

Heroes of Might and Magic[®]: The Official Strategy Guide



NOW AVAILABLE FROM PRIMA

Computer Game Books

The 11th Hour: The Official Strategy Guide
The 7th Guest: The Official Strategy Guide
Ascendancy: The Official Strategy Guide
Blackthorne: The Official Strategy Guide
CD-ROM Games Secrets, Volume 1
Celtic Tales: Balor of the Evil Eye—The Official Strategy Guide
Cyberia: The Official Strategy Guide
Descent: The Official Strategy Guide
DOOM Battlebook
DOOM II: The Official Strategy Guide
Dragon Lore: The Official Strategy Guide
Dungeon Master II: The Legend of Skullkeep—The Official Strategy Guide
Frankenstein: Through the Eyes of the Monster—The Official Strategy Guide
Hell: A Cyberpunk Thriller—The Official Strategy Guide
Heretic: The Official Strategy Guide
I Have No Mouth and I Must Scream: The Official Strategy Guide
In The 1st Degree: The Official Strategy Guide
The Journeyman Project 2: Buried in Time—The Official Strategy Guide
Kingdom: The Far Reaches—The Official Strategy Guide
Lords of Midnight: The Official Strategy Guide
Marathon: The Official Strategy Guide
Mech Warrior 2: The Official Strategy Guide
Microsoft Space Simulator: The Official Strategy Guide
Might and Magic Compendium:
 The Authorized Strategy Guide for Games I, II, III, and IV
Myst: The Official Strategy Guide, Revised Edition
Oregon Trail II: The Official Strategy Guide
Outpost: The Official Strategy Guide
The Pagemaster: Official CD-ROM Strategy Guide
Prisoner of Ice: The Official Strategy Guide
Romance of the Three Kingdoms IV Wall of Fire—The Official Strategy Guide
Terry Pratchett's Discworld: The Official Strategy Guide
Thunderscape: The Official Strategy Guide
TIE Fighter: The Official Strategy Guide
TIE Fighter: Defender of the Empire—Official Secrets & Solutions
Under a Killing Moon: The Official Strategy Guide
WarCraft: Ores & Humans Official Secrets & Solutions
Warlords II Deluxe: The Official Strategy Guide
Wing Commander I, II, and III: The Ultimate Strategy Guide
X-COM Terror From The Deep: The Official Strategy Guide
X-COM UFO Defense: The Official Strategy Guide
X-Wing: Collector's CD-ROM—The Official Strategy Guide

How to Order:

For information on quantity discounts contact the publisher: Prima Publishing, P.O. Box 1260BK, Rocklin, CA 95677-1260; (916) 632-4400. On your letterhead include information concerning the intended use of the books and the number of books you wish to purchase. For individual orders, turn to the back of the book for more information.

Heroes of Might and Magic[®]: The Official Strategy Guide

Jeff Hoff

PRIMA PUBLISHING

Secrets of the Games® and design is a registered trademark of Prima Publishing, a division of Prima Communications, Inc.

Prima™ and **P**™ are trademarks of Prima Publishing

Prima Publishing™ is a trademark of Prima Communications, Inc.

©1996 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Portions ©1996 by New World Computing, Inc. All rights reserved. Original characters are copyrighted characters of New World Computing, Inc. The trademark “Heroes of Might & Magic” is owned by New World Computing, Inc. Unauthorized use is prohibited.

A special thanks to Bryan Farina at New World Computing, Inc.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:

Prima Publishing, Inc., has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either express or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-0173-8

Library of Congress Catalog Card Number: 95-68596

Printed in the United States of America

96 97 98 99 BB 10 9 8 7 6 5 4 3 2 1

Contents

Introduction	vii
Part I: The Realms of Might and Magic	1
Chapter 1: The Objectives of Heroes of Might and Magic	3
Chapter 2: Looking for a Few Good Heroes	7
Chapter 3: Know Your Enemy	23
Chapter 4: Castles and Towns	29
Chapter 5: Standard Artifacts	43
Chapter 6: Ultimate Artifacts	49
Chapter 7: The Bittersweet Fruits of War	53
Part II: General Warlord Skills and Strategies	63
Chapter 8: Starting Your Conquest	65
Chapter 9: The Art of Travel and High Adventure	71
Chapter 10: The Art of Combat	79
Chapter 11: The Art of Spellcasting	107
Chapter 12: Standard Scenarios	123
Part III: Special Warfare	155
Chapter 13: Multi-Warlord Games	157
Chapter 14: The Art of Campaigning	169
Chapter 15: The Windows® 95 Scenarios	199
Index	213

Introduction

How to Use This Book

Deceptively difficult is perhaps the best way to describe *Heroes of Might and Magic*. Don't let the cartoon-like graphics fool you—*Heroes* can be a tough game to win. This guide offers insight into the workings of *Heroes of Might and Magic*, shares information on how the computer Artificial Intelligence thinks, gives a detailed analysis of the different units and spells, and provides strategies you can use in standard, campaign, and multiplayer games. This guide also contains descriptions and strategies for all the maps of *Heroes and Might and Magic*, including the latest maps offered in the Windows[®]95 version of *Heroes*.

Part I (the first seven chapters) guides you through the basic elements of the game. The heroes are introduced, along with their respective castles and dwellings. The treasures you can find, and the artifacts and locations you can visit, are described in detail.

Part II (chapters 8-12) are strategies you can use in combat and while adventuring. This section covers the units, their advantages and disadvantages, the different spells your heroes can learn and when and how to use them, and also things to consider while exploring the map. These strategies are invaluable in the normal scenarios, and can be even more useful in multiplayer and campaign games.

Chapters 12 and 13 are lists of the standard and multiplayer maps for *Heroes*. Descriptions and strategies are also included for each map. General strategies are also included for multiplayer play. If you are having problems beating any of the maps, or if you cannot figure out how your friend always seems to get the jump on you in multiplayer play, this section will provide answers for you.

Chapter 14 gives the methods to beat each of the campaign scenarios. Of all the *Heroes* scenarios, the campaigns (especially the later campaign maps) could be considered the most difficult. This chapter gives methods you can use to defeat even the hardest campaign scenarios. Moving from scenario to scenario, this chapter covers every step of the campaign, how to begin each scenario, and how to win the tough fights at the end of each scenario.

Chapter 15 is the summary of all the new maps included in the Windows 95 version of *Heroes*. These are the newest maps made by the designers of *Heroes of Might and Magic*, and all were created on the Map Editor included with the Windows 95 release. Descriptions for these new maps, and the strategies you can use to defeat them, are also contained in this section.



The information in this guide spans from the obvious to the obscure, assisting any player from the beginner to the expert. Much of this knowledge was gained through conversations and notes from the designers and playtesters of *Heroes*, providing a more insightful look into the workings of the game. Factor in the information on the Windows 95 version maps and the numerous helpful tips, and this guide is all you need to be the greatest Hero of Might and Magic.

Part I

The Realms of Might and Magic



Chapter One



The Objectives of Heroes of Might and Magic

The objective of each standard scenario in Heroes of Might and Magic is simple: Conquer all other warlords on the map before they can conquer you. To do this, you must overthrow every castle and vanquish every hero. Until you have conquered all your opposing heroes, the possibility exists that he or she might make a comeback. So, the game is not over until you're the only one left standing.

Beyond total domination, you face a secondary objective: getting your name on the high score list—an accomplishment based upon the difficulty rating of each scenario.

How Your Final Score Is Calculated

If you are the conquering warlord in a standard game, the computer automatically calculates your final score by multiplying how many days it takes you to conquer the scenario by the difficulty rating at which you played the scenario. If your score is one of the ten highest scores of all time, you earn the right to place your name among the Legendary Heroes of Might and Magic. The Top Ten list is the same for the standard and multiplayer games, but a separate honor roll exists for the campaign game. The final score for campaigns is based not on map difficulty, but strictly on the number of days it takes you to complete the goals of all eight maps in the campaign.

PLAYER	LAND	SCORE	TITLE
1. Lord Kilburn	The Jester	130	Cavalry
2. Tsabu	Two if by Sea	110	Ogre
3. Sir Galant	Knight's Quest	90	Elf
4. Thundax	Crossroads	70	Wolf
5. Lord Haart	Shangri-La	60	Dwarf
6. Ariel	River's End	50	Gargoyle
7. Rebecca	Pathways	40	Orc
8. Sandro	Squirrel Lake	30	Rogue
9. Crodo	Continentia	20	Sprite
10. Barok	The Claw	10	Goblin

PLAYER	LEADER	DAYS	TITLE
1. Maximus	Lord Ironfist	500	Paladin
2. Antoine	Lord Slayer	700	Ghost
3. Astra	Queen Lamanda	900	Druid
4. Agar	Lord Alamar	1200	Griffin
5. Vatawna	Queen Lamanda	1500	Wolf
6. Vesper	Lord Alamar	1700	Dwarf
7. Ambrose	Lord Ironfist	2000	Gargoyle
8. Troyan	Queen Lamanda	2400	Orc
9. Jojesh	Lord Slayer	3200	Sprite
10. Wrathmont	Lord Alamar	4400	Peasant

Figure 1-1 Standard score and campaign score lists.

Number of Maps and Base Points

All maps are automatically described in two ways: by size—Small, Medium, or Large; and by difficulty level—Easy, Normal, Tough, or Impossible.

The first half of the final score equation equals the number of days you take to conquer a scenario, which is entirely under your control. The other half of the final score equation comprises the scenario's difficulty rating, found at the bottom of the main menu screen beneath the map name. This difficulty level is preset for the map and the game choices you make at the start of the scenario. The following table shows the variables the computer uses to calculate the difficulty rating for each of the maps in *Heroes of Might and Magic*.

Taking a sample map, such as Claw, through each of the different variables is the easiest way to explain this difficulty rating table.



Figure 1-2 Main menu with difficulty rating



Table 1-1 *Difficulty Rating Variables for Scenario Maps*

<u>Map Difficulty</u>	<u>Base Points</u>	<u>Opponent</u>	<u>King of the Hill</u>
		None/Dumb/Average/Smart/Ingenious	1 opp. /2 opp. /3 opp.
Easy	+20%	-10%/+5%/+10%/+15%/+20%	0/+5%/+10%
Normal	+30%	-10%/+5%/+10%/+15%/+20%	0/+5%/+10%
Tough	+40%	-10%/+5%/+10%/+15%/+20%	0/+5%/+10%
Impossible	+50%	-10%/+5%/+10%/+15%/+20%	0/+5%/+10%

<u>Map Difficulty</u>	<u>Player Difficulty</u>
	Easy/Normal/Hard/Expert
Easy	0/+10%/+20%/+30%
Normal	0/+10%/+20%/+30%
Tough	0/+10%/+20%/+30%
Impossible	0/+10%/+20%/+30%

The game's designers set the size and difficulty levels after months of gameplay. These levels are somewhat arbitrary, based more on feel than mathematics. Some of the factors they considered in arriving at these descriptions include:

- U Where you start on a map.
- U How far away you are from your computer opponents when you start.
- U The types of resources and hazards that surround you at the start.
- U How easy it is for both you and the computer to expand.
- U What artifacts are available to you and the computer.
- U How difficult it is to capture mines you need to expand.



If you play around with the maps and starting variables on the main menu, you'll see that the difficulty ratings vary greatly. They can range from the technically impossible—minus 10 on Claw with no opponents (which can't happen because you have to play against at least one foe)—to the truly impossible, 150 percent at the expert level on Jolly Roger with three geniuses ganging up on you. When you factor in the number of days it takes to win a scenario, you can see how important the difficulty rating is in tabulating the final score.

The score for days-to-win starts at 200, drops by 1 point for the first 60 days taken, by .5 for days 61-120, .25 for days 121-360, and .125 thereafter, to a minimum of 0. Thus, if it takes you 80 days, and your difficulty rating was 80 percent, the days-to-win part of your base score is $(200 - (60 \times 1) - (20 \times .5)) = 130$ times 80%, which equals 104.

After several months of playing all the levels, the testers at New World arrived at a rule-of-thumb that puts any score into perspective, regardless of the map you're playing. If your final score is over 100, you're doing well, much better than most. But if it's over 130, you definitely belong in the warlord hall of fame.

Chapter Two



Looking for a Few Good Heroes

You (and your opponents) start each game with a single designated hero, but you can purchase additional heroes for 2,500 gold during each turn. *Heroes of Might and Magic* gives you 36 heroes in all, nine each of four different types: Knight, Barbarian, Warlock, and Sorceress. This chapter describes each type of hero, and the pros and cons of each. Although each type is different, none of them demonstrates clearly superior hero abilities in all situations. Depending upon the type of scenario—its size and difficulty level, predominant terrain, proximity of resources and opponents—each hero type provides distinct advantages. To help you maximize the effectiveness of your heroes, this chapter discusses when and why you should select one hero type over another as your “right arm” in the field.



If you begin a scenario with a hero you don't love, you obviously can purchase a new one. But what if neither of the two new heroes available for purchase at any given time is what you want or need? It can become expensive—especially at higher difficulty levels in which money is scarce—to keep buying heroes until your champion emerges. One solution is to exercise patience. The two faces in the hero “store” change every week. Wait until the new week starts before you buy. Chances are, your type of hero will appear there shortly.