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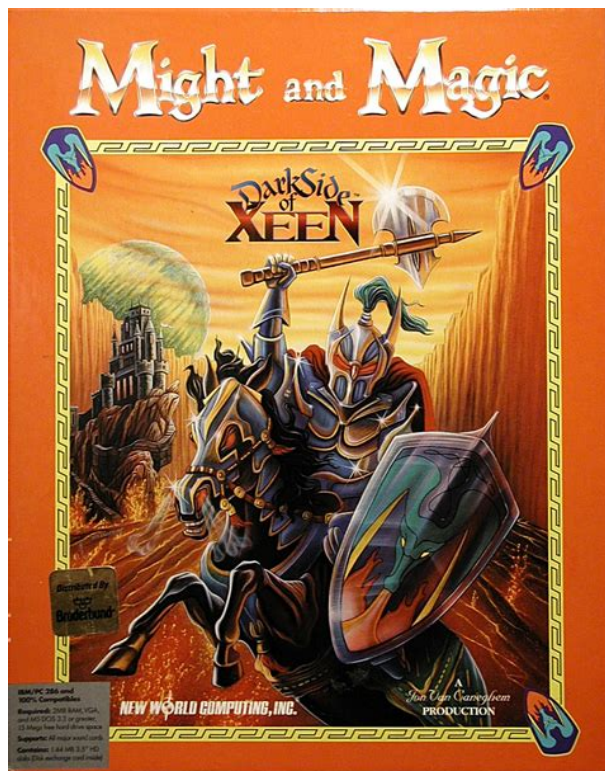
# Darkside Of Xeen Manual Pdf



The combined game contains all of the content from MM4 and MM5, as well as a few additional quests. Your characters are able to travel from one game to the other, doubling the size of the world available for exploration. In 1994, NWC released an enhanced World of Xeen CD, which expanded the amount of digital speech in the game. Darkside of Xeen concludes the story arc started by Might and Magic Secret of the Inner Sanctum the interstellar campaign against the Ancients renegade creation, Sheltem. Picking up where Clouds of Xeen left off, the adventurers take King Burlocks advice and follow Prince Rolands trail to the other side of the world, where they find the rogue Guardian of Terra has already conquered its inhabitants, under the pseudonym of Alamar. Game Title, Might and Magic World of Xeen. Document Type, Manual. Child tax credit form 8901, Hp 5150 manual, Tc owners manual, Motorola w370 user manual, Policy sample example document retention. Reload to refresh your session. Reload to refresh your session. Some things may not work as they should or dont work at all. We suggest you upgrade newer and better browser like Chrome, Firefox, Internet Explorer or Opera Store A selection of great games, from modern hits to alltime classics, that you really shouldn't miss. Customerfirst approach. Delivering userfriendly support enriched with additional customer benefits. Gamerfriendly platform.A selection of great games, from modern hits to alltime classics, that you really shouldn't miss. Customerfirst approach. Gamerfriendly platform. Please, try again later. View profile View wishlist Start conversation Invite to friends Invite to friends Accept invitation Accept invitation Pending invitation. You cant chat with this user due to their or your privacy settings. You cant chat with this user because you have blocked him. You cant invite this user because you have blocked him. Comment

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Unhide report as spam Waltorious New User Waltorious Sorry, data for given user is currently unavailable. Rep 2120 Registered Dec 2008 From United States Posted August 07, 2011 6 ZapMcRaygunn I never got that file. It was pretty well hidden, but I found it with your help. Thank you. Yeah, a lot of people have trouble finding it, I really think GOG should make it more clear where the keys are located. Anyway, glad you got it working, its a great game. CedricBusch CedricBusch Sorry, data for given user is currently unavailable. Comment buried. Unhide report as spam CedricBusch Ceddie CedricBusch Sorry, data for given user is currently unavailable. Rep 124 Registered Sep 2008 From United States Posted August 08, 2011 7 I posted the keywords doc it contains MM3, 4, and 5. Bron Bron Sorry, data for given user is currently unavailable. Comment buried. Unhide report as spam Bron Retro Active Bron Sorry, data for given user is currently unavailable. Rep 86 Registered Sep 2008 From United States Posted August 16, 2011 8 CedricBusch I posted the keywords doc it contains MM3, 4, and 5. Wow, great, man, thanks. Glad I saw this before I went crazy looking for it. Please, try again later. Comment buried. Unhide report as spam jggenest New User jggenest Sorry, data for given user is currently unavailable. Release date 1992 Genre Roleplaying video game Trouble is brewing in the land of Xeen. A mysterious villain by the name of Lord Xeen has imprisoned Crodo, overseer of Xeen, in a tower and is unleashing havoc across the land. A new band of adventurers must be formed to stop him and save the Clouds of Xeen. Abandonware DOS structure changed during the last two major updates summer 2015 and february 2016, its possible that some URLs are now leading to nowhere. This includes cookies from third party websites. If you want to know more or if you wish to change cookie settings, please click here.

If you continue browsing our website youre giving your consent to receive all cookies on this website and from third parties. Do not use the provided game manual. It hasnt been reviewed and might not be finished. The playercontrolled party can travel between the worlds of the two games using special devices that can find through exploration. Completing the main quests in both games opens the final quest, which requires the player to unite both sides of the world Xeen. This version also adds digitized speech to the games. If you have problems. Trouble is brewing in the land of Xeen. A new band of adventurers must be formed to stop him and save the Clouds of Xeen. More emphasis is placed on cutscenes than in the earlier game, possibly due to the availability of larger hard drives. Ingame, this is visualised as either game being a side of a flat, rectangular planetoid. In the combined game, areas in both games become available that are impossible to access in the standalone games. Both games endings can be achieved, after either of which gameplay continues. A third ending is available in the combined games only. This included a notes section which kept track of important information such as quests, clues, passwords, and the coordinates of locations of note. It also had a difficulty setting where you could select Adventurer or Warrior, with the latter having more challenging enemies in combat, but no other gameplay differences. By using this site, you agree to the Terms of Use and Privacy Policy. The first six titles from one of the most recognized RPGs series, set in the famous Heroes of Might and Magic universe; A nonlinear story set in a very interactive and detailed world that will keep you hooked for weeks to. A vast selection of titles, DRMfree, with free goodies, customer love, and one fair price for all regions.





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It consisted of Might and Magic III Isles of Terra, Might and Magic IV Clouds of Xeen, Might and Magic V Darkside of Xeen, and Might and Magic Swords of Xeen. It was the first compilation of Might and Magic games, and marked the first time that Swords of Xeen was released. If you're feeling adventurous, try the advanced rom browser. There, a mysterious person who calls himself Lord Alamar has defeated the local queen and usurped her throne. Allies of the Dragon Pharaoh, the Guardian of Darkside, have either joined. It seems most of the major players are entering the market with full-frame options to try and upset the stranglehold Sony has had for the last several years. The enclosed software program and this manual are copyrighted. All rights are. "Call me Lord Xeen, King of the World, for that is what I shall be in a very short. Play the old Sega, Nintendo, Gameboy, SNES, NES, GBA, GBX. Classics games online in your browser using flash emulator. Here is the video game "Might and Magic Swords of Xeen". Released in on DOS, it's still available and playable with some tinkering. It's a roleplaying. Just the Cinema Lens MTF Charts Canon and Sigma. It was the most commonly used member of the DOS family of operating systems, and was the main operating system for IBM PC compatible. New World Computing a developpe sous legide de 3DO les episodes VI, VII, VIII et IX. En 2003, a la suite de la faillite de The 3DO Company, la societe Ubisoft a rachete les droits de la franchise. It's a strategy game, set in a fantasy, realtime, rts and war themes, and was also released on Mac. The relevance of this database is that some of the games in this archive no longer exist physically in this world. Game description, information and PC download page. Like rEFIt, rEFInd can autodetect your installed EFI boot Rokinon Xeen 24mm T1.5 Lens for Canon EF Mount. From DOSBoxWiki. Jump to navigation, search. This table is probably up to date on 1 July 2011.



The first version was released on August 1st 2006, and the manual was the first project to receive the Ubisoft Seal of Approval. My email is probably the best way to reach me quickly. It's been years since I last contacted Sleepy. If the email address doesn't work then I don't know how you would contact him. Now that the site is running properly again we will just have to wait to see if any of the editors return. Are new manuals not being added anymore? For more information on our stance on this topic and reasoning behind it, please check our FAQs page. If you are the copyright holder of

anything listed herein and still want your documentation removed after reading the FAQ page, please send feedback and it will be removed. Two, CDROM technology has made possible the use of digitized speech in all places that call for it. The structure of the World of Xeen is a flat square. Travel between the two sides of the world is easy. The small pyramids scattered about Clouds of Xeen the side of the world your characters will start on can be used to travel to the pyramid in Castlevue on the Darkside, and the Castlevue pyramid will take you to the pyramid outside Vertigo in Clouds of Xeen. Rumor has it there may yet be other methods of traveling between the two sides. Once you have become a flip side explorer, you will be able to complete those quests that require you to visit both sides of the world. The main quest in each of the two sides can be completed without a trip to the other, but there is a third major quest and ending that will require multiple trips between the two sides to finish. New World Computing invites anyone who completes any of the three major quests to send us your score. All who complete a quest will receive a certificate of congratulations for their achievement. THE SIXTH MIRROR You and a small circle of friends have gathered at a local Tavern in Vertigo to discuss the events of the last several months.



Your conversation bobs and weaves among subjects in between draughts of ale, but the central topic is the vivid, recurring dreams you all shared starting eight months ago. The first dream arrived as a nightmare, frightening in its clarity and intensity. You all dreamt that you were listening to King Burlock's adviser, Crodo, speak to you. It was as though he was talking from a great distance, and the message seemed to have been addressed to someone else. This message is not a dream. I am sorry to trouble your sleep in this manner, but I have no other way to communicate with you. A few months ago, a man claiming to be King Burlock's lost brother, Roland, arrived in court and announced himself to the King. Roland had left on a mission into Mount 4 World of Xeen Firestone, many years ago, looking for the passage to the Fabled Land below the Land. That Roland should return home after all these years was very good news for the king, but I had my reservations. Where had he been all this time, and why hadn't he come home sooner. Suspicious of him from the first, I watched him tell tales of ancient treasures and works of power. The artifact that Roland talked about most was the Sixth Mirror. The Sixth Mirror was the only magic mirror that was made to be portable, and because of this it had no name. The owner of the Mirror was able to step through it just like the other five Mirrors, but he could take this one with him. That Roland was obsessed with the Mirror became increasingly clear with time, but the King did not seem to notice. Rather, King Burlock began to finance expeditions to find the lost mirror. Many brave and powerful adventurers answered the call, but none succeeded. In spite of repeated failures, Roland urged the King to continue the search. As the search grew more feverish, King Burlock began to neglect his management of the realm. The King's health deteriorated, the servants grew lax in their duties, and

the treasury ran dangerously low.

I felt that I had to do something and do it soon. I resolved to sleep on it and speak to the King in the morning. That very night I awoke to the chill kiss of dark magic being worked nearby. Rising to my feet, I gathered my robe about me and walked into the hallway. From there I was able to hear muffled sounds coming from Roland's room. Cautiously, I crept up to Roland's room and looked through the keyhole. To my horror, I saw Roland sitting crosslegged, holding a black tome in one hand. From a charcoal diagram on the floor arose the image of a foul spirit in the shape of a knight with horns cresting his helm. Roland was conversing with it in a harsh tongue I did not recognize. I must have made some sound then, for Roland abruptly turned and stared hard at the door. I backed away from the keyhole immediately, and it is well that I did, for the door suddenly blew off its hinges and slammed against the opposite wall. Fearing for my life, I ran. I ran as fast my old bones would take me, ran as though the forces of Hell were at my heels. They were. As I rounded the first corner of the hallway, screaming for help, the chill blast of Roland's winter magic narrowly missed me. We ran through the twisting halls of Burlock's castle, through rooms dusty with disuse and through armories filled with rusting war tools. I took a turn and found myself cornered at the end of a hallway with no means of escape. 334 World of Xeen In despair I turned to face Roland and raised my magical defenses, knowing that he was stronger than I. Roland came charging around the corner and slowed down when he saw that I was cornered. Raising his hands above his head in preparation of a sorcerous strike, Roland smiled and said, What's the matter, Crodo. Are you afraid of what you saw. Roland continued to approach me slowly. Feeble old man, your fear of magic you don't understand is a discredit to our profession.

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I understand your evil magic well, Roland, I said hopelessly, slumping my shoulders and bowing my head. I can't hope to win against such strength. With that I sighed, gathering my energies for one good blast. I looked at Roland, who was smiling and advancing, sighed again, and threw my spell. The force of the dancing blades spell flying from me pushed me back against the wall. Caught off guard, Roland failed to deflect the spell. The blades flew out from my hands, stripping the flesh from his body. Hope rose within me when I saw what I had done to him, then despair when he still stood after the attack. Scraps of flesh hung to his grinning skull, and his one remaining eye glared at me. I knew then that Roland was Undead, and that I could not defeat him. Who are you I gasped, staring at the figure before me. Lord Xeen, the Monster said. Call me Lord Xeen, King of the World, for that is what I shall be in a very short time. King Burlock, I began. Will do as he is told, Xeen finished for me. Especially if he doesn't have YOU around to give him bad advice. There was nothing more to be said. Xeen made a peculiar gesture with his right hand and then clenched his fist. I felt a pressure on my defenses and on my head which quickly grew intolerable. The blackness took me and I knew no more. When I awoke, I found myself in a tower on an island surrounded by water. From my window I am able to see King Burlock's castle across the water. Every day I see the search parties leaving the castle to look for the mirror and wonder if the King knows what Roland is, or where I am. There is only one place in the world with a view like I had, and that is Baron Darzog's tower. Because of the materials used to construct the room I am in, I am unable to use my magic to escape. The only thing I can do is send these dreams to you in hopes that you will hear and respond. I don't know what Lord Xeen 335 5 World of Xeen wants the mirror for, but it can't be good.

I fear the ruin of the realm if he succeeds. You are the only people in the world with the power and resources to make a weapon capable of slaying Lord Xeen in your laboratories in Newcastle. You must make haste. If Lord Xeen discovers what you are doing, he will destroy you. With that, the dream ends. The dream had been repeated several times for about two months, then never again. The day after you had your last dream, Newcastle was destroyed by a bolt from the sky, and all its

inhabitants were killed. Each one of you realized you may be the only person left alive who received the message. If you didn't do anything, nobody would. So you quit your jobs and traveled to Vertigo with your life savings. Here you were able to find training in spells and weapons, and here you met one another. You talk late into the night, excitement and nervousness in your voices. As the conversation winds down and you are all getting ready to retire for the night, you agree that tomorrow is the day you will start your adventures. Judging from their trajectory, they must have landed near the volcano. I have sent Wolrow to investigate the impact site. The time of the Prophecy draws near, and I suspect these meteors are a good omen. I am so happy for her. Not a single one had to be eaten because of deformities. Everything in the world seems to be going right. The initial preparations for the Prophecy have been flawless, and I anxiously await Queen Kalindra's response to my request for her aid in the final Prophecy ceremony. Responses should be coming in soon. The culmination of the Prophecy is so near I can taste it. He probably took some extra time to study the meteor phenomenon. I have not yet received a response from Queen Kalindra or any volunteers. He should be back by now, and I fear for his safety. I will send a search party for him if he is not back in two more days.

I have had positive responses from several volunteers on the matter of the Prophecy, and they have all indicated that they will arrive at the royal pyramid in a few days. The response is more than gratifying. All signs and omens continue to point to successful completion of the Prophecy. I sent a search party out to find him today. The volunteers have begun to arrive, and I have been dispatching them to their posts. Queen Kalindra sent word of her willingness to participate in the Ceremony, and mentioned that she had taken in a mysterious but charming guest named Alamar. She also said that the emissary from the other side of the world had not yet arrived. Something is amiss and I cannot read the signs clearly enough to tell what it is. I am very worried about Wolrow, and hope that the search party discovers him soon. There is some chaotic factor in the equation now, and even a small drop in confidence makes my tail twitch nervously. The volunteers have stopped arriving, and I sent the last one to his post today. All that remains is for the Queen to complete her task, the emissary to arrive, and for the proper time to arrive. They reported that they were unable to approach the meteor impact site because a rebel army was camped before it. A rebel army! Led by who? Who would dare challenge my authority or detain my servants. On top of this bad news, confidence fell to 74%. I have not heard from the Queen. Scouts report that the rebel army is both growing in number and advancing toward the royal pyramid. Confidence has fallen to 40% and continues to fall by the hour. I have sent messages to my monstrous allies informing them of the situation and asking them to muster their armies and come to my defense. My tail lashes in agitation. The Queen has not responded to my attempts to contact her magically. The Orcs sent a message stating that they were involved in religious ceremonies and were, sadly, unable to come to my aid at this time.

As soon as the ceremonies are over in a month, however, they will be happy to come. The Ogres sent a simple refusal. I have not heard from any of my other allies. Scouts predict the rebel army's arrival tomorrow. Since confidence fell to 20% today, I have decided to recall the volunteers and shore up my defenses. Reports also indicate the sudden building of a dungeon on the Isle of Lost Souls and a castle near the meteor impact site. I can see from the window that some of the members of the army are my former allies. There have been refusals of aid from the Sprites and the Gremlins, the last delivered with insults and jeers. An emissary from the rebel army demands my surrender to his master Alamar. I refused, of course. He cannot possibly have the key to the pyramid. Confidence fell to 6%. He must have taken it from Queen Kalindra. His army has entered the pyramid and has been battling my forces all day. The first level has been lost, and my forces seem unable to hold the rest. Elinger, Queen Kalindra's advisor, reports that Castle Kalindra has been moved out of phase with the rest of the world, and is impossible to enter. He also reports that the Humans, Elves, Dwarves, and Gnomes have been confined to a small section of Castletown. I have set the seals on the final level of the pyramid to prevent unauthorized entry, and I am certain they will work.



Unfortunately, I am now virtually powerless. While the army cannot enter here, I cannot leave. Elinger informs me that he has taken similar steps to ensure his safety in his tower in Castleview. Alamar's army is unable to pass the final seal. His emissary demands my surrender every day I wonder when he will grow tired of asking. To deepen my troubles, Alamar has indicated that he has captured the emissary from the other side of the world, Prince Roland, and has sent his own ambassador there. Alamar seems firmly in command of Darkside now, and it doesn't look like he is going to rule very well.

There must be something I can do to influence events. I will try to contact the Queen tomorrow.

**BEGINNER'S GUIDE TO COMPUTER ROLEPLAYING** Congratulations on your purchase of World of Xeen. Refer to the Reference Card for instructions on installing the game. When you begin, you will be presented with a choice of playing the game in Warrior mode or Adventuring mode. The game will be less combat intensive in Adventuring mode. Once you make this decision you will be unable to change it until you start a completely new game. If you are new to the world of computer roleplaying game CPRGs, you'll want to read the rest of this section before you get started. If you just can't wait, you can jump right into the game and use the reference card to help you along. In Might and Magic World of Xeen, you the player will be represented by six characters in a party. You will begin the game with a set of default characters just outside of the Tavern. The Tavern is the place you go to when you want to rearrange your party, create new characters, get rumor and advice, and buy food. If you want to make your own characters, go to the Tavern. If you are on Darkside, you will find a staircase that leads to the Tavern checkin. If you are on the Clouds side, you will checkin at a desk. The Tavern will tell you what your choices are once you check in. If you want more information on using the Tavern or creating a character, see the section on character creation. Each character will have a name, profession, and statistics assigned to it that represent its capabilities, such as strength and intelligence. Perhaps the most important statistic for all characters is hit points. Hit points represent how much personal damage a character can withstand before falling unconscious. If your character's hit points fall below zero, he will go unconscious. If the character is hit while unconscious, he will die. A character can start with anywhere from 1 to about 40 hit points.

Since the average sword blow will do about 6 hit points, a weak character could fall with only one or two blows.

**World of Xeen** The next most important statistic is your character's level. As you play the game, your characters will gain experience points through defeating monsters and completing quests. When you have enough experience points, you will become eligible to advance to the next level. When your level increases, your hit points and fighting ability will improve. While you will spend a lot of time fighting monsters, you will also have time when you are free to explore the land of Xeen. There are many different places to visit, but the places you will frequent the most will be the towns. In the towns you will be able to find shops and services where you can buy better equipment, learn spells, and get healed. For the beginning player, computer roleplaying games can seem confusing at first. We've done our best to make sure World of Xeen is easy to learn and fun to play. Once you get the hang of it, we're sure you will have a lot of fun.

**CREATING YOUR CHARACTERS** World of Xeen starts you off with a set of six premade characters. These characters have all the equipment and abilities necessary to begin the game, and are just fine to use if you don't want to create your own characters. Creating a character is easy. Whenever you want to make a character, just go to any Tavern and check in. Once you have checked in, select Create a character to get to the character creation screen. The character creation screen is where you will make your characters. There are seven numbers in a column next to some mysterious letters. These letters are the statistics for your character, and this is what they mean. Mgt Might is a prime statistic for Knights and Paladins. Might affects the damage your character does when you hit a monster. Might also is used to break down doors and lift or destroy certain objects.

Int Intellect is a prime statistic for Archers, Sorcerors, Druids, and Rangers. This statistic helps determine how many spell points your character will get if you are one of these classes. Per Personality is a prime statistic for Clerics, Druids, Rangers, and Paladins. End Endurance is a prime statistic for Paladins, Barbarians, and Rangers. Endurance helps determine how many hit points your character has. World of Xeen Spd Speed is a prime statistic for Ninjas and Rangers. Everyone, including monsters, has a speed rating. If your character s speed is higher than the monsters, you will get the first action in combat. Acy Accuracy is a prime statistic for Archers and Ninjas. Accuracy helps determine whether or not you hit a monster with a weapon or spell when you attack. Lck Luck is the prime statistic for Robbers. Luck improves you chances of surviving a hostile spell or avoiding a trap. In the bottom left corner of the screen you will see a portrait of your character. The portrait you choose determines the race and sex of your character. To the right of the numbers is a list of the ten classes of characters. If the prime statistics for one of the classes is high enough, that class will be highlighted, meaning that you could pick that class if you wanted. If the class you want isn t highlighted, you can either reroll the character or move the statistics around until you get the class you want. To reroll, type R or click on the reroll icon. To swap statistics, type the first letters of the statistics you want to exchange or click on their icons. Now click on the create icon, or press C on your keyboard. The computer will now ask you to name your character. Press the ESCAPE key if you don t want to make this character, otherwise get creative and type in a name. That s all there is to making a character 9 World of Xeen World of Xeen Character Creation Screen 1 Character Portrait Shows the character s portrait, race, sex, and class.

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