A1: (1, 14)
<i>Frenzy</i>	B4: (8, 1)
<i>Earth Transmutation</i>	E4: (8, 8)
<i>Water Encasement</i>	A4: (1, 1)
<i>Water Transmutation</i>	A4: (8, 8)
<i>Earth Encasement</i>	E4: (8, 8)
<i>Fire Encasement</i>	E1: (14, 14)
<i>Fire Transmutation</i>	E1: (8, 8)
<i>Divine Intervention</i>	Druid's Cave: (15, 14) (Slay Horvac at (1, 5).)
<i>Holy Word</i>	C1: (5, 5) (Face south.)

### Sorcerer Spells

Spell	Location (Notes)
<i>Eagle Eye</i>	Middlegate: (10, 2) (Do Nordonn's quest.)
<i>Lloyd's Beacon</i>	Corak's Cave: (7, 11)
<i>Wizard's Eye</i>	Sandsobar: (7, 4)
<i>Fingers of Death</i>	C1: (1, 8) (Eat meal C at (12, 10) in Atlantium.)
<i>Dancing Sword</i>	A2: (15, 11)
<i>Starburst</i>	D1: (5, 6)
<i>Enchant Item</i>	Gem-maker: (3, 3)

### Hirelings

(These are listed from worst to best.)

- 1 Cave under Middlegate: (0, 15) (First accept Nordonna's quest.)
- 2 Sandsobar: (4, 10) (First eat meal A in Sandsobar.)
- 3 Vulcania: (4, 2) (Eat meal B at (3, 2); win battle at (4, 2).)
- 4 Atlantium: (0, 14)
- 5 Cave under Vulcania: (1, 14)
- 6 Tundara: (15, 10)
- 7 Castle Hillstone: (8, 4)
- 8 D1: (14, 1)
- 9 B4: (10, 1) (Sherman)
- 10 A3: (8, 1)
- 11 Sarakin's Mine: (7, 2) (Eat meal C at (4, 11) in Sandsobar.)
- 12 Dawn's Cavern: (4, 11)
- 13 D3: (1, 14) (Mr. Wizard)

## Walkthrough

### Questing for Marks

After finding all the spells and hirelings you want, have at least one party member get his mark by completing a mini-quest, or the party can't complete the main quest. Each test must be accomplished by a member of the specific character class listed, possibly aided by a Robber. After the test, travel to D2: (7, 0) on Mt. Fairview to receive many more experience points and a mark.

<b>Archers</b>	Kill Baron Wilfrey at B2: (11, 2).
<b>Barbarians</b>	Kill Brutal Bruno at C4: (0, 15).
<b>Clerics</b>	Take Sorak's soul (C1: (10, 15) to his body (at (8, 0) in Corak's cave).
<b>Knights</b>	Kill Dread Knight at B3: (5, 14).
<b>Ninjas</b>	Kill Dawn at (8, 9) in her cave at D4: (3, 7).

<b>Paladins</b>	Kill Frost Dragon at (8, 8) in cave at C3: (15, 0).
<b>Robbers</b>	Accompany another class on its task.
<b>Sorcerers</b>	Free Wizards of Good and Evil (Good: doors 2-2-4-6-6-12, A-D-F-I; enter 32 right, 64 left. Evil: doors 1-3-1-1-9-11, A-C-G-I; enter 23 left, 46 right).

## The Triple Crown and the Bishops

After at least one character has completed one of the tests just described, win the Triple Crown.

First buy three green tickets, then win a battle in each of the arenas (at (13, 2) in Middlegate, at (13, 8) in Sandsobar and at (7, 9) in Atlanteum). Then free the Green Bishop. Bishops' locations are listed under **Major Locations by Era**, below. The Green Bishop gives you 3,000 experience points when you free him; if you have already won the green Triple Crown, however, you get 13,000. This increased Triple Crown value also holds for the others Bishops, with red worth the most at 200,000.

Use *Lloyd's Beacon* to return to the first arena, then repeat this with the red, yellow and black tickets and bishops.

## The Wayback Machine and the Four Disks

In Castle Pinehurst, see Lord Peabody, who will tell you to rescue his son, Sherman. If you have already done so, exit and reenter. (If not, you can find him at B4: (8, 1).) Then Peabody will let you use the Wayback Machine. Select Era 8 and fly to C2: (14, 8). Explore the castle to find clues and the four disks of Earth, Water, Fire and Air (whose locations are listed under **Major Locations by Era**, below). Return to Middlegate, resting all the way.

## The Elemental Zones and the Talons

Travel to the Elemental Zones. Before entering the portals, you must cast the specific transmutation spell (Earth for Earth Zone, and so on). After going through the portal, visit all the locations whose coordinates have the same digits: (1, 1), (2, 2), (3, 3), (4, 4), and so on. In this manner (or by consulting the list of locations at the end of this solution) you will meet the leader and find the shrine containing one of the four Talons.

## Dawn's Cavern and the Orb

First get the Capitor, the Fluxer, the Radicon and the Todilor, whose locations are listed under **Major Locations by Era**, below. At the cavern, walk to (7, 12). Fight the battle, then go N through the wall. Follow the path to (10, 15), where you'll find the Orb. To get the Orb out of the cave, give it to a hireling and dismiss him. Return to the Inn where you most recently stayed and pick up the hireling you dismissed.

## King Kalohn and Square Lake

Use the Wayback Machine to visit Era 8. Upon arrival, walk N and give the Orb to King Kalohn. Now rest until you return to the Tenth Century. If any of your characters has passed his test, send all who have passed to Palace Royal, dismissing everyone else. Go to the Throne Room and see the Queen. Turn completely around once, and the King will show up and tell you to go to Square Lake.

Before dropping in at the Lake, reassemble the party. In the middle of Square Lake, follow the path until you meet the Demon Archers. Do not attack them. Just continue E to Sheltem and kill him.

## The Codeword and the Cryptogram

The word is w1f2. In the final puzzle, the codeword is randomized each time you reenter this area. To solve it, encode the word p721mbl2 by looking at the paragraph "We, the people of Terra, in order to form a more perfect union, establish justice, insure domestic tranquility, provide for the common defense." Certain letters will be replaced with others. For the "p" in p721mbl2, find the letter that replaces "p" in the paragraph: if the third word is zeozle, then you know to substitute the first letter of "preamble" with the letter "z." Do so with the rest of the letters (within the fifteen-minute time limit). On the Amiga and IBM versions, use an upper-case letter for the first letter of the word.

## Key Locations

Circus .....	B2: (14, 4)
Dawn's Cavern .....	D4: (3, 7)
Sarakin's Mine .....	A2: (12, 3)
Ice Cave .....	B1: (4, 12)
Corak's Cave .....	C2: (5, 11)
Dragon's Cave .....	D1: (12, 14)
Gem-Maker .....	E1: (4, 7)
Luxus Palace Royal .....	D2: (14, 14)
Forbidden Forest Mine Shaft .....	C3: (15, 0)
To End Game .....	C2: (10, 7)

## Major Locations by Era

### 900 +

Castle Woodhaven .....	C1: (3, 14)
Lord Hordall's quest .....	(9, 11)
Remove quests .....	(13, 2)
Green Bishop .....	(10, 6)
Radicon .....	(2, 11)

Castle Hillstone .....	D4: (13, 1)
Lord Slayer's quest .....	(5, 2)
Remove quest .....	(13, 2)
Red Bishop .....	(11, 4)
Capitor .....	(3, 13)
Buy experience .....	(11, 5) on Level 2
Ninja gear .....	(15, 14) on Level 2
Barbarian gear .....	(1, 14) on Level 2

Castle Pinehurst .....	A2: (1, 1)
Lord Peabody .....	(4, 3)
Yellow Bishop .....	(13, 3)
Fluxer .....	(7, 6)
Wayback Machine .....	(2, 5)
Knight's gear .....	(2, 13)
Paladin's gear .....	(14, 13)
Buy all Cleric and Sorcerer spells .....	(2, 1)

Castle Royal (Luxus Palace) .....	D2: (14, 14)
Queen Lamanda .....	(7, 13) and (8, 13)
Black Bishop .....	(14, 14)
Todilor .....	(0, 6)
Gear for Archers .....	(0, 15), Level 2
Gear for Dwarves .....	(11, 14), Level 3
Gear for Sorcerers .....	(13, 14), Level 3

Druid's Cave .....	C3: (1, 6) (password 875389)
Great Druid's quest .....	(15, 14)
Horvac .....	(1, 6)

Dawn's Misty Bog .....	D4: (3, 7)
Vixen Dawn .....	(8, 9)
Orb .....	(10, 15)
Boost Speed .....	(0, 15)

Sarakin's Mine .....	A2: (12, 3)
Rejuvenation .....	(1, 15)
Gold dust .....	Randomly scattered about floor

Gem-Maker Cave .....	E1: (4, 7)
Gems .....	Randomly scattered about floor

### Year 800

Castle Xabran .....	C2: (14, 8)
Air Disc .....	(15, 15) on Level 1
Water Disc .....	(15, 0) on Level 1
Earth Disc .....	(6, 2), Level 1
Fire Disc .....	(6, 14), Level 1

### Other Sites and Items (most in 900+)

Wizards of	
Good .....	(12, 5) in Tower of Mercy at B4: (4, 11)
Wizards of	
Evil .....	(3, 10) in Dark Keep at B3: (4, 4)
Tundara .....	A1: (13, 3)
Emerald Ring .....	Tundara at (15, 9)
Jurors .....	D2: (7, 0)
Dragon Lord .....	D1: (10, 12)
Queen Beetle .....	E2: (11, 6)
Serpent King .....	E3: (5, 6)
Earth Talon .....	(8, 8) (era of Earth)
Air Talon .....	(11, 7) (era of Air)
Fire Talon .....	(4, 4) (era of Fire)
Water Talon .....	(10, 10) (era of Water)
Sword of Valor .....	A2: (11, 2)
Sword of Nobility .....	D1: (0, 8)
Sword of Honor .....	D4: (14, 11)
Mark .....	C1: (1, 1)
Mark's Keys .....	A2: (2, 9)
Guardian Pegasus .....	B1: (9, 9)
Nordonna .....	(1, 2) in Middlegate
Nordonn .....	(10, 2) in Middlegate
Green Messages .....	Druid's Point and Falcon's Forest (interleave 2-1-3-4)
Yellow Messages .....	Beside road in Sandsobar
Red Messages .....	The Elemental Planes (one in each)

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			