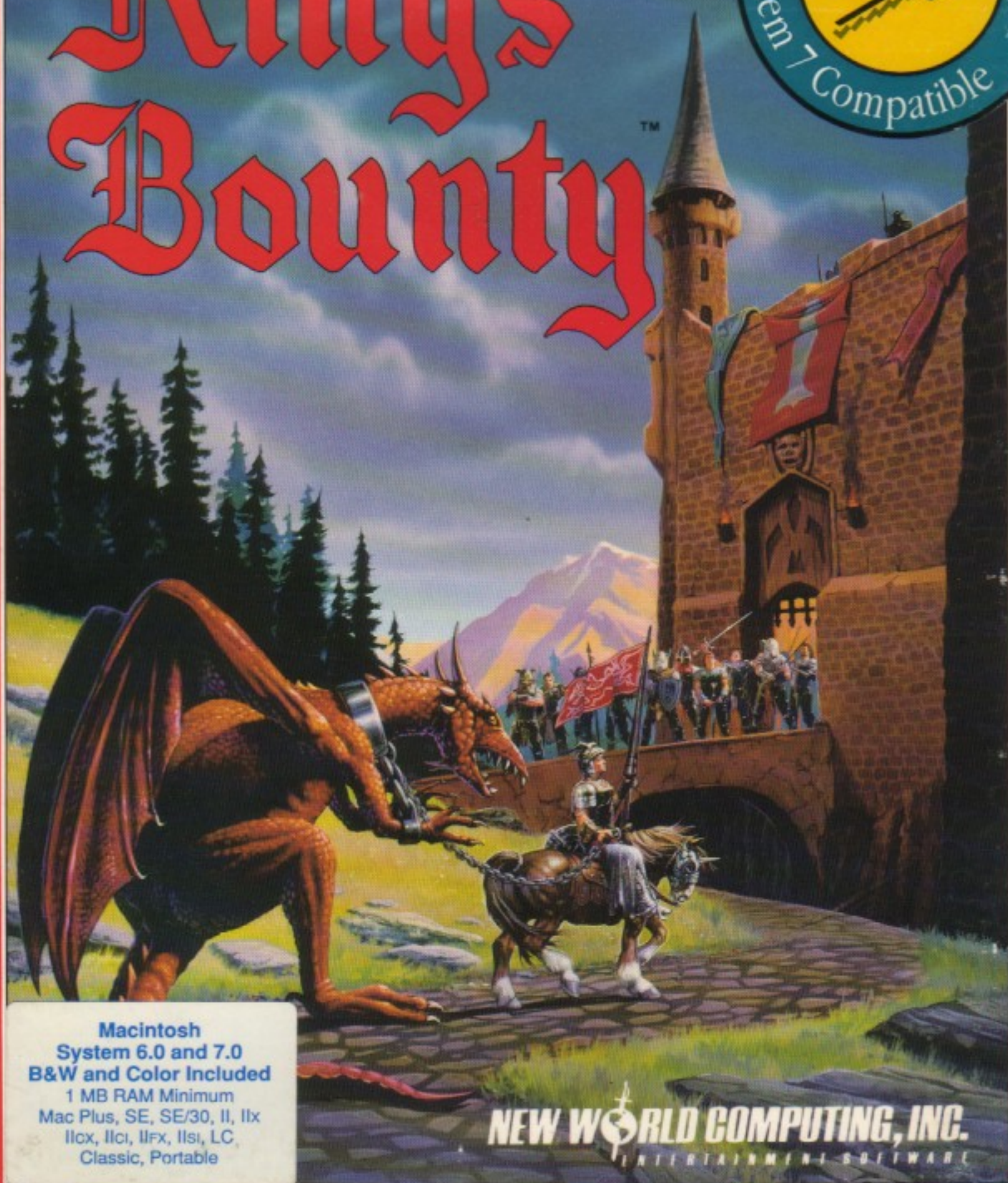


King's Bounty™



Macintosh
System 6.0 and 7.0
B&W and Color Included
1 MB RAM Minimum
Mac Plus, SE, SE/30, II, IIx
IIcx, IIci, IIfx, IIsi, LC
Classic, Portable

NEW WORLD COMPUTING, INC.
ENTERTAINMENT SOFTWARE

First, you vanquished monsters in the dungeons. Now lead them into battle in the fields!

You have conquered all the dungeons. No one can stand up to your might. The most powerful and aggressive of monsters flee from the mere mention of your name. You single-handedly tamed the underworld and now wish to retire.

Sadly, in your absence the overworld has fallen into disorder and chaos. Noble King Maximus has lost his Sceptre of Order, the one artifact which unites the four continents into a nation. A band of unscrupulous master criminals has stolen the Sceptre. Now, a wave of crime, terror, and anarchy sweeps across the land, threatening to destroy the civilization you call home.

King Maximus has recruited you, the hero from the dungeons, to recover the Sceptre and dispose of the arch-villains who stole it. Starting with a small army granted to you by the King, you must journey across the four continents, constantly expanding your forces, as you search for the criminals. Recruit Dragons, Trolls, Ogres, Knights, and more to aid your cause.

When you finally confront one of the villains, you must lay siege to his castle and do battle with his forces. Beware, in the overworld there are many powerful men, some even more powerful than you. Every battle you enter carries the risk of ignominious defeat and shame as well as the possibility of glory and treasure.

With the defeat of each villain, gain another piece of the puzzle which reveals where the Sceptre of Order was hidden. Take too long to solve the puzzle and watch your homeland fall into irrevocable disrepair and ruin. Return the Sceptre to King Maximus before it is too late and receive the King's Bounty.



Choose a gallant knight, an avenging paladin, a bloodthirsty barbarian, or a cunning sorceress to adventure with.



Journey across four mammoth continents, filled with castles, towns, and marauding bands of monsters, in search of the Sceptre of Order.



Build up the power of your character by finding powerful and potent artifacts which augment your already considerable might.



Recruit strange and wonderful monsters to your army. Beware, if you recruit too aggressively, the more powerful monsters will revolt against your command.



NEW WORLD COMPUTING, INC.
ENTERTAINMENT SOFTWARE

P.O. Box 2068, Van Nuys, CA 91404

Screen displays shown are from the APPLE II. Displays from other computers may vary.

Instruction Sheet for Macintosh™ Computers

Installing King's Bounty™ on Hard Drives. First create a folder on your hard drive. Then copy all three files from the two enclosed disks into this folder. After storing your original disks in a safe place (away from electrical motors, recorders, VCRs, heat and humidity), you may double-click the King's Bounty application icon (our hero riding his horse), and begin play of the game. The program will automatically run either the color or black and white version, depending upon your hardware and monitor settings. In order to run the color version, you should set your monitors to either 256 or 16 colors by using the "Monitors" Control Panel device, otherwise the black & white version will be used.

Playing King's Bounty from a floppy disk. Make a copy of the two enclosed disks and store your original disks in a safe place. Next, boot your Macintosh using the System Disk that came with your computer. Place your copy of the "Program Disk" into a disk drive (ejecting your System Disk if necessary), then double-click the King's Bounty application icon. Since the program will be unable to find the color version file it needs (it is on the "Data Disk"), you will need to locate the file when you are prompted to do so.

Requirements

To run King's Bounty in black & white, you will need a Macintosh computer with at least 1 Megabyte of RAM if you are running under System 6.0.x. If you are running System 7.0.x or greater, you will need at least 2 Megabytes of RAM, and depending upon the number of fonts, desk accessories and INITs installed, you may need even more memory to play King's Bounty. You should allocate at least 1,300K to the program when running the color version under MultiFinder (System 6.0.x) or under System 7.0.x. If you plan to use only the black and white version you may allocate 600K for the program. (You do this with the "Get Info" menu item under the "File" menu while running MultiFinder or System 7.0.x.)

Keyboard Commands

The keyboard commands listed in the enclosed manual have been replaced with standard Macintosh menus, many of which have keyboard equivalents. In order to perform a particular command, you may use the keyboard equivalent listed in the menu itself. If a menu item is "grayed" then that command is not currently available. More than likely you have not yet fulfilled a specific quest or task, or found the

appropriate item to allow actions such as Using Magic or Flying. Once these options become available, however, they can then be selected from the menu or keyboard.

By clicking on the large "icons" at the right of the King's Bounty screen, you can view different characteristics of the game. Clicking on the topmost icon will allow you to view your current contract, while clicking the Catapult icon will allow you to view your Armies. The Magic Pentagram icon, when clicked, will present the Use Magic dialog, if you are allowed to use magic. The Puzzle icon will display the Puzzle Map Screen, and the Character Gold icon (bottom) will display information about your character.

To move throughout the Land, you may use the numeric key pad (4 = left, 3 = right and down, etc.) or the arrow keys. In addition, the mouse may also be used to move your hero throughout the Kingdom of the Four Continents. By moving the mouse until the cursor becomes a directional arrow, then clicking and releasing the mouse, your hero will move one step in the indicated direction.

Dialogs

The keyboard may be used for providing responses to dialogs which are displayed throughout the game. Typing a "T", for instance, would be equivalent to clicking in a button entitled "Take". The standard Macintosh conventions of pressing Command-Period, or Escape, will generally result in a negative response, or a Cancel. Pressing Return or Enter will result in a positive response, or an OK/Yes. For instance, if presented with buttons entitled "Yes" and "No", "Y" or Return may be used for an affirmative response. "N", Command-Period or Escape indicate a negative response.

Adventuring

We hope you will enjoy your adventure in the Kingdom of the Four Continents and wish you luck as you journey forth in the quest for the King's Sceptre.

Technical Support:

(818) 999-0607

9:00 AM - 5:00 PM Pacific Time

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King's Bounty

Reference Card

Monsters	Skill Level	Hit Points	Movement	Damage Attack, Shoot	Recruitment Cost (ea)	Morale Group
Castle						
Militia	2	2	2	1-2	50	A
Archers ¹	2	10	2	1-2/1-3	250	B
Pikemen	3	10	2	2-4	300	B
Cavalry	4	20	4	3-5	800	B
Knights	5	35	1	6-10	1000	B
Plains						
Peasants	1	1	1	1	10	A
Wolves	2	3	3	1-3	40	D
Nomads	3	15	2	2-4	300	C
Barbarians	4	40	3	1-6	750	C
Archmages ²	5	25	Fly+1	2-3	1200	C
Forest						
Sprites	1	1	Fly+1	1-2	15	C
Gnomes	2	5	1	1-3	60	C
Elves ³	3	10	3	1-2/2-4	200	C
Trolls ⁴	4	50	1	2-5	1000	D
Druids ⁵	5	25	2	2-3	700	C
Hills						
Orcs ⁶	2	5	2	2-3/1-2	75	D
Dwarves	3	20	1	2-4	350	C
Ogres	4	40	1	3-5	750	D
Giants ⁷	5	60	3	10-20/5-10	2000	C
Dragons ⁸	6	200	Fly+1	25-50	5000	D
Dungeon						
Skeletons	2	3	2	1-2	40	E
Zombies	2	5	1	2-2	50	E
Ghosts ⁹	4	10	3	3-4	400	E
Vampires ¹⁰	5	30	Fly+1	3-6	1500	E
Demons ¹¹	6	50	Fly+1	5-7	3000	E

1 : Archers have 12 shots.

2 : Archmages may cast 2 Fireball spells.

3 : Elves have 24 shots.

4 : Living Trolls regenerate to full hit points.

5 : Druids may cast 3 Lightning Bolt spells.

6 : Orcs have 6 shots.

7 : Giants have 6 shots.

8 : Dragons are immune to magic.

9 : Ghosts absorb creatures they kill.

10 : Vampires heal their own wounds equal to the damage they inflict.

11 : Demons may halve any troop.

King's Bounty

Reference Card

Character Advancement	Villains caught	Leadership	Maximum # spells	Spell Power	Commission /week
Knight	-	100	2	1*	1000
General	2	+100	+3	+1	+1000
Marshal	8	+300	+4	+1	+2000
Lord	14	+500	+5	+2	+4000
Paladin	-	80	3	1*	1000
Crusader	2	+80	+4	+2	+1000
Avenger	7	+240	+5	+2	+2000
Champion	13	+400	+6	+2	+4000
Barbarian	-	100	2	0*	2000
Chieftain	1	+100	+2	+1	+2000
Warlord	5	+300	+3	+1	+2000
Overlord	10	+500	+3	+1	+2000
Sorceress	-	60	5	2	3000
Magician	3	+60	+8	+3	+1000
Mage	6	+180	+10	+5	+1000
Archmage	12	+300	+12	+5	+1000

* Must learn magic to cast spells

Morale Chart

Units Morale Group:

Other Units in Army:		A	B	C	D	E
	A	N	N	N	N	N
	B	N	N	N	N	N
	C	N	N	H	N	N
	D	L	N	L	H	N
	E	L	L	L	N	N

L = Low morale (if any low in army).

N = Normal morale.

H = High morale (only if all units are H).

A Few = 1 - 9

Some = 10 - 19

Many = 20 - 49

A Lot = 50 - 99

A Horde = 100 - 499

A Multitude = 500+

ENTER NEW WORLDS OF ADVENTURE!

Might & Magic, Book One: Secret of the Inner Sanctum

This classic adventure is one of the most popular fantasy role-playing games ever made. Filled to the brim with mind-bending riddles, mystical spells, potent weapons, and exciting quests. Might and Magic has it all. Lead a party of powerful adventurers across the mysterious Land of Varn in search of the legendary Inner Sanctum.

Might & Magic II: Gates to Another World

The award-winning sequel to Might and Magic Book One features two new character classes, all new spells, auto-mapping, and a horde of unfriendly, animated monsters. Solve intricate puzzles, complete harrowing quests tailored to your individual skill level, and save the World of Cron from destruction.

King's Bounty

Take on the persona of a legendary hero or heroine in this all new action/strategy adventure game. Raise mighty armies of both men and monsters and track down a group of cunning master villains across the Kingdom of Four Continents. It is a race against time as you recover pieces of the map to the stolen Sceptre of Order and save the realm from an age of chaos.

Nuclear War

In this comical strategy/action game, you must strive against ten humorous global leaders for ultimate supremacy in the Nuclear Age. Prepare hilarious propaganda campaigns, launch a deadly nuclear strike, or build up a devastating arsenal of offensive and defensive weapon systems in this fast-paced, tongue-in-cheek look at nuclear Armageddon. Loaded with eye-popping animated graphics, spectacular sounds, and a simple interface, Nuclear War is a game for everyone. Be the sole survivor and win the game, or did you?

Tunnels & Trolls

Tunnels & Trolls, an exciting role-playing adventure game, is now available! The mountains are rumbling with the dark designs of Lerotra'hh, the Death Empress. Rumors abound of a monster army. The world's only hope, find the sleeping Wizard-Mage Khazan before it's too late! Can you find him in time?

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Might and Magic got you stumped? Can't figure out what to do next in **Might and Magic II**? Well, worry no more! Adventuring has just become easier with the hintbooks to **Might and Magic Book One** and **Might and Magic II**. Each of the clue books contain beautifully illustrated, completely detailed maps for each dungeon, town and castle, as well as all the clues and hints necessary to play – and win – the game. ORDER YOURS TODAY!

ORDER NOW!

Visit your local retailer and ask for the game or book you need! For credit card orders, call (818) 999-0607 between 10:00 AM and 4:00 PM, Pacific Time. Or complete this handy order form and make check or money order payable to:

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Might and Magic, Book One

Commodore 64/128	_____ at \$24.95 each
Apple II (64K Required)	_____ at \$24.95 each
MS-DOS/Compatibles	_____ at \$24.95 each
Macintosh	_____ at \$59.95 each

Might and Magic II

Commodore 64/128	_____ at \$39.95 each
Apple II (Ile, IIC, IIGS, 128K Required)	_____ at \$49.95 each
MS-DOS/Compatibles	_____ at \$49.95 each
Macintosh	_____ at \$59.95 each
Amiga	_____ at \$59.95 each

Tunnels & Trolls

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King's Bounty

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Tunnels & Trolls Hint Book (Fall 1990)	_____ at \$19.95 each

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Macintosh

Program Disk
800K

King's Bounty™

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NEW WORLD COMPUTING, INC.
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Macintosh

Data Disk
800K

King's Bounty™

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