

HEROES III

OF MIGHT AND MAGIC™

ARMAGEDDON'S BLADE™



EXPANSION PACK



NEW WORLD COMPUTING

3DO™



HEROES III OF MIGHT AND MAGIC™ III ARMAGEDDON'S BLADE™

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To Xeron, loyal servant of his majesty Lucifer
Kreegan, killer of his king's enemies:

Upon receiving this letter, kill the messenger. No one is to learn of its contents. Should its information fall into the hands of an enemy, our kingdom of Ecofol may find itself the victim of a greater nation's aggression.

Though we have met and spoken frequently since the death of our previous Lord, King Xenofex, I have yet to tell you how I came to know of his death before anyone else in the kingdom.

On the night of the day Xenofex fell to a band of adventurers, he came to me in a dream.

As I slept, my dream-form walked through a lush forest of rich green foliage and warm sunbeams. As I walked, the stench of fresh earth and morning dew surrendered to the fragrance of charcoal and sulfur. Through the parting trees, I stepped into a clearing. At my feet lay a shimmering pool of molten rock. Warming my face to the heat

rising from the pool, I leaned over and peered inside. At the bottom, barely visible, rested a breastplate. Unafraid of injury, I plunged my arm into the pool and grabbed the artifact. Unscorched, I withdrew my arm and held before my eyes the Breastplate of Brimstone.

I could not help but feel my own exaggerated grin as I put on the prized artifact. However, my elation faded as I heard the echo of an insane cackle. After a moment of stillness with nothing but the sound of the leaves rustling in the faint breeze...then the laughter came again. Its direction was obvious, so I walked toward the source. As I grew closer, the laughter became louder and more frequent, until I came upon a shield set against a dead tree. The laughter reached a fevered pitch, threatening my sanity, as I drew closer. With much concentration, I was able to grab and lift the artifact. The laughter ceased. It was the Shield of the Damned.

No sooner did I hold the shield than my ears heard a horrible screeching. I spun around. For a split second, I glimpsed a sword speeding through the air. I raised the Shield of the Damned to deflect the attack. Cartwheeling backward, the blade hovered for a moment then dove. Again, I parried the attack. This continued, until finally, the blade tired and dropped to the ground. Carefully, I approached and picked up the artifact. It was the Sword of Hellfire.

As I rose, I saw before me Xenofex. He turned and began walk-

ing away. I followed and eventually caught up with him. He was

standing next to an old man seated on a tree stump. The old man was examining the construction of a wild rose he had plucked from a nearby bush.

Under the watchful eye of Xenofex, I approached. At the feet of the old man, I placed the Breastplate of Brimstone, the Sword of Hellfire, and the Shield of the Damned. Stepping back, I watched as the old man put aside the flower.

Picking up the sword, he examined the blade then lifted the shield from the ground. By a means I do not understand, he folded the artifacts together creating a new sword. He then repeated this feat, folding the sword into the breastplate, creating a final artifact: a sword with a strong blade and a golden bird lifting its wings at the hilt.

After the old man laid the magnificent blade on the ground, Xenofex stepped forward. Taking the blade in his hands, Xenofex looked in my direction, grinned, then with great strength, drove the blade into the ground.

In an instant, a flash of white blinded me. My vision returned in time to see the blade conjure an ocean of fire to wash over the world. These waves of fire spread, fast as lightning, burning all in its path. When it was over, Xenofex and I stood face to face, on a world charred black. Examining the face of Xenofex, I saw only satisfaction and glee. He then stepped backward, away from the blade as it spoke to me: "I am the blade of Armageddon."

Carefully, I approached. Stretching out my hand, I reached for the blade. Before I could touch it, time froze and the vision shimmered. I awoke.

I know Xenofex came to me the moment after he was killed. I know not why, but it is my destiny and duty to possess Armageddon's Blade. With it, I will set the world on fire.

Go forth and search the land for the Breastplate of Brimstone, the Sword of Hellfire, and the Shield of the Damned. When you have the three artifacts, seek out the old man. I do not know who he is, but I have no doubt you will find him. It is your destiny.

When you have finished, return to me with the blade.

What's New?

Armageddon's Blade is the highly anticipated expansion pack for Heroes of Might and Magic™ III. It extends and enhances the original game with new campaigns, new scenarios, a powerful new random map generator, a campaign editor and an enhanced map editor. In addition, Armageddon's Blade presents unique challenges with new creatures, new heroes and a new town type.

Here is a list of new features in Armageddon's Blade:

New Campaigns: There are six new campaigns featuring their own story lines: Armageddon's Blade, Dragon's Blood, Dragon Slayer, Festival of Life, Foolhardy Waywardness and Playing with Fire. See page 9 for a description of the new campaigns.

New Scenarios: There are 38 new stand-alone scenarios to test your strategic ability.

Random Map Generator: Use this tool to create playable maps based on your settings for size, terrain, difficulty, number of players and other selectable parameters. Once created, you can refine your maps using the Map Editor and string them together with a story line using the Campaign Editor. See page 8 for instructions on using the Random Map Generator.

Map Editor: Enhancements include new adventure objects and the Random Map Generator. This tool enables users to edit maps and also to refine maps created by the Random Map Generator. For a complete explanation of how to use the Map Editor refer to the online Help File. To run the help file launch the Map Editor from your start menu and press F1.

Campaign Editor: Build your own campaigns using the Campaign Editor to connect individual Scenarios, define the story, cinematic sequences, starting options and objects that carry-over across multiple Scenarios. Consult the on-line Help File included on the CD for complete instructions on how to use the Campaign Editor. To run the Help File launch the Campaign Editor from your start menu and press F1.

New Creatures: Players can now engage 23 new creatures including 10 new elemental Conflux creatures. See page 13 for details on all of the new creatures.

New Heroes: The game features two new Hero classes, including 16 new Heroes, as well as 11 new campaign Heroes around whom the stories revolve. See page 9 for descriptions of the campaign Heroes and page 21 for descriptions of the other new Heroes.

New Town Type: Players will encounter a ninth town type, the mysterious elemental Conflux which has emerged as either a harbinger of Erathia's victory, or an omen of world destruction. See page 13 for details on the Conflux.

Secondary Skills: Heroes that possess the Artillery Secondary Skill can now control Arrow Towers during Siege Combat.

Revisiting Adventure Map Locations: If a hero currently stands on a trigger of an Adventure Object, players can revisit the location by pressing the Space Bar.

New or Improved Adventure Objects:

Quest Gates: Before you can pass through a Quest Gate, you must fulfill the quest that is assigned to you.

Seer's Huts: Several new types of quests have been added to the Seer's Huts.

Border Gates: Border Gates are different from a Border Guard. Border Guards disappear from the adventure map once a hero visits a Keymaster's Tent and returns with the password. Border Gates DO NOT disappear from the adventure map. They remain in place, continually guarding the pass. This allows certain players to pass, while preventing others.

Hire Base Level or Upgraded Creatures: If you have upgraded your creature structures, you may now choose to recruit either the base level or the upgraded creature. The default is to purchase the upgraded creature.

Guard Mines With Creatures: You can drop off creatures at your mines to guard them. Whenever you revisit a mine that belongs to you, you may choose or remove creatures to guard it. This is similar to placing creatures in a garrison.



Playing Heroes III: Armageddon's Blade and Version Compatibility

Version Compatibility

You must have the original Heroes of Might and Magic III: The Restoration of Erathia installed before attempting to install Armageddon's Blade.

Heroes of Might and Magic III: Armageddon's Blade is designed to be completely compatible with all of your existing Heroes III saved games and scenarios.

Important Note: All players in a multi-player game must be using the same versions of Heroes III.

To Play Heroes III: Armageddon's Blade:

1. Insert the CD into your CD-ROM drive
2. Click **PLAY** on the Autoplay screen
3. If the Autoplay screen does not appear, click the Start menu and select Programs\3DO\Heroes of Might and Magic III Armageddon's Blade\Heroes III Armageddon's Blade

Starting an Armageddon's Blade Campaign game:

1. From the Main Menu, click **New Game**
2. Click **Campaign**
3. Click **Armageddon's Blade**
4. Click the Campaign you wish to play

Note: You can play the first five campaigns in any order. To unlock Foolhardy Waywardness, the expert's campaign, you must complete the other five campaigns. Unlike The Restoration of Erathia, you do not need to load your save game before starting any of the first five campaigns.

Continuing an Armageddon's Blade Campaign game:

1. From the Main Menu, click **Load Game**
2. Click **Campaign**
3. Click the name of the saved game you wish to load
4. Click the **Load** button to begin play

Starting a Restoration of Erathia Campaign Game:

1. From the Main Menu, click **New Game**
2. Click **Campaign**
3. Click **Restoration of Erathia**
4. Click the Campaign you wish to play

Important Note: After you complete one of the campaigns, make sure you follow the instructions below for continuing a campaign game rather than starting a new game. If you fail to do this, you will not be able to unlock the fourth, fifth or sixth campaigns.

Continuing a Restoration of Erathia Campaign Game:

1. From the Main Menu, click **Load Game**
2. Click **Campaign**
3. Click the name of the saved game you wish to load
4. Click the **Load** button to begin play

Starting a Custom Campaign:

1. From the Main Menu, click **New Game**
2. Click **Campaign**
3. Click **Custom**
4. Click the Campaign you wish to play

Note: Custom campaigns must be stored in the Maps subdirectory of Heroes III.

Starting a Single Scenario Game:

1. From the Main Menu, click **New Game**
2. Click **Single Scenario**
3. Select the Scenario and as detailed in the Heroes III Restoration of Erathia manual, pages 9-11.

Note: You can now sort the list by map version (Restoration of Erathia or Armageddon's Blade).

Note: If you select a scenario from the original Heroes III: The Restoration of Erathia with the Armageddon's Blade CD in your CD-ROM drive, any of the new creatures, towns or heroes from this expansion may appear on the map. If you do not want to use the new creatures, towns or heroes, you must run the original Heroes III by inserting the Heroes III CD and/or running Heroes III from the Start menu.

Sort the list by map type (Restoration of Erathia or Armageddon's Blade)



Generate a Random Map

Using the Random Map Generator:

1. From the Main Menu, click **New Game**
2. Click **Single Scenario**
3. Click **Random Map**
4. Click the buttons to change size, number of players, water content and other options
5. Select Advanced Options (if desired)
6. Click **Begin** to generate the map

Note: Random Maps are stored in the Random_Maps subdirectory of Heroes III. You will find the files here, should you wish to play the same map again or edit it in the Map Editor.



Loading a Previously Created Random Map:

1. From the Main Menu, click **New Game**
2. Click **Single Scenario**
3. Click **Random Map**
4. Click **Show Random Maps**
5. Select the map you wish to play
6. Select Advanced Options (if desired)
7. Click **Begin**

Campaign Games

While the campaigns in Heroes of Might and Magic III: The Restoration of Erathia featured a single storyline, Armageddon's Blade contains six stand-alone campaigns, each telling a different story.

To play a new Campaign, from the Main Menu choose New Game and then Campaign. Select the Armageddon's Blade Campaigns to play the new campaigns.

Note: Unlike the original Heroes III, you should save each of the six campaigns as separate saved game files.

Armageddon's Blade

After the mysterious slaying of demon King Xenofex, Lucifer Kreegan solidified his rule over the clans in Eeofol. Following a visionary dream, Kreegan is rumored to have begun gathering relics to build an artifact, the legendary Armageddon's Blade, which has the power to set the world on fire.


Queen Catherine of Erathia orders her war-weary troops to invade Eeofol in order to dethrone the destructive demon monarch. But Erathia's people are split over Catherine's action.

Lucifer's hell-spawned army has pushed Erathia's soldiers back to the Eeofol-Erathia border, and there have been reports of the emergence of mysterious elemental Confluxes the size of cities. Though these Confluxes don't appear to be hostile, their intent is still unknown.


As Catherine, Roland and Gelu, you must fight the destructive Lucifer Kreegan and his demon army before he has a chance to assemble the Armageddon's Blade and engulf the world in flames.

Heroes:


Knight

Queen Catherine Ironlist 	<i>Race</i>	Female Human	<i>Secondary Skills</i>	Basic Leadership, Basic Offense
	<i>Attack</i>	2	<i>Power</i>	1
	<i>Defense</i>	2	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Queen Catherine increases the attack and defense skills of any Swordmen or Crusaders for each level attained after 4th level.		


Knight

King Roland Ironlist 	<i>Race</i>	Male Human	<i>Secondary Skills</i>	Basic Leadership, Basic Armorer
	<i>Attack</i>	2	<i>Power</i>	1
	<i>Defense</i>	2	<i>Knowledge</i>	1
	<i>Unique Ability</i>	King Roland increases the attack and defense skills of any Swordsmen or Crusaders for each level attained after 4th level.		

Ranger

	<i>Race</i>	Male Half Human/Vori Elf	<i>Secondary Skills</i>	Basic Leadership, Basic Archery
	<i>Attack</i>	1	<i>Power</i>	1
	<i>Defense</i>	3	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Gelu can upgrade Archers, Marksmen, Wood Elves and Grand Elves to Sharpshooters.		


Demoniac

	<i>Race</i>	Male Efreeti	<i>Secondary Skills</i>	Basic Leadership, Basic Tactics
	<i>Attack</i>	2	<i>Power</i>	1
	<i>Defense</i>	2	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Devils and Arch Devils under Xeron's command receive + 4 Attack, + 2 Defense and +1 Speed.		

Dragon's Blood

In the nation of Nighon, a young ambitious female overlord named Mutare seeks to defeat an aging, ineffective neighbor, Ordwald, who has squandered his land and done nothing to deserve his valuable territory. Lead Mutare and her armies as she attempts to gain rule over a larger portion of Nighon. In her campaign to expand her territory, Mutare learns of a fabled magical vial of Dragon's Blood that, when ingested, will transform a human into a powerful sentient dragon.


Heroes: Overlord

	<i>Race</i>	Female Human	<i>Secondary Skills</i>	Basic Tactics, Basic Estates
	<i>Attack</i>	2	<i>Power</i>	1
	<i>Defense</i>	2	<i>Knowledge</i>	1
	<i>Unique Ability</i>	All Dragons under Mutare's command receive + 5 Attack and + 5 Defense.		

Dragon Slayer

The wizard Dracon sets out to specialize in the field of Dragon Slaying. He will gain training and cut his teeth as a slayer by destroying a Crystal Dragon. In an effort to make a name for himself, Dracon hopes to find and slay the greatest dragon to ever live, the Azure Dragon.

Heroes: Wizard


	<i>Race</i>	Male Human	<i>Secondary Skills</i>	Advanced Wisdom
	<i>Attack</i>	0	<i>Power</i>	2
	<i>Defense</i>	0	<i>Knowledge</i>	3
	<i>Unique Ability</i>	Dracon can upgrade Monks, Zealots, Magi and Arch Magi to Enchanters.		

Festival of Life


Every thirty years the youth of Krewlod are given the opportunity to replace their clan leaders and vie for the throne. In preparation, a section of Krewlod is let alone for thirty years, creating a place of wild and numerous beasts. As Kilgor the Barbarian, you must defeat the beasts, the Ancient Behemoth Razor Claw, and the other lords in order to have a chance to usurp the king's throne.

Heroes:

Barbarian

	<i>Race</i>	Male Human	<i>Secondary Skills</i>	Advanced Offense
	<i>Attack</i>	4	<i>Power</i>	1
	<i>Defense</i>	0	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Behemoths or Ancient Behemoths under Kilgor's Command receive + 5 Attack, + 5 Defense and + 10 Damage.		

Barbarian


	<i>Race</i>	Male Ogre	<i>Secondary Skills</i>	Basic Offense, Basic Tactics
	<i>Attack</i>	4	<i>Power</i>	1
	<i>Defense</i>	0	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Increases the attack and defense skills of any Ogre or Ogre Mage for each level attained after 4th level.		

Playing with Fire


Adrienne, an outcast Fire Witch in the land of Tatalia, travels to her homeland to discover a strangely familiar Death Knight is turning the local population into a harvesting ground for the Undead. Restore order to the land and hunt down this evil Death Knight. Absolute extermination of the undead plague is your ultimate goal.

Heroes:

Witch

	<i>Race</i>	Female Human	<i>Secondary Skills</i>	Basic Wisdom, Expert Fire Magic
	<i>Attack</i>	0	<i>Power</i>	2
	<i>Defense</i>	1	<i>Knowledge</i>	2
	<i>Unique Ability</i>	Adrienne starts with Expert Fire Magic.		


Death Knight

	<i>Race</i>	Male Lich	<i>Secondary Skills</i>	Advanced Necromancy
	<i>Attack</i>	1	<i>Power</i>	2
	<i>Defense</i>	2	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Black Knights or Dread Knights receive + 5 Attack, + 5 Defense and + 10 Damage under Lord Haart's command.		

Foolhardy Waywardness

In a story pre-dating the Restoration Wars, a hurricane during a sightseeing tour leaves a young Sir Christian marooned on the Regnan Isles. In order to gain passage back to Enroth, you must help the island natives in exchange for a ticket home. Navigating the politics of the locals may prove more treacherous than steering through the rocky isles themselves.

Knight:

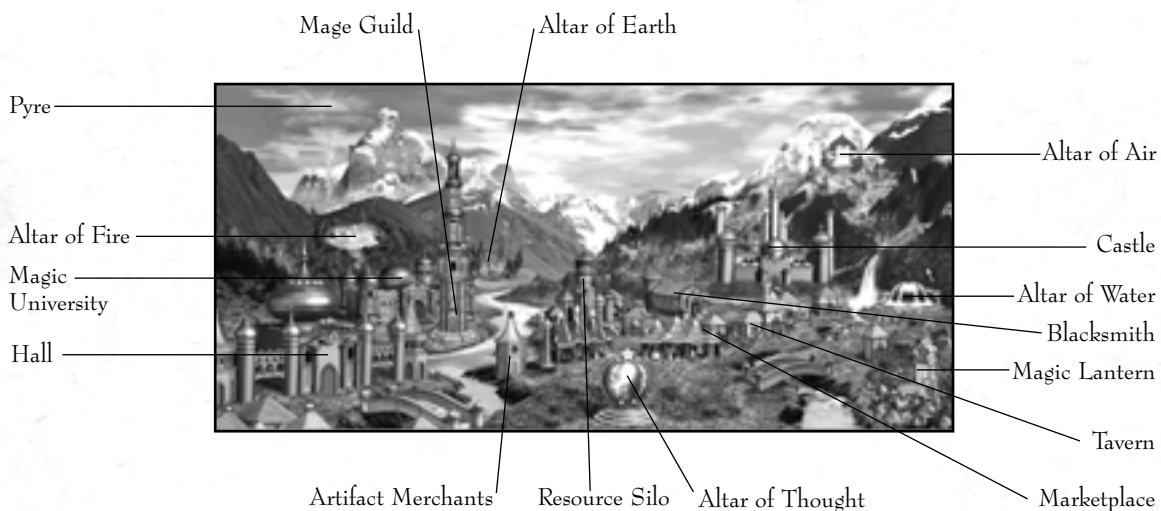
	<i>Race</i>	Male Human	<i>Secondary Skills</i>	Basic Leadership, Basic Artillery
	<i>Attack</i>	2	<i>Power</i>	1
	<i>Defense</i>	2	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Christian increases the attack and defense skills of any Ballista under his command for each level he attains after the 4th level.		



Conflux Town and Creature Reference

Conflux Town and Creature Reference

In addition to the eight town types from Heroes III, this expansion pack includes one new town type, the elemental Conflux. Here you will find descriptions for all the buildings in this town type. Creature statistics are listed with data for the buildings required to produce them.



Conflux Towns



A Conflux is home to the Elementalist and Planeswalker. Composed primarily of elemental creatures, the Conflux also offers home to the Sprites and the elusive Phoenix. What makes Conflux towns unique is their emphasis on creatures of mid-range power. Generals continue to debate if this is the strategic strength or weakness of the town. Regardless, all agree it takes an astute commander to effectively lead a Conflux army. All elementals have neutral morale and immunity to poison.



Conflux Specific Buildings

<i>Structure</i>	<i>Cost</i>	<i>Requirements</i>	<i>Benefits</i>
Artifacts Merchant	10000 Gold	Marketplace	Visit the Artifacts Merchant to trade resources for artifacts.
Blacksmith	1000 Gold + 5 Wood	Village Hall	Produces the Ballista war machine.
Resource Silo	5000 Gold + 5 Ore	Marketplace	This upgrade to the marketplace provides 1 Mercury per day.
Shipyards	2000 Gold + 20 Wood	Village Hall	Enable production of ships. Ships cost 1000 Gold + 10 Wood.
Magic University	5000 Gold + 10 Wood + 10 Ore	Mage Guild	The Magic University enables visiting heroes to learn any/all of the four schools of magic.



Conflux Creature Dwellings and Hordes



Pixies & Sprites		<i>Name</i>	<i>Cost</i>	<i>Damage</i>	<i>Shots</i>	<i>Attack</i>	<i>Defense</i>	<i>Health</i>	<i>Movement</i>	<i>Speed</i>	
<p>Within the land of Antagrach, Pixies and Sprites have found a home within the walls of the Conflux. These flying creatures are usually found in large numbers and possess great quickness. Sprites strike so quickly, they prevent their enemies from counterstriking.</p>		Pixie	25 Gold	1-2	None	2	2	3	Flying	Extra Swift (7 hexes/turn)	
		Sprite	30 Gold	1-3	None	2	2	3	Flying	Ultra Swift (9 hexes/turn)	
Structure	<i>Structure Cost</i>	Magic Lantern	300 Gold + 5 Wood + 5 Ore	Upgraded Magic Lantern	1000 Gold	Magic Lantern	20 Sprites	Garden of Life	1000 Gold	Magic Lantern	+10 Pixie/Sprite Production
Requirements	<i>Requirements</i>	Fort	20 Pixies								
	<i>Creatures/Week</i>										


Air Elementals & Storm Elementals Air Elementals are powered by the same forces as Air Magic. They are immune to Mind and Meteor Shower spells. They take double damage from Firestorm, Lightning Bolt and Chain Lightning spells. Storm Elementals wield lightning as their primary attack. They also have the additional ability to cast the spell Protection from Air.	<i>Name</i> <i>Cost</i> <i>Damage</i> <i>Shots</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Movement</i> <i>Speed</i>	Air Elemental 250 Gold 2-8 None 9 9 25 Ground Extra Swift (7 hexes/turn) 	Storm Elementa 275 Gold 2-8 24 9 9 25 Ground Very Swift (8 hexes/turn) 
Structure Requirements	<i>Structure</i> <i>Cost</i> <i>Requirements</i> <i>Creatures/Week</i>	Altar of Air 1500 Gold + 5 Ore Magic Lantern 6 Air Elementals	Upgraded Altar of Air 1500 Gold + 2 Wood + 2 Mercury + 2 Gems Altar of Air 6 Storm Elementals

Water Elementals & Ice Elementals Water Magic animates the Water Elemental. These creatures are immune to Mind, Ice Ray and Frost Ring spells, but take double damage from Fire Wall, Inferno, Fireball, and Fire Shield spells. Because their form is more solid, Ice Elementals have the ability to throw deadly ice tridents. Additionally, they have the ability to cast the spell Protection from Water.	<i>Name</i> <i>Cost</i> <i>Damage</i> <i>Shots</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Movement</i> <i>Speed</i>	Water Elem 300 Gold 3-7 None 8 10 30 Ground Slow (5 hexes/turn) 	Ice Elemen 375 Gold 3-7 24 8 10 30 Ground Swift (6 hexes/turn) 
Structure Requirements	<i>Structure</i> <i>Cost</i> <i>Requirements</i> <i>Creatures/Week</i>	Altar of Water 1500 Gold + 5 Ore Magic Lantern 6 Water Elementals	Upgraded Altar of Air 2000 Gold + 5 Ore + 5 Mercury Altar of Water 6 Ice Elementals

Section V

<h2>Fire Elementals & Energy Elementals</h2> <p>Fire Elementals are burning spirits of Fire Magic. They are immune to all Mind and Fire School spells, but take double damage from Ice Ray and Frost Ring attacks. Energy Elementals gain the ability to fly and can also cast the spell Protection from Fire.</p>	<p><i>Name</i> <i>Cost</i> <i>Damage</i> <i>Shots</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Movement</i> <i>Speed</i></p>	<p>Fire Elemental 350 Gold 4-6 None 10 8 35 Ground Swift (6 hexes/turn)</p> 	<p>Energy Element. 400 Gold 4-6 None 12 8 35 Flying Very Swift (8 hexes/turn)</p> 
	<h3>Structure Requirements</h3>	<p><i>Structure</i> <i>Cost</i> <i>Requirements</i> <i>Creatures/Week</i></p>	<p>Altar of Fire 2000 Gold + 5 Wood + 5 Ore Altar of Air 5 Fire Elementals</p>

<h2>Earth Elementals & Magma Elementals</h2> <p>Earth Elementals are forces of Earth Magic. They take no damage from Mind, Lightning Bolt, Chain Lightning, and Firestorm spells. They take double damage from Meteor Storm attacks. From a source deep beneath the world's surface, roam the Magma Elementals. Slightly stronger than their earthen counterparts, Magma Elementals can also cast the spell Protection from Earth.</p>	<p><i>Name</i> <i>Cost</i> <i>Damage</i> <i>Shots</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Movement</i> <i>Speed</i></p>	<p>Earth Elemental 400 Gold 4-8 None 10 10 40 Ground Extra Slow (4 hexes/turn)</p> 	<p>Magma Element 500 Gold 6-10 None 11 11 40 Ground Swift (6 hexes/turn)</p> 
	<h3>Structure Requirements</h3>	<p><i>Structure</i> <i>Cost</i> <i>Requirements</i> <i>Creatures/Week</i></p>	<p>Altar of Earth 2000 Gold + 10 Ore Altar of Water 4 Earth Elementals</p>

<h2>Psychic Elementals & Magic Elementals</h2> <p>Psychic Elementals are the physical evidence of what many consider the fifth element: thought. These creatures are immune to Mind spells. Their attacks overpower the minds of all those surrounding them, causing enough pain to kill. Enemies enduring such an attack rarely are capable of a retaliatory strike. Magic Elementals are a product of the sixth element: magic. Magic Elementals are also immune to all forms of magic.</p>	<p><i>Name</i> <i>Cost</i> <i>Damage</i> <i>Shots</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Movement</i> <i>Speed</i></p>	<p>Psychic Elemental 750 Gold 10-20 None 15 13 75 Ground Extra Swift (7 hexes/turn)</p> 	<p>Magic Elementa 800 Gold 15-25 None 15 13 80 Ground Ultra Swift (9 hexes/turn)</p> 
	<h3>Structure Requirements</h3>	<p><i>Structure</i> <i>Cost</i> <i>Requirements</i> <i>Creatures/Week</i></p>	<p>Altar of Thought 3000 Gold + 5 Ore + 5 Wood 2 Crystal + 2 Gems + 2 Mercury + 2 Sulfur Altar of Earth + Altar of Fire 2 Psychic Elementals</p>

Firebirds & Phoenixes

Firebirds are worldly manifestations of creatures from the elemental plane of fire. These magnificent beasts are as quick as fire itself and immune to spells of the same nature. Phoenixes, the more powerful incarnation of the Firebird, can resurrect some of its number from the ashes of its own demise.

Name
Cost
Damage
Shots
Attack
Defense
Health
Movement
Speed

Firebird
 1500 Gold
 30-40
 None
 18
 18
 150
 Flying
 Super Quick (15 hexes/turn)



Phoenix
 2000 Gold + 1 Mercury
 30-40
 None
 21
 18
 200
 Flying
 Blazing Fast (21 hexes/turn)



Structure Requirements

Structure
Cost
Requirements
Creatures/Week




Pyre
 10000 Gold + 10 Wood + 10 Ore + 10 Mercury
 Altar of Thought
 2 Firebirds




Upgraded Pyre
 15000 Gold + 10 Wood + 10 Ore + 20 Mercury
 Pyre
 2 Phoenixes








Neutral Creatures



These creatures are not associated with any particular town type, but may be found wandering the lands.

<p><i>Name</i> <i>Cost</i> <i>Damage</i> <i>Shots</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Movement</i> <i>Speed</i></p>	<p>Peasant 10 Gold 1 None 1 1 1 Ground Very Slow (3 hexes/turn)</p> 	<p>Halfling 40 Gold 1-3 24 4 2 4 Ground Immobile (5 hexes/turn)</p> 	<p>Rogue 100 Gold 2-4 None 8 3 10 Ground Swift (6 hexes/turn)</p> 
<p>Description</p>	<p>To know a peasant is to dread knowing a peasant. It seems the only hero eager to fight a peasant or have a peasant in their army ranks is the Necromancer.</p>	<p>Armed with sling and stone, Halflings have found a harsh existence in Antagrach. Driven from their homes by the Kreegans, Halflings have been scattered to the winds. These noble fighters take refuge in the earth and have an uncanny sense of luck.</p>	<p>Rogues abound in Antagrach. If you are able to employ them in your ranks, you may find your Thieves Guild possessing additional information.</p>

<p><i>Name</i> <i>Cost</i> <i>Damage</i> <i>Shots</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Movement</i> <i>Speed</i></p>	<p>Boar 150 Gold 2-3 None 6 5 15 Ground Swift (6 hexes/turn)</p> 	<p>Mummy 300 Gold 3-5 None 7 7 30 Ground Slow (5 hexes/turn)</p> 	<p>Nomad 200 Gold 2-6 None 9 8 30 Ground Extra Swift (1/2 hexes/turn)</p> 
<p>Description</p>	<p>Orcs who have been unable to master the skill of throwing an ax, yet are above the common hack and slash antics of a grunt, are given Boars as mounts to ride into battle.</p>	<p>Mummies roam the earth seeking vengeance upon those who have disturbed their eternal slumber. Those suffering the attack of the mummy often find themselves 'cursed' and unable to effectively mount a strong attack.</p>	<p>Native to the desert sands, Nomads are fast riders able to traverse sand with the ease most travel over grass.</p>

<p><i>Name</i> <i>Cost</i> <i>Damage</i> <i>Shots</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Movement</i> <i>Speed</i></p>	<p>Troll 500 Gold 10-15 None 14 7 40 Ground Extra Swift (7 hexes/turn)</p> 	<p>Enchanter 750 Gold 14 32 17 12 30 Ground Ultra Swift (9 hexes/turn)</p> 	<p>Sharpshooter 400 Gold 8-10 32 12 10 15 Ground Ultra Swift (9 hexes/turn)</p> 
<p>Description</p>	<p>Unlike their Enrothian cousins, Antagrith trolls prefer a more personal hand-to-hand attack. Like their Enrothian cousins, Antagrith trolls do regenerate damage taken in battle.</p>	<p>Specially trained by the dragon slayer Dracon, Enchanters are an elite fighting force. Recruited from the ranks of Monks, Zealots, Magi and Arch Magi, these magical warriors are also capable of casting a beneficial mass spell once every three rounds, up to six castings.</p>	<p>Specially trained by the guerilla warrior Gelu, Sharpshooters are recruited from the ranks of Archers, Marksmen, Wood Elves and Grand Elves. Sharpshooters use a huge recursive, compound longbow to aid in the power and precision of their attacks. With their training, distance and siege walls are not a hindrance.</p>


<p><i>Name</i> <i>Cost</i> <i>Damage</i> <i>Shots</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Movement</i> <i>Speed</i></p>	<p>Faerie Dragon 10000 Gold + 8 Gems 20-30 None 20 20 500 Flying Super Quick (15 hexes/turn)</p> 	<p>Rust Dragon 15000 Gold + 14 Sulfur 50 None 30 30 750 Flying Extra Fast (17 hexes/turn)</p> 
<p>Description</p>	<p>Faerie Dragons are deceptively cute, but in truth, are mischievous tricksters. Little is known about these notorious troublemakers. What is known is found more in storybooks than magical tomes. Some say they are invisible. Some say they can cast spells. Some say Magic Mirror is one of their natural defensive traits.</p>	<p>Rust Dragons are known to hunt Gorgons, and live and feed in sulfur mines. With this appetite, Rust Dragons spew a concentrated acid as their primary attack. This acid is capable of eating through the strongest armor, lowering the defense of its target while inflicting further damage.</p>


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<p>Description</p>	<p>Made entirely from red crystal and brought to life through magical means, the Crystal Dragon is literally semi-transparent, lit from the center by its magical heart. Used frequently as a training tool for young dragon slayers, many wizards also create these creatures for the crystal its sheds.</p>	<p>Little is known of the Azure Dragon. It is both rare and mighty, thus few have seen it, and fewer still have survived its attacks. This powerful creature is not much bigger than most dragons, but is said to be capable of enduring prolonged physical attack. It is said those standing face-to-face with an Azure Dragon tend to freeze from pure fear.</p>





Conflux Heroes


Planeswalkers


	<i>Race</i>	Male Magma Elemental	<i>Secondary Skills</i>	Basic Tactics, Basic Estates
	<i>Attack</i>	3	<i>Power</i>	1
	<i>Defense</i>	1	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Earth/Magma Elementals under Erdamon's command receive + 2 Attack, + 1 Defense and + 5 Damage.		


	<i>Race</i>	Male Energy Elemental	<i>Secondary Skills</i>	Advanced Offense
	<i>Attack</i>	3	<i>Power</i>	1
	<i>Defense</i>	1	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Fire/Energy Elementals under Fiur's command receive + 1 Attack, + 2 Defense and + 2 Damage.		


	<i>Race</i>	Female Fire Elemental	<i>Secondary Skills</i>	Basic Offense, Basic Artillery
	<i>Attack</i>	3	<i>Power</i>	1
	<i>Defense</i>	1	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Fire/Energy Elementals under Ignissa's command receive + 1 Attack, + 2 Defense and + 2 Damage.		

	<i>Race</i>	Male Ice Elemental	<i>Secondary Skills</i>	Basic Tactics, Basic Learning
	<i>Attack</i>	3	<i>Power</i>	1
	<i>Defense</i>	1	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Water/Ice Elementals under Kalt's command receive + 2 Attack.		









	<i>Race</i>	Female Water Elemental	<i>Secondary Skills</i>	Advanced Tactics
	<i>Attack</i>	3	<i>Power</i>	1
	<i>Defense</i>	1	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Water/Ice Elementals under Lacus' command receive + 2 Attack.		

	<i>Race</i>	Male Magic Elemental	<i>Secondary Skills</i>	Basic Offense, Basic Logistics
	<i>Attack</i>	3	<i>Power</i>	1
	<i>Defense</i>	1	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Psychic/Magic Elementals under Monere's command receive + 3 Attack and + 3 Defense.		

	<i>Race</i>	Female Psychic Elemental	<i>Secondary Skills</i>	Basic Offense, Basic Artillery
	<i>Attack</i>	3	<i>Power</i>	1
	<i>Defense</i>	1	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Psychic/Magic Elementals under Pasis' command receive + 3 Attack and + 3 Defense.		

	<i>Race</i>	Female Earth Elemental	<i>Secondary Skills</i>	Basic Tactics, Basic Estates
	<i>Attack</i>	3	<i>Power</i>	1
	<i>Defense</i>	1	<i>Knowledge</i>	1
	<i>Unique Ability</i>	Earth/Magma Elementals under Thunar's command receive + 2 Attack, + 1 Defense and + 5 Damage.		

Elementalists

	<i>Race</i>	Male Genie	<i>Secondary Skills</i>	Basic Wisdom, Basic Air Magic
	<i>Attack</i>	0	<i>Power</i>	3
	<i>Defense</i>	0	<i>Knowledge</i>	3
	<i>Unique Ability</i>	Aenain adds +2 when casting the Disrupting Ray spell.		
	<i>Race</i>	Female Genie	<i>Secondary Skills</i>	Basic Wisdom, Basic Air Magic
	<i>Defense</i>	0	<i>Power</i>	3
	<i>Attack</i>	0	<i>Knowledge</i>	3
	<i>Unique Ability</i>	Brissa casts Haste with increased effect, based on hero level compared to the level of the target unit (the bonus is greater when used on weaker units).		
	<i>Race</i>	Female Elf	<i>Secondary Skills</i>	Basic Wisdom, Basic Water Magic
	<i>Attack</i>	0	<i>Power</i>	3
	<i>Defense</i>	0	<i>Knowledge</i>	3
	<i>Unique Ability</i>	When cast by Ciele, Magic Arrow damage increases by 50%.		
	<i>Race</i>	Male Elf	<i>Secondary Skills</i>	Basic Wisdom, Basic Water Magic
	<i>Attack</i>	0	<i>Power</i>	3
	<i>Defense</i>	0	<i>Knowledge</i>	3
	<i>Unique Ability</i>	Gelare increases income by 350 Gold per day.		
	<i>Race</i>	Male Dwarf	<i>Secondary Skills</i>	Basic Wisdom, Basic Earth Magic
	<i>Attack</i>	0	<i>Power</i>	3
	<i>Defense</i>	0	<i>Knowledge</i>	3
	<i>Unique Ability</i>	Grindan increases income by 350 Gold per day.		
	<i>Race</i>	Male Human	<i>Secondary Skills</i>	Basic Wisdom, Basic Fire Magic
	<i>Attack</i>	0	<i>Power</i>	3
	<i>Defense</i>	0	<i>Knowledge</i>	3
	<i>Unique Ability</i>	Inteus casts Bloodlust with increased effect, based on hero level compared to the level of the target unit (the bonus is greater when used on weaker units).		
	<i>Race</i>	Female Human	<i>Secondary Skills</i>	Basic Wisdom, Basic Earth Magic
	<i>Attack</i>	0	<i>Power</i>	3
	<i>Defense</i>	0	<i>Knowledge</i>	3
	<i>Unique Ability</i>	When cast by Labetha, Stone Skin is increased by + 3.		
	<i>Race</i>	Female Human	<i>Secondary Skills</i>	Basic Wisdom, Basic Fire Magic
	<i>Attack</i>	0	<i>Power</i>	3
	<i>Defense</i>	0	<i>Knowledge</i>	3
	<i>Unique Ability</i>	Damage from Fire Walls cast by Luna is doubled.		

New Hero

Knight

Sir Mullich

*Race*

Male Human

Secondary Skills

Advanced Leadership

Attack

2

Power

1

Defense

2

Knowledge

1

Unique Ability

All creatures under Sir Mullich's command receive +2 speed.



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The 3DO Company
600 Galveston Drive
Redwood City, CA 94063

However you choose to contact us, there are some pieces of information about your computer that we will need in order to help you properly. You can get this information by following these steps: First, right-click on the My Computer icon and choose "Properties". On this System Properties screen, you will find the following information that we will need: Computer OS type (Windows version), amount of RAM and CPU type. After you get this information, exit the System Properties screen, then double left-click on the My Computer icon. On this screen, right-click on the icon of the hard drive that the game is installed on and choose "Properties". On this screen, you will need to find out the drive's total capacity and the amount of free space left on the drive.

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Troubleshooting

Installation

Problem: The CD is in the CD-ROM drive, but the computer is not recognizing it.

Answers: The CD may be dirty or scratched.

Solutions: Make sure that the data side of the CD (shiny side) is not dirty or scratched. If it is dirty, take a lint free non-abrasive cloth and wipe gently to clean it (always wipe from the inside of the CD to the outside edges). If the data side of the CD appears to be scratched, return the game to the store that you bought it from, and exchange it for a new copy. If you are unable to exchange the game at the store that you bought it from, please call Customer Support for information on our exchange policy.

Problem: The computer freezes during install, or you receive an error message (such as “*_ins error” or “An error has occurred during the move data process”) during install.

Answers: Your computer may be using an older 16-bit CD-ROM driver; or there may not be enough space on your hard drive for temporary files to expand; or the CD-ROM drive might be having problems with how it buffers information. Or, the Autorun or DMA settings on your CD-ROM drive could be interfering with the game installation.

To check and see if your computer is using an older 16-bit CD-ROM driver:

1. Right-click on the ‘My Computer’ icon and select ‘Properties’.
2. Click on the ‘Performance’ tab.
3. In the Performance status box, if the File System line says “Some drivers are using MS-DOS compatibility”, you are using a 16-bit CD-ROM driver.

Solutions:

1. For 16-bit CD-ROM drivers: Contact the manufacturer of your CD-ROM drive or the manufacturer of your computer for an updated 32-bit CD-ROM driver.
2. For 32-bit CD-ROM drivers:
 1. Close all unnecessary programs running in the Background. Press the CTRL+ALT+DEL keys at the same time to open the Close Program window, select a program, and press the End Task button. Repeat this process until all programs except ‘Explorer’ and ‘Systray’ are closed.
 2. Delete all files in your C:\Windows\Temp folder, then empty the Recycle Bin.
3. Turn off read-ahead on the CD-ROM drive:
 1. Right-click on the ‘My Computer’ icon and select ‘Properties’.
 2. Click on the ‘Performance’ tab.
 3. Click on the ‘File System’ button.
 4. Choose the ‘CD-ROM’ tab at the top.
 5. Change the ‘Optimize access pattern for’ field to ‘No read-ahead’.
 6. Click on Apply, then OK and finally click Close (you will be prompted to restart your system).

4. Turn off the Autorun and DMA settings on your CD-ROM drive:
 1. Right click on the 'My Computer' icon and choose 'Properties'.
 2. Click on the 'Device Manager' tab.
 3. Click on the '+' sign next to the CD-ROM line so that it becomes a '-' sign.
 4. Click on the line that appears under the CD-ROM line so that it is highlighted, then click on the 'Properties' button.
 5. Click on the 'Settings' tab.
 6. Look for the Auto-insert Notification and DMA lines. If there is a check mark in the boxes next to either of these lines, click on the box to remove the check mark.
 7. Click on the 'Apply' button, and then click on the 'OK' button.
 8. When you are asked if you want to restart your system, choose 'Yes'.

You can restore all of the CD-ROM settings back to normal after the game has been successfully installed.

Launching the Game I

Problem: After launching the game from the Start menu or Desktop icon, you get a blank screen, a black box that surrounds the mouse cursor, blurring or choppy graphics, vertical lines on the screen, choppy sound, or no sound.

Answer: There is probably a conflict between your video or sound card and Microsoft's DirectX.

Solution: For Windows 95 and 98 users:

1. Press the 'Start' button on the Windows 95/98-task bar and select 'Run'.
2. Type "dxdiag" or "c:\Program Files\directx\setup\dxdiag.exe" then click on the 'OK' button. This will run the DirectX Diagnostics Tool.
3. Make sure all your files are DirectX 6 compatible. Select the 'DirectX Files' tab make sure there are no exclamation points next to the file names. If you find exclamation points under this tab you will need to reinstall DirectX 6 by going to the 'START' Button on the Windows95 task bar then select 'RUN' and type your CD-ROM drive letter followed by ":\DirectX\dxsetup.exe" and click on the 'Reinstall DirectX' button. This will reinstall DirectX 6.
4. Make sure all of your drivers are DirectX 6 compatible. Select the 'DirectX Drivers' tab and make sure there are no exclamation points next to any of the file names. If you find exclamation points under this tab you will need to update your drivers by contacting the manufacturer of the hardware through their Phone Support or through their web site. 3DO has a listing of manufactures sites available at: <http://www.3do.com/support>.
5. Test your hardware with the DirectX 6 Diagnostics tool. Run the tests that are available on the 'Display', 'Sound', and 'Input' tabs. If one or more tests fail, this could be due to driver incompatibility. Installing the newest drivers available for your sound and video card hardware can usually resolve this.

For Windows 98 users:

1. Press the Start button on the Windows 98 task bar and select 'Help.'
2. Select the Search tab, type 'DirectX Troubleshooter' in the text box, and then press the List Topics button. Select 'DirectX Troubleshooter' in the Topics window, click the Display Button, and then follow the instructions to troubleshoot your DirectX issue.

Launching the Game II

Problem: You try to start the game and the screen flashes briefly, and you are returned to the desk top without an error message.

Answer: There are probably miscellaneous programs running in the background that are interfering with the game and causing it to crash.

Solution:

For Windows 95 users:

1. Press the CTRL+ALT+DEL keys at the same time to open the Close Program window.
2. Click on a program so that it is highlighted, then click on the 'End Task' button.
3. Repeat this process until only 'Explorer' and 'Systray' are left in the Close Program list, then try running the game.

For Windows 98 users:

1. Click on the Windows Start button, then choose Run.
2. In the Run line type in: "msconfig", then push the 'Enter' key. (This will bring up the System Configuration Utility.)
3. Select the 'Startup' tab, and turn all of the check boxes off, except for the one next to 'Systray'.
4. Press 'OK'. When you are prompted to restart your system, click 'Yes'.
5. Once your machine has restarted try running the program again.

Video and Sound card manufacturers regularly update their software drivers to enhance performance and stability, and to improve compatibility with DirectX. You can find links to many of these manufacturers' sites by going to the Driver Updates section of our support web site, which is located at <http://www.3do.com/support>.

You may obtain a list of Microsoft-certified video and audio drivers for your hardware by going to <http://www.microsoft.com/hwtest/hcl/>. Drivers listed here are confirmed to be compatible with Windows 95, Windows 98 and Windows NT4.0.

Microsoft updates DirectX and its components regularly and posts them for download off of their web site at <http://www.microsoft.com/DirectX>.

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