

USER MANUAL

HEROES III OF MIGHT AND MAGIC THE SHADOW OF DEATH

3DO

NEW WORLD COMPUTING

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SECTION I

To the Wizards of Bracada,

My tale is a long one, but I must tell it because there is no one else who will. After all, who would believe Crag Hack's bar room bragging? Gem seems to want certain events swept under the rug, never again revealed. I have heard nothing of Gelu since he found the cursed sword, Armageddon's Blade. So that leaves me to tell the tale history forgot.

I parted with you on shaky terms so very long ago. I may be a genie like my mother, but I have my father's adventurous spirit. Preferring the life I found in Krewlod, I had to leave the one you offered me in Bracada. It was on this journey of self-discovery that this tale has its earliest beginnings. After being accepted into Krewlod society, I began my wanderings and met three people near the Erathian-Deyjan border. The four of us were all searching for a new life and stumbled upon events far larger than each of our petty problems.

It was before the Restoration of Erathia war when I met and worked with the young Gelu, the beautiful Gem, and the barbaric Crag Hack. My three comrades

SECTION I

were from such different backgrounds it is surprising we were able to work together. Crag Hack was an easygoing man, with a passion for combat, wine and lots of women. He made me smile and forget my own troubles for a while. When Gem wasn't slaughtering the forces of undead, she was a quiet and reserved woman with a kind heart. Gelu had barely graduated from the Forest Guard, ready for a fight and eager to prove himself. His seriousness was surprising in one so young and contrasted greatly against the boisterous Crag Hack.

Somehow we managed to stop a Necromancer, Sandro, who had plans for world domination. Manipulating Gem, Gelu and Crag Hack, he was able to reach Deyja with some very powerful items in his possession. Once there, he vaulted a puppet king, Finneas Vilmar, to the throne and threatened to conquer all of Antagarich. My tale will begin in four separate places, but in the end you see that all of the events were intertwined, leading to the near destruction of us all.

Yog

SECTION II

NEW HEROES III GAME PLAYERS START HERE:

Installation

For installation instructions, refer to the Installation Card included in The Shadow of Death game's box.

About This Manual

This manual includes information specific to The Shadow of Death game and is intended to supplement the Heroes III: Restoration of Erathia game's electronic manual that is installed on your hard drive. The Restoration of Erathia game's manual is supplied in Adobe Acrobat format. Please make sure to review it. To access the electronic manual, click the Start menu and select Programs\3DO\Heroes III The Shadow of Death\Heroes III Manual.

Tutorial

We have included a tutorial for new Heroes players. If you have never played one of the Heroes games before, we highly recommend that you play the tutorial. To access it, select New Game from the Main Menu and then click Tutorial. Also make sure to view and/or print the tutorial manual. To access the electronic manual, click the Start menu and select Programs\3DO\Heroes III The Shadow of Death\Heroes III Tutorial Manual.

Multi-player Compatibility

You will be able to play Multi-player games against players who own either the Heroes III: The Restoration of Erathia or The Shadow of Death game. However, all Restoration of Erathia game players will be required to run 3DO's GameUpdate™ product to retrieve the latest version.

SECTION III

RESTORATION OF ERATHIA AND ARMAGEDDON'S BLADE GAME PLAYERS START HERE:

Installation

For installation instructions, refer to the Installation Card included in The Shadow of Death game box.

The Heroes III: The Shadow of Death game is designed to completely replace your existing Heroes III game. During the installation process unnecessary files and Start menu items will be removed. You will be able to access all of your existing maps, scenarios, campaigns and saved games from within the Heroes III: The Shadow of Death game.

Playing Scenarios or Campaigns

You will be able to play both Restoration of Erathia and Shadow of Death game scenarios and campaigns. This includes compatibility with all of your saved games. For instructions on starting or continuing scenarios or campaign games, see Section V on Page 11.

Multi-player Compatibility for Restoration of Erathia Owners

You will be able to play Multi-player games against players who own either Heroes III: The Restoration of Erathia or The Shadow of Death game. However, all Restoration of Erathia players will be required to run 3DO's GameUpdate product to retrieve the latest version.

Multi-player Compatibility for Armageddon's Blade Owners

You will be able to play Multi-player games against players who own either Heroes III: The Restoration of Erathia, Armageddon's Blade or The Shadow of Death game. However, all Restoration of Erathia and Armageddon's Blade game players will be required to run 3DO's GameUpdate product to retrieve the latest version.

SECTION III

To play Multi-player games against other Armageddon's Blade game players who have not purchased Shadow of Death game, either:

- A. Have the Armageddon's Blade game players launch the game using the Heroes III: Restoration of Erathia game shortcut, which will allow them to join Shadow of Death games, or:
- B. Have all players launch the game using the Armageddon's Blade shortcut.

Access to the Armageddon's Blade Game Features

All Armageddon's Blade game expansion pack features will be automatically enabled and accessible with Heroes III: The Shadow of Death game (including the map editor and campaign editor) provided that both products are properly installed.

In a Multi-player game only players who own Armageddon's Blade game will be able to select the Conflux as their starting town.

You will only need to launch Armageddon's Blade game to play Multi-player games with players who own Armageddon's Blade game, but do not own The Shadow of Death game.



SECTION IV

WHAT'S NEW?

The Shadow of Death game is an all-new chapter in the Heroes saga. The story reveals the events that lead to The Restoration of Erathia game.

Here is a list of new features in Heroes of Might and Magic™ III: The Shadow of Death game:

New Campaigns: There are seven new Shadow of Death game campaigns and seven original Restoration of Erathia game campaigns. See Section VI on Page 13 for a description of the new campaigns.

New Scenarios: There are 38 new stand-alone Shadow of Death game scenarios to test your strategic ability, in addition to the 40 Restoration of Erathia game scenarios.

Force Feedback Mouse Support: We have added support for Logitech's Wingman Force Feedback Mouse.

Combination Artifacts: Certain artifacts can be combined to form a new, more powerful artifact. For a complete list and description of all of the Combination Artifacts see Section X on Page 26.

Selectable Campaign Difficulty: You can select the difficulty level for each Shadow of Death game Campaign Map.

More Special Terrain Types: We have added eight new special terrains. See Section VII Interface Reference on page 17 for a complete description.

Moat Damage in Siege combat: All moats now damage troops in Siege Combat. See Section VII Interface Reference on page 17 for a complete description.

Updated Unit Statistics: For better game play balance we have updated the statistics for a few of the combat units. See Section IX on page 24 for the updated information.

Campaign Editor: Build your own campaigns using the Campaign Editor to connect individual Scenarios, define the story, starting options, objects that carry-over multiple Scenarios, and cinematic sequences. Consult the online 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.

SECTION IV

Map Editor: We've added many new adventure objects; mass cut, copy and paste; and far more customization objects for heroes, objects and spells. 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.

New Creatures: We have added 23 new Neutral Creatures that can be found wandering the lands. See page 18 for details on all of the new creatures.

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 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 BorderGuard. Border Guards disappear from the adventure map after 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 behavior allows certain players to pass, while preventing other players from passing.

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 belonging to you, you may choose creatures to guard it. This is similar to placing creatures in a garrison.

SECTION V

PLAYING THE HEROES III: THE SHADOW OF DEATH GAME

Version Compatibility

The Heroes III: The Shadow of Death game 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 The Heroes III: The Shadow of Death Game:

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 III The Shadow of Death\Heroes III

Starting a New Campaign Game:

1. From the Main Menu, click New Game
2. Click Campaign
3. Click The Shadow of Death to play the new campaigns -or- Click Restoration of Erathia to play the original campaigns
4. Click the Campaign you wish to play

Important Note:

After you begin 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 final campaigns.

Continuing a 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

SECTION V

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 the Heroes III game.

Sort the list
by map type



Starting a Single Scenario Game:

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

Note:

You can now sort the list by map version (Restoration of Erathia or The Shadow of Death).

SECTION VI


CAMPAIGN GAMES

To play a new Campaign, from the Main menu choose New Game and then Campaign. Select The Shadow of Death to play the new campaigns.

Hack and Slash

Recently arrived from Enroth, Crag Hack seeks fame, fortune and glory on this new continent, Antagarich. He meets a young wizard's apprentice, Sandro, who is seeking four artifacts. Sandro promises gold, glorious battle, and a land title, which interests the adventurous barbarian.


Heroes: Barbarian

 Crag Hack	Race	Male Human	Secondary Skills	Advanced Offense
	Attack	4	Power	1
	Defense	0	Knowledge	1
	Unique Ability	Crag Hack receives a 5% per level bonus for his Offense skill		

Elixir of Life

Gelu is the youngest individual to ever graduate from the Forest Guard. He must pass one final test and then he will enter service under Lord Falorel: assemble the pieces to the Elixir of Life so the Deyjan lords can't destroy the precious combination artifact.

Heroes: Ranger


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

SECTION VI

Birth of a Barbarian

Yog has decided to reject his genie heritage and follow in the footsteps of his Barbarian father. Winston Boragus, the Duke of Krewlod, has invited Yog to join his Barbarian army, but Yog's Magic Academy masters do not agree with these plans and will attempt to stop Yog. Once Yog makes it to Krewlod, he must pass the first test to see Winston Boragus, and then he must pass the second test – disperse the pieces of the Angelic Alliance.


Heroes: Wizard

 Yog	Race	Male Genie	Secondary Skills	Basic Offense, Basic Ballistics
	Attack	4	Power	1
	Defense	0	Knowledge	1
	Unique Ability	Yog increases the Attack and Defense skills of any Cyclopes or Cyclops Kings he commands for each level he has attained after the 6th level.		

New Beginning

Gem has left the ghosts of war in Enroth that have plagued her since the Succession Wars. She finds a home in AvLee and has begun to work for Lord Fayette. While working near the Erathian border she meets Sandro, a wizard's apprentice who is helping his master perform anti-necromancy research. She agrees to help Sandro find some artifacts and is soon laying a path of destruction through necromancer territory.

Heroes: Druid

 Gem	Race	Female Human	Secondary Skills	Basic Wisdom, Basic First Aid
	Attack	0	Power	1
	Defense	2	Knowledge	2
	Unique Ability	Gem receives a 5% per level bonus to her First Aid skill.		


SECTION VI


Rise of the Necromancer

NOTE: You must complete all four campaigns listed above before you can play Rise of the Necromancer.

Having successfully garnished all of the pieces for the Cloak of the Undead King and the Armor of the Damned, Sandro is now traveling to Deyja. His old master, Ethric, has other plans for the power-hungry necromancer. Ethric has sent word to Sandro's enemies of his location and that he possesses the powerful artifacts. Sandro must fight his way through these opponents before continuing to Deyja and making allies there.

Heroes: Necromancer

 Sandro	Race	Male Lich	Secondary Skills	Basic Necromancy, Basic Sorcery
	Attack	1	Powe	2
	Defense	0	Knowledge	2
	Unique Ability	Sandro receives a 5% per level bonus to his Sorcery skill.		

 Finneas	Race	Male Lich	Secondary Skills	Basic Necromancy, Basic Mysticism
	Attack	1	Power	2
	Defense	2	Knowledge	2
	Unique Ability	Animate Dead.		

Unholy Alliance

NOTE: You must complete Rise of the Necromancer before you can play Unholy Alliance.

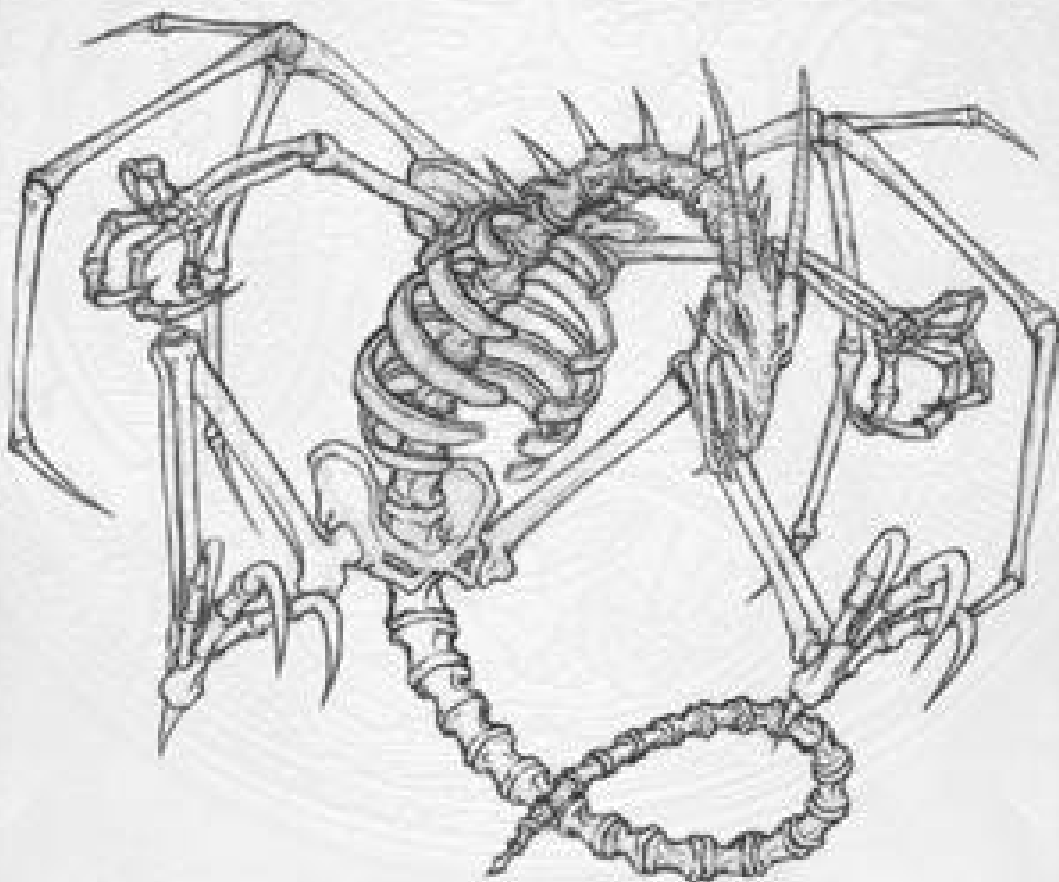
Four heroes must discover the truth behind some recent occurrences. They soon learn the wizard's apprentice, Sandro, was really a necromancer with plans for world domination. Uncovering Sandro's true ambitions, the heroes must join forces to stop him, but they must first find the pieces of the Angelic Alliance in order to face the powerful necromancer in his lair.

SECTION VI

Specter of Power

NOTE: You must complete Unholy Alliance before you can play Specter of Power.

Evil never rests, and Sandro is no exception. He has formed another plan to dominate Antagarich, starting with Erathia. With a little help from the corrupted Lord Haart, the brutish Kreegans and the greedy Dungeon Overlords, he will soon rule all of Antagarich.



SECTION VII

INTERFACE REFERENCE

Special Terrain Types

Name	Description
Magic Plains	Causes ALL Spells to be cast at Expert Level.
Cursed Grounds	Prevents the use of level 2, 3, 4, and 5 spells.
Holy Ground	Gives all Good aligned troops +1 Morale and Evil troops -1 Morale.
Evil Fog	Gives all Evil aligned troops +1 Morale and Good troops -1 Morale.
Clover Field	Gives all Neutral aligned troops +2 Luck.
Favorable Winds	Increases the Navigation Skill by 50%. At Basic, water range is increased by 100%; at Advanced 150%; and at Expert, 200%.
Lucid Pools	Causes all Water Spells to be cast at Expert Level.
Fiery Fields	Causes all Fire Spells to be cast at Expert Level.
Rocklands	Causes all Earth Spells to be cast at Expert Level.
Magic Clouds	Causes all Air Spells to be cast at Expert Level.

Moat Damage During Siege Combat

Town Type	Moat Type	Moat Damage
Castle	Water	70 pts
Rampart	Brambles	70 pts
Tower	Land Mines	150 pts
Inferno	Lava	90 pts
Necropolis	Boneyard	70 pts
Dungeon	Boiling Oil	90 pts
Stronghold	Wooden Spikes	70 pts
Fortress	Boiling Tar	90 pts

Moat Damage:

With the exception of the Tower's Land Mines (which explode on contact), a creature troop receives moat damage upon entering the moat and for each turn thereafter the troop remains in the moat at the start of its turn.



SECTION VIII

NEW NEUTRAL CREATURES

We have added 23 new Neutral Creatures in addition to those described on pages 117-118 of the Heroes III: Restoration of Erathia game manual. These creatures are not associated with any particular town type, but may be found wandering the lands.



Peasant

Halfling

Name Cost Damage Shots Attack Defense Health Movement Speed	Peasant 10 Gold 1-1 None 1 1 1 Ground Very Slow (3 hexes/turn)		Halfling 40 Gold 1-3 24 4 2 4 Ground Slow (5 hexes/turn)	
Description	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 the army ranks is the Necromancer.			Armed with sling and stone, Halflings have found a harsh existence in Antagarich. 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.


Pixie

Sprite


Name Cost Damage Shots Attack Defense Health Movement Speed	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)	
Description	The Pixies have found their way to the continent of Antagarich from Enroth and made a home here. These beautiful flying creatures are usually found in large numbers and possess great quickness.			These are the faster cousins to the Pixies who have also found a home in Antagarich. Sprites strike so quickly; they prevent their enemies from counterstriking. Some attribute this to their stunning beauty instead.

SECTION VIII


Rogue

Name Cost Damage Shots Attack Defense Health Movement Speed	Rogue 100 Gold 2-4 None 8 3 10 Ground Swift (6 hexes/turn)	
Description	Rogues abound in Antagrach. If you are able to employ them in your ranks, you will be able to spy on any nearby enemies simply by right-clicking on them.	


Storm Elemental

Name Cost Damage Shots Attack Defense Health Movement Speed	Storm Elemental 275 Gold 2-8 24 9 9 25 Ground Very Swift (8 hexes/turn)	
Description	Storm Elementals are the more powerful cousins to the Air Elementals and fire lightning bolts as their primary attack. They are immune to Blind and Meteor Shower spells, take double damage from Fireball, Lightning Bolt and Chain Lightning spells, and can cast the spell Protection from Air.	

Boar

Name Cost Damage Shots Attack Defense Health Movement Speed	Boar 150 Gold 2-3 None 6 5 15 Ground Swift (6 hexes/turn)	
Description	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.	



Ice Elemental

Name Cost Damage Shots Attack Defense Health Movement Speed	Ice Elemental 375 Gold 3-7 24 8 10 30 Ground Swift (6 hexes/turn)	
Description	Because their form is more solid than the Water Elemental, Ice Elementals have the ability to throw deadly ice tridents. These creatures are immune to Ice Ray and Frost Ring spells, but take double damage from Fire Wall, Inferno, Fireball and Fire shield. They can also cast the spell Protection from Water.	

SECTION VIII



Mummy

Nomad

Name Cost Damage Shots Attack Defense Health Movement Speed	Mummy 300 Gold 3-5 None 7 7 30 Ground Slow (5 hexes/turn)		Nomad 200 Gold 2-6 None 9 8 30 Ground Extra Swift (7 hexes/turn)	
Description	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.			Native to the desert sands, Nomads are fast riders able to traverse sand with the ease most travel over grass.

Troll



Energy Elemental

Name Cost Damage Shots Attack Defense Health Movement Speed	Troll 500 Gold 10-15 None 14 7 40 Ground Extra Swift (7 hexes/turn)		Energy Elemental 400 Gold 4-6 None 12 8 35 Flying Very Swift (8 hexes/turn)	
Description	Unlike their Enrothian cousins, Antagrish trolls prefer a more personal hand-to-hand attack. Like their Enrothian cousins, Antagrish trolls do regenerate damage taken in battle.			As the more powerful versions of the Fire Elementals they are immune to all Fire School spells, but take double damage from Ice Ray and Frost Ring. The Energy Elemental gains the ability to fly and can cast the spell Protection from Fire.


SECTION VIII

Magma Elemental

Enchanter



Name	Magma Elemental		Name	Enchanter	
Cost	500 Gold		Cost	750 Gold	
Damage	6-10		Damage	14-14	
Shots	None		Shots	32	
Attack	11		Attack	17	
Defense	11		Defense	12	
Health	40		Health	30	
Movement	Ground		Movement	Ground	
Speed	Swift (6 hexes/turn)		Speed	Ultra Swift (9 hexes/turn)	
Description	<p>From a source deep beneath the world's surface, roam the Magma Elementals. Magma Elementals take no damage from Lightning Bolt, Chain Lightning, and Firestorm spells, but take double damage from Meteor Storm attacks. Slightly stronger than their earthen counterparts, Magma Elementals can also cast the spell Protection from Earth.</p>		Description	<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>	

Sharpshooter



Name	Sharpshooter	
Cost	400 Gold	
Damage	8-10	
Shots	32	
Attack	12	
Defense	10	
Health	15	
Movement	Ground	
Speed	Ultra Swift (9 hexes/turn)	
Description	<p>Specially trained by the guerrilla warrior Gelu, Sharpshooters are a select troop. Recruited from the ranks of Archers, Marksmen, Wood Elves, and Grand Elves, Sharpshooters use a huge recursive, compound longbow. More than five feet in length, three bowstrings running through the pulleys on both ends, aid in the power and precision of their attacks. With their training, distance and siege walls are not a hindrance.</p>	

SECTION VIII

Psychic & Magic Elementals



Name Cost Damage Shots Attack Defense Health Movement Speed	Psychic Elementals 750 Gold 10-20 None 15 13 75 Ground Extra Swift (7 hexes/turn) 	Magic Elementals 800 Gold 15-25 None 15 13 80 Ground Ultra Swift (9 hexes/turn) 
Description	Psychic Elementals are the physical creation and evidence of what many consider the fifth element: thought. These creatures are immune to mind spells, and 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. Though their attack is less mysterious than the Psychic Elemental, it is more powerful. Magic Elementals are also immune to all forms of magic.

Firebirds & Phoenixes



Name Cost Damage Shots Attack Defense Health Movement Speed	Firebirds 1500 Gold 30-40 None 18 18 150 Flying Super Quick (15 hexes/turn) 	Phoenixes 2000 Gold + 1 Mercury 30-40 None 21 18 200 Flying Blazing Fast(21 hexes/turn) 
Description	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 their numbers from the ashes of their own demise.

SECTION VIII

Faerie & Rust Dragons

Name Cost Damage Shots Attack Defense Health Movement Speed	Faerie Dragon 10000 Gold + 8 Gems 20-30 None 20 20 500 Flying Super Quick (15 hexes/turn) 	Rust Dragon 5000 Gold + 14 Sulfur 50 None 30 30 750 Flying Extra Fast (17 hexes/turn) 
Description	<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>



Azure & Crystal Dragons



Name Cost Damage Shots Attack Defense Health Movement Speed	Crystal Dragon 20000 Gold + 10 Crystal 60-75 None 40 40 800 Ground Fast (16 hexes/turn) 	Azure Dragon 30000 Gold + 20 Mercury 70-80 None 50 50 1000 Flying Ultra Fast (19 hexes/turn) 
Description	<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 they shed.</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>

SECTION IX



CHANGES TO CREATURES IN HEROES III: THE RESTORATION OF ERATHIA GAME

Updated information appears in **bold face type**.

<p><i>Lizardmen and Lizard Warriors</i></p> <p>Lizardmen and lizard warriors are armed with bows for ranged attacks and daggers for hand-to-hand fighting.</p>	<p><i>Name</i> <i>Cost</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Damage</i> <i>Shots</i> <i>Movement</i> <i>Speed</i></p>	<p>Lizardman 110 Gold 5 6 14 2-3 12 Ground Extra Slow (4 hexes/turn)</p> 	<p>Lizard Warrior 140 Gold 6 8 15 2-5 24 Ground Slow (5 hexes/turn)</p> 
<p><i>Structure Requirements</i></p>	<p><i>Structure Cost</i> <i>Requirements</i> <i>Creatures/Week</i></p>	<p>Lizard Den 1000 Gold + 5 Wood Gnoll Hut 9 Lizardmen</p>	<p>Upgraded Lizard Den 1000 Gold + 5 Wood Lizard Den 9 Lizard Warriors</p>

<p><i>Serpent Flies and Dragon Flies</i></p> <p>These giant, flying insects attack by striking with their tail stingers. Their attacks dispel any beneficial spells affecting their target. In addition, the Dragon Flies have the ability to cast Weakness on their opponent every time they attack.</p>	<p><i>Name</i> <i>Cost</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Damage</i> <i>Shots</i> <i>Movement</i> <i>Speed</i></p>	<p>Serpent Fly 220 Gold 7 9 20 2-5 None Flying Ultra Swift (9 hexes/turn)</p> 	<p>Dragon Fly 240 Gold 8 10 20 2-5 None Flying Very Quick (13 hexes/turn)</p> 
<p><i>Structure Requirements</i></p>	<p><i>Structure Cost</i> <i>Requirements</i> <i>Creatures/Week</i></p>	<p>Serpent Fly Hive 1000 Gold + 5 Wood + 2 Mercury + 2 Sulfur Gnoll Hut 8 Serpent Flies</p>	<p>Upgraded Serpent Fly Hive 1000 Gold + 2 Mercury + 2 Sulfur Serpent Fly Hive 8 Dragon Flies</p>

SECTION IX

<p><i>Angels and Archangels</i></p> <p>With their great offensive and flying ability, angels and archangels are among the mightiest creatures in the game. Both do 150% damage when attacking devils. Additionally, the archangel is able to resurrect dead allied troops once per combat</p>	<p><i>Name</i> <i>Cost</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Damage</i> <i>Shots</i> <i>Movement</i> <i>Speed</i></p>	<p>Angel 3000 Gold + 1 Gem 20 20 200 50 None Flying Extra Quick (12 hexes/turn)</p> 	<p>Archangel 5000 Gold + 3 Gems 30 30 250 50 None Flying Very Fast (18 hexes/turn)</p> 
<p><i>Structure Requirements</i></p>	<p><i>Structure Cost</i></p> <p><i>Requirements</i> <i>Creatures/Week</i></p>	<p>Portal of Glory 20000 Gold + 10 Crystal + 10 Gem + 10 Mercury + 10 Sulfur Monastery 1 Angel</p>	<p>Upgraded Portal of Glory 20000 Gold + 10 Crystal + 10 Gem + 10 Mercury + 10 Sulfur Portal of Glory 1 Archangel</p>

SECTION X

COMBINATION ARTIFACTS REFERENCE

Combination Artifacts - When all artifacts are equipped they 'vanish' and are replaced by a single artifact representative of all of the combined ones. However, the slots previously held do not become available for new artifacts. In addition to the abilities of the combination artifacts, heroes continue to receive all of the bonuses from the individual artifacts

Once you have found all of the pieces required to assemble a combination artifact, you will automatically be prompted to build it. You can manually assemble or disassemble a combination artifact by right-clicking on any individual artifact or the combination artifact. All artifacts must be equipped to assemble or disassemble.

Name	Artifacts Needed	Description
Angelic Alliance	Helm of Heavenly Enlightenment Celestial Necklace of Bliss Sword of Judgment Armor of Wonder Sandals of the Saint Lion's Shield of Courage	Allows Rampart, Tower, Fortress, Stronghold and Castle creatures to be mixed without a morale penalty, for the player. Casts Expert Prayer at the start of combat.
Cloak of the Undead King	Amulet of the Undertaker Vampire's Cowl Dead Man's Boots	30% of battlefield dead are resurrected as Skeletons. If hero already has the Necromancy skill then the percentages are added to the skill and the level of skill determines what type is resurrected. Basic: Zombies Advanced: Wights Expert: Liches
Elixir of Life	Ring of Life Vial of Life Blood Ring of Vitality	All creatures get a 25% health bonus and gain the regeneration ability. Does not work on Undead or non-living creatures
Armor of the Damned	Skull Helmet Blackshard of the Dead Knight Rib Cage Shield of the Yawning Dead	All opponents have these spells effective on them for fifty turns: Slow, Disrupting Ray, Curse, Weakness, and Misfortune.

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Name	Artifacts Needed	Description
Statue of Legion	Legs of Legion Hips of Legion Torso of Legion Arms of Legion Head of Legion	All creature production increases by 50% in all towns excluding flagged structures or other like bonuses. Bonus is received regardless of whether the hero carrying the statue is present in the town.
Power of the Dragon Father	Crown of Dragontooth Necklace of Dragonteeth Dragon Wing Tabard Red Dragon Flame Tongue Dragon Scale Shield Quiet Eye of the Dragon Still Eye of the Dragon Dragonbone Greaves Dragon Scale Armor	Adds 6 to all primary skills, all troops are immune to 1-4th level spells.
Titan's Thunder	Thunder Helmet Titan's Gladius Titan's Cuirass Sentinel's Shield	Hero gains the ability to cast Lightning Bolt for 600 points of damage, does not cost any spell points, adds a spell book into their inventory (permanently).
Admiral's Hat	Sea Captain's Hat Necklace of Ocean Guidance	No boarding or unboarding ship penalty. Converts movement points between the Hero's Land and Water movement.
Bow of the Sharpshooter	Bow of Elven Cherrywood Bowstring of the Unicorn's Mane Angel Feather Arrows	Ranged shooters may fire projectiles while adjacent to an enemy creature. No archery penalty for range or obstacle.
Wizard's Well	Charm of Mana Talisman of Mana Orb of Mana	Regenerates all spell points each day.
Ring of the Magi	Collar of Conjuring Ring of Conjuring Cloak of Conjuring	Add 50 rounds to spell duration.
Cornucopia	Everflowing Cloak of Crystal Everpouring Vial of Mercury Eversmoking Ring of Sulfur Ring of Infinite Gems	Generates 4 of each precious resource, each day.

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CUSTOMER SUPPORT

Web Site

Visit www.3do.com/support <<http://www.3do.com/support>> for late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' web sites, and the latest product updates.

If you want to ask a specific technical question, you can use the online email form available at our web site or send mail directly to the customer-support@3do.com address.

Phone

Call (650) 261-3454, Monday through Friday, 9:00am - 12:00 noon and 2:00pm - 5:00pm, Pacific Time.

U.S. Mail

Customer Support
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. However you choose to contact us, please provide us with the following information: Computer OS type, amount of RAM, and CPU type (this information is available by right-clicking the My Computer icon, selecting 'Properties', and then clicking the 'General' tab), as well as your hard drive size and available free space (right-click on your hard drive icon).

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3DO Direct Sales

(800) 336-3506 in the United States

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World Wide Web - <http://www.3do.com>

SECTION XI

HINTS AND TIPS

Need help finishing the game? You can get all that and more on the 3DO Hint Line. Call 1-900-CALL-3DO (1-900-225-5336) for pre-recorded hints, tips, and clues.

Calls to the Hint Line cost \$0.99 per minute for recorded hints and tips; calls must be made from a Touch Tone Phone. If you are under 18 years of age, you must get your parents' permission before calling.

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: 1. 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.

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- 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.

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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.exe or "c:\Program Files\directx\setup\dxdiag.exe" (include quotes) then click on the 'OK' button. This will run the DirectX Diagnostics Tool.
3. Make sure all your files are DirectX 7 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 7 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 7.
4. Make sure all of your drivers are DirectX 7 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. Simply go to: <http://www.3do.com/support> <<http://www.3do.com/support>> . When you see the text that says "Choose your platform" click on the PC Games link, click the Troubleshooting link on the left side from the pull down menu and then click the Go button. You will find the driver links at the bottom of the DirectX and Drivers page.
5. Test your hardware with the DirectX 7 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.

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LAUNCHING THE GAME II

Problem: You try to start the game and the screen flashes briefly, and you are returned to the desktop 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.

ADJUSTING YOUR DISPLAY SETTINGS

If you are experiencing video trouble, launching the game, or a kick back to the desktop, you may need to make some changes to the Display Settings. To do this, please perform the following steps:

To adjust Display Settings, please do the following:

For Windows '95

Click on Start in the Start Menu, next on Settings, then on Control Panel. When the Control panel window comes up, double-click on the Display Icon and click on the Settings Tab.

To adjust the Color Palette:

Click on the down arrow at the end of the "Colors" field, select the appropriate setting then click on Apply (located at the lower right area of window). A message may appear: "Windows has adjusted your color display. Do you want to keep this setting?"... select "YES", then the OK button (Located at the lower left area of window).

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For the Desktop Area adjustment:

Click to the left or right of the slider bar to the recommended Desktop Settings then click on Apply (Located at the lower right area of window). You will receive a message: Windows has now resized your Desktop Area, keep these settings?, select "YES", then on the OK (Located at the lower left area of the window). ****Note**** For Windows '98: The above steps are correct except: 'Color Palette' is called 'Colors' and 'Desktop Area' is named 'Screen Area'.

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 DirectX section of our support web site, which is located at <http://www.3do.com/support>. When you see the text that says "Choose your platform" click on PC Games link below it, click the Troubleshooting link on the left side of the next screen, click on the Basic Troubleshooting link, select DirectX and Drivers from the pull down menu, and then click the Go button. You will find the driver links at the bottom of the DirectX and Drivers page.

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 compatibility 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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