

\$39.95

# MIGHT & MAGIC™

Designed by Rick Hoover for the Apple II+, Apple IIe or Apple II with language card.

## Adventure If Ye Be So Bold!



### Adventure Number 1—The Lava Pits of Aznar™

Enter the Realm of Might and Magic™. Let Might and Magic™ be your game master as you create a character and travel the dark worlds of Wingster in search of treasure and power. Journey into the Lava Pits of Aznar, the first adventure, which sends you deep into the heart of a volcanic dungeon in quest for the amulet of the High Lord. But beware, countless traps, hidden passages and monsters guard your every step.

Might and Magic™ the game that . . .

- took over three years to make.
- allows players to save their game anywhere in the adventure.
- contains the most advanced combat system available.
- lets you create and store your character right on disk.
- contains the entire rule book on disk for easy use.
- requires characters to eat and sleep just to survive.
- lets you see your character data even in combat.
- doesn't stop after just one adventure.

## SANCTUM SOFTWARE™

P.O. Box 2519  
Springfield, Virginia 22152



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# MIGHT & MAGIC™



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Welcome to the secret realm of:

## **Might & Magic**

"Might & Magic" is a fantasy role-playing game for your Apple computer. Players create a personal character and journey into an adventure in hopes of becoming richer and more powerful, while trying to complete their quest.

"Might & Magic" adventures take place on the continent of Wingster. Wingster is a land where the forces of evil and good constantly battle for power and wealth. It is a world of powerful wizards, great warriors, and cunning thieves. Wingster is inhabited by Dwarves, Elves, Hobbits, and Man. It is also a land of countless monsters and beasts created by the "Dark Side." ADVENTURE IF YE BE SO BOLD!

## **Features**

There are many special features of "Might & Magic." The game allows players to create and store their characters on the "Might & Magic" side of the disk. This is sometimes referred to as the "Genesis Disk" in the game. Because

countless traps and monsters are encountered during the adventure, "Might & Magic" incorporates a unique combat system featuring round-by-round combat. Each round the player may select the character's weapon and tactic for that round of combat. Another feature allows players to save their game anywhere in the adventure. The character's data, consisting of general statistics, special abilities, and equipment may be obtained at any time showing the player everything about that character. Throughout the adventure, there is a two-line status display depicting the location, hunger, need for sleep, power points, time, and physical condition of the character. There is also a complete rule book on the disk for easy reference.

## Lava Pits of Aznar

The dungeon adventure on the back side of "Might & Magic" disk is "The Lava Pits of Aznar." In this adventure players pit their strength and wit against the awesome forces which dwell in the volcanic dungeon during their quest for the amulet of the "High Lord of Aznar."

# Background

For years the Grimion Warriors of the Aznar Empire have plagued and plundered the towns on the outskirts of Blackshire, the principal town of Southern Wingster. Lord Whitewing, King of Blackshire, posted a map and reward notice announcing a great reward for anyone capturing the amulet possessed by the "High Lord of Aznar." Of course, the "High Lord" must also be killed ending the terror of the underworld empire of Aznar. This quest, when fulfilled, will mean freedom and the restoration of trade between Blackshire and the surrounding towns.

The reward notice has been read aloud by the town crier for those who cannot read. You, after carefully studying the notice, have set out in search of Aznar's secret gate. You are travelling lightly, equipped with only the bare essentials. Exploring a crevasse, you discover the secret entrance some two hundred feet below the earth's crust. Before you stand the ancient doors. From here you must decide your own fate and meet your destiny. Good luck!

# Load and Play

## HOW TO LOAD DISK:

1. Make sure computer is off.
2. Insert disk, Might & Magic side up.
3. Close drive, boot by turning on your computer. (Title will appear)

## READING RULES:

1. Press any key...you will see four choices. (A,B,C,D,)
2. Press C RETURN and study rules.
3. After study, press Q RETURN to reload.
4. After reloading, press any key for choices. (A,B,C,D, will appear again)

## CREATING CHARACTERS:

1. Press A RETURN and create character as directed.
2. After creating a character, press E RETURN to exit back to choices. (A,B,C,D,)

## TO ENTER ADVENTURE:

1. Press B RETURN to see scrolls.
2. Press L RETURN and load a character by typing in the name of the character.
3. When returned back to scrolls, press E RETURN to exit to four choices. (A,B,C,D,)
4. Press D RETURN and follow instructions.

NOTE:

After creating your character, it is not necessary to load the character again before adventuring. Your newly created character is in memory after first being created.

TO SAVE GAME:

1. Type SAVE GAME anywhere in the adventure other than during combat.
2. Instructions will direct you to insert "Might & Magic" disk side up.
3. After saving the game, turn the disk back over with "Lava Pits" side up.

## REWARD

HE WHO CAPTURES THE AMULET  
OF THE HIGH LORD OF AZNAR  
SHALL RECEIVE THE GREATEST  
TREASURES

*Lord Whitewing*  
KING OF BLACKSHIRE

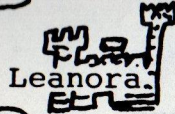
Forgotten  
Forest

Crossing of Ross

Evett's Ending

Oracle Oaks

King Mountains



Leanora

Crystal Sea



Elinde

King's Wood

Noose Pass

Aznar

Casserly Thru

Hell Mountain

Endless Woods

The Waste

Bridge



Borin Town

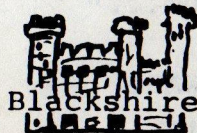


Barren Plains

The Bark



Morkot



Blackshire

Willow Woods

Misty Marsh

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