Might & Magic Heroes VI

Beta Guide

Welcome to the Might & Magic Heroes VI Beta.

We're really excited to bring you the first playable version of the game.

You will be able to play 3 Single Player Campaign maps and tests your skills in a Multiplayer map in "Skirmish" or "HotSeat" modes.

We hope you will enjoy this Beta !

I. QUICK PRESENTATION OF THE CONTENT

As said above you will be able to play 3 Single Player campaign maps:

TUTORIAL CAMPAIGN

1. **Griffin Bane**

Location: **Pleasant Valley** **Playable Faction:** **Haven** **Playable Hero:** **Duke Slava**

Raised by his Regent and Aunt, the Necromancer Sveltana, after the death of his father Duke Pavel when he was only a boy, Slava nonetheless managed to grow up a rash but good-natured young man. Taking up the title of Duke of Griffin when he came of age, Slava led a strong House, and has five healthy, determined children who he is certain will do the Griffin name proud.

Other Characters:

TOGHRUL

DAEVA

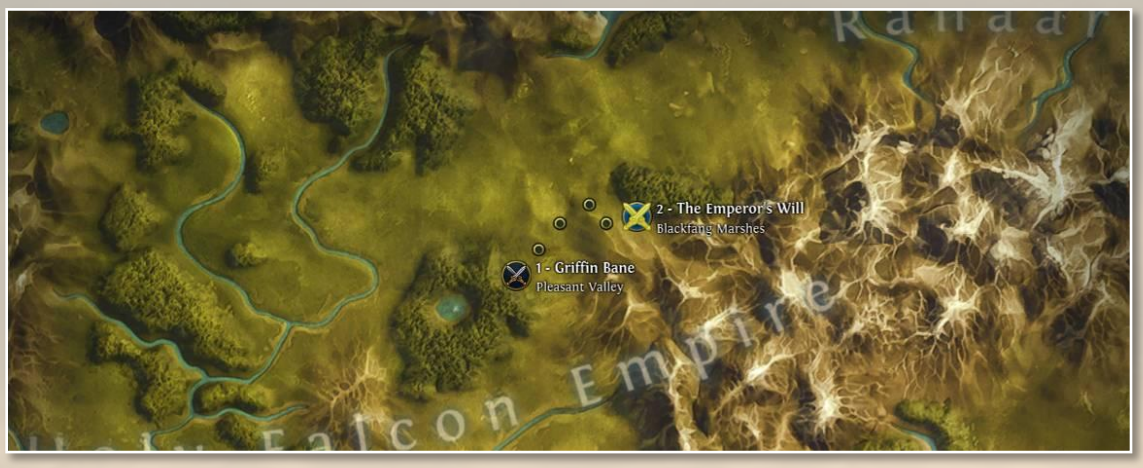
SVELTANA

KRAAL

Story: Years have passed since the death of Duke Pavel (Reveal Trailer), killed by Demons summoned by the dying wish of the Orc Shaman Toghrul whose tribe had been slaughtered by the Griffin armies. Now a young man, Pavel's only son Slave accompanies his aunt, Sveltana (Reveal Trailer), in the mountains of the Griffin Duchy to investigate signs of a new Demon threat.

Note from Dev Team: This first map will set the story of the father of all the Campaign Heroes. The player will control Duke Slava, a Knight who will investigate strange Demon activities on his lands and befriend Orc warriors led by Kraal. The player will discover and control the first Haven and Orc units as well as learn all the basics of the Heroes game mechanics. His travels will bring him through the Haven plains, as well as the Underground before learning more about the plans of the damned Orc Shaman Toghrul.

2. The Emperor's Will



Location: Blackfang Marshes **Playable Faction:** Haven **Playable Hero:** Duke Slava

Other Characters:

ISHTVAN

SVELTANA

KRAAL

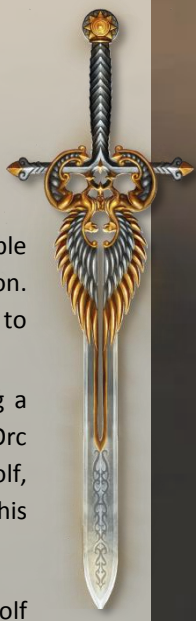
GERHART

VALESKA

KARLOFF

MARTINA

Dynasty Weapon: **Sword of the Griffin**



Forged by the Angel's greatest Weapon Smiths, the Sword of the Griffin is part of a set of seven remarkable swords. Each of them represents a virtue of Elrath, and they were offered to the leaders of the new nation. The Sword once called the Blade of Revelation was given to the free spirited clan of Griffins in an effort to channel their audacity and courage to a higher calling.

Story: Years have passed - Slava has known war against Elves, found and lost love, eventually marrying a daughter of the Stag Duchy and fathering five promising children. Friendship between Slava and Kraal's Orc remains strong. When the Emperor issues a decree authorizing Slava's old enemy, Duke Gerhart of the Wolf, to deport the Orcs and claim their lands, Slava doesn't hesitate to defy the Emperor's will to defend his friends.

Note from Dev Team: In this second map we discover a Duke Slave older and wiser, ready to defy the Wolf Duchy and the Emperor's will and to defend his friends the Orcs. The player will be able to carry on his adventure with the already level-up Duke Slava character and learn all the new features available in Heroes VI including the Area of Control, the Dynasty Weapons & Traits, the Town Conversion, the Unique Buildings, etc… The player will also have to defend his town against aggressive Wolf heroes and angry ghosts.

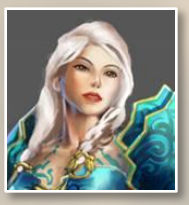
SANCTUARY CAMPAIGN

3. The Fury and the Mire

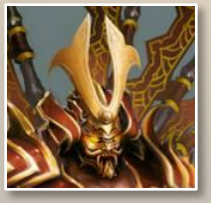
Location: Banteki Reef **Playable Faction:** Sanctuary **Playable Hero:** Irina

Sewing, music, poetry. Irina, the eldest daughter of Cate and Slava Griffin, could care less about these traditional female pursuits. Instead, falling in with her rough-and-tumble half-brother, Sandor, Irina enjoyed the broadest of possible educations, even convincing House Griffin's Master-of-Arms to teach her the art of swordplay on the sly. Despite her subsequent imprisonment in the Duke of Wolf's fetid dungeons, Irina has no regrets, her pride demanding that she dies rather than apologizes to the tyrant.

Other Characters:



KATSUE



HIROSHI

KARLOFF

MARTINA

Dynasty Weapon: **Staff of the tides**

While Medusae are known to be solitary, they occasionally join pirate crews, or unite to form small sects dedicated to the Wrecker. They can then join their powers to summon tsunamis and tempests to destroy merchant ships and even small coastal villages. The Staff of the Tides once belonged to the headmistress of such a cult. The famous bounty-hunter Hamato was hired to find and destroy the cult and beheaded the Medusa leader, claiming the staff as a trophy along with her head.

Story: Feisty and headstrong, Irina's already limited tolerance for her assigned role in imperial society was broken the day she was forcibly betrothed to Gerhart, the odious Duke of the Wolf. Imprisoned in the Wolf's fetid dungeons after maiming Gerhart during their wedding night, Irina was determined to die rather than apologize to the tyrant. But she was freed by Sandor, and they both escaped to the south-eastern islands of the Jade Ocean. Irina finds herself a stranger in a strange land, but with the means to get her revenge on Gerhart and the Holy Emperor himself.

Note from Dev Team: This is the first of the four maps of the Sanctuary campaign and will introduce you to the brand new Sanctuary factions! You have now all the elements in your hand to start exploring this new environment, land of the nagas, and discover their specific units, powers and culture.

MULTIPLAYER "HOTSEAT" MODE

4. Broken Alliance

Max. Number of Players: **3 + 3 AI**

Map Size: **Extra Large**

Playable Factions:

-Haven
-Inferno
-Sanctuary
-Necropolis
-Stronghold

Note from Dev Team

Broken Alliance is a "classic" Multiplayer map from Heroes II. As a celebration of the 25th anniversary of Might & Magic we wanted to integrate some Heroes Legacy maps in Heroes VI.

In Broken Alliance, up to 3 Human players are fighting for dominance of the lands, but they have also to face 3 AI players in control of richer territories. It is not only a matter of strategy, but also of speed…

II. THE CONFLUX

While playing the game you will come across new Might & Magic Heroes VI online features. These bonuses are only available when playing online are all part of what we call the Conflux.

What's the Conflux?

The Conflux will extend your experience and allow the whole community to be part of the game:

- Create your online profile, share and compare your achievements and progress
- Check out the latest M&M news and chat directly within the game
- Build up your own Dynasty of heroes and customize it with special Dynasty Weapons and Traits
- Get access to the Altar of Wishes to unlock exclusive bonuses

NB : M&M Heroes VI will be fully accessible offline but Conflux will only be available when connected to the internet (High speed). To access full game features and play online you will need to register at www.ubisoft.com

The Conflux in the Beta

In the Beta, you will only have access to some of the Conflux bonuses.

Dynasty Traits: You will discover the Dynasty Traits during the second map of the Tutorial Campaign. You will be able to choose a Dynasty Traits at beginning of the map; they grant your hero with passive bonuses for the whole map. During the beta, you will only have access to one Dynasty Trait slot. The Traits are part of your Dynasty, meaning that any hero of your Dynasty will be able to choose from your pool of unlocked Dynasty Traits.

Dynasty Weapons: You will be introduced to the Dynasty Weapons during the second map of the Tutorial Campaign. They are powerful artifacts that earn experience and gain new abilities when leveling-up. As for the Dynasty Traits, Dynasty Weapons are part of your Dynasty, meaning that any hero of your Dynasty can equip any of the unlocked Dynasty Weapons.

Conflux Orb: You will encounter the first Conflux Orb in the second map of the Tutorial Campaign. Every Conflux Orb is a sort of mini forums that is placed on the campaign maps. You will be able to post messages and hints specific to that map or location to all other players, and you will also be able to rate other player's comments.