

Special Instructions for the Commodore 64/128

- You must first copy Disk Side B onto a notched disk.
- Copying Sides C and D are not essential.
- To run Might and Magic™ on the Commodore 64/128, insert Disk A (Commodore 128 users must be in the 64 mode [GO 64]) then type:

Load "*"8,1 ◀RETURN▶

- When prompted to insert Disk B, insert YOUR COPY of Disk B.
- All references to 'ESC' in the game or manual, refer to pressing the arrow key in the upper left hand corner of the keyboard (◀).
- To move about in Might and Magic™ use the following keys:

I ◀ Forward

Turn Left → **J**

L ◀ Turn Right

Back → **M**

- **WARNING:** At no time during the game should you turn off your drive. Doing so would result in the loss of data.

The Commodore version of Might and Magic™ was converted by The Connelley Group.

The Connelley Group is a software development company specializing in consumer software on Personal Computers. They have done numerous games and conversions, particularly in the fantasy role playing area.