

# HEROES V

OF MIGHT AND MAGIC

## WARNING

### READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game -- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

#### The PEGI age rating system:

Age Rating categories:

Les catégories  
de tranche d'âge:



**Note:** There are some local variations!

**Note:** Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

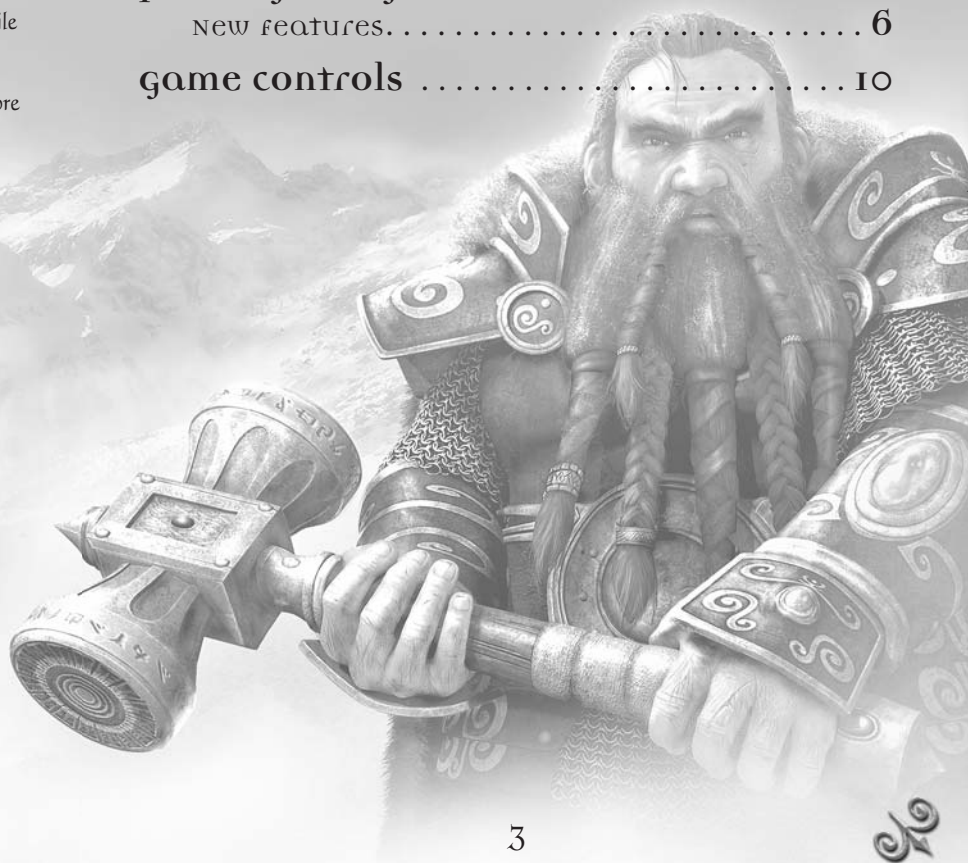
Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

# HAMMERS OF FATE

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## GETTING STARTED

### system Requirements

Supported OS: Windows® 98/2000/ME/NT/XP (XP recommended)  
 Processor: AMD Athlon™, Pentium® 1.5 GHz (2.4 GHz recommended)  
 RAM: 512 MB

Video Card: 64 MB DirectX® 9.0-compatible video card (128 MB recommended) (see supported list\*)

Sound Card: DirectX 9.0-compatible sound card

DirectX Version: DirectX 9.0c or higher

DVD-ROM: 4x DVD-ROM

Hard Drive Space: 2 GB free

Peripherals Supported: Windows-compatible mouse and keyboard

Multiplayer: Internet connection

\*Supported Video Cards at Time of Release

NVIDIA® GeForce™ 3/4/FX/6 families (excluding GeForce 4 MX)

ATI® Radeon™ 8500/9000/X families

Matrox Parhelia™

Laptop versions of these cards are not fully supported. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: <http://support.ubi.com>, or consult the readme file on the game disc.

NVIDIA® nForce™ or other motherboards/soundcards containing the Dolby® Digital Interactive Content Encoder required for DolbyDigital audio.

**NOTICE:** This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

### installation

installing heroes of might & magic v hammers of fate

Insert the game disc into your DVD/CD Drive. If you have enabled the Autorun option, the game installation will start automatically. Otherwise, double-click on the CD-ROM icon in the My Computer menu. Find Autorun.exe in the list of files and folders and double-click on it to start the installation process. Select "Install" to run the installation and follow the installation wizard guide to successfully install the game on your computer.

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uninstalling heroes of might & magic v

To uninstall the game, click on the Game Uninstall icon in the Start menu.

### GAME SETUP

Double-click on the desktop icon or click once on the icon in the Start menu to launch the game.



#### main menu

After the game intro, the main menu screen will appear. Here, you can select one of the following options:

#### single player

This option opens the single player game menu, where you can start a scenario campaign or select an individual mission. Here you can also choose or change your player's profile. See the Heroes of Might & Magic V manual for more details on single player games.

#### multiplayer

This option opens the multiplayer game menu, where you can select one of the following modes: playing with several opponents sharing the same PC (Hot Seat), playing with partners on a local area network (LAN) or via the Internet. See more details on this in the Multiplayer section at the end of the Heroes of Might & Magic V manual.

#### options

In the Options menu, you can change graphics and sound settings to best suit your own configuration. You can also change several game settings. Check the appendix section of the Heroes of Might & Magic V manual for more details.

This menu is also accessible from the Adventure map, and some game settings are also available from the battle screen.

#### credits

Shows the game credits.

#### quit

Quits the game to the OS.





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## PLAYING THE GAME

### NEW FEATURES

#### CARAVANS

Three new tabs have been added to the in-town creatures purchase interface: Hire creatures from dwellings; Hire creatures from neighbouring castles; Caravans' estimated time of arrival.

#### HIRE CREATURES FROM DWELLINGS

The "Hire creatures from dwellings" tab shows all dwellings owned by the player in which creatures can be hired. It also shows the creatures themselves.

The 'buildings' icons are replaced with the 'dwellings' icons; the figures show the number of creatures, the increase per week, and the caravan movement time. The dwellings are sorted by running time from the top down.



Hire creatures and send them by caravan by clicking the Confirm button.

#### HIRE CREATURES FROM NEIGHBOURING CASTLES

In the "Hire creatures from neighbouring castles" tab, the player's castles are shown with all creatures that can be hired there. Everything else is similar to the dwellings tab.



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#### CARAVANS' ESTIMATED TIME OF ARRIVAL

This tab shows all caravans travelling towards this town. The caravans are sorted by arrival time from the top down. Similar creatures are grouped depending on their time of arrival and the type of place they left from (dwellings are grouped with dwellings, castles with castles).

#### CARAVAN MECHANICS

A caravan is a self-steered cart (a special unit on the adventure map) visualised as a cart model. A caravan can only move creatures, and does so between towns belonging to the player or from dwellings belonging to the player to his towns.

A caravan travels by itself (automatically) from the preset origin to the preset destination. A travelling caravan is visible both to the player who owns it and to his opponents (if it comes within their scope). A caravan travels at the speed of a hero who has Expert Logistics and Pathfinding. All terrain penalties are considered. A caravan consists of an arbitrary number of creatures, but no heroes. The number of creature slots in a caravan equals the number of slots for a hero. Creating the caravan itself is free.



Caravans can be attacked by enemy heroes. This leads to a battle, controlled by the player, but without a hero on the side of the caravan (because there are no heroes in caravans).

An allied hero can interact with a caravan (when the mouse cursor is moved over the caravan, its shape changes in the same way as when interacting with a friendly hero). Before the interaction attempt, the player receives a [Yes/No] Message Box saying, 'Do you want to withdraw creatures from the caravan? Caravan will be disbanded'. If the player responds Yes, an interface similar to the Swap Creature interface opens, where troops can transfer between the hero's army and the caravan. After the interaction, the caravan is disbanded, and any troops remaining in it disappear.

A caravan selects the shortest unblocked route to its destination. If travelling is impossible (blocked by other units or respawned monsters), the caravan stops, with an icon over it showing that it stands idle. Once the caravan owner's turn begins, he sees a popup window saying, 'One or more of your caravans is standing idle', with the OK button. A caravan's destination can't be changed.

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If a town to which the caravan has been travelling is seized by an enemy, the caravan continues on, however if the town remains under enemy control when it arrives, the caravan will stop at a distance of 4 tiles and wait.

The number of caravans is limited since they are in the same interface as the heroes. The number of heroes and caravans together cannot exceed the maximum number of heroes. Caravans cannot be controlled manually, and their destinations cannot be changed.

## Random map generator

The RMG allows you to create a map for games against the AI and in multiplayer mode.

You can select the size of the map, whether the underground map is used, the power of neutrals guarding the resources and the number of players.



The RMG works with templates. The templates describe the game zones (size, content and links with other zones). The game zone is similar to a local part of a map, limited on all sides by borders. Each zone has one or more links to other zones. The content is the number and composition of interactive objects, such as mines, dwellings, resources, artefacts, etc.

After setting up the parameters, the RMG selects a random template which meets the necessary conditions, and builds a map on this template. Experienced users can select templates from the existing list.

Press "Generate" to start the process. It will last anywhere from several seconds to several minutes depending on the settings. At the end, a small image of the map is displayed. The user can choose a name for the map and press "Save" when the map is ready. The map will be placed in the Maps folder.

A map created by the RMG does not need to be sent to other users. It will generate identical maps automatically on the connected players' computers.

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## simultaneous turns

This mode is intended to make gameplay faster at the beginning, while the initial development is taking place. Simultaneous Turns is selected by default (global var "mp\_simultaneous\_turns", default value "1").

In this mode, the players take their turns simultaneously. Clicking on End Turn brings the player into Waiting Mode (waiting for other players to finish their turns) or into Ghost Mode (if it is turned on; see below). As soon as all players have pressed End of Turn, the next turn begins.

Simultaneous Turns only works until the first conflict. A 'conflict' is a situation where players can affect each other. Since the game is essentially turn-based, any encounters between two or more players can cause a game mechanics failure (for example, if two players attempt to take the same award simultaneously). Conflict probability is estimated at the beginning of each turn. If conflict is possible, the game is permanently switched to the basic turn-based mode. All the players receive a message confirming this.

## SIMULTANEOUS TURNS AND GHOST MODE

If both options are active, Ghost Mode starts after the player has clicked on End of Turn, and remains active until all opponents do the same. The ghosts' energy is charged according to the length of their previous turn in Ghost Mode (i.e. the time the player waited for his or her opponents to click End of Turn). When the game changes to Turn-based mode, Ghost Mode also becomes turn-based.



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## game controls

(already in the heroes of might & magic v manual)

Clicking and releasing the right mouse button on an object opens the context tip relating to the object, or cycles through the other tip screens if there are several.

## camera management

from keyboard:

<up>	move camera forward
<down>	move camera backwards
<left>	move camera to the left
<right>	move camera to the right
<Page Up>	zoom in
<Page Down>	zoom out
<Home>	set camera on average height default camera
<Ctrl> + <left> <Insert>	rotate camera to the left
<Ctrl> + <right> <Delete>	rotate camera to the right
<Ctrl> + <up>	tilt camera up
<Ctrl> + <down>	tilt camera down

with mouse:

<wheel>	change scale (zoom in or out)
<RMB> + left move	rotate camera to the left
<RMB> + right move	rotate camera to the right
<RMB> + up move	tilt camera up
<RMB> + down move	tilt camera down
<RMB> + <Ctrl> + move	move camera in that direction

## mission map

<Click> on hero portrait or town icon	select this hero or town, focus the camera on the selected object
<Click> on location or object	set this location as the destination for the selected hero (route will be chosen)
Double <Click> on location or object, or <Click> on destination	Tell the selected hero to move to that location or object
<Click> on friendly hero	approach a hero and open the exchange screen
<RMB> on object	open the object (hero, unit, building) properties screen, which depends on the object type
<Space>	tell a hero to move
<Ctrl> + <E>	end turn
<Esc>	cancel hero movement, clear chosen route, close current dialogue window (if applicable)
<M>	map
<N>, <Tab>	select next hero
<Shift> + <Tab>	select previous hero
<ë>	open spell-book on strategic level spells section
<E>	End of turn
<F>	switch to selected hero screen and open inventory window
<P>	switch to selected hero screen and open abilities window
<K>	switch to selected hero screen and open individual and acquired skills window
<H>	switch to selected hero screen and open biography
<O>	open objectives screen (main page)
<L>	open objectives screen (log page)
<T>	switch to selected town main screen
<U>	switch between surface and underground maps
<G>	invoke Tears of Asha map
<1>...<8>	select hero by number (left to right)
<Backspace>	(network game only) open text input string
<Enter>	(network game only) send typed text
<Esc>	(network game only) erase typed text

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## TOWN

<B>	erect selected building
<R>	switch to creature hire screen
<M>	switch to market screen
<Enter>, <Esc>	leave town interface for mission map
<Tab>, <Shift> + <Tab>	select next/previous town
<Space>	switch places of garrison and visiting hero

## Battle arena

<Click> on enemy unit	attack enemy by melee / shooting / magic (depends on the available weapons / magic)
<Ctrl> + <Click> on enemy unit	melee attack regardless of default weapon / magic settings
<Click> on own unit	Cast Spell / Use Ability on unit (only with magic currently selected)
<Space> or <D>	tell unit to pass to the defensive, adding 30% to Defence
<W>	switch unit to waiting mode (for half of a usual turn's time)
<E>	open spell-book on combat spells section (if book icon is present on the control panel), or use special ability (if special ability icon appears)
<Esc> when spell / ability selected	cancel casting spell / using ability
<Enter>	tell hero to go on the defensive or skip a turn
<A>	switch to automatic fighting mode
<R>	flee or surrender (retreat)

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## general commands

<Esc>	display game menu
<Pause>	pause mode on / off
<Print Screen>	create screenshot (*.bmp file in the screenshots folder)
<F4>	show game settings screen
<F6>	quick save
<F5>	Save
<F7>	Load
<F8>	quick load

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## TECHNICAL SUPPORT

**NEW:** To serve you better, Ubisoft is now providing full **ONLINE** support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from 8:00 am until 10:00pm daily (excluding Bank Holidays) on  
TELEPHONE: 0905 - 482 - 0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

### Australian technical support

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST.

Higher from public  
and mobile phones).

### HINTS & TIPS

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HINTS LINE: 0906 - 646 - 8477. Calls cost £1.00 per minute. Please ask permission from the person who pays the phone bill before making the call.

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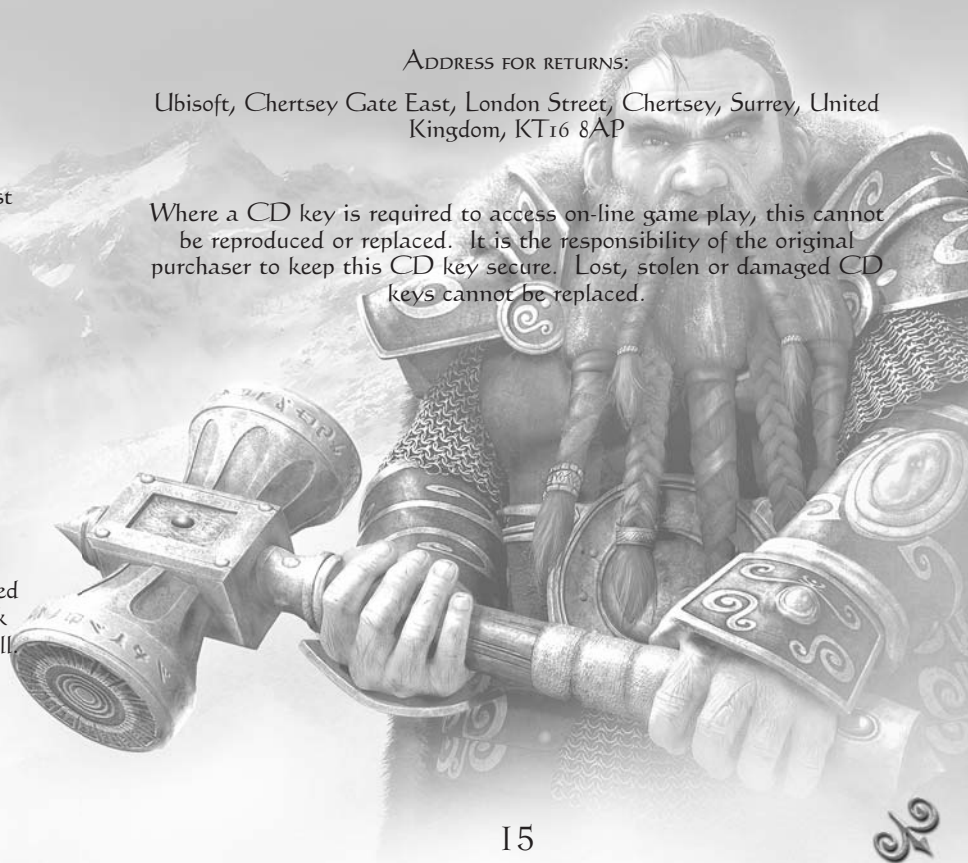
### WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

#### ADDRESS FOR RETURNS:

Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom, KT16 8AP

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.



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