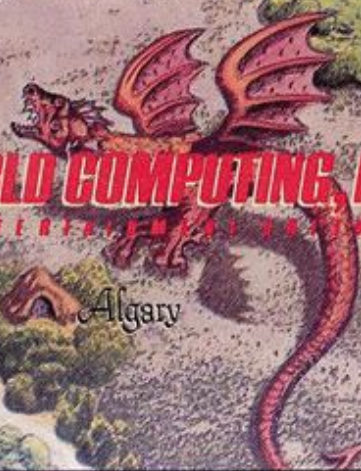


COMMODORE
64/128
1 DRIVE
Spans both sides
of 2 disks

Might and Magic™

Book One

NEW WORLD COMPUTING, INC.



Ancient Way

Middle Grove

Serpigal

Pleasant Valley

Guire Grove

Wyvern Peaks

athorn Pass

Weeping Woods

Isles

Northern Barrier

Flowerstone Hills

Pead Marsh

Isle of Og

Algary

COMMODORE
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of 2 disks

Dragadune

Dusk

Hollow Hills

Eastern Barrier

Lions Pass

Kings Orchard

Mt. Crestridge

Castle Alama

Harpers Woods

Swamp of the Dead

Perilous Peaks

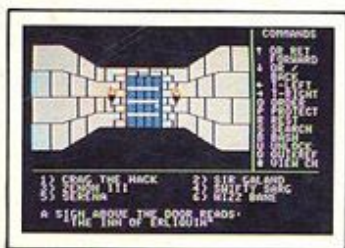
WHAT IS THE SECRET OF THE INNER SANCTUM?

We'd love to tell you. We really would. Because discovering the surprising Secret is what *Might and Magic* is all about. But you're going to have to unravel it on your own. If you can, that is.

First, you'll have to find the Inner Sanctum itself. Which is no piece of cake, since it's not on the map. You'll cross oceans, climb mountains, search through castles and dungeons, all in 3-D color perspective. You'll use 94 different spells and more than 250 items of magic to deal with over 200 monsters of various descriptions and personality profiles.

You'll spend half your time in combat and the rest of the time patting yourself on the back for finally finding a game that takes you seriously. No, we can't reveal the Secret of The Inner Sanctum. But we can promise that you'll never get tired of trying to discover it for yourself.

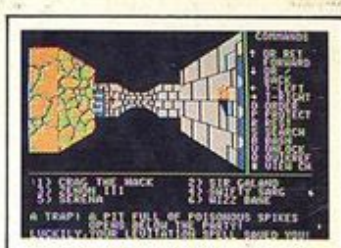
You see, *Might and Magic* reacts differently to each player. And since no two players are alike, no two quests for the Secret of The Inner Sanctum are alike. Of course, after you've played *Might and Magic* a few hundred times, you'll know all of this. But you might not know the Secret.



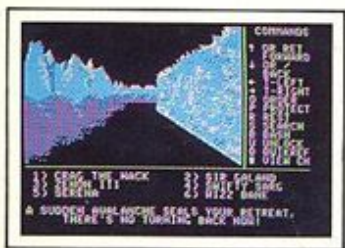
Subterranean towns contain Inns, Shops, Training Grounds and much more...



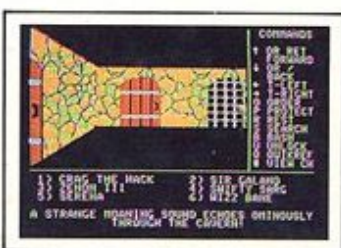
Detailed options throughout, including an elaborate combat system.



Careful mapping is the key to success, since deadly surprises lurk at every turn!



Explore treacherous outdoor terrains with the aid of a beautifully illustrated 18" x 12" fold-out map.



Numerous caverns and dungeons feature many special events.



Disarm booby-trapped chests and discover untold treasures throughout The Land of Varn.

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A Fantasy Role-Playing Simulation
By Jon Van Caneghem

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