

Might and Magic

In Jon Van Caneghem's rousing fantasy you'll visit the land of Varn—not to slay an evil wizard, but to seek the secret of the Inner Sanctum. While leading a six-character team you get a first-person view of the colorful towns and dungeons depicted in some of the 55 mazes that comprise this world. Other mazes represent castles, caves, icy wastelands, forests and even sandy beaches, a first for such a game. The magic system offers a wide array of clerical and sorcerers' spells that are cast by typing a number for the spell's level and another for the spell. Combat includes bows and a control-key option for fast-forwarding through a battle in seconds. Graphics don't use spot animation, but are original and crisply drawn.

While most games award experience points only for successful combat, this one also bestows them on you for fulfilling countless mini-quests. Along with find-and-return-the-orb puzzles, there are type-in-the-answer riddles and other interesting obstacles to overcome. Clues and items needed to solve a particular puzzle are often conveniently concealed in several locations. (And mapping, though necessary, is made easy by a grid system and corresponding magic spell.) The smooth keyboard interface, variety of monsters and magical items, elegant illustrations and specials add up to a compelling two-disk adventure.

The Walkthrough

Character Creation

Create a Knight, Paladin, Archer, Robber, Sorcerer and a Cleric and go to the Sorpigal jail at x6, y12, or to x6, y 9 to find low-level monsters. There is also an arena at x1, y13 in the dungeon that is even more effective for earning experience points. Search after each victory, then return to the Inn and check in. Earn enough gold for decent weapons/armor and experience points to advance a few levels, then explore the town and visit all the statues, including the one hidden at x14, y14.

Magic and Combat

Arm one Fighter and your Archer with a dspttcpx to hit powerful creatures out of sword reach. Keep your Fighters in front, the Archer in the third slot. Put the Robber in the fourth slot, the Sorcerer and Cleric in fifth and sixth. In evenly or over-matched battles, concentrate all your firepower on the strongest monster and slay it before mopping up the rest. Many combat spells won't work joeppst,



however, so cast Nblf Sppn to allow more of your crew to fight hand-to-hand. Keep an eye on Archers, who will learn to cast spells later on. The Fly Spell is useful for avoiding encounters. Magical weapons and armor are sold in Eutl. Visit nearby Trivia Island on map B-4 if you need gems, or see the Pirate's Treasure tip below.

Quick Cash:

The Erliquin Treasury

Take the party to Erliquin and check in at the Inn. Reboot and use the pre-rolled party to steal the upxo usfbtvsft at 11, y12 by going north from x11, y11. Surrender to the guards and let one of the characters gather all the gold, then check into the Inn. Put the one with the gold in your party, give his gold to one of them, uifo evnq ijn. This can be repeated if you check into the Inn after stealing the gold and gems.

Character Development

Many of the quests and specials are not necessary to solve the game, but allow you to earn more experience points and money or improve attributes. Go on any of these missions whenever you want to concentrate on character development. Most can be repeated if you repeat the initial action. In the first one, for example, you would send your Sorcerer to meet the Hermit again; otherwise a second trip to the Qjsbuf't Usfbtvsft sites would be futile.

Pirates' Treasure

Check into the Sorpigal Inn and let your Sorcerer leave alone with an empty cddlqbd1. Fly to C-3 and immediately face N. Etherealize or teleport once, then do the same W. once to meet the Hermit at x2, y10. He will give you Pirate Maps. Re-

turn to Sorpigal for the rest of your crew and fly to A-2. Follow the trail to x11, y3 and etherealize or teleport W. once to x2, y4 for lots of gems and some gold. Then face N. and etherealize or teleport once to get more at x2, y5.

Thundranium

On B-3, go to the cave at x0, y7. See the map to reach the Thundranium, which temporarily increases Njhiu. You'll need to etherealize a few times to reach it.

Cave of Gold

The cave at x14, y1 on map B-1 is the one that is under Erliquin. You must shut off the force fields at x4, y9 or x11, y9. The access code is YICU2ME3. Now you can explore and gain lots of gold.

A Dangerous Orchard

Go the map D-3 and visit the owner of the grove at x0, y2. Then climb all nineteen trees on the left part of the map and return to the owner. You get to pick your reward: gems, gold or a special item.

Riddles

The Riddle of the Ruby is posed in the Stronghold at x9, y9 on map B-2. The riddle is at x6, y11 of the first level. Answer: dsztubm. The other riddle is that of the Ice Princes, found at x4, y4 on map B-2. Answer: mpwf.

The Quest of Og

Og lives on an island at x7, y1 or x6, y1 on map D-4. He wants the Black Queen Idol and White Queen Idol. The former is at the Quivering Forest in the Wizard's Lair at x13, y5 on map B-1. Go to level one of the dungeon and search x0, y15. The Xijuf one is in the temple of Gold. You can teleport there by

going to x11, y2 in Algary. Then go to the fourth level of the dungeon by going to x13, y4 on the first level and epxo from there. This goes straight to the fourth level, where you search at x0, y15. When you have both Idols, visit Og and answer "Rvffo up Ljoht Mfwfm Pof" for mucho experience points.

The Wheel of Fortune

Before trying your luck at x3, y6 on map A-3, defeat some or all of the major beasts: Giant Scorpion at x10, y5 on map D-1; Winged Beast at x9, y9 on map D-4; Sea Serpent at x6, y11 on map A-3; Dark Rider at x5, y2 on map A-1. The more of them you have defeated, the better your chances of winning at the wheel.

The White Wolf

Go to Castle Wolf on map B-3, x9, y13. Enter and go tusbjhiu ahead to x5, y8. Go 1-S, then etherealize. Fight the wolves for lots of gold.

Ranalou at the Korin Bluffs and the Prisoners in the Castles

Enter the cave at x0, y7 on map B-3 and find Ranalou at x5, y15. You must be able to etherealize to reach him via the routes on the map: follow the dotted line to get the Thundranium, then N. to Ranalou; or just take the N. trail and go straight to him (To avoid traps cast Levitate and Jump at x1, y3 and x8, y0 and x5, y2 and x5, y8.) After meeting Ranalou you can visit bmm tjy castles, which may be entered through the portals in Ranalou's lair, and deal with the prisoners. (Use the qpsubm to reach Eppn, but it is easier to walk or fly to the castles than return to the portals each time.) Prisoners are found at these locations: White Wolf at x12, y4; Dragadune at x14, y1; Alamar's at x2, y2; BL. S. at x13,

y2; Bl. N. x12, y2; Doom at x1, y14. Your method of dealing with each prisoner should suit your party's major alignment: if, good, gsff ijn; if evil, torture, and so on. After dealing with each prisoner, visit the Statue of Judgement at x9, y13 on map E-1 to be rewarded.

Clerical Retreat

At x10, y13 on D-2 you will find the Clerics of the North, West and East. You can get healed here, have Alignment restored for free and get curses removed.

Clerics of the South:

Advanced Character Development

You have tfwfo attributes that can only be advanced after wjtjujoh the Dmfsjdt of the South at x12, y0 in the third level of the dungeon under Dragadune. To get there, fly to E-1 and go the Castle at x12, y12. Inside, turn right and go 1-W, 7-S, 6-W, 1-N, 3-E and N. to the stairs at x4, y10. On level one, follow the hall to a four-way intersection at x3, y11 and go N. to the hall. Then go 4-N and E. to the stairs down at x4, y14. On level two, immediately etherealize N., turn W. and walk around the perimeter to the stairs at x8, y15. (A map of level three is provided.)

You must visit the Clerics, find the rooms with the hpoht and hear uisff different tones, then return.

The rooms are guarded by force fields. Without the Etherealize spell you must enter the teleport rooms repeatedly until you reach the gong rooms. They are sboepnjafe, so the tones change rooms every time. After hearing the tones, return to the Clerics, who will make you "worthy." Now all seven attributes can be raised +2 by visiting locations revealed in the Silver Messages. They are: Luck, Dragadune at x1, y1; Might, Under Portsmouth at x0, y12; Personality, Clerical Retreat on map D-2 at x10, y12; Speed, Under Dusk at x14, y5; Accuracy, Under Dusk at x15, y15; Endurance, Map A-1 at x12, y1; and Intelligence, Map E-2 at x2, y13. After doing so, you can repeat the process.

Fountain of Youth & Sex Reversal

To take 20 years off each character's age, uvso the ipvshmbtt found at x3, y3 on map E-1. You *must* have the Etherealize spell to get there and will also have to fight a couple of tough battles, but it is worth it. With the desert map, you can walk there by going due E. from x12, y3. To dibohf tfy, visit the Pool of Sex Reversal at B-3, x4, y3, on the second level.

The King's Quests

Consult the reference tables for locations of some of the items needed to solve these mini-quests and earn experience points.

The Solution: Two Quests

There are two independent quests to complete. (You can finish without doing both, but your score will be too low to qualify your characters to play the sequel.) Here they're called "The Imposter Unmasked" and "The Final Report." As your experience levels and abilities increase, alternate

between these and the various character development quests. Instead of printing maps of all 55 mazes, this solution uses grid coordinates to tell you where to go in the most important ones. Coordinates of all towns and many important objects and people are listed separately.

The Imposter Unmasked

Delivering the Scroll

Examine the statue at x4, y4 in Sorpigal. In the dungeon turn mfgu immediately, go W. through the gistu door and continue down the hall to x1, y2 to get a Vellum scroll. Leave town and fly to Erliquin. Go to Inn, but don't check in. Move gpsxbse podf and meet Aga. Accept his mission to take the scroll to Telgoran. Leave town and fly to Dusk. Enter and meet Telgoran at x8, y0.

Zam and Zom and the Ruby Whistle

Fly to Portsmouth and find Zam at x12, y2 by going E. from x11, y0, then N. twice. (Cfxbsf the nbmf esbjofst at the corridor intersections; you can jump past most of them). Fly to Algary and search out Zom at x1, y1. Fly to C-1 and walk N. to x15, y15. Get the Ruby Whistle.

The Merchant's Pass and the Desert Map

While still in C-1, go to Merchant's Wagon at x5, y 7 and search until you find the Merchant's Pass. To get the map, visit Mpse Ljmcvso on map C-3 at x6, y14: Fly to C-2 and walk S. along y12 to x12, y15 on C-3. Turn right and go to x4, y14, then move 1-S, 1-E, 2-S and 1-E. Go 3-N to reach Kilburn. (If low on food in the desert, nomads at D-1, x10, y13, will trade you cactus nectar for item A in your first character's backpack. Make sure he doesn't have anything valuable in that slot.)

The Aliens

Fly to E-2 and go 3-N. Kvnq, move 3-W and 2-S to x8, y 3. Turn right and follow the path to x3, y 4. Move 5-N and jump to x3, y11. Be friendly.

The Gold Key and the Dog

Fly to B-3 and go to x14, y10. Ufmfqpsu 4-E to x14, y 2. Blow the Ruby Whistle uxjdf and enter the Minotaur's Den. Go 4-W, 4-N, 3-W and descend the stairs. Move 1-W, 7-S and 2-W through the door. Follow hall to the Dog at x3, y4. After getting points from the Dog, search for the Gold Key. Exit the Den and go 3-W, 2-S to leave the Enchanted Forest. Or from the Den, cast town portal to a city.

The Eye of Goros

Fly to B-1. Go to x0, y 7. Enter A-1 by going W., then follow path to x10, y 0. Go W. to x0, y 0, due N. to x0, y11, and 3-W to x3, y11. Move 2-N, 1-E, 2-S. Follow the trail in the mountains to the tfdsfu fousbodf to Castle Doom at x7, y14. Enter, turn right and follow the hall to x7, y 5. Jump and continue to x8, y10. Jump, go to x5, y 6, face E. and jump. Follow hall to captive King at x7, y 8. Take the Eye of Goros and port to a town, or return to the secret entrance and exit.

The King's Pass and the Silver Key

Fly to A-2 and go S. to x11, y 3. Etherealize and go W. to x0, y 6. Move N. to x0, y15. Accept King's Pass from the Druid Percella. The Tjmwfs Lfz is needed in many dungeons. To get it, fly to B-1 and go S. from x6, y10. Follow the trail to x4, y 6 and go N.

The False King and the Soul Maze

Fly to E-3. After expulsion by the Lion Statue, go to x9, y2 for the password. Go to x12, y 6 and give password. Move 1-N and 2-W to Castle Alamar. Enter and proceed 12-E to King Alamar. You will be cast into the Soul Maze at location x6, y 0. Complete the partially revealed map to learn the imposter's true identity, Tifmufn. Report name to Questioner at x6, y 0. Exit Soul Maze.

The Final Report

The Coral Key

Go to the Gypsy in C-2 and x9, y11. Have fortunes read for each character and record them. Fly to A-4. Cast "xbml po xbufs" and go 7-S, 7-W, then follow trail W. and S. to Hooded Figure at x4, y 6. Answer his questions with dmpst from the Gypsy to get the Coral Key.

The Key Card

Fly to C-4. Go 2-S and 2-E. Cast "walk on water" and go 9-S. Fight crazed

natives at x7, y4, then proceed 2-S and enter Coral Cave. Step 2-S, 1-W and set Stabilization Dial #1 to B. Go 2-E and set Stabilization Dial # 2 to J. From x7, y 3, go 2-S, 3-W, 1-S and 2-W to x2, y 0, which teleports you to x0, y 5. Answer Volcano God's riddle with gala to get Key Card.

The Diamond Key

Fly to B-1 and march S. and E. to x7,y 3. Move 2-W and go S. into B-2. Go S. and W. to x2, y 2, then 1-N and etherealize. Turn right and move forward twice to Ice Princess at x4, y 4. Answer her riddle with mpwf to get the Diamond Key.

The Astral Maze and the Inner Sanctum

Fly to E-3. After being ejected by the Lion, move forward once, turn right and go to x1, y 3, then move N. to the Diamond Door. Use key to reach Astral Plane. Follow map to any of the five astral projectors and etherealize to enter it. This shoots you back to Sorpigal. Return and enter each of these doors, then insert the Key Card in the door at x8, y 5 and move 2-N, 1-E to get your rating. Rest at Inn and leave town. Fly to B-1. Proceed to "Gates to Another World" at x4, y15. Enter the Gates.

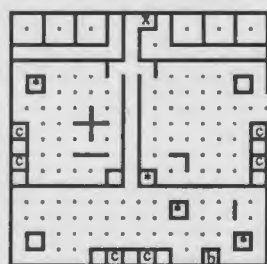
Reference Table of Key Locations

<i>Towns</i>			<i>Structures and Caves</i>		
Dusk	E-1	x9, y11	Wizard's Lair	B-1	x13, y 5 2
Erliquin	B-1	x13, y 0	Raven's Lair	B-2	x9, y 9 2
Portsmith	B-3	x3, y 3	Medusa's Cave	B-2	x8, y 4 1
Sorpigal	C-2	x10, y10	Castle White		
Algary	D-4	x7, y 7	Wolf	B-3	x9, y13 1
			Crazed Wizard		
			Cave	C-2	x 15, y11 1
<i>Castles</i>					
Dragadune	E-1	x12, y12			
King Alamar's	E-3	x14, y 7	Polyhedron		
Doom	A-1	x7, y14	Cave	D-3	x 7, y12 1
Blackridge N.	B-1	x14, y10	Building of		
Blackridge S.	B-1	x11, y 2	Gold	E-4	x10, y 5
White Wolf	B-3	x9, y13			

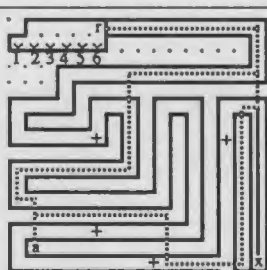
People, Creatures and Things

Name	Sector	Surface	Interior	Level
Dark Rider	A-1	x5, y 2		
Red Dragon	A-2	x11, y3		
Lord				
Inspectron	B-1	x14, y10	x7, y 4	1
Wizard Orkim	B-1	x13, y 5	x12, y12	1
Lord Hacker	B-1	x11, y 2	x11, y 7	1
Agar	B-1	x13, y1	x4, y 3	1
Lord Archer	B-2	x9, y 9	x14, y1	2
Medusa	B-2	x8, y 4	x15, y 4	1
Lord Ironfist	B-3	x9, y13	x1, y 8	1
Grey Minotaur	B-3	x14, y 2	x8, y14	2
Gypsy	C-2	x9, y11		
Wizard	C-2	x10, y10	x1, y1	1
Crazed Wizard	C-2	x15, y11	x2, y15	2





Level 3 Under Dragadune:
Clerics of the South
x = entry b = Clerics
c = gong rooms * = teleport
Etherealize to reach gong room

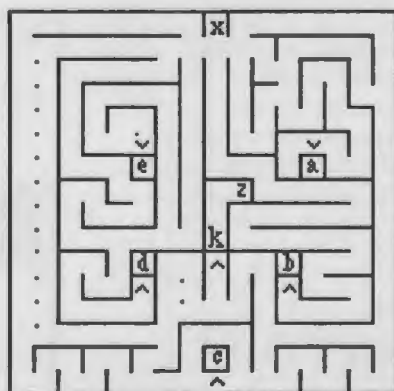


Cave at B-3, x0, y7:
Ranalou and Portals
x = entry a = Thundranium
r = Ranalou + = barrier
1 = to Doom
2 = to Dragadune
3 = to Alamar's Castle
4 = Blackridge North
6 = Castle White Wolf

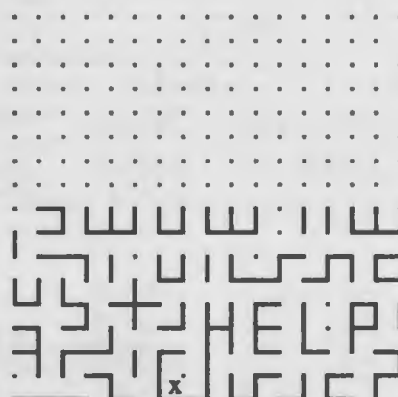
Name	Sector	Surface	Interior	Level
Hermit	C-3	x2, y10		
Lord Archer	B-2	x9, y9	x14, y1	2
Wyvern's Eye	C-3	x7, y7		
Virgin	C-4	x7, y2	x5, y0	1
Blithe's Peak	B-3	x9, y6		
Minotaur's Den	B-3	x14, y2		
Shrine of Okzar	E-1	x9, y11	x0, y15	2
Medusa Head	B-2	x8, y4	x15, y4	1
Raven's Lair	B-2	x9, y9		2
Fabled Fountain of Dragadune	E-1	x12, y12	x13, y15	1
Secret of Portsmith	B-3	x4, y3	x11, y8	1
Jolly Raven	C-4	x8, y13		
Pirate Ghost Ship	B-4	x8, y7		
Trivia Island	B-4	x8, y2		

Character Development Sites

Pool of Wisdom	D-2	x10, y12		
Prism of Precision	E-1	x9, y11	x15, y15	2
Flame of Agility	E-1	x9, y11	x15, y5	2
Endurance Fountain	C-2	x4, y7		



Astral Plane
Etherealize at each to enter
door.
x = entry point



Soul Maze
Lower half Only

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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