

## Might and Magic VI: The Mandate of Heaven : Prima's Official Strategy Guide

*Ted Chapman*

*DOC | \*audiobook | ebooks | Download PDF | ePub*



DOWNLOAD



READ ONLINE

#599946 in Books Prima Games 1998-05 1998-04-29Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 9.25 x 7.25 x 1.00l, #File Name: 0761511091408 pagesInformation and statistics on all of the game's monsters, weapons, and magic spells. | File size: 63.Mb

**Ted Chapman : Might and Magic VI: The Mandate of Heaven : Prima's Official Strategy Guide** before purchasing it in order to gage whether or not it would be worth my time, and all praised Might and Magic VI: The Mandate of Heaven : Prima's Official Strategy Guide:

0 of 0 people found the following review helpful. Another great Prima guide.By Zul'JinFun on a bun so you can play Might and Magic out of the sun.0 of 0 people found the following review helpful. Good serviceBy dbItem was as expected, good service, got it long before expected date.0 of 0 people found the following review helpful. Book was in fantastic condition, I was pleasantly surprised when I opened ...By CustomerBook was in fantastic condition, I was pleasantly surprised when I opened the package and was presented with it.Having lost the first copy of this, I had ordered another, after almost 13 years since I've played the game.

Complete walkthroughs of all major quests  
Complete character stats  
Unbeatable strategies for all scenarios  
Extensive monster tables  
Exhaustive spell and skill lists  
Detailed maps

About the Author  
Ted Chapman is a freelance writer and technical editor with many years' experience in the gaming industry. He has authored *One: The Official Strategy Guide*, *Politika: The Official Strategy Guide*, *Take No Prisoners: The Official Strategy Guide*, *Blood: The Official Strategy Guide* and *Warlords III: The Official Strategy Guide* from Prima.

.com  
Playing 3DO's *Might and Magic VI* is like taking a walk down memory lane. This party-based, classic-style fantasy role-playing game is a wonderful new take on a time-tested gameplay formula. In order to make your way through the rough and tumble world of Enroth, however, you're going to need some help--and Prima's guide to the game is the perfect resource for any would-be adventurer. The book is chock full of information and statistics on all of the game's monsters, weapons, and magic spells. Ever wonder how many hit points that blasted Longfang Witherhide actually has? You can find out in this book. You'll also find out where you can learn the many basic skills available in the game--and where you can become an expert or master in each. You may need this kind of help when you try to track down the elusive Plate Armor Master. Maps for each region and dungeon are detailed and should prove extremely helpful. The book also thoroughly describes each quest--from the basic promotion quests to those that are essential to the story line. Other useful information, such as the all-important stable and ship schedules, are neatly organized in a series of tables. Whatever you need to know about your travels through Enroth you can find in this book. Don't leave New Sorpigal without it. --Michael Ryan  
Defeat the demons and restore the Mandate of Heaven.