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GETTING STARTED

System Requirements

Supported OS: Windows Vista®/Windows® XP/2000 (only)

Processor: 1.5 GHz Pentium® 4 or AMD Athlon™ or better (Intel Core 2 Duo or AMD Athlon 64 X2 or higher recommended)

RAM: 1 GB (2 GB recommended)

Video Card: 128 MB DirectX® 9.0c-compliant video card (256 MB recommended) (see supported list*)

Sound Card: DirectX 9.0c-compliant sound card

DirectX Version: DirectX 9.0c (included on disc)

DVD-ROM: 4x DVD-ROM or faster

Hard Drive Space: 3 GB

Multiplay: 128 Kbps upstream or faster broadband connection

*Supported Video Cards at Time of Release

NVIDIA® GeForce®4 Ti/FX/6/7/8 series (GeForce4 MX is NOT supported)

ATI® RADEON® 8500/9/X series

Intel® 915/945/965/3100

Laptop versions of these cards may work but are NOT supported. These chipsets are the only ones that will run this game. For the most up-to-date minimum requirement listings, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

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

Installation

Installing Heroes of Might and Magic® V

Insert the game disc into your DVD-ROM drive. If you have enabled the Autorun option, the game installation will start automatically. Otherwise, double-click on the DVD-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.

Uninstalling Heroes of Might and Magic V

To uninstall the game, click on the Game Uninstall icon in the Start menu. Follow the uninstallation wizard guide to successfully uninstall the game from your computer.

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 will appear. Here, you can select one of the following options:

Single-Player

This option opens the Single-Player menu, where you can start a scenario campaign or select an individual mission. Here you can also choose or change your player profile. See page 5 for more details on single-player games.

Multiplayer

This option opens the Multiplayer 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 playing via the Internet. For more details, see the Multiplayer section of this 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. See the Appendixes section 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's credits.

Quit

Quits the game and returns to the desktop.

Save/Load Game

Save Game



You can save games in the campaign, custom games, and some network games. To save a game, click on Save in the Options menu. The Save Game panel will appear. You can accept the saved game default name, edit it in the appropriate field (1), or overwrite an existing game. To do this, simply select one of the saved games in the list showing the existing games (2). Once you are done, save your game.

You can also Quick Save and Quick Load using the F5 and F8 keys. In this case, you don't enter the save/load screen and the name is always "Quick Save."

Load Game



To load a saved game, select it from the saved games list on the left (1). You can check the details of the selected saved game on the right panel (2). After having selected the game, you can either load (3) or delete (4) it from your computer.

Profile and Difficulty Level



Once you have selected single- or multiplayer, you can create or select a profile identifying you throughout the game. You can create as many profiles as you want. Saves are associated with the loaded profile.

Beneath the profile selection, you can select the difficulty level (1). The difficulty level is chosen once for the whole campaign for the current profile. The difficulty level determines your PC-controlled adversaries' "intellect" level, how many resources your party receives at the beginning of the mission, and the might of neutral troops that are your potential enemies. There are four levels of difficulty: Easy, Normal, Hard, and Heroic.

Single-Player



From this screen, you can start or continue the campaign, load your saved games, launch a single scenario map, or play a multiplayer map against AI opponents.

Campaign

This option gives you access to the main storyline. You can access all missions and sub-campaigns that have been completed from this screen, or start a new campaign from scratch.

Warning! Before beginning, create a new profile with your in-game name.

Custom Game



Custom games are maps with a special scenario. They are not interlinked by a single storyline. In addition to the missions that have been intentionally created for the single-player mode, you can also load multiplayer maps, in which your adversaries will be controlled by the AI.

On this screen, a list (1) describing the custom game names, winning conditions, number of players, and size is displayed. Select a custom game from the list. Check the Include MP maps box (2) to display multiplayer maps.

Under the list, a Map description will appear, detailing the scenario associated with the selected custom game.

Set the main options for the selected game using the options panel on the right (3).

Click on Create to access the Create Custom Game screen.



On this screen, you can select your flag color (1), faction (2), starting hero (3), and bonuses (4).

Use the arrows beside each icon to make your selection. If a Dice icon appears, your choice has been set to random.

Some of these parameters may have been preset and cannot be modified.

PLAYING THE GAME

Basic Controls

Camera Controls

- Scroll the map by moving the cursor to the edge of the screen.
- Rotate and tilt the camera while holding the right mouse button.
- Zoom in and out with the mouse wheel.

Keyboard Shortcuts

Many actions in the game are linked to keyboard shortcuts. You can check these shortcuts in the Appendix section of this manual.

Tooltips

Much information will be provided during the game through tooltips and floating icons. Here is a brief description of the main tooltips:

Tutorial

The first campaign includes a tutorial to help you learn how to play the game. It is composed of pop-up messages and flashing icons.

Adventure Map

Throughout the game, tips appear as soon as you point at an object with the mouse cursor.

Each tooltip is made up of one or two windows. You can cycle through the windows by clicking on the right mouse button.

Battle Map

Right-clicking on a creature will display a complete list of its statistics, and a second window will describe all the spells and effects that are active on the creature.

Right-Click Mechanic

In addition to the standard tooltips, you can right-click on all interactive elements in the game to see a detailed description of the object.

Floating Tips

When your hero interacts with his environment, you will see icons and tips flying off. They will briefly describe how the event has affected your hero's status. A more detailed description of some important events will appear just below the resource panel.

Banner

During the game, the most important events will be described through a banner tip that will appear on the top of the screen, just under the resource bar on the Adventure Map.

Mission Objectives



Objectives are given at the beginning of the missions, and new ones may be added during the missions, depending on events and situations. You must complete all primary objectives in order to complete a mission.

Each objective is described in a menu, accessed by pressing the Objective button on the main interface of the Adventure Map.

From this interface, you will also have access to your kingdom's overview, which shows all your heroes, cities, and the economy.



Adventure Map

Your experience within the world of Heroes will begin on the Adventure Map. The events that occur there correspond to the game's strategic level. This is where the parties develop territories, gather resources, and interact with various objects, neutral units, and each other. The Adventure Map shows where the current mission's events are taking place. You can see the terrain within your hero's field of vision. The rest of the territories are covered by a "fog of war" and are not shown on the map. Most maps also include an underground level, which you can access through specific buildings.

Main Interface



Use the blue arrows to hide or show interface elements. If you have several heroes, the one you have selected will have his portrait framed in yellow. To select another hero, click on his or her portrait. You can check your hero's mana level by hitting the M key.

Controls Field

- **Next Hero:** Select the next hero and center the camera on him or her.
- **Mission Objectives:** Call up the Mission Objectives screen.
- **Toggle Underground/Surface:** Switch the map between underground and surface views.
- **End Turn:** End current turn. Weekdays are highlighted in blue within the button's radius.
- **Game Options:** Call up the Game Options screen. From this screen you can save and load games, change the game and hardware configuration, or exit to the Main Menu or to the desktop.
- **Spellbook:** Open the current hero's spellbook to the page showing available adventure spells.
- **Walk/Dig:** Walk the selected hero along the plotted course. If the hero hasn't moved, the Dig icon appears, allowing the hero to search for the Tears of Asha under his current position.

Traveling

Routes

To set your hero's route, click on the desired destination or object with the left mouse button. If the hero can reach it, a colored dotted line corresponding to the hero's faction's route will appear. Confirm your destination by clicking on the same spot again.

You can tell the hero to move without choosing a route first by double-clicking on the destination.

Some events may affect your plotted path:

- If the shortest route to the destination is blocked by an enemy, the game will try to set a new route in order to avoid the threat.
- If the destination is out of the hero's range, the line outside of the range will appear in gray.
- If your destination or the route to it is controlled by an enemy and there is no way around, the route will be plotted in red.

Terrain and Speed

As a rule, open fields and roads are always open to a hero. Rocks, marshes, thickets, lava-flows, forests, rivers, etc. are not passable. Rivers can usually be waded through if a path leads down to the water. Deep bodies of water (lakes and seas) can only be traveled by ship. To get on or off a ship, you must find a suitably shallow area.

On dry land, the traveling speed (distance that the hero and his army are able to cover in a day) depends on several factors:

- **Terrain Type:** Paved roads enable the fastest traveling. Across unpaved areas, the speed depends on the terrain's accordance to the hero's origins. If a terrain is "foreign" to the hero, it will take longer to cross it.
- **Current Army:** The hero's speed depends on the speed of the slowest creature in his army.

Calendar and Time

In-Game Time

On the Adventure Map, one turn takes one day. When all your heroes have achieved all their objectives or exhausted their movement points, your turn is over. When all the players on the map have finished their turns, a new day begins. After seven days, a new week begins, and after four weeks, a new month.

The current date can be seen through the tooltip attached to the End Turn button on the Adventure Map screen. The day ends when you click on End Turn.

When each week starts, the new creatures' drill is completed in the town buildings, and they become available for enlistment. New creatures can also be hired from the dwellings on the map.

Week Of...

At the start of some weeks, the position of the heavenly bodies causes a major event. As a result, new units of a creature type may randomly appear on the Adventure Map and their numbers will increase in towns. Other weeks will generate other random bonuses and penalties. Only experienced astrologers can predict these events...

Resources

The resource panel shows your current stock of resources. They belong to your kingdom as a whole, meaning that when you lose a town or a hero, you keep all of your resources.

Gathering Resources

There are seven types of resources that can be gathered by capturing mines on the Adventure Map.



Sawmill: Wood



Alchemist lab: Mercury



Sulfur dune: Sulfur



Gold mine: Gold



Ore pit: Ore



Crystal cavern: Crystals



Gem pond: Gems

Other Sources of Income

There are several other ways to get resources:

- **Town buildings:** Some town buildings can produce resources. You can also use the marketplace building in your town to trade resources. The more markets you own, the cheaper the rates are.
- **Weekly resources:** Every week, buildings such as mills or mysterious gardens give resources to the first hero who visits them.
- **Unique resources:** When exploring the Adventure Map, you will find chests and heaps of resources that you can pick up.

Gold, wood, and ore are universal resources. Mercury, crystals, sulfur, and gems are rare resources, required for erecting magical guilds, other magic-pertaining buildings, and for hiring the most powerful allies.

Buildings

On the Adventure Map, heroes can interact with various buildings. Some of them can be captured. A seized building has the hero's emblem over it. If the object has not been seized by anyone, there is a stream of light over it.

Towns

A town's appearance enables you to see how developed it is.

Mines

To guard a mine, you can leave one or more units in it.

Creatures' Dwellings

These buildings can be seized. Unlike town buildings, these dwellings do not accumulate creatures; thus it is advisable to visit them at the beginning of each week. When seized, these buildings also increase the growth of matching creature types in towns under the player's control.

Garrisons and Forts

Garrisons are military buildings guarding key passages on the map. You can leave one or more units to guard a garrison.

Fortlets let you drill and enlist basic-level creatures in exchange for gold.

The Hill Fort is a special building that allows you to upgrade creatures instead of hiring new ones.

Observation

If seized, magical towers and cartographers enable you to see the surrounding terrain for miles around.

Weekly Income Sources

These are various mills and gardens. They will offer the stock they have accumulated within the week to the first hero to visit them.

Neutral Dwellings

Some buildings belong to neutral creatures. They cannot be seized, but a hero can attack it, defeat the guards, and capture its contents or hire its inhabitants.

Restoring Magical Energy

Magic wells restore the hero's magical energy.

Temporary Bonus

Some buildings and locations, like the rally flag for instance, will give the visiting hero a temporary luck or morale bonus.

Improving a Hero's Skills and Experience

Some buildings can be visited to improve your heroes' skills, to learn new spells and abilities, or to gain extra experience.

Teleportation

Portal buildings allow heroes to teleport from one location to another on the map. They can be two-way or one-way.

In the sea, Whirlpools connect different water areas on the map. When you use them, some creatures in your army may drown.

Underworld portals and ladders connect the surface and underground levels of the map.

Individual Items

On the Adventure Map, you can find heaps of resources as well as artifacts and chests.

A chest can be used in two ways: by improving the kingdom's financial welfare or gaining extra experience for the hero who found it.

On water, shipwreck, flotsams, and floating chests can contain resources and money, but they may also be empty.

Questing for the Tears of Asha



The Tears of Asha is a major artifact that is needed to erect a special building in one of your cities. In most missions, this is not a requirement, but it definitely gives you a major advantage in completing your mission.

Searching for the Tears of Asha includes revealing the Puzzle Map, which can be seen on the Mission Objectives screen. A fragment of the map is revealed each time you visit a special

obelisk. The one showing the exact location of the Tears of Asha is the last to be revealed. When you know (exactly or approximately) where the Tears of Asha is hidden, you may try to dig it out using the Dig button in the Controls Field.

Digging requires a whole day, meaning that the hero cannot do anything else during that day.

Once obtained, the Tears of Asha is to be brought to a city under the player's control. If the hero carrying the Tears of Asha is intercepted and defeated by the enemy, the Tears of Asha will disappear.

Opposing Forces

Your heroes' main adversaries are the heroes belonging to the enemy. You may also encounter individual stacks of neutral creatures on the Adventure Map. ("Neutral" means they don't belong to any of the parties, but their attitude toward you may not be neutral!)

Some of the buildings on the map can also be occupied by enemy or neutral units. When trying to capture such a building, you will have to fight its guards. Please note that groups of neutral creatures can include one type of creature, or several of them, in which case they form an army marked with a flag on the Adventure Map.

Neutral Units

The neutral units' attitude toward your hero will be modulated according to several factors.

First of all, their attitude depends on your army's strength: if your forces are inferior, you will most likely be attacked. If they are more or less equal, the neutral units may be willing to join you for pay. If your strength leaves no considerable chances for them to win, they will try to flee, or offer to join you for free under special circumstances.

In the case of a flight attempt, you may pursue and fight the enemies for extra experience, or let them go to avoid wasting time and troops. In this case, you will gain less experience. Once they have fled or have been defeated, the unit will disappear from the map.

You can increase the probability for neutral units to join your army in several ways:

- The hero's and the unit's origins or race are the same.
- The hero already has creatures of the same type in his army.
- The hero has Diplomacy ability. Diplomacy ability can also decrease the amount of money needed to convince the creatures to join the hero's forces.
- The hero specializes in this type of creature.

If a neutral unit wants to join the hero, but the hero has no free slots for new units, the Army Selection screen will appear. On this screen, you can either combine units of the same type or dismiss a unit. If a neutral unit wants to join up for pay, the requested sum is deducted from the resources, if the hero takes on at least one creature.

Evaluating the Enemy's Strength

The composition of the neutral unit cannot necessarily be seen, but a unit can often be identified by the figure of the creatures in the unit. The tip also shows the approximate number of creatures in the unit, as well as the potential threat it represents for your current hero and army: Low, Moderate, Challenging, High, or Deadly.

Enemy units can guard income sources or forts that may block your way.

The composition and approximate number of creatures in stacks can be seen in the tips under Hostile Heroes, Forts, and Towns.

Hero Management

To access the Hero Management screens, double-click on the hero on the Adventure Map or on his or her portraits anywhere else in the game. There are five categories within the management screen: Army and Stats, Inventory, Skill, Abilities, and Biography. Each category can be reached through the tabs on the left side of the Hero Management interface.

Controls Field

- **Previous/next hero:** Select the previous/next hero to control.
- **Dismiss:** Dismiss current hero. A dismissed hero will leave your kingdom with all his artifacts and creatures. Please note that in some scenarios or campaign missions some heroes cannot be dismissed.
- **Creatures:** Browse through the creatures you have enlisted in your army.
- **Exit:** Go back to the previous screen.

Hero's Level and Attributes



Leveling Up

The hero gets experience points for winning battles, picking up specific objects, or when visiting certain buildings on the Adventure Map. The goal is to acquire a predetermined amount of experience (1) to reach a new level.

When leveling up, a hero randomly increases one of his attributes, and you can choose a new skill, increase an existing one, or learn a new ability.

Attributes

There are four basic attributes (2) which you can increase by leveling up:

- Attack
- Defense
- Spellpower
- Knowledge

The hero's racial affiliation determines his strongest attributes. When the hero gains a level, his main attribute may gain power, with a slighter power gain for a secondary attribute, and an even smaller probability of increasing one of the two remaining attributes.

Faction	Hero Name	Primary Attribute	Secondary Attribute
Haven	Knight	Defense	Attack
Sylvan	Ranger	Defense	Knowledge
Academy	Wizard	Knowledge	Spellpower
Inferno	Demon Lord	Attack	Knowledge
Necropolis	Necromant	Spellpower	Defense
Dungeon	Warlock	Spellpower	Attack
Fortress	Runemage	Spellpower, Defense	Knowledge, Attack
Stronghold	Barbarian	Attack	Defense

Hero's Army (3)

Every hero must be associated with at least one stack. On the map, the hero symbolizes the entire group. During battles, if you lose your last unit, your hero is considered to have been killed in action.

Creature Stacks

You can have up to seven stacks of creatures under your command. A stack consists of a number of creatures of the same type. In the game's interface, a stack is displayed as a single portrait or creature. The number of creatures in the stack is displayed on the portrait or near the creature.

Relocating, Splitting, and Merging Stacks



On the main Hero screens, you have seven slots (3) corresponding to the seven stacks you may enlist in your army. You can relocate, split, and merge your stacks in these slots.

To relocate a stack, simply drag and drop it from one slot to the other.

To split a stack, hold the Shift key, click on the stack you wish to split, and drag it to the destination slot. When you release the Shift key

or drop the stack, the Split Army interface will pop up. On the left is the initial slot, and on the right is the destination slot. Moving the slider, you can dispatch the units between the two stacks. When you are finished, click on the Split button.

You may choose to use an empty slot, or a slot already containing a stack of the same creature type, for a destination slot. In this case, you can redistribute creatures between two stacks.

To merge two stacks, simply relocate one of them into the slot occupied by the other.

War Machines (4)

Unlike stacks, a hero can only have one of each type of war machine:

- **Ballista:** War machine used to inflict physical damage.
- **Ammo cart:** Stores projectiles, removing the shot number limit for shooting units.
- **First aid tent:** Can heal your creatures on the battlefield.
- **Catapult:** Designed for destroying town walls. All heroes have them, but only use them when assaulting an enemy-controlled town.

Inventory



The artifacts are objects filled with a special magic power. To be active, an artifact must be put on the appropriate part of the body (1). An artifact that is not equipped is inactive and will appear in the inventory bar (2).

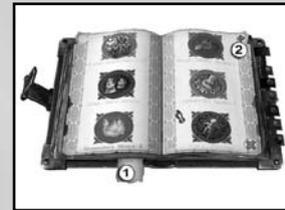
There are several types of artifacts: some of them can be used to increase your hero's attributes, others will allow you to cast specific spells, while some of them will increase more

specific skills.

Artifacts can be found on the Adventure Map, bought in shops in the Academy or Dungeon towns, purchased on the black market, or looted from defeated enemy heroes.

Spellbook

To open your spellbook, click on the appropriate button (3) on the Inventory screen.



There are four main schools of magic in Heroes of Might and Magic V. The spellbook displays the spells you know, as well as the amount of mana (1) you have left to cast them. You can also turn the pages (2) of the spellbook to browse through available spells. Active spells are shown with colored icons in the book, while inactive ones are monochromatic. Inactive spells are spells you have learned but are currently unable to cast, either because you do not have enough spell points or because there is no proper target for the spell.

Spellbook Tabs

- **Adventure spells:** Spells that can only be used on the Adventure Map.
- **Battle spells:** Display all the spells you can use in combat.
- **A Hero's unique abilities:** These abilities differ from the usual spells in that they can be cast for free.
- **Destructive magic:** A school aimed at dealing damage to enemy creatures.
- **Light magic:** The spells in this school are mainly aimed at supporting the caster's troops.
- **Dark magic:** This school is devoted to hurting enemy troops, like cursing, weakening, slowing, etc.
- **Summoning magic:** This school is all about illusions, summoning and disorienting the enemy.

Spell-Casting System

There are five circles (levels) of spells. First- and second-circle spells are available to all heroes; to learn more complex spells, the hero must acquire skills in the appropriate school of magic.

The easiest way to learn spells is to visit a town that has a Magic Guild. Some buildings on the Adventure Map will also allow you to learn new spells. Please note that these buildings and Magic Guilds can only teach you spells you are able to learn. If your skill in magic is insufficient, you won't be able to learn spells from the upper circles.

Skills



Skills improve a hero's efficiency in a determined area.

A hero is able to master six different skills, including one default skill that depends on his race. Every skill has three levels of development: Basic, Advanced, and Expert.

Abilities



Abilities improve the hero's efficiency in a more specific area. To gain an ability, you must first have the corresponding "root" skill. Each skill allows you to master up to three abilities, depending on the skill level.

Special Abilities and Bonus

Some combinations of skills and abilities will unlock additional special abilities. Finally, each hero has a unique specialization linked to his own background and personal history.

Biography

The biography details your hero's personal history and specialization.

Heroes' Meeting



When two heroes belonging to the same party or allied parties meet each other, they can exchange items and knowledge. To do so, click on the friendly hero from the Adventure Map. The exchange interface will appear on the screen.

When heroes of the same party meet, you can move units, war machines, and artifacts from one party to another. When meeting an allied

hero, you can only give him or her some of your troops and artifacts.

If any hero has the ability to exchange spells, the spell knowledge will automatically be exchanged (taking into consideration the heroes' limitations in magic level and skill).

Town Screen

In most of the missions, towns serve as "support points" for tasks, and defending your own towns while capturing enemy ones makes the mission's key moments.

In most missions, you will start with towns corresponding to your hero's race. Of course, a town is open to any friendly hero, but the opportunities it offers will be somewhat limited for a hero of a foreign race. In particular, he will not be able to use some of the buildings specific to the town's faction.

Entering the Town

You can enter the town screen by double-clicking on its icon on the Adventure Map. To enter the town with a hero, select your hero and set the town as the destination.

All the buildings in the town are interactive; they are "highlighted" when you point your cursor over them, and their interfaces can be invoked by double-clicking on them.

Town Interface



On the town interface, the resource bar (1) will appear at the top of the screen. Just below (2) is the name of the town.

On the bottom of the screen is a double bar that displays the garrison of the town in the upper part and the visiting army in the lower part.

The garrison hero (3) is located inside the town. The garrison is where the creatures arrive when

you hire new troops. This hero manages the town's defense if an enemy attacks (the garrison can defend the town without a hero, too, but this is less efficient).

The visiting hero (4) is at the town's gate and can be reached from the outside, i.e., he can exchange troops and items with allies from the mission map and repel enemy attacks. This means you can have two heroes defending a single town.

Heroes can be relocated (from the garrison to the gate and back) with their troops. To do so, drag the hero's portrait to the new location. If there are two heroes in the town, they will switch places.

Hero panels allow heroes to exchange troops by moving units from the garrison to the visitor's army and back, as well as to split, combine, and redistribute troops. To exchange artifacts and war machines, use the Heroes Exchange screen, which can be opened by double-clicking on any of the heroes' portraits.

Basic Controls Field (5)

- **Next/previous town:** Select the next/previous town you currently own.
- **Build:** Create a new building.
- **Hire creatures:** Enlist new creatures.
- **Town description:** Get basic information on the current town.
- **Upgrade creatures:** Upgrade basic-level creatures of the town's race to advanced level.
- **Exit town:** Exit to the Adventure Map.

Advanced Controls Field (6)

- **Tavern:** Enter the tavern to hire new heroes, listen to rumors, and gather intelligence on your enemies, etc.
- **Marketplace:** Allows you to trade resources.
- **Artifact merchant:** Allows you to buy artifacts (works only with a hero in town).
- **Magic guild:** Check the spells that visiting heroes can learn.
- **Shipyards:** Purchase ships.
- **Blacksmith:** Purchase war machines.
- **Racial abilities:** Access to special buildings. It can only be used by the "native race" heroes.

Buildings

The opportunities the town offers to heroes are provided for by the buildings it contains. Planning the construction of a new building and upgrading existing ones cleverly increases your heroes' chances to win the entire mission.

Town Hall

A town cannot exist without this building. The Town Hall will collect taxes, providing a certain amount of gold every day. By upgrading it, you will develop the whole town, increasing its daily income and your ability to erect new buildings. Please note that the most advanced Town Hall building, the Capitol, is a privilege of the kingdom's capital. Therefore, though you may have several towns, you may only have one Capitol.

Fort

This is the town's main military fortification. It is where troops enlist. When the fort is upgraded, the protective potency of the town's walls increases, as well as the creatures' weekly birth rate.

Marketplace

This is the place where you can exchange various resources. Markets cannot be upgraded. The exchange rate depends on the number of markets you have in your towns. The more markets you have, the more profitable the exchange rate will be for you. Attached to the market, you can build a resource storehouse that will provide for daily gain of one of the resource types (specific for every town). The market also has a post office that allows you to send some resources to your allies.

Tavern

Allows you to hire new heroes. Usually a tavern has two hireable heroes; new heroes stop at the taverns at the start of every week. Heroes who have been defeated in battle, fled, or been paid off, return to the taverns. Taverns are also a source of information: various rumors accumulate here, and the thieves' guild is willing to provide you with intelligence concerning your opponents for a reasonable price. A hired hero will join the town's garrison, which is why you must first make sure that the hero's slot in the garrison is free. The Units panel of the garrison must have enough free space for the hero's units.

Blacksmith

Manufactures and sells war machines. Depending on the town's race, the price of war machines may vary. Only a visiting hero can purchase their war machines.

Shipyards

Enables you to purchase ships. This building can only be erected if the town is located near a shore.

Magical Guild

Allows the visiting heroes to learn magic spells. The magical guild's level (1 to 5) determines the highest circle of spells that the guild will offer. Learning is performed automatically when a hero visits the town. The number of spells of any circle known to the guild is limited. To expand the heroes' magical abilities, try to have them visit other towns with magical guilds and use the Magic Shrines located on the mission map. Some abilities allow heroes to exchange spells when they meet allies, or "peep" at spells used by their enemies. For the Academy faction, the magical guild is a key building without which the town cannot develop.

Special Building

Can be erected if you bring the Tears of Asha to the town.

Creature Dwellings

Every race has seven creature types, each of them with basic and upgraded creatures. Once erected, these buildings begin producing basic creatures of the corresponding row. To hire upgraded creatures of the same creature type, you need to upgrade the buildings (simultaneously, you will become able to upgrade the creatures who already belong to your army).

Faction-Dependent Buildings

This class of building includes buildings needed for heroes to carry out their racial skills, and other specific buildings that are entirely different from those belonging to other races.

Developing Your Town



From the main town interface, click on the Build icon to access the building plan interface. The building plan shows the order in which buildings can be erected. The building description and the required conditions needed to erect it are shown in the context tip. When you select a building, the resources needed to complete it will show up just below the resource bar, under the corresponding resources.

You can only construct one building per day and per town. The Town Level is calculated according to the number of buildings in that town.

Controls Field

- **Hire Creature:** Enter the Hire Creature interface.
- **Build:** Spend the needed amount of resources to complete the building.
- **Show simple/detailed plan:** Show a simple/detailed view of the building plans. The simple view does not enable you to view plans for buildings that you are currently unable to build.
- **Exit:** Go back to the town screen.

Building Plan

The building plan will indicate the status of the various buildings your town may include:

- Buildings displayed in normal view have already been built and cannot be upgraded any further.
- Buildings displayed in green are available for immediate completion or upgrade.
- Buildings displayed in grayscale colors cannot be erected because one or several preliminary conditions of their completion have not been met.
- Buildings displayed in red cannot be completed because of a resource shortage. Select the building to check the resources that are missing.

Hiring Creatures



From the main Town interface, click on the Hire icon to access the Hire Creatures interface. The Hire Creatures panel shows the creatures that are available for recruitment. On the left you can see the building that produces the units. Then you can choose between the basic (1) and upgraded (2) versions of each creature. The digits (3) indicate the number of creatures that are currently available on the left, and their

weekly growth on the right.

When you select a creature, the resources needed to enlist it will show up just below the resource bar (4), under the corresponding resources.

Controls Field

- **Plus/minus buttons:** Increase/decrease the number of selected creatures by one.
- **Hire:** Purchase selected creatures. Hired creatures will move to the garrison slots on the main Town screen.
- **Hire all:** Purchase all available creatures.
- **Exit:** Go back to the main Town screen.

To hire creatures, first select the creature type, then define the number of creatures you want to enlist by using the plus and minus buttons, and click on the Hire button in the right panel.

Creatures Screen



Click on the second tab of the Hire Creatures panel to access the Creatures screen.

You can also call up this screen by double-clicking on the Stack's icon in the main Town screen, Hero screen, or on the Initiative bar in the Combat screen.

The creature's description (1), parameters (2), and the current state icons (3) (plus enchantments cast during the combat) are displayed on the left. The button panel in the lower right-hand corner allows you to switch between various heroes' units, dismiss the current unit, or upgrade it. Units can be upgraded only within towns, and only if the town has a special building for training this kind of creature at this level. The price of upgrade equals the difference between prices of the two creature types.

Controls Field

- **Previous/next creature:** Show the next/previous creature type in your army, garrison, or production facilities.
- **Dismiss:** Dismiss the selected creature.
- **Upgrade:** Upgrade the selected creature. This option is only available in towns.
- **Exit:** Go back to the previous screen.

Upgrading Creatures

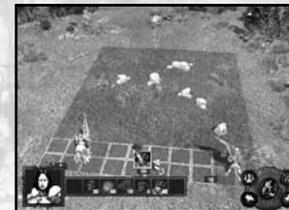


From the main Town interface, click on the Upgrade icon to access the Upgrade Creatures interface. The upgrade panel shows the creatures that are available. The arrow buttons under each creature's portrait show you the status of each stack:

- **Red:** Cannot be upgraded (not enough money, building not available, etc.).
- **Green:** Can be upgraded.
- **Orange:** Already upgraded.
- **No button:** The creature belongs to another faction.

The price of upgrading troops is equal to the difference between the cost of enlisting the basic-level and the advanced-level creatures and appears in the context tip. Creatures can also be upgraded from the Creatures screen.

Caravans



A caravan is an autonomous cart, a special unit on the Adventure Map that travels by itself. A caravan can only carry creatures, and does so between towns belonging to the player or from dwellings belonging to the player to his towns. The number of creature slots in a caravan equals the number of slots for a hero. Creating the caravan itself is free.

A traveling caravan is visible both to the player who owns it and to his opponents, who can therefore attack it. If this happens, a battle starts where the player who owns the caravan can control the creatures that were inside, but has no hero to support them. An allied hero can interact with a caravan as well as withdraw creatures from it, in the same way he would interact with another hero. However, doing this will disband the caravan, and any remaining units in the caravan will be lost.

A caravan travels at the speed of a hero who has Expert Logistics and Pathfinding. All terrain penalties are considered. It will automatically select the shortest unblocked route to its destination. Caravans cannot be controlled manually, and their destinations cannot be changed. If traveling forward is impossible, the caravan stops until its path is free again.

If a town to which the caravan has been traveling is seized by an enemy, the caravan travels on, but will stop before entering the city and wait.

Caravans are counted as an additional hero in your party until they are disbanded. Their number is consequently limited: the number of heroes and caravans together cannot exceed the maximum number of heroes.

To use caravans, three new tabs have been added to the town Hire Creatures interface: Hire Creatures from Dwellings, Hire Creatures from Neighboring Castles, and Caravans' Estimated Time of Arrival.

Hire Creatures from Dwellings

This tab shows all the dwellings you currently own. The dwellings are sorted by caravan movement time to the current town. Hire creatures and send them to your town by caravan by clicking the Confirm button.

Hire Creatures from Neighboring Castles

In this tab, your towns are displayed with all available creatures. The process for hiring creatures there is the same as for the Dwellings tab.

Caravans' Estimated Time of Arrival

This tab displays all caravans currently traveling to your current town. The caravans are sorted by arrival time. Creature types are stacked first depending on their arrival time, then on their origin (dwelling or town).

Battle

When you fight, your aim is to eliminate the last standing creature in your opponent's army, or at least inflict such a shattering injury to their army that they will be compelled to flee.

Starting a Battle

If your hero has entered an enemy's area (after following a red route) or attacked a building guarded by an enemy, the game switches to the tactical phase.

After arranging the stacks, you begin fighting the enemy according to certain rules. The battle must end with one party winning and the other losing. The hero who has lost the battle may die, flee, or pay ransom. The winner gains experience as well as the artifacts of the fallen enemy or ransom money.

Tactical Phase



Before each battle, you will have the opportunity to arrange your stacks on your part of the battlefield. In this phase, the army bar will appear, showing your reserves: unused creatures are displayed normally, and the creatures that are already on the battlefield are grayed out.

To arrange the stacks, simply drag and drop them onto the battlefield or from the army bar.

You can also remove a stack from the battle to save it for future combat by dragging it back to the army bar. Your arrangement will be saved by the game. At the beginning of the next battle, the stacks (except the new ones) will take the same positions, unless an obstacle occupies the position. Please note that at this stage you cannot actually see the enemy army, even if it is already arranged and present on the battlefield. The opponent army is revealed when the combat starts.

Controls Field

- **Auto place:** All creatures will be automatically arranged on the battlefield.
- **Auto combat:** The combat will be resolved automatically by the AI.
- **Options:** Battle mode settings.
- **Flee/surrender:** You can choose either to flee from the battlefield, abandoning your army, or to surrender to the enemy and pay the ransom while keeping your remaining stacks.
- **Start combat:** Begin the battle.

Hint: When you arrange your stacks, pay special attention to the larger creatures that occupy four squares and are ground-bound. They should not have any obstacles blocking their way, because they are less maneuverable. When positioning shooters, use the advantage of obstacles to make it more difficult for the enemy to approach them closely.

Combat Screen



When combat starts, the battle screen will appear, showing the arena where the fight will take place. On this screen the attacking army is displayed on the left, as well as your hero and any war machines you own and may use during the fight. At the bottom of the screen is the Initiative bar (1), with the next creature to be played displayed in the bigger square on the left. Just below the Initiative bar is the battle log

(2), which describes the results of the latest actions, or the expected result when a target is selected.

During the battle, you will play your stacks in the order indicated by the Initiative bar, from the left to the right.

Controls Field

- **Cast Spell/Use Ability:** Show the spellbook of the hero or the current stack (if applicable) with the combat spells section open. If the stack only has one special ability, this button activates it. To cancel a spell or the use of an ability, hit the Esc key.
- **Options:** Battle mode settings.
- **Flee/Surrender:** You can choose fleeing from the battlefield, abandoning your army, or surrendering to the enemy and paying the ransom while keeping your remaining units. In all cases, the battle is lost, and the hero goes to a tavern where he can be hired again. You cannot negotiate ransom with neutral units and building guards.
- **Wait:** Postpones the stack's turn for half of the usual cycle.
- **Auto Combat:** Switch the fight into automatic mode.
- **Defend:** Used to tell the stack to assume a defensive position without giving any other orders to it. If defense is activated, the stack Defense value increases by 30%. For heroes, this command is equal to skipping a turn, since they are never attacked.

Initiative Bar

All the turns on the battle arena are taken in an order, or queue, which includes stacks, war machines, and the heroes themselves. The position of the stacks in the queue is determined by the creatures' Initiative value. A creature with a high Initiative value may therefore show twice in the Initiative bar.

However, the queue will evolve during battle. The simplest case is when a stack is eliminated and leaves all the positions it had in the queue. Certain spells can modify the Initiative value of a stack, thus making it move forward or backward in the queue. The spell-affected stack will then move forward or backward in the bar.

Finally, a stack can miss its turn (without assuming the defensive, see below), in which case its position in the queue is moved back to one half of the usual cycle.

The picture's background corresponds to the party's color. Enemy turns are handled by the AI. When the turn is passed to one of your stacks, fighting is paused while awaiting your action.

The creatures are simultaneously highlighted on the bar and on the arena when you move your cursor over them.

Fighting Management

Moving Across the Arena

When your stack takes its turn, a field of highlighted squares around it shows where it can move. Clicking on one of these locations will tell the stack to move. A stack that has moved cannot perform any other actions within the current turn.

An arena can have unpassable areas. Ground-bound creatures have to walk around these areas. Flying, levitating, or teleporting creatures can cross over them, but cannot stop on them.

Melee Attack

This order can be given to all creatures. Stacks perform it automatically. If you bring the cursor over an enemy stack within the unit's range, the attack cursor will appear. You can move the attack cursor to attack the enemy from various directions, depending on your current range. The square to which the stack will move will also be highlighted.

War machines, located on the edge of the battle arena, can also be targeted in a melee attack.

Shooting Attack

This command can only be given to stacks that use ranged attacks. To shoot, the stack must have ammunition in stock. Bring the cursor over an enemy stack and the Shoot cursor (one arrow) will appear.

When shooting, range is important: aimed shooting is impossible at distances greater than half of the arena's length. Unseen shooting (which is depicted with a broken arrow) inflicts approximately half of the normal damage.

A stack cannot use ranged weapons when an enemy stands next to it. You can only perform a melee attack on the nearby enemy, or move aside but lose a turn.

You can force a melee attack by pressing the Ctrl key while clicking on the enemy target, provided that it can be reached.

Defend/Skip Turn

Sometimes you may wish to skip your turn, waiting for a better time to attack. In this case, you can use the the Space Bar or the Defend button to tell the stack to stay still. It will then gain a 30% bonus to its Defense value. You can also make a stack wait for a while without defending by hitting the W key. The stack's turn will be postponed for half of the usual cycle.

Spell Casting

Heroes and some creatures can cast spells during combat. To cast a spell, click on the Cast Spell/Use Ability button. The spellbook will open, allowing you to select a spell. When a spell is selected, the book will close and the spell becomes active. Depending on the spell you activate, three events may occur:

- The spell does not require a target and is activated automatically. This includes mass effect spells that will affect all stacks on the battlefield.
- You need to specify a target creature, hostile or friendly. To specify a target creature, bring the cursor over the target. If the target is valid for this spell, the Magic cursor will appear.
- You have to specify a target location. In this case, the Strike cursor will appear over all valid locations. The targeted square(s) and creature(s) will be highlighted. In the case of an area attack, please bear in mind that all stacks within the area will suffer damage, regardless of which party they belong to.

Click to confirm your choice. To cancel spell casting, hit the Esc key, and the cursor will be restored to its normal form.

Units that have spell effects have numbers with a colored background. You can view the spells cast on the unit in the second window of the context tip or in the Creatures screen. A green background means the effect is beneficial; a red background means the effect is detrimental. A purple background means the creature has both beneficial and detrimental effects.

Activate Special Ability

This command is only available to heroes and creatures that have special abilities. Click on the Cast Spell/Use Ability button to choose and activate the special ability.

A special ability can be triggered automatically after activating it or may require you to specify a target or choose a spell. To cancel the use of a special ability, right-click or hit the Esc key.

Please note that nearly all creatures have one or several special abilities. Most abilities are automatic, meaning that the creature will always use them whenever possible. You can check creature abilities by consulting the Creatures screen.

Heroes' Actions

During their turn, heroes can perform four types of action:

- Attack an enemy with their default attack by targeting an enemy stack on the battlefield, just like a shooting attack.
- Use their special abilities by selecting them from the spellbook.
- Cast one spell from their spellbook.
- Skip their turn using the Defend or Wait button.

Managing War Machines

As a rule, "active" war machines (healing tents and ballistas) operate independently and select their targets automatically. However, a hero with the appropriate skill can give them orders.

Counterattacking

Most of the creatures have the ability to automatically counterattack an enemy who has just attacked them. As a rule, a counterattack can only be performed once within a stack's turn.

Counterattacking is only possible in melee combat. There are several exceptions to this rule, due to creatures' special abilities.

Damage and Healing Rules

The overall damage suffered by an attack is the sum of damages inflicted by each of the creatures in the attacking stack. Usually, the inflicted damage is determined randomly within the Damage range of the creature. The damage inflicted by the stack equals this number multiplied by the number of creatures in the stack. The unit attack value increases damage and target defense value decreases the damage dealt.

The damage is applied to the target according to the following scheme: if the inflicted damage is greater than the first creature's hit points, the creature who takes it dies, and the remainder of the damage is given to the next creature, and so on.

In the end, either the whole stack is decimated or a creature suffers an amount of damage that is smaller than its vitality and remains wounded. This creature's hit points appear in the context tip of the stack.

The estimated result of an attack is shown in the log under the Initiative bar. It takes into account the unit's attack, the target's defense, and various creature and hero abilities that will be executed with 100% probability. Any ability with probability less than 100% (like Luck) is not included in damage estimates.

When a stack is healed, the first creature is healed, then, if there is still healing ability or magic power left and if the healing spell or ability permits it, one killed creature is resurrected and healed, and so on. The total number of creatures after healing cannot exceed the stack's original strength. The rules for certain creatures' abilities to replenish their health by Life Drain and resurrecting spells are similar.

Luck and Morale

The Luck property determines the probability of inflicting double damage on a target. The default value for Luck is zero, meaning that you will never inflict double damage. This probability can be increased when a hero has the skill of Luck. Luck affects the creatures under the hero's control, but does not affect the hero himself.

Luck can also be negative. In this case, some of a unit's attacks will inflict only half the usual damage. On the battle arena, when the Luck parameter snaps into action, this is seen in the form of a rainbow-like halo over a creature.

Morale value determines a stack's chances of taking more turns or skipping some of its turns, according to its current Initiative value. The default value for Morale is zero, meaning that the turns never become more frequent, nor are they skipped.

A stack's Morale value can be modified through the hero's Leadership skill, and through the composition of the army. Armies that only have stacks of the same race, as well as those commanded by a hero of the same race, have increased Morale. "Foreign" stacks in the army or a "foreign" hero commanding it decreases Morale.

Low Morale implies that the stack may not perform any actions and will be delayed for half a cycle. It appears as a black bird-like figure over the creature.

High Morale means that after its turn, there is a chance that a stack may only have to wait for half a cycle. The effect appears as a golden bird-like figure over the creature.

New Features

Blood Rage

This is a new special ability for the Orcs.

Every Orc creature that has a dash of Demon blood in its veins has a special Rage counter in combat. When the creature performs offensive actions, its Rage level will increase. If the creature stands still or waits, the Rage level will remain unchanged or decrease. Rage grants the creature a damage-absorbing protection. The Rage level will decrease each time this protection is used in combat. The Rage level of each creature is displayed on its portrait in the Initiative bar.

As soon as the Rage counter reaches the first stage, the creature gains a special bonus, which will permanently affect it for the duration of the current combat, unless its Rage counter decreases under the stage limit again. When the effect is activated, the creature's portrait will blink and a bloody explosion will appear over the creature. The bonus name and effect can be checked by right-clicking on the creature's portrait in the Initiative bar.

Two more stages can be reached when increasing the Rage counter, allowing the creature to gain two more special bonuses, to a maximum of three. Each Rage stage is displayed on the creature's portrait in the Initiative bar as a small blood drop. Each bonus has an effect that is specific to the creature's type.

Alternative Upgrades



In Heroes V: Tribes of the East, there is a new upgrade for each creature type, which is an alternative to the old upgrade. No special building is needed for the alternate upgrade, you just need the standard building for upgraded creatures in your town. Both upgrades cost the same. You can have creatures of both upgrade types at same time in your town or army.

In the Hire Creatures interface, you can now pick up any upgrade you wish. The yellow borders on the creatures' portraits highlight the last creatures you selected. They will be bought when you use the Hire All button.



In the Upgrade Creatures interface, you can also choose the upgrade to which you want to train your non-upgraded creatures. You can also switch between upgrades at any time in your town by entering the Upgrade Creatures interface, after paying a reasonable fee.

Retraining Heroes



Memory Mentor is a brand new special building that can be built in your towns. It allows your heroes to retrain their skills and abilities. However, a hero's primary attributes (Offense, Defense, Spellpower, and Knowledge) will remain unchanged.

You can select an ability to unlearn it, or decrease your expertise level of a skill. The Skills and Abilities tabs in the Hero Management interface have been modified accordingly,

allowing you to cancel your skills and abilities.

Sometimes a skill or ability cannot be cancelled. This happens when it is a prerequisite for any other existing skill or ability that you currently own.

Selling Artifacts



Artifacts can now be sold from the town Marketplace interface. Two new tabs have been added, one for the garrison hero, the other for the visiting one. Click on the tab to open the Sell Artifacts interface.

Your hero portrait will be displayed, along with all the artifacts he possesses. To sell an artifact, just select it (the price you get is displayed in the resources panel) and click Sell in the Controls field.

Artifacts Power Link

Equipping artifacts of the same group type (runic, demonic, lion, etc.) will now grant you a special bonus. The more artifacts of a given type you are wearing, the more decisive the bonus you gain. For instance, the Runic Set, which is made of two dark elven artifacts, will grant your hero a +1 bonus to all his stats, also doubling the Elemental Vision ability bonus.

MULTIPLAYER

Please refer to the electronic manual supplied with the game and the readme.txt file for more details. For the latest information about supported modes, game servers, and new maps, please visit the game's official websites (links to appropriate Internet sites are provided in the game's program group in the Windows Start menu).

Multiplayer Menu

Click on Multiplayer from the Main Menu to access the Multiplayer menu.

Here you can select the game mode: Hot Seat, LAN, or ubi.com™, or choose to load a saved multiplayer game.

- In Hot Seat mode, players join for a game on a single computer.
- A LAN game allows you to play a multiplayer game on the local network.
- A ubi.com game lets you play a multiplayer game via the Internet.

Hot Seat



Up to eight players can play in this mode depending on the map. The game selection screen is similar to the one for selecting single-player custom games. The difference is that only multiplayer maps are displayed.

Choose the map and set the options. Click the Create Game button to call up the screen allowing you to choose sides and set initial conditions. Clicking on Load Game allows you

to load a previously saved game and continue playing it.

All players must choose their number, flag color, and initial parameters (race, starting hero, and resources – if the scenario allows it). By default, start-up parameters are set randomly (Dice icon). Close unused lines (Lock icon) or assign AI-controlled players (Computer icon) to them. After that, you can start playing the game.

Information about the current player is displayed in the information window in the upper section of the screen. Any human player can stop playing at any time and surrender. The game is played until only one player remains, or the mission is accomplished.

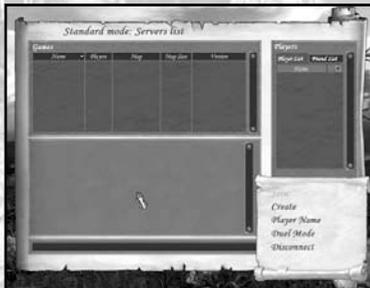
Simultaneous Turns

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

Simultaneous Turns only works until the first conflict. A “conflict” is a situation where players can affect each other. Conflict probability is estimated at the beginning of each turn. If conflict is possible, the game is permanently switched to Turn-Based mode.

Simultaneous Turns and Ghost Mode: If both options are activated, Ghost mode starts after the player has clicked on End 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 Turn). When the game changes to Turn-Based mode, Ghost mode also becomes turn-based.

LAN game



Joining a Game

On this screen, available LAN servers will be searched out, and the list of available game sessions displayed. It includes both active games (the ones already under way) and open games. Select a game and click on Join (you might be prompted to enter a password). You’ll be transferred to the game room.

Creating a Game

From the same screen, choose the game type (Standard Mode – playing on a mission map, or Duel Mode – a duel game). Click on Create to access the game creation panel.

Chatting with Other Players

The right-hand window displays the list of players in your LAN. You can move any of the players to your Friends list to chat with them privately. The lower section of the screen allows you to exchange messages with other players. To send a message, type the text in the text box and press the Enter key. To send a private message, choose a recipient in your Friends list.

Ubi.com Game

Rules for playing via ubi.com are similar to the ones for LAN games.

You must be registered to play a ubi.com game. Click on Account in the Multiplayer Game interface to open your Internet browser and connect to the registration page. Enter your login name, password, and email address (in case you forget your password). After registration, you can return to the game interface, enter your login name and password, and move on to the screen allowing you to select a game channel.

Ubi.com Game Modes

Ubi.com supports three game modes:

- **Training:** The results of your game will not be taken into account in the ubi.com ladders.
- **Rating:** The results of your game will influence your ranking in the ubi.com ladders.
- **Duel:** You will directly access the Duel mode game.



Channels

Channels allow players to choose the kind of games they prefer. At any time, there are at least three channels available on the server. Additional channels can be created for players speaking other languages, to support various communities, etc.

Lobbies



After you select a channel, you’ll be transferred to the Lobby, where you can view the list of players, a list of current games (open and closed game sessions), and chat with other players. You can create your own Friends list and switch between chatting with all players connected to the channel and with friends only. You can also join open game sessions (i.e., games which still have room for other players), or create your own game.

Ladders

Ubi.com maintains a general list of all players' scores (Ladder). Each player who has taken part in a rating game at least once has their profile stored on the master server. Profiles include data on the player's current rating, their number of victories and defeats for each race, their preferred race, playing time, etc.

Rating is calculated based on the number of victories and defeats, taking into account differences between the opponents' ratings. Depending on their rating, players can choose a picture to represent them – an image of a creature or hero of their favorite race. For example, a novice player can choose a picture of a Peasant or a Skeleton. Training games and duels do not affect a player's rating.

Connection Stability

If your connection to the server is broken during a duel, it will count as a defeat. If one of the players "disappears" during a game on the map, the game will pause for up to 10 minutes; after that, the player will be considered to have lost the game. Each player cannot disconnect and then reconnect to the master server more than three times during a game.

Creating a Multiplayer Game

When you create a multiplayer game on ubi.com or on a LAN, you will have access to several options.

After clicking the Create button, you will be brought to the game creation screen.

Multiplayer Mission Types

There are two kinds of gameplay available for accomplishing missions: each player against all others and team play, where players can make alliances with each other. The player who created the map determines the type of gameplay to be used (Players column). In team play, alliances are made before the game starts and cannot be changed during the game. All members of the team have a common field of vision on the map and can swap resources via the Mail interface.

Multiplayer Games Selection



This screen is similar to the one for selecting single-player custom games. The difference is that only multiplayer maps are displayed, and that it provides additional options.

- **Name:** The name of the new game will be displayed in the game sessions list.
- **Locked Game:** Access to the game can be protected by password (the field below).
- **Ghost Mode:** Enables Ghost mode (you'll be able to use a "Ghost" to explore the mission map while the opposition takes their turn; see details below).

- **Simultaneous Turns:** Enables players to take simultaneous turns on the mission map, until a conflict (collision) occurs.
- **Time Pressing:** Allows time-pressing combat (with a time limit for stacks' turns).
- **Time Limit:** Time limit for taking turns (from 1 to 45 minutes or no limit).
- **Difficulty:** Set the difficulty for a mission (Normal, Hard, or Heroic).
- **Quick Combat:** Allows you to estimate combat results before combat and either accept them or play them manually.

When all options are set, click on Create to go to the game lobby panel.

Game Lobby



On this screen, players can select their number, flag color, faction, starting hero, and bonuses.

Use the arrows on the side of each icon to make your selection. If a Dice icon appears, it means that your choice has been set to random.

Close empty lines (Lock icon), or assign AI-controlled players (Computer icon) to them.

Players can use the bottom section of the screen to exchange messages. When all players

confirm that they're ready to begin (by clicking on the Start Game button), the game starts.

During the game, players can chat with each other (messages will be overlaid on the left section of the screen). To call up a text box to enter your message, press the Backspace key; to send the message, press the Enter key; to delete your message without sending it or to close the window, press the Esc key.

Special Multiplayer Modes

Duel Mode



To create a duel game session, select Duel Mode from the Games List panel. Click on Create and enter the name (and password if you wish) of the game you wish to create.

After that, you'll be transferred to the Lobby, where you can choose your hero (view context tooltips for description of the heroes' armies), choose an arena type, and set the time limit.

On the lower section of the screen, you can exchange messages with the other player. The game starts when both players are ready. You can't fight a duel with an AI-controlled opponent.

To join a duel game session, select Duel Mode from the Games List panel and then select the game you wish to join and click Join.

Ghost Mode

Ghost mode takes you to a different reality – a plane parallel to the normal game world where the current mission is taking place. Ghost mode is only available in multiplayer games, and only to human players (AI-controlled players cannot switch to Ghost mode). While in Ghost mode, you still can take certain actions on the mission map – while other human players take their turns in the normal world.

At the beginning of the mission, each player gets one ghost of his or her race. You can have more ghosts if you manage to find special items (Soulstones) on the mission map in the normal world. Each player can have up to eight ghosts. Ghosts can scout; exert influence on mines, neutral monsters, and enemy heroes; and protect your units from enemy ghosts. At the beginning of a player's turn, all ghosts belonging to the opposition get some energy. The amount of energy depends on how long the player took to complete their previous turn. Ghosts can use their energy to move around or develop their skills.

Upgrading a Ghost



Double-click on the ghost's picture to call up a screen with its parameters. Here you can spend energy to upgrade your ghost. There are six skills to upgrade:

- **Revenge:** Allows your ghost to weaken the skills of an enemy ghost. At an advanced level, this skill allows your ghost to completely dispel the enemy ghost's negative influence.
- **Haunt:** A ghost can haunt a nearby enemy mine, to decrease its output. The higher this skill level, the more damage the ghost inflicts. An advanced skill level allows the ghost to redirect the mine's output to supply its master.
- **Curse:** A ghost can curse the enemy positioned closest to his position, decreasing all its main attributes. The higher this skill, the more damage the ghost inflicts.
- **Possess:** A ghost can take control of neutral creatures. If an enemy hero encounters these creatures, a ghost's master will be able to observe the combat and occasionally control the units. The higher the skill, the more control you'll have over the creatures.
- **Guard:** In Guard mode, an Intercept area appears around the ghost; all enemy ghosts that get within it will be automatically attacked. The higher the skill, the bigger the Intercept radius.
- **Devour:** A ghost can attack enemy ghosts in Haunt, Curse, or Possess modes. Attack starts combat between ghosts. The higher the skill, the stronger the ghost becomes and the better their chance of winning.

Ghost Specializations

There are six ghost specializations, depending on the race:

Ghost	Faction	Specialization	Secondary Specialization
Revenant	Haven	Revenge	Haunt, Curse
Spectre	Necropolis	Devour	Curse, Speed
Chimera	Inferno	Haunt	Devour, Possess
Phantasm	Academy	Possess	Revenge, Speed
Banshee	Dungeon	Curse	Devour, Haunt
Shade	Sylvan	Speed	Revenge, Possess
Warden	Fortress	Revenge	Devour, Haunt
Spook	Stronghold	Devour	Possess, Speed

It's rather easy to scout with ghosts, because they have many more movement points than normal heroes. Ghosts can move over water and pass by enemy creatures without being attacked. You can see all heroes, all buildings on the map, auras of all items and objects, and positions of all neutral units within the ghost's field of vision (at a distance you'll see shapes indicating a unit's race – e.g., Peasant for Haven or Skeleton for Necropolis; close by, you'll see the actual creatures). Enemy ghosts always remain invisible. Ghosts can move on water, use portals, and teleport, but they cannot get into towns or individual buildings.

Defense includes lifting curses, guarding friendly objects/units, and fighting enemy ghosts. Ghosts can lift a curse or take control over neutral units. Ghosts can also switch to guarding mode, to guard a mine or a hero. If an enemy ghost tries to approach a guarded object, the ghosts start fighting regardless of how far away from each other they are. Combat automatically continues, and the players are advised of the result at the end. The defeated ghost loses some of its skill and retreats to the gates of the nearest friendly town.

If a player is attacked in the normal world, they must leave the ghost world for the duration of the combat. When the opposition ends their turn and the player begins theirs, they are taken back to the normal world automatically.

Random Map Generator



The Random Map Generator allows you to create a map for multiplayer or custom games.

You can select the size of the map, whether the underground map is used, the power of neutral units guarding the resources, and the number of players. The Random Map Generator works with templates that describe the map zones and their content.

After setting up the parameters, the Random Map Generator selects a random template that meets the specified conditions, and builds a map on this template. Experienced users can select templates from the existing list. Click on Generate to start the process. When the map is created, a small image of the map is displayed. You can choose a name for the map and save it when it is ready. The map will be placed in the Maps folder.

Please note that when using a map created with the Random Map Generator in multiplayer, you do not need to send it to other users. The game will generate the map automatically on the connected players' computers, using the aforementioned map template.

APPENDIXES

Gameplay Settings

Adventure

- **Quick combat.**
- **Movement reminder:** Displays a reminder if the player clicks on the End of Turn button while some of their heroes still have unused movement points.
- **Map scroll speed:** Sets camera scroll speed when using keyboard controls or moving the mouse to the edge of the screen.
- **Invert camera rotation.**
- **Spellbook animation.**
- **Show tutorial:** Shows tutorial screens during the first campaign.
- **Tooltip delay:** Sets how soon a tooltip is displayed after you place the cursor over a screen object.
- **Player movement speed.**
- **AI movement speed.**

Combat

- **Show grid:** Toggles arena grid on/off.
- **Show movement shade:** When you place the cursor over a stack, the areas the stack can reach in one turn will be highlighted.
- **Cinematic camera:** When a stack attacks, the camera will show the combat from a closer point of view.
- **Combat style:** Toggles the time limit for taking turns (Standard or Time Pressing).
- **Battle speed settings:** Sets how quickly stacks will move around the arena.

Audio and Graphics Settings

Graphics

- **Full screen:** Sets the game to full-screen mode.
- **Screen resolution:** Allows you to select one of the available screen resolutions.
- **Image quality:** Sets image quality. The game will suggest a default setting according to your system's performances.
- **Gamma correction:** Sets Gamma-correction for your monitor.
- **Use HW cursor:** Uses simple hardware cursors instead of the default game ones. Speeds up the game; recommended for graphics systems close to minimum configuration.

- **Simple mode:** Uses the most basic graphics mode; recommended for minimum configuration systems only.
- **Anti-aliasing:** Sets anti-aliasing mode. The game will suggest a default setting according to your system's performances.
- **Anisotropic filtering:** Affects the way textures positioned at a sharp angle to the camera are displayed. The game will suggest a default setting according to your system's performances.
- **Water reflections.**
- **Simple mode:** Uses the most basic graphics mode; recommended for minimum configuration systems only.

Sound

- **Music volume:** Sets the music volume in the game.
- **Sound volume:** Sets the volume for various sound effects in the game.

Game Controls

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

Adventure Map

Game Options	F4
Menu	F10
Save	F6
Load	F7
Quicksave	F5
Quickload	F8
Move Hero	SPACE BAR
Next Hero	TAB
Select Hero 1–8	1–8
Select Town 1–8	CTRL+1–8
Dig	G
Cast a Spell	C
Hero Attributes	A
Hero Equipment	I
Hero Skills	K
Hero Abilities	V
Hero Biography	H
Town	T
Objectives	O
Log	L
Puzzle Map	P
Enter Chat	BACKSPACE
Chat to All	CTRL+A
Chat to Team	CTRL+T

Chat to Race	CTRL+R
Puzzle Map	P
Underground	U

Notes

Town

Hall	B
Fort	R
Magic Guild	G
Tavern	T
Market	M
Special Building	Q
Blacksmith	X
Buy Artifacts	Y
Enter Shipyard	Z
Show Town Info	F
Close Town	ESC
Close Flyby	SPACE BAR
Next Town	N
Prev. Town	P
Upgrade Creatures	U

Battle Arena

Defend	SPACE BAR
Wait	W
Auto Combat	A
Retreat	R
Cast Spell	S
Toggle Log	TAB

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Thanks,
The Ubisoft Team

Heroes of Might and Magic® V: Tribes of the East

Proof-of-Purchase



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