

# Scoring

## Acknowledgement

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## Introduction

Do not use this document if you are playing your first game of **Might and Magic VIII**. It requires a good deal of knowledge about the plot, and the choices within the game. It also gives away a great number of spoilers.

## Scoring - Overview

Do you want to get a high score? Well, it is possible; you can run up a good score if you know how to exploit the game. This document gives tips on what to do and how to get a 'killer' high score. It is, however, hard work, organize your party carefully, and schedule your route through Jadame on a very tight schedule.

The final score that appears on your **Might And Magic VIII** Certificate is based on the experience points (*XPs*) of your main character and the elapsed time required to 'finish' the game main quests. Fame is a function of the experience points of your main character. Simply, these are the formulas used to calculate your final score:

$$\begin{aligned} \text{Fame} &= \text{'Your' Experience} / 250 \\ \text{Score} &= \text{'Your' Experience} / \# \text{ of days till the Crystal is destroyed} \\ \text{Or} \quad \text{Score} &= (\text{Fame} \times 250) / \# \text{ of days till the Crystal is destroyed} \end{aligned}$$

In Might and Magic a week has 7 day and a month 4 weeks. A year in Jadame is 336 days. A new day begins at 9:00am. This last point is important when you have to make decisions at the end of the game

If you gain all the Fame possible for completing quests and killing monsters (without doing a region more than once), the Fame will total about 12,000 points, and the Experience points will total about 3,000,000. Using this base value, final scores for a good run of a year or less look like:

12	full months	8,928
6	full months	17,857
3	full months	35,715
1	full months	107,143

The primary strategy to getting a higher score is to finish the game faster.

## Experience Point Awards

The XPs awarded are different for different activities in the game. Three major groups rule the XPs awarded: Quests, Promotions and Killing.

### Quests

When you complete a quest your current party receives experience points. This amount is fixed for each character and for each quest. Each member of the group receives the same amount. The health condition of the character makes no difference. Even postmortem a character gets his reward.

For example if the reward for a quest is 10,000 XPs, each member will receive 10,000 XPs. If the group has 1, 2 or 5 members the reward is still 10,000 XPs for each member present for the award. If you change party members and go back later, there is no additional award given to them.



automatically disable the award. Weakness, Insanity, Cursed etc. conditions on characters are still active and still share the prize.

In equation this gives you:

$$XP = P/n*a$$

Where **P** is the base point value for the poor dead monster, **n** the number of active characters and **a** the learning skill factor. A learning bonus of 12% implies an **a** factor equals to 1.12.

Get a Necromancer/Lich with Master Dark skills as early as possible. Armageddon can clean an outdoor area very quickly but there are limitations – 3 times a day at Master, 4 times a day at Grand Master. The inner regions – Dagger Wounds, Ravenshore, Twilight, and Alvar can be cleaned with three; Garrote Gorge (except for the Dragon Pets), Murmurwoods, Ironsand Desert, and Ravage Roaming require four (not completely cleaned but close). The three outdoor Planes require five or more. If you have two Necromancers with Master Dark, take the combination to the Planes and use everything you have.

It is difficult to evaluate the number of monster XPs available in the game if you kill every single living entity (including Villagers and friendly guards). In a ‘typical’ game the average for your main character, in a Party of five Adventurers, is 1,300,000 XPs. The learning skill rises as points are applied.

If your Primary character rises to a Learning skill of level 10 Grand Master, you can achieve about 2,000,000 XPs from the Killing by the end of the game – even if you are a Five-Member Company.

## High Scoring Run

As explain previously the score is a function of the XP and the number of days elapsed. To achieve a good score you must exploit with these numbers. Complete the mission quickly, organizes the Quests and Promotions within your strategy, and maximizes the XPs awarded to ‘you’ awarded during the run. To minimize the number of days you have to plan carefully.

### The Route

First plan the best route minimizes wasted days and having to go back to any area more often than is necessary. The two greatest day-wastes in the game are Training and Travel. There is some travel time that cannot be avoided.

This is the most optimal schedule<sup>1</sup> that exists. There are other schedules possible in the same amount of days, but they are less efficient for connecting at the right time and complete the quests:

<b>Day</b>	1	(Monday)	Dagger Wound Island →(4) Ravenshore (boat)
<b>Day</b>	5	(Friday)	Ravenshore → (4) Ravage Roaming (Smuggler’s boat)
<b>Day</b>	9	(Tuesday)	Ravage Roaming
<b>Day</b>	11	(Thursday)	Town Portal for Ravenshore → (2) Shadowspire (coach)
<b>Day</b>	13	(Saturday)	Shadowspire, Town Portal for Ravenshore → (2) Alvar (coach)
<b>Day</b>	15	(Monday)	Alvar → (5) Murmurwoods (on foot)
<b>Day</b>	20	(Saturday)	Murmurwoods
<b>Day</b>	21	(Sunday)	Town Portal for Ravenshore at (6:00am)→ (2) Garrote Gorge (coach)
<b>Day</b>	23	(Tuesday)	Town Portal for Shadowspire → (2) Ironsand Desert (coach)
<b>Day</b>	25	(Thursday)	Ironsand Desert
<b>Day</b>	26	(Friday)	End of the game before 9:00am.

Within this difficult schedule you must fight and solve the Quests. This is damn hard but possible, people have done it! Add to this fighting and quest solving time. The priority is to travel by coach/ship or on foot to each region once and only once.

<sup>1</sup> Thanks to Ribannah's Calisto's run. See her Web site “[Ribannah's Might & Magic VIII](#)”

## Training

Do not train. There is no need to train since you can hire better and better characters throughout the game. Apply the skill-points from horseshoes, barrels, buoys and the Pedestal challenges to keep 'you' in the game. Also try to collect all the diamonds (3000gp) you can find, you can transmute them with the tree in Murmurwoods (X : 3'170, Y : 6'100) into a horseshoe.

## Quests

Focus on the main plot. Do promotion quests and side-quest for more XPs when there is slack time between Travel points. Prioritize secondary quests and Killing toward the end of the game when you have very powerful mass-destruction skills and access to all the map-areas through Town Portal and Lloyd Beacon. Set the game up to be right on the edge of completing the final quest prior to scoring. Then judge the time versus the reward to decide when you should 'end' the game. An extra fighting day can prove much more benefic for the score.

## Main Character

It is personal choice and any 'you' can be part of a big score, but I think three classes have an advantage with this kind of run. A Troll or a Knight is good for their fighting and 'toughness' (dead characters miss some prizes). A Necromancer is good because of the potential for mass-destruction spells late in the game and because of the potential high skill in Learning.

## Summary

Focus on the Plot Quests. Minimize the number of 'wasted-days'. Dismiss everyone possible before Promotions. Work within the Travel Schedules early. Do **not** train. Leave outdoors mass Killing to late in the game and use mass-destruction skills. Choose the Sun Temple and the Knights to maximize the Quest XPs. If possible, hire two Necromancers with Master Dark skill for extra mass-destruction skills in the Planes and Plane Between. The toughest parts of the game will be the indoor fighting in Balthazar's Lair (early in the game), the Plane Castles, the Plan of Earth, and the five indoor areas in the Plane between Planes.

## Killing Run

I made a killing run with an over powered Lich just to check out the potential of the game and see the upper limit of the XPs, thus score, you can get.



## High Scoring Run I I

Here is an optional run that you can do to beat the game much faster. There is a big bug in the game that allows you to finish the game without having to go to Regna, Shadowspire and Garrote Gorge. This bug is called the *Xanthor* bug. If you exploit this bug it is possible to do a faster run. In fact you can win 3 days on the whole game.

The *Xanthor* bug is as follow. Normally if you play the normal game you have to make alliances and think the fleet in Regna. When this is done *Queen Catherine Gryphonheart* and *King Roland Ironfist* arrive with their Wizard *Xanthor*. You must speak to him. He will tell you that only the 4 elemental hearts can make a key to open the crystal. The fact is that the key-making event is triggered by the presents of the 4 Hearts in your inventory and not by the presents of *Xanthor*. So if you gather the 4 hearts and go to the empty house you will receive the key.

In shorter the whole game is resumed in:

- 1) Pick up the 4 hearts,
- 2) Make the key and answer the Riddles,
- 3) Free the Lords.

This makes the game really easy since there is not plot anymore. To do the blasting fast run you have to proceed as follow:

<b>Day</b>	1	(Monday)	Dagger Wound Island →(4) Ravenshore (boat)
<b>Day</b>	5	(Friday)	Ravenshore → (4) Ravage Roaming (Smuggler's boat)
<b>Day</b>	9	(Tuesday)	Ravage Roaming
<b>Day</b>	10	(Thursday)	Town Portal for Ravenshore → (2) Shadowspire (coach)
<b>Day</b>	13	(Saturday)	Shadowspire, Town Portal for Ravenshore → (2) Alvar (coach)
<b>Day</b>	15	(Monday)	Alvar → (5) Murmurwoods (on foot)
<b>Day</b>	20	(Saturday)	Town Portal for Shadowspire → (2) Ironsand Desert (coach)
<b>Day</b>	22	(Monday)	Ironsand Desert
<b>Day</b>	23	(Tuesday)	End of the game before 9:00am.

Once again I took my dear *Waruko* (Bad girl in Japanese) to test out the run. I also killed many living beings and did some side quest because I had nothing else to do when waiting for the boats and coaches. Finally the result:

