

BULLFROG'S OFFICIAL GUIDE TO

Magic Carpet

1&2

Includes
Hidden
Worlds™
solutions



®



BULLFROG'S OFFICIAL GUIDE TO

MAGIC CARPET 1&2

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HOW TO USE THIS BOOK

This book is divided into three sections, one each for *Magic Carpet* (MCI), *The Hidden Worlds* (HW) and *Magic Carpet 2* (MC2). At the beginning of the MCI and MC2 sections are lengthy descriptions and discussions of strategies, tactics and other useful information common to that game. These sections detail the spells and creatures of the game, plus provide helpful hints and tips to optimize your flying, spellcasting and castle strategies. Since HW is so similar to MCI, it has no separate introduction.

Each section also has a detailed description and analysis of every mission in that game.

Number of this world or chapter.

View you'll see when you first materialize.

Name of the world.

Short excerpt from your master's diaries relating to the world (MCI and HW only).

Text description of the mission, breaking it down into bite-sized chunks, telling you what to look for and what to avoid. This analysis includes tactics and strategies for the mission. Specific points on the map are identified by boldface letters in parentheses: (**A**).

Sometimes a direction is given as a time, e.g. "at 6 o'clock." 6 o'clock is straight down, 3 o'clock is to the right, and 9 o'clock is to the left. All directions assume that 12 o'clock is at the top of the map *as it appears in this book* — remember that while playing, the map rotates around you, depending on which direction you're facing.

Map of the world, centered on the spot where you first materialize, keyed with specific points described in the text. Maps of multi-player missions show all eight of the possible starting positions (1-8, or "ALL").

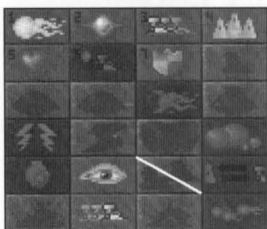
New spell-jars you can find on the world.

Percentage of the world's mana required to restore it equilibrium (MCI and HW only).

Player's spell matrix showing the spells you have at the start of the mission. Read it exactly as you'd read the same display in the game. On very rare occasions you might see that one of the boxes in the spell matrix has a white slash through it. This indicates that that spell is forbidden to you during this mission. You can't learn it, even by stealing it from a rival wizard.

In MC2, a white boxed spell is one that you can learn for the first time in that Chapter.

Magic Carpet 1



Magic Carpet 2



World Number

World Map

Magic Carpet 1

View

Name

Short excerpt

World 24

Getting Started. Nothing tricky about getting established here. Fly to the regiment of skeletons at (A) and drop your castle right in the middle of them. That should get you established. Survival will not be a cakewalk, however, even before you start trapping switches — there's plenty of dragons and worms, archers, griffins, kraken, crabs and of course a couple of wyvern, just to make things interesting. Note to mention the four exceptionally truculent rival wizards. Your best bet to get started is to drive in aggressively harvesting the dragons, worms and archers for their mana and getting the crabs while they're still small. (But see below for the unique dangers of hunting dragons on this world.)

Lightning Storm and Teleport jars can be found (if you need them) on the shore of the triangular lake at (B).

Parade of Genies. One of the special features of this level is a series of embedded hidden switches (the first at (C)) scattered around the map each one of which releases a genie and the next switch in the queue. There are seven genies total in this sequence. When the seventh genie is destroyed, a plentiful pool of mana appears at (D).

Hidden Switches. The lake at (E) will release vultures and a Steel Mono trap. The bald patch on the shore at (F) releases a lightning trap.

Wyvern Invasion. When you kill all the dragons on the world, you release five — that's right, five — wyverns in the vicinity of (G). At the same time a god jar containing one of the best spells in the game — Volcano — will also appear, unfortunately guarded by a ring of Mono traps.

Trill Invasion. When the world is restored, a shower of loose mana will appear all over the world. At the same time, though, a huge horde of trills and apes will swarm over the landscape.

90 MAGIC CARPET 1

World Map

New Spell-Jars

Player's Spell Matrix

Text Description of the Mission

Rival Wizards

Wizard's Spell Matrix

Mana Percentage

Rival wizards that appear on this world.

Size of wizard's castle (if any) at the beginning of the world. If there's no (CX) by his name, he doesn't start with a castle (although if he has the *Castle* spell, he can probably build one almost immediately).

Wizard's spell matrix

- A black number means he starts the world with that spell.
- A gray box means he can't have that spell on the world.
- A white number means that if you learn that spell, he will too.
- A number with a black slash through it means that he carries that spell (and you can steal it from him) but he can't use it.

Numerical values for wizard's stats — Aggression (A), Perception (P) and Reflexes (R), plus Life (L) in MC2 (see pp. 22, 222)

Magic Carpet 1

Castle Size

VODOR (C2)			
1	2	3	4
		7	8
13			16
	18		
	22		24
A115, P150, R156			

Aggression, Perception, Reflexes

Magic Carpet 2

JARK				A235, R160, P208, L134								
1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17									

MAGIC CARPET

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BULLFROG PRESENTS

Magic Carpet



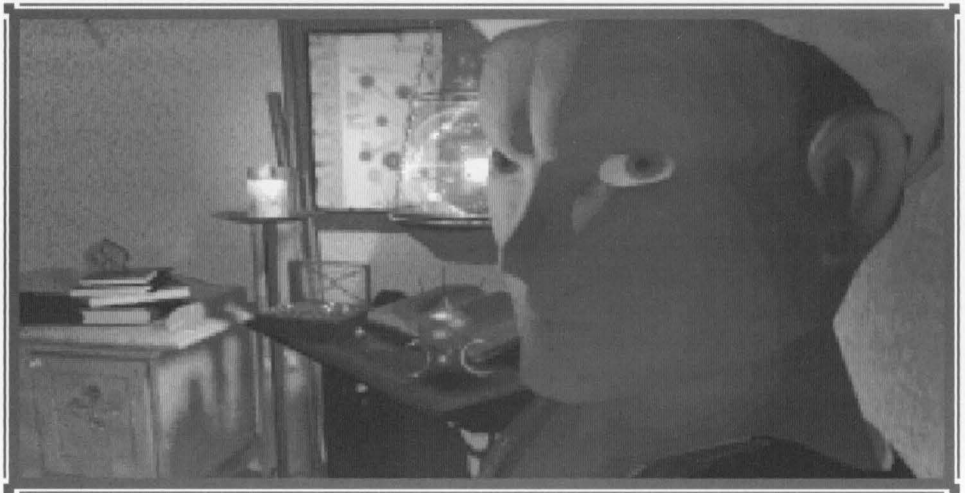
KIDS TO ADULTS



AGES 6+



MAGIC CARPET



Your Quest

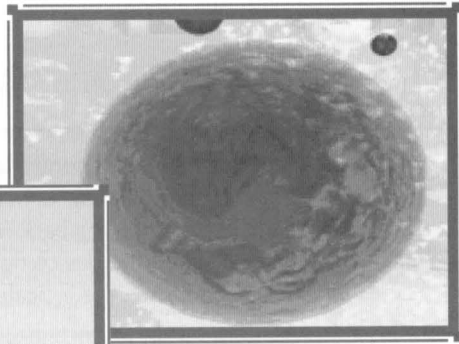
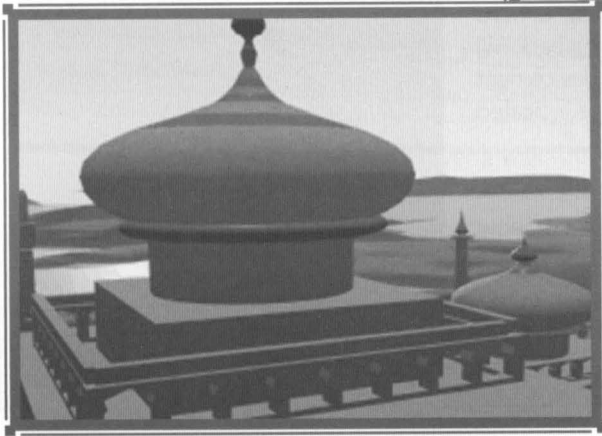
Magic Carpet takes place in a world that has been sundered by magic. It has been splintered into hundreds of tiny little "worldlets" — pocket dimensions, if you will, each isolated from the next.

This happened because centuries of magical squabbling between wizards has irreparably weakened the bonds that held the old world together. When a well-intentioned but misguided master mage attempted a great magic that he hoped would end the wizard war forever, it backfired, and sundered the old world into its present fragmented state, destroying the magus in the process.

You are that wizard's sole apprentice (the name given you in the game is Zanzanar, although you can pick another if you wish). To atone for your master's great sin, it has fallen to you to restore the old world. To do so, you must take your magic carpet between countless worlds, seeking out certain key worlds and restoring them to mystical equilibrium. Bringing all these worlds into equilibrium with one another will allow their rejoining, and restoration of the old world.

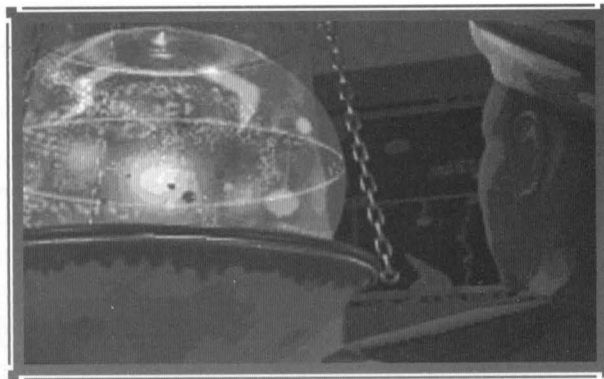
To restore a world to equilibrium you must gather all its mana — the raw substance of magic — and concentrate it in one place. To do this you must build a mystical fortress — a castle — to hold the mana. Magically created balloons gather the mana that you have harvested, and deliver it to your castle. In your magical arsenal, the two most fundamental spells are the spell that creates and expands your *Castle*, and the one that allows you to *Possess* the world's mana.

Sometimes mana can be found lying loose on the ground, appearing to your wizard's eyes as great golden globes that turn silver when claimed by your *Possess* spell. Useable mana can also be obtained by tapping into the positive energies of the habitations of normal humans. This mana does not appear as a ball, but you can use your *Possess* spell to place your magical sigil on the habitation, which appears to all wizards as a pennant flying your colors from the top of the house. Most mana, however, manifests in the form of horrible beasts. Only when these



magical creatures have been slain can their mana be converted and gathered. As you gather more and more mana, your powers grow more and more potent.

Your quest is fraught with peril. Not only must you fight horrible monsters and contend with cunning and deadly traps left over from the wizard wars, but







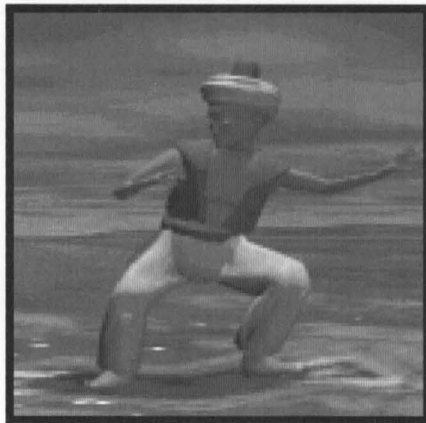
because each world's mana must be channeled back into that world's restoration, you arrive at each new world with your power levels drained almost to nothing. Each time you add a new spell to your arsenal, you must fight for it and take it from one of the mystically hidden jars where the ancient adepts stored their wisdom. Then, just when you've mastered all the spells of the ancients, you are discovered by the mana vampires — ethereal creatures that beset you in the void between worlds, and rip your spells from your very brain cells as you fly from one world to the next.

The worst threat, however, comes from your rivals — seven dogged wizards who have dedicated themselves to stopping you from finishing your quest. Like you, they're effectively immortal. On some worlds they're all arrayed against you, on some worlds you're all alone, and on some worlds just one or two fly against you. Sometimes they start out equal to you in power; sometimes they're already strong and established on a world by the time you arrive. Often the only way to restore a world is to go to your enemies' castles, crack them open like eggs and take the mana that comes spilling out for your own. Of course, they'll happily do the same to you ...

How to Fly

Your altitude and direction are controlled by the mouse or joystick. Pushing forward will cause you to descend, pulling back will cause you to rise. Moving the device right or left causes you to turn in the indicated direction.

Your speed is controlled by the arrow keys. Use  to speed up,  to slow down or accelerate backwards. The carpet's ability to fly sideways is limited, but you can use   to jog quickly to the side to avoid incoming enemy fire.



Your greatest weapon in your ongoing fight to restore the old world is your trusty magic carpet. This wondrous artifact takes you over land, sea and air with equal ease. Your carpet protects you — you can never smash into walls, mountains, the ground or other fliers (even if you want to). Unfortunately, this protection does not extend to small projectiles, magic spells, or damage from heat or other forms of energy.

Between your All-Seeing Eye and the carpet's ability to protect you from collisions, you can fly backwards with relative impunity. In fact, you'll probably spend as much of the game flying backwards as forwards (see **General Tactics**, p. 20). Usually, if you need to get out of a tight spot fast, it's much more efficient to slam into full reverse than to turn around before fleeing.

One limitation the carpet has is that it can't *tilt*. You can ascend or descend, but you can't angle your carpet's edge up or down. This makes it tricky to descend into deep holes or narrow crevices. However, if you bring your carpet to a *complete stop*, it will slowly drift to the ground. If you want to see what's at the bottom of a deep hole, just come to a dead stop over the mouth of the hole, and let yourself descend to the bottom naturally. It will probably take some practice before you can tell the difference between a dead stop and moving very, very slowly, but there is some "dead space" on the speed controls, where you can stop your movement entirely.

Your carpet is equally effective over land and sea, and can fly over most obstacles with ease. There are some worlds, however, where ancient walls were built with magical wards to keep wizards from flying over them. When you encounter such walls, you'll have to either go around them or find some way (such as a teleport mirror) to avoid them entirely. Irritatingly, your seven rivals all seem to have mastered some secret art that allows them to bypass these ancient wards and fly over such walls with impunity. Unfortunately, this art eludes you.

Smoke and Mirrors

As if fighting hellish monsters and evil sorcerers wasn't enough, you'll also have to deal with plenty of danger and difficulty from the landscape itself.

Among the most annoying features on the map are the ancient walls that divide some worlds. Einstein flunked math and Beethoven was deaf — you have this problem flying over walls. Every other wizard in the game can get over a wall with no problem, but not you — you'll have to go around or find some other way to the other side.



Often that other way is a teleportation mirror. These eldritch artifacts take you to some other part of the map. Each mirror has one destination that never changes, and a mirror can be used an infinite number of times. There doesn't have to be another mirror — or any landmark whatsoever, for that matter — on the other side of a mirror. Some mirrors are trapped. Mirrors appear on the all-seeing eye as a violet square.

The most important things on any given world are usually invisible — triggers (also known as switches). These are generic names for any spot that causes something to happen when you fly over it. Although you can't see a trigger itself, some of them are marked with statues, standing stones or dolmen (a Stonehenge-like arrangement where one stone is laid across two others to form a sort of doorframe shape). Not all stones mark triggers, but any time you see a stone it's usually at least worth checking out.

The effects of triggers are almost infinite. Many cause monsters to appear, others cause map features (a building, a forest, a teleport mirror) to appear or disappear, still others call spell-jars. All of these effects can happen right next to the trigger, or half a world away. Some triggers are traps. The effects of such traps can range from the trivial (a few trees start to burn, or even a completely harmless puff of smoke), to the annoying (a series of triggers that each steal a bit of your personal mana), to the deadly (an inescapable ring of *Meteor* spells or a fiery *Volcano*). Most triggers only work once, but some have multiple charges (for example, a trigger that releases two dragons each time it's flown over; until a total of 10 dragons has been released) and some are permanent (a ring of permanent *Meteor* traps protecting a certain area). Some triggers may have completely different effects the first and second time you fly over them, but this is very rare.

If you know or suspect that a certain trap is triggered by a certain action, you can adopt appropriate tactics. For example, the best way to avoid a *Meteor* trap is to fly high and fast — usually the damage won't even reach your elevation. On the other hand, a *Volcano* trap is best avoided by moving ahead slowly and veering off just as the volcano starts to form.

Checking Your Status

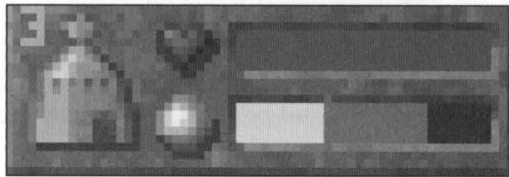
The normal display mode is a full-screen view of everything you can see from your current vantage atop your carpet. In the upper left-hand corner is the "All-Seeing Eye" — a semi-transparent display that shows a miniaturized view of everything within a certain radius around you. Most experienced fliers use the main screen for combat and the All-Seeing Eye for navigation.



All-Seeing Eye

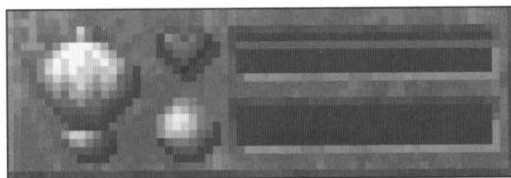
Above the view screen is a row of indicator boxes (called the "Stones of Knowledge" in the *Playguide*). The first is your castle indicator (it will be blank if you don't have a castle). The little number in the upper left-hand corner is the current number of levels in your castle (1 to 7). The red bar shows the strength of the castle's outermost level — if the bar is at maximum your castle is completely intact; if it runs out entirely, your castle is reduced a level (and the bar starts over again at maximum, now measuring the next lower castle level).

Castle Indicator



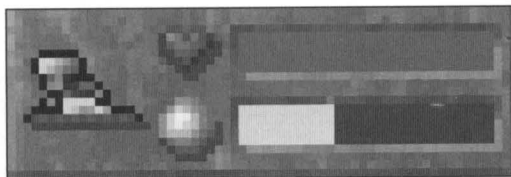
The white and gray bar is one of the most important indicators in the game. It gives you a multitude of useful information. The white bar is the current amount of mana you have stored in your castle. The gray bar is the amount of mana your castle can store at its current size. Note that this is subtly different from the amount of mana you need to build up your castle. The *Castle* spell is based on the amount of mana you've *Possessed*, not the amount you've stored, so if you have a lot of loose mana scattered around, it's possible that you'll be able to build up your castle even if the white bar is much smaller than the gray. When your castle has stored all the mana it can hold at its current capacity, the white bar will start to flash. If your balloons are carrying any extra mana when your castle reaches capacity, it will be scattered in the immediate vicinity of the castle, and your balloons will not go out to gather mana until you create some storage room. The dotted line indicates the amount of mana at which the world will be restored, and the entire bar is calibrated so that when the indicator is completely full, you will have gathered all the mana on the world.

Balloon Indicator



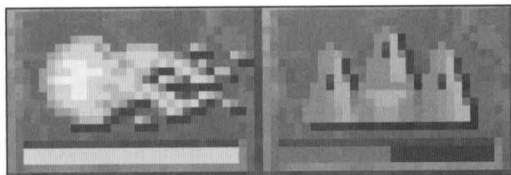
The second box is your balloon indicator: Like your castle indicator, it will be blank if you don't have a castle, and therefore, no balloons. The little number in the upper left-hand corner shows the number of balloons you currently have (1-3). Each red bar (there's one for each balloon) shows how much more damage your balloon can take. If the red bar gets reduced all the way, your balloon is destroyed, its mana falls to the ground, and a new balloon is created at your castle to replace it. Each white bar shows how full of mana each balloon is. If the bar is completely white, that balloon is completely full.

Personal Status



The third box indicates your personal status. The red bar is your health — if it's reduced all the way, you die. The lower bar is your personal mana level. The gray bar shows how much mana you can currently store for spellcasting, based on the total amount you have *Possessed* at the moment, and the white bar shows how much of that potential is actually available at the moment for casting spells.

Current Spells



Finally, at the far right side of the screen, are the spells you currently have selected, up to two. The white bar shows how many times you can cast the spell at the moment, the gray bar how much power you have to regain before you can add another casting to your white bar. As your personal mana regenerates, the gray bar stretches across the indicator, and when it gets all the way to the right, another notch is added to the white bar.

Cheats

Both *Magic Carpet* and *Hidden Worlds* have "Cheat Modes" that allow the player to win any world without having to work at it.

To activate the cheats:

Press **I** while you're on any world. This will bring up a text prompt at the top of the screen (used in multi-player games to let players send messages to each other).

Type RATTY **Enter** in *Magic Carpet* or QUICK **Enter** in *Hidden Worlds* or *Magic Carpet Plus*.

You are now in "Cheat Mode" and can use the following commands.

Shift 1 — Access All Spells

Puts every spell in the game in your spell inventory. You still have to have sufficient mana before you can actually cast the higher-level spells.

Shift 2 — More Mana

Causes a shower of loose mana to scatter itself around the world. Note that over-use of this cheat can render the program unstable, possibly leading to a crash or freeze.

Shift 3 — Destroy All Rival Wizards

Kills all the other wizards currently active on the world. Those with castles will resurrect normally.

Shift 4 — Destroy Castles

Actually, it reduces the castles of every other wizard in the game by one level each. You have to use it multiple times to completely destroy most castles.

Shift 5 — Destroy Balloons

Destroys the balloons of every other wizard in the game. The balloons regenerate normally at the wizard's castle.

Shift 6 — Heal

Gives you full health and personal mana.

Shift 7 — Kill All Creatures

Every creature on the world is destroyed (leaving its mana behind). Also works on summoned skeletons, castle guards and townies.

Shift C — Restores the World

Regardless of how much mana you've collected, the world is instantly restored and you can move on to the next.

Alt C — Take a Screen Shot

Takes a "picture" of your screen at the moment, and stores it as a .GIF file in your game directory. You will need a GIF-viewing utility to view the image.

Previewing Levels

You can also jump straight into any world, even if it's not at one of the points you've already saved. This feature allows you to scout out what's ahead of you in the game, or to play solo in a multi-player world, even when you're not on the network. To preview a world, boot the game with the command:

```
CARPET -LEVEL ##
```

The ## refers to the world's file number. Since worlds are numbered starting with 00, the file number for single-player worlds is typically one less than the number the world receives in the game. Thus level 50, Volcania, would have a file number of 49.

The game will boot normally. When you get to the wizard's lab, click on the globe for "Start New Game." Instead of the first world, you'll be taken to the world you selected.

File Numbers	<i>Single-Player Levels</i>	<i>Multi-Player Levels</i>
<i>Magic Carpet</i>	00-49	50-69
<i>Hidden Worlds</i>	00-24	50-59

If you're using this cheat to preview a level, you may materialize without the spells you'd have if you played the game from the start. This may make it impossible to finish the level. You may just want to look around for awhile, or you can use the cheats given above to get the spells you need. If you jump into a multi-player level, all seven rival wizards will be there, controlled by the computer.

Note that if you do a directory on the game CD, you will see many files with names like LEV00108.DAT. Except for the level numbers listed above, these are all empty level slots, and you will not be able to boot to them.

Known Bugs

There are two bugs in some versions of *Magic Carpet* and *Hidden Worlds* that are significant enough to affect how the game is played.

The first is an error in some early versions of *Magic Carpet* that makes it impossible to ever get enough mana to finish World 50: Volcania, the final world (and therefore it was impossible to finish the game). Bullfrog has released a patch for this bug. The patch can be obtained via the Internet on Electronic Arts' web page (<http://www.ea.com>) or FTP site (<ftp.ea.com>). It is also available via CompuServe in the GAMA area, or on America Online.

If you do not have access to any of the online services, you may obtain the patch by writing to the Customer Service address in your documentation.

The second bug occurs sporadically when a castle is bombarded by several *Meteor* spells in rapid succession. Sometimes this will cause the castle to "fuse." It cannot be destroyed, nor can it expand. Any mana it is holding becomes completely inaccessible. The wizard who owns the castle becomes impossible to permanently kill. Depending on the size of the fused castle and the amount of mana it holds, this can make the world unfinishable. There is no patch for this bug. But fortunately, the problem does not occur every time a *Meteor* spell comes in contact with a castle — it only occurs occasionally, usually after a heavy bombardment of *Meteors*. Nonetheless, it is recommended that players avoid using *Meteors* as anti-castle spells, or keep such use to a minimum.

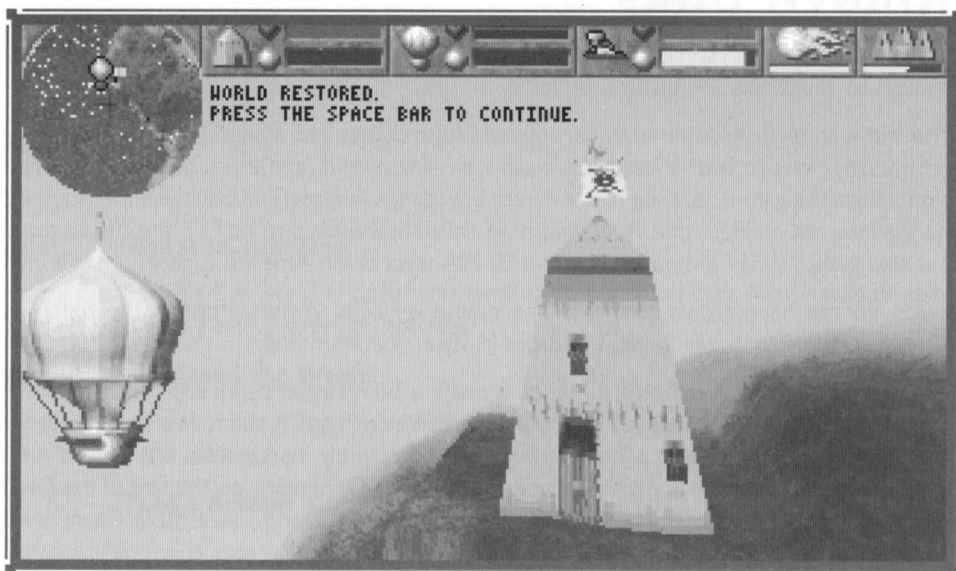
Castles and Balloons

An essential part of winning any world in *Magic Carpet* is establishing, expanding and defending your castle, while at the same time destroying the castles of the other wizards.

You establish a castle by casting the *Castle* spell. A detailed description of this spell, including its uses as an offensive weapon, can be found on p. 29. On most worlds you will start out knowing this spell, on others you will have to find a spell-jar for it, but either way you will have to acquire and use the spell sometime during the world — you can't restore a world without it.

Your castle has several other essential functions. If you are killed before you build a castle, you have to start the entire world over from the beginning. However, if you've built your castle, you will resurrect at the castle just a few seconds after your "death." Also, when you are flying above your castle, all incoming offensive spells do damage to the castle, not to you. Finally, you regenerate Health and personal mana much more quickly when you're over your castle, greatly increasing your offensive capabilities.

When establishing your castle, the most important thing is to find a nice open area with plenty of room for expansion. The ground doesn't have to be level — your castle will level itself (most large castles end up on artificial hills due to this leveling effect). There are, however, certain obstacles that will block the expansion of a castle. These include any wall you can't fly over and other wizards' castles (the other castles can be destroyed, but the impassable walls are indestructible). Most tents and buildings are simply "bulldozed" by an expanding castle, but there are a few exceptional, indestructible structures that will block your castle's expansion.



You can build your castle over either land or water. In very general terms, water is probably safer than land, since it keeps land-bound creatures like skeleton armies or crabs from getting to your castle. However, the determination whether to build on land or water must be made individually for every world. Obviously, on worlds with large populations of kraken, or where the major bodies of water hide permanent traps, you'll be better off building on land. Finally, there will be times when you don't want to put your castle in the safest place — you may well want to put it close to a ready supply of harvestable mana ... i.e., a gathering of monsters.

The above notwithstanding, you want to put your castle in a place that's reasonably secure — if monsters are around, make sure they're monsters you can handle. New castles are rather fragile, and can easily be destroyed by a few monsters or a single, determined, low-power wizard. If you build a castle, and it's destroyed before you can convert some mana, you will *not* have enough mana left to immediately build a new castle, leaving you in an extremely vulnerable position.

If you do misjudge and build your castle too close to some immovable obstacle, you can demolish it and rebuild it elsewhere. You can reduce your castle by pressing **Shift L**. It requires multiple uses of this command to destroy most castles. The first use of **Shift L** will jettison all the mana stored in the castle, in excess of the minimum amount needed for the castle to attain its current level, and the second use of the command will actually reduce the castle a level. The next use of the command will once again jettison all the excess mana for the new level, and if used again will reduce the size, and so on. Mana jettisoned from a reduced castle remains in your possession, but is exposed and can easily be converted and stolen by other wizards. Once your new castle is built, your balloons must re-gather the mana normally.

Castles can be up to seven levels in size. The first level is a single narrow tower or spire, the second level adds four more outlying towers, and the third erects a wall connecting those towers. The fourth level puts out another layer of outlying towers, and the fifth connects them with a wall. The sixth and seventh level add a third tier of towers and walls.

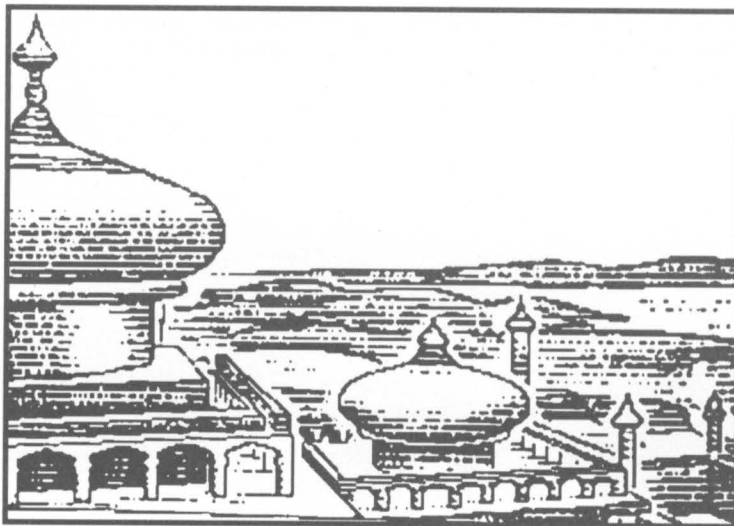
Defending Your Castle

Learn to keep one eye on your castle indicator bar at all times. If you're not actually within eyesight or earshot of the castle, your only way of knowing that your stronghold is under attack is when the red bar starts creeping down. The guardsmen that your castle generates (starting at the third level) are handy for running off the occasional low-powered wizard, but they seldom actually succeed in killing anything, so the serious business of castle defense is mostly left up to you.

When your castle is under attack by monsters, one of your best defensive options is to simply expand it one more level. An expanding castle will wipe out most monsters in its new perimeter, and is particularly effective against genies and mass hordes of smaller creatures like bee swarms and skeleton armies. Expanding your castle is only occasionally effective against kraken, griffin and crabs (who are only destroyed if they happen to be in the exact spot where a new tower or wall is going to appear), and has no effect whatsoever on wyvern or other wizards.

If expanding isn't an option, you'll have to defend your castle with spells. Not only can you cast spells much faster over your castle than anywhere else, you can cast spells utterly without fear. Your own spells don't effect your castle (missile spells will blacken and char your walls, but don't do any real damage). Feel free to use all the *Meteors* you want — your own *Meteors* don't seem to fuse your own castle.

The big advantage of fighting over your castle is that spells thrown at you hit your castle instead. You do, however, have to be ready to rebuild your castle any time it gets knocked down a level.



Balloons

Your balloon is, effectively, part of your castle. If you have a castle, you will always have at least one balloon. Balloons can be destroyed, but they regenerate instantly back over your castle.

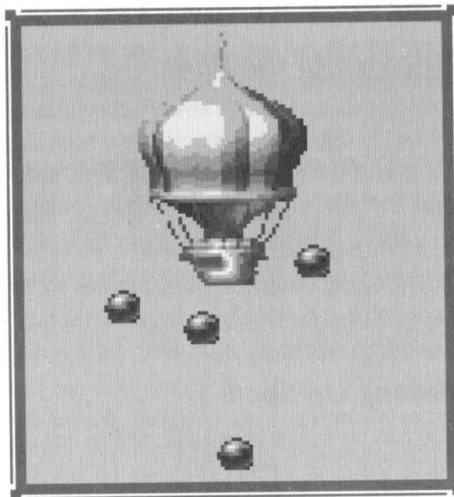
The purpose of a balloon is to pick up all the loose mana you have *Possessed* and bring it to your castle for storage. When you have no loose mana claimed anywhere on the world, your balloon will hover over the central tower of your castle.

You can have up to three balloons (the second one appears when your castle reaches fourth level, and the third at sixth level). A balloon will automatically head towards the nearest mana ball you have *Possessed*, as long as there is not another balloon already heading for that ball. If you have three balloons, all at your castle, and you kill a kraken (releasing three balls of mana) all three balloons will set out, each one heading for a separate ball. If you kill a worm (releasing multiple mana balls) before the balloons reach the site of the former kraken, they will pick up the balls they were originally heading for before collecting any mana from the worm, even if the worm was killed directly below them.

A balloon out collecting mana will continue to do so until there is no more mana to collect, the balloon reaches capacity, or the balloon is destroyed. In the first two cases, the balloon returns to the castle and deposits its cargo. When a balloon is destroyed, the mana it was carrying falls to earth in a single ball. The ball remains in the original owner's possession, but can be easily stolen by any other wizard that happens to be passing by.

When your castle reaches capacity, the balloon that deposited the cargo that finally filled your castle up will stop over the central tower. Any other balloons out gathering mana will continue to do so normally, but when they return, the mana they carry will be scattered about in the immediate vicinity of the castle. This happens until the castle can be expanded to give you more mana storage space.

Mana that falls into or touches the perimeter of your castle is automatically absorbed by the castle and does not need to be picked up by a balloon.



General Tactics

Advance to the Rear

In *Magic Carpet*, your most effective attack is actually a retreat. If you try to strafe the target — i.e., fly over and let go of a few spell blasts as you pass — it will take forever to get many tougher monsters. In addition, if the creature can pivot quickly (and most can) it will get several free shots at your back while you're turning to get into position for your next pass.

A much better offensive tactic is to fly in close to the creature, then attack steadily as you slowly fly backwards. Most creatures will move toward you once you attack them, so flying backwards can actually put you at a steady distance from the creature, in a position to keep pounding as long as your spells hold out.

Setting Up Spells

You can configure your keyboard to call up to ten different spells instantly, without having to go to the spell screen. This can make combat tremendously more efficient and effective.

To configure your keyboard, go to your spell display, place your pointer over the spell you want to assign to a key, then press **1** through **0** on the keyboard. Thereafter, any time you need that spell, just press that number and the spell will appear in your first spell slot. Pressing the number won't actually cast the spell, it will just bring it up where you can use the mouse to cast it.

You can only assign numbers to spells that you know and that you have active. For example, you can't assign a number to *Meteor* until you've accumulated enough mana to actually cast the spell. When you assign a number to a spell, that number appears next to its assigned spell in the spell display. However, the spell icon stays in the same position on the spell display.

Spell assignments do not carry over between worlds, so the first thing you'll have to do on each new world is Pause (press **P**) the game and arrange the spells the way you like them. The assignments do stay in place if you're killed and resurrected on the same world, even if you're killed without a castle and resurrected back at the beginning.

Which spells you actually assign which numbers will, of course, depend heavily on your personal fighting style. Do try to keep the number assignments consistent between worlds, so you can train yourself to instinctively reach for the key corresponding to the spell you need. *Possession* is an excellent choice for the *second* spell slot — the one that doesn't change when you hit a number key or pick up a spell-jar.

The Pause that Refreshes

A wizard is not bound by the normal constraints of time and space. He can slip his mind out of the bounds of linear time and consider much while his body waits, unmoving, in the space between instants.

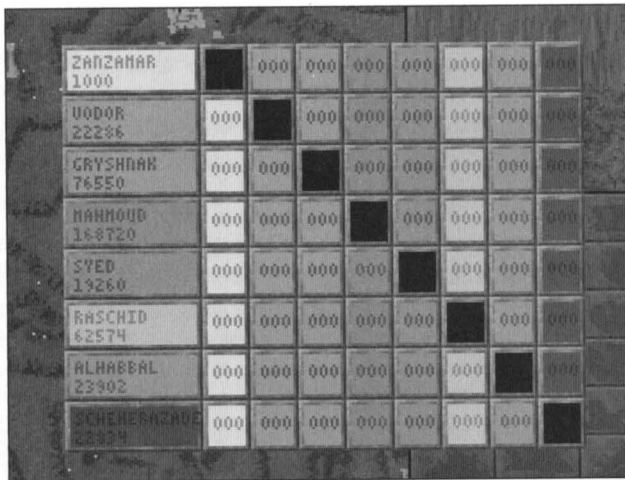
In other words, in *Magic Carpet*, Pause is more than something you use when you need to go to the bathroom.

There is a wealth of information you can access while your game is Paused, and in a real-time game like this, that extra time to consider the tactical situation can be extremely valuable.

When the game is Paused, you can switch back and forth freely between the main screen and the world-map, allowing you to look for concentrations of monsters and new and interesting map features, and plan your next move. You can also call up the "Network Display" to compare your power levels to that of your rival wizards (left-click on the bottom of the spell display).

Even more importantly, however, while the game is Paused, you can reassign spells to your fire buttons or your number keys. This is extremely important for those times when you need a certain spell right away. In fact, as much as possible try to avoid reassigning spells "on the fly" — it's always a good precaution to Pause the game first.

Keep in mind that all of the above applies only to single-player worlds. For obvious reasons, a player cannot Pause a network game.



ZANZANAR 1000		000	000	000	000	000	000
UODOR 22286	000		000	000	000	000	000
GRYSHAK 76550	000	000		000	000	000	000
HARROUD 163720	000	000	000		000	000	000
SYED 19260	000	000	000	000		000	000
RASCHID 62574	000	000	000	000	000		000
ALHABBAL 23902	000	000	000	000	000	000	
SCHERBAZAD 22324	000	000	000	000	000	000	000

Network Matrix

Other Wizards

One of the most challenging parts of the game is attacking rival wizards and defending yourself against their attacks. All wizards, including yourself, have 10,000 Health points, which regenerate at a rate determined by the amount of mana you have.

There are up to seven rival wizards in the game (eight wizards total, counting yourself). They are: Vodor (red), Gryshnak (violet), Mahmoud (blue), Syed (green), Raschid (orange), Alhabbal (pink) and Scheherazade (black). They always appear in the above order — that is, Vodor will be

present on any world with any rival wizards, and if there's just one wizard it's always him, while Scheherazade appears only when all six of the others are also present.

You can compare your strength to that of the other wizards in the game at any time, by moving your pointer to the bottom of the spell display and clicking the pointer to call the misleadingly-named Network Matrix. This chart shows the mana possessed by all the wizards in the game, starting with yourself, and also the number of times each wizard has been killed by another wizard, and whodunit.

Other than their names and colors, there's little to distinguish one wizard from another: Their habits and power levels change radically from one world to the next. On some worlds a given wizard might start out with no more mana than you, while on others he might already have a seven-level castle established when you arrive. Like you, rival wizards are subject to the interdimensional deprivations of the mana vampires, and a wizard might have a totally different complement of spells on one world than he had on the last.

Most significantly, however, a wizard's personality is liable to change between worlds. Wizards have three numerical stats in the game: *Aggression*, *Perception* and *Reflexes*. Each stat is assigned a number between 0 and 255, with the higher end of the scale being the more dangerous. The stats are largely self-explanatory. *Aggression* determines how likely the wizard is to start a fight and how persistently he'll stay with it once he's in it. *Perception* is his ability to notice things happening on other parts of the map and involve himself in those events. It also effects how quickly he'll notice if his own spells are being bounced back at him. *Reflexes* determines how quickly he responds in combat, and his general efficiency at establishing himself on the world. All these stats can vary widely from world to world, even for the same wizard. In general, however, all wizard levels tend to increase over the course of the game.



Wizard AI

The computer's wizards follow a versatile, yet fairly simple artificial intelligence routine. Basically, they'll perform the following actions, according to the following priorities.

1. If he can build a castle, and he doesn't already have one, he'll build one.
2. If he's badly wounded, he'll run away.
3. If he has enough mana to upgrade his castle, he'll upgrade it.
4. If an enemy castle is within range (as determined by Perception) he'll attack it.
5. If another wizard is within range, he'll attack him.
6. If a balloon belonging to a wizard he has a vendetta against (see below) is in range, he'll attack it.
7. If any loose mana is within range, he'll possess it.
8. If there are monsters within range, he'll attack them.
9. If none of the above apply, he'll wander the map.

If a rival wizard becomes too much of a pain to one of the computer wizards, the computer may decide that the second wizard now has a *vendetta* against the first. This means that destroying the first wizard becomes the second one's highest priority, above dealing with any of the other wizards or even advancing himself. The wizard with the vendetta against him does not have to be you — two computer wizards can easily develop a vendetta between them. A vendetta between two other wizards is potentially an extremely profitable situation for you. You can glean the mana left behind by the enraged wizard's attacks on his enemies, or sneak in and attack the enraged wizard's castle while he's off harassing his enemy. There is, however, no way to be sure that one wizard has a vendetta against the other; it's something you have to deduce by watching how the computer players behave.

You and Them

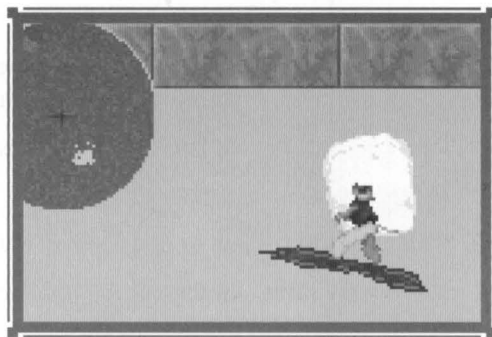
In most ways the other wizards are just like you. They also build castles, gather and store mana, kill monsters and attack each other. When killed they resurrect in their castle, (unless they don't have a castle, in which case they are dead permanently). There are, however, a few important differences between you and your computer-controlled rivals.

First of all, due to an aggravating twist of fate, they can fly over walls that you can't. You can trip triggers, and they can't, which can be either an advantage or a disadvantage, depending on what the trigger does.

Computer players can't gather spell-jars to increase their spells, but they do *learn* certain spells as soon as *you* discover them. For example, if you find a *Lightning* spell-jar, Vodor might get the spell at the same time you do, as long as *Lightning* is one of the spells he can learn on that world.

The Duel Arcane

Eventually you'll have to take on a rival wizard head-to-head. You can only kill him permanently if he has no castle, but even so there are still plenty of reasons to shoot down a rival. One of the best reasons is simply to get him out of your hair for awhile. You can also do it to see if he has any spells worth stealing, or to *Possess* his body and steal his loose mana.



The game documentation is a bit unclear on this last point. When you *Possess* the body of a fallen rival wizard, what you get is any loose mana that he had claimed at the time of his death, as long as that mana has not since been claimed by somebody else. *Possessing* a skeleton doesn't do anything to the mana in his castle, or to any mana he might have claimed since resurrecting.

As the name suggests, the *Duel* spell is remarkably useful in a showdown. It can keep your opponent from running away or effectively dodging. It should only be used, however, when you're sure that your power level is greater than your enemy's. The offensive spell of choice against a wizard is *Lightning*. It's too easy for him to turn fire-based spells (including *Meteor*) against you with the *Rebound* spell, and wizards are generally too fast and maneuverable for area-effect spells like *Volcano* and *Lightning Storm* to be really effective. Your own defensive choice depends on your enemy's behavior. If you know he favors fire-based spells, take *Rebound* — it can make the fight a lot shorter. If he prefers *Lightning*, then *Shield* is your only real choice.

Reducing Castles

The real point of fighting another wizard, however, is not to defeat the wizard himself, but to gain control of his mana. To do this, you'll have to reduce his castle. To actually permanently destroy a rival wizard, you'll have to completely destroy his castle, then kill him before he can build another.

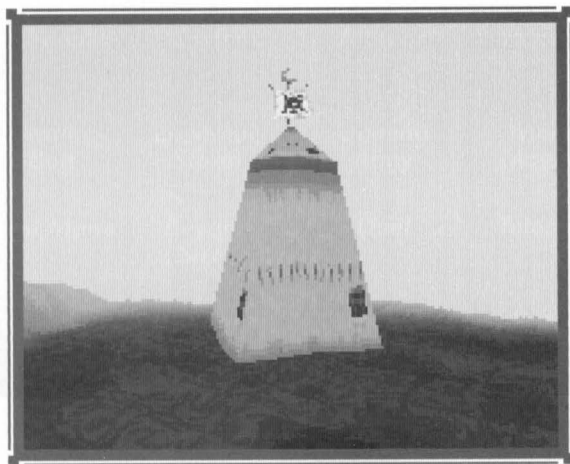
There is no subtlety involved in reducing another wizard's castle — you simply hit it as fast as possible with your most powerful offensive spells until it goes down a level. Any mana it might contain in excess of its newly reduced capacity is scattered around the immediate area, for you (or any other wizard who happens to be in the area) to claim. While it's always better to reduce a castle several levels rather than just one, it's also important that once the castle is reduced, you claim any mana it released as soon as possible. Remember, you only have a few seconds before the owner of the castle can simply cast the *Castle* spell and rebuild to its original size. The only way to prevent this is to take over enough mana so that it's no longer possible for him to rebuild all the way to original size. Don't fall into the trap of thinking that because the scattered mana is so close to his castle there's no point in trying to grab it before he reclaims it. His balloons still have to pick up the mana one ball at a time, and that gives you plenty of time to claim the lion's share. Circle the castle as fast as you can, *Possessing* every ball of mana you see. If you keep at it, your balloons will usually arrive in time to get a good share of the scattered mana.

The archers on the castle walls can be dangerous, particularly if you hover in place over the castle. Because of this, some wizards like to attack a castle from outside its walls. Alternatively, you can also avoid damage while attacking a castle by continually maneuvering, or simply by destroying all the guards on the castle walls in the course of destroying the building itself. As the castle generates guards, they all emerge from the door at the base of the central tower, where they then climb up the ramp to the walls. Once you've cleared everyone else off the walls, it's easy to sit up at the top of the ramp and pick off new defenders as they emerge.

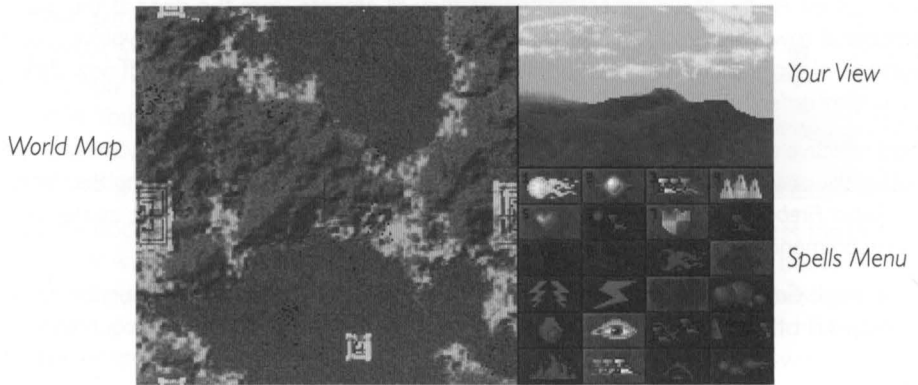
Spells effective against castles are, in descending order of effectiveness, *Volcano*, *Skeleton Army* (preferably cast multiple times), *Lightning Storm*, *Crater* or *Earthquake*, *Lightning Bolt*, *Wall of Fire*, *Rapid Fireball* and *Fireball*. *Meteor* has excellent damage potential against castles, but is not recommended due to a bug in the program (see p. 15).

Some *Magic Carpet* players have arrived at the conclusion that it's actually impossible to permanently kill other wizards. It can in fact be done, but there's a definite technique to it. The most certain way to take another wizard out of the game is simply to take *all* of his mana. A wizard with no mana whatsoever cannot build a castle until he gets some, either by killing a monster or stealing it from someone else. If a wizard keeps rebuilding his castle, you know that he has some loose mana out there somewhere, and you need to find it and take it. Sometimes it's difficult to spot the more subdued colors of mana on the world-map, particularly when it's just one or two balls. If you can't find the enemy's mana cache on the map, follow his balloon to the mana and steal it. Then return, destroy his castle and hunt him down.

For the less patient, there are basically two ways to permanently kill a wizard who still has a castle — speed and trickery. The first method is simple — kill the wizard, then turn around *immediately* and destroy his castle (*Lightning Storm* works well for the rapid destruction of a first-level castle) before he can resurrect. The second method involves "double-teaming" the wizard. Summon some *Undead Armies* or a *Volcano* or *Lightning Storm* — some spell that will continue to dish out destruction for awhile even while you're not concentrating on it — then hit the castle's owner with a *Duel* spell and finish him off quickly with *Lightning*. With a little luck, he and his castle will both go down at the same time.



SPELLS



You can usually have two spells ready to cast at any given time, one you can cast with the left mouse button, the other with the right. Some joysticks may only allow one spell to be ready at any given time.

New spells are acquired by flying through spell-jars. There are basically three kinds of spell-jars. The first kind is red, and lasts until it is taken. Once it's taken, that spell is permanently in your inventory, though it might not be available for every level, due to mana vampires (see below). The second kind occurs when a computer player is killed. All the spells that he has and you don't appear as red spell-jars. The difference between these jars and the first kind is that they only last a few seconds after the wizard's death. Once you get the spell, however, it's yours permanently (or at least until the mana vampires get it).

The final kind of spell-jar contains "bonus" spells. These spells are in blue jars, and they activate based on the amount of mana you have *Possessed*, not on the amount of mana you have stored in your castle. Bonus spells only work on the world they're found on.

You can only see spell-jars for spells you don't already have in your inventory.

Mana Vampires

These extradimensional creatures haunt the voids between worlds and wait to snack on the spells of any passing wizard. What this means is that you might not arrive at any given world with all the spells you had on the world you just left. On some worlds you have all your spells, on some worlds only a few are missing, and on some worlds you have to start out with no spells at all — start looking for spell-jars! You will get your devoured spells back, eventually, on some other world, even if you don't find a new spell-jar for it.

Spell Statistics

Damage is the number of points inflicted by an offensive spell. An (auto) indicates that the spell will continue to fire at its maximum speed for as long as you keep the button pressed and your mana holds out.

Mana Drain is the amount of mana drained from your personal energy reserves by each casting.

Mana Threshold is the amount of mana you need to have stored in your castle before the spell will activate, allowing you to cast it.

Speed is an arbitrary measure of the amount of time that must pass between castings. The actual real-world times for each spell depends on your computer, but a higher number always takes longer than a lower.

Duration is an arbitrary unit to measure how long the effects of each spell lasts, relative to other spells. A spell can have either a speed or a duration, not both.

The range of most spells is roughly equal to your line of sight.

1 Fireball	2 Possess	3 Accelerate	4 Castle
5 Heal	6 Rebound	7 Shield	8 Invisible
Earthquake	Crater	Meteor	Volcano
Lightning Bolt	Lightning Storm	Undead Army	Mana Magnet
Steal Mana	Beyond Sight	Duel	Teleport
Wall of Fire	Accelerate (Backwards)	Global Death	Rapid Fireball

1. Fireball

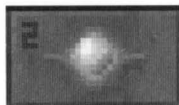
DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
125	200	0	3



The baseline offensive spell for the game. One *Fireball* goes off for each push/pull of the button/key/trigger. It works fine against small creatures, but takes practically forever to reduce even a small castle or take out a large monster. A *Rebound* spell blocks this spell entirely, and usually sends it right back at you, making it useless against griffin or any wizard with *Rebound*. If cast in a forest area against a land-bound target, it will probably start a fire.

2. Possess

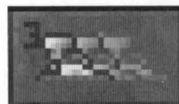
DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
n/a	50	0	3




Along with *Castle*, one of the two fundamental spells of the game. *Possess* takes a ball of mana (either free mana or another wizard's) and makes it yours, allowing you to draw on its power and summoning your balloons to carry it back to your castle. *Possess* will also give you control of the mana in a tent or building, causing a flag with your sigil to appear over the structure. *Possess* must be targeted against a specific object, just like an offensive spell. It will not automatically seek out the nearest free mana. Each button push for this spell produces a single "*Possession* projectile," which can give you control of a single mana ball or structure (although sometimes if two mana balls are very close together, it's possible to get them both with the same *Possess*).

3. Accelerate

DAMAGE	MANA DRAIN	MANA THRESHOLD	DURATION
n/a	1000	0	250



Causes you to dart ahead in the direction you're facing at four times your normal maximum speed. When you're *Accelerated* you can turn normally, but you can't dodge to the side or back up (there's a separate spell for that). Multiple castings can further increase speed. *Accelerate* drains mana continuously from the time it's cast until it is canceled or your personal mana supply is depleted. To cancel the spell, just tap .

4. Castle

DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
10,000	1000	0	100



Along with *Possess*, one of the two fundamental spells of the game. The first casting of this spell creates a stronghold to store your mana and a balloon to collect it. You can only have one castle at a time, but you can cast the spell up to six more times to expand your stronghold. If you decide you want to move your castle elsewhere, you can destroy it using the **Shift** **L** command.

You get additional balloons when your castle reaches levels 4 and 6, up to a maximum of three balloons. Beginning at level 3, your castle begins to generate archers to patrol its walls and attack invaders.

If you are killed while you have a castle standing anywhere on the world, you are resurrected a short time later inside your castle. If you are killed without a castle standing you must restart the world from the beginning. When you are hovering directly over your castle, all attacks directed against you do damage to the castle instead. In addition your health and personal mana are restored much more quickly when you're over your own castle. The above holds equally true for enemy wizards, however, meaning even a much weaker wizard can be dangerous if confronted over his own castle.

Castle is also an effective offensive spell. Building or expanding a castle will destroy most creatures who fall within the building's new perimeter (wyvern, griffin and sometimes kraken are exceptions). However, when building a castle destroys a monster, the castle itself also takes damage. This is particularly noticeable when a new castle is built on top of a dragon or worm. The monster is destroyed, but the castle is also destroyed even as it appears. Normally, you can just collect the mana of the destroyed monster and rebuild the castle, but this sequence can become dangerous when you need to build a castle quickly to avoid permanent death.

You have to be careful, however, when using *Castle* offensively. The first time you create a first-level castle it only requires 1,000 mana, but all subsequent castings cost 5,000 mana. This means if you try to destroy something with your castle, and you miss, you might not be able to cast *Castle* again, until you can get some more mana from somewhere.

For more tactics related to castles, see pp. 16-19.

5. Heal

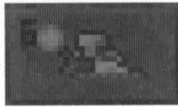
DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
n/a	1,000+	0	20



Heals damage. When you cast this spell, damage will be restored until you're either completely healed or you're out of mana.

6. Rebound

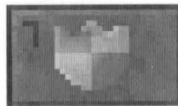
DAMAGE	MANA DRAIN	MANA THRESHOLD	DURATION
n/a	1,000	8,000	100



This extremely useful defensive spell not only keeps fire-based spells (*Fireball*, *Rapid Fireball*, *Homing Meteor*, *Meteor*) from hitting you; it also bounces them back at the creature or wizard who attacked you with them. This is a timed spell. When it's approaching the end of its duration, the spell icon will begin to flash. The spell drains your mana when you cast it, and drains more every time it actually bounces a spell.

7. Shield

DAMAGE	MANA COST	MANA THRESHOLD	DURATION
n/a	2000	0	250



A basic defensive spell that reduces the damage of every spell thrown at you by 75%. *Shield* is a timed spell that drains mana every time it's cast. When the spell is near the end of its duration, the spell icon starts flashing.

8. Invisible

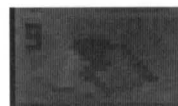
DAMAGE	MANA COST	MANA THRESHOLD	DURATION
n/a	5,000	50,000	250



A defensive spell (much beloved by evil wizards) that makes you invisible to most monsters (it doesn't work on griffin) and to wizards who aren't using *Beyond Sight* at the moment. *Invisible* is a timed spell that drains mana when you cast it. When you're nearing the end of the spell's duration, the spell icon starts flashing. The spell terminates itself automatically whenever you cast any other spell.

9. Earthquake

DAMAGE	MANA COST	MANA THRESHOLD	SPEED
6,000	6,000	120,000	50



This spell can be just as dangerous to the caster as to the target. It creates a yawning chasm that starts where the spell hits and then wanders off for a random length in random directions. The spell kills most land-based monsters it wanders over, and also makes a good anti-castle spell — just make sure your own castle isn't too close when you use this spell. *Earthquake* has no effect over water.

10. Crater

DAMAGE	MANA COST	MANA THRESHOLD	SPEED
6,000	12,000	100,000	30



A more restrained version of *Earthquake*. It creates a hole in the ground that land-based monsters can fall into, and is particularly effective against massed small monsters like archers or skeletons. *Crater* is a good anti-castle spell, particularly with multiple castings, but it has no effect if cast over water.

11. Meteor

DAMAGE	MANA COST	MANA THRESHOLD	SPEED
10,000	10,000	100,000	10



The most devastating offensive spell in the game, inflicting massive amounts of damage on everything within a large radius. It is equally effective against massed small monsters like bees or skeletons, and gigantic single monsters like adult crabs or wyverns. However, it's a dangerous spell to use against other wizards, since it can easily be sent right back at the caster with a simple *Rebound* spell. (When both caster and target have *Rebound* spells up, this spell can lead to deadly but spectacular "tennis matches" as the spell bounces back and forth between targets until somebody's mana runs out.)

Multiple *Meteor* spells are the only safe way to take out a wyvern when you're not over your own castle (you'll need enough mana to cast it eight to twelve times), and this is also the only spell besides *Castle* that can eliminate a genie fast enough to keep him from teleporting out (three to six *Meteors* usually do the job).

Meteors do impressive damage against castles, but a random bug in some early versions of the game can sometimes cause castles hit by multiple *Meteors* to "fuse," making it impossible for that castle to be reduced or increased beyond a certain point. This can be a major annoyance that makes it impossible to maximize a win, or in extreme cases, actually make the world unwinnable, forcing you to go back to your save game and start the world over again. Therefore, if you discover you have a version of the game in which *Meteors* cause castles to "fuse," it's advisable to go to an alternative anti-castle spell, like *Volcano*, *Undead Army*, *Lightning Storm* or *Lightning Bolt*.

12. Volcano

DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
1,000	30,000	180,000	64



The single best anti-castle spell in the game, guaranteed to reduce a castle of any size by at least a couple of levels with just one casting. A *Volcano* is also very effective against land-based monsters and can even damage airborne monsters via the lava it spews into the air. In general, however, anything *Volcano* can do a *Meteor* can do just as well — except when it comes to attacking castles. One of the entertaining things about this spell is that neither you nor your castle can be harmed by your own *Volcano*.

13. Lightning Bolt

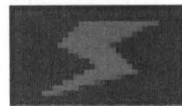
DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
500 (auto)	1,000	25,000	1



Even though there are several spells with more offensive power than this one, *Lightning Bolt* (usually referred to simply as *Lightning* in these pages) is probably the most effective general-purpose attack spell in the game. It doesn't bounce when it hits a *Rebound*, making it the only sensible choice against griffin and rival wizards, plus it's rapid-fire, meaning it fires continuously as long as you hold down the button.

14. Lightning Storm

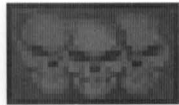
DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
2,000	20,000	90,000	32



This spell creates a stationary ball of force that sends *Lightning Bolts* out at anything in its radius. The main difference between *Lightning Storm* and *Meteor* is that *Lightning Storm* lasts longer, which is both a blessing and a curse. It's good because it does more damage to everything under it, but bad because anything that can survive the first force of the spell can probably move out of the way. Once you cast a *Lightning Storm*, your personal mana doesn't begin to regenerate until the spell has run its course. It works quite well as an anti-castle spell, being perhaps the best such spell after *Volcano* and *Undead Army*.

15. Undead Army

DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
Special	13,000	150,000	12



Strictly an anti-castle spell (*Undead Army* will also attack balloons and wizards, but it's rare for them to do serious damage to a moving target). Each casting of the spell summons up to eight skeleton warriors who will immediately turn and attack the nearest castle. These skeleton bands are capable of reducing a castle with remarkable speed, and they don't stop until either the castle is destroyed, or they are. If they destroy a castle, and there's another one nearby, they'll march over and attack the new building.

This is the only offensive spell in the game that can harm the caster. The skeletons will attack their creator's castle if it's the closest one to them, and will fire on him directly if he hovers over them. Skeletons created by *Undead Army* do not leave mana behind when they are destroyed.

There is an upper limit to the number of skeletons that can be summoned at any one time, determined by the number of moving objects currently active in the game. Once this number is reached, a wizard will have to destroy his old *Undead Armies* if he wants to cast the spell again elsewhere.

A wizard can summon the skeletons to appear either inside or outside the target castle. Outside is usually better, since skeletons inside the castle will be destroyed as soon as it's expanded or restored. However, if you know that the owner of the castle is a long way away, casting *undead army* several times directly on the central tower of the enemy's castle will reduce the castle very quickly. Also, the spell cannot be cast on water, so if a castle is built on the sea, with no exposed land around it, this spell can only be cast within the castle walls.

A *Volcano* cast at the center of an enemy's castle, combined with several *Undead Armies* attacking various points on its perimeter, is an extremely effective tactic against large castles. It doesn't work so well against smaller castles, though, since the skeletons come into the range of the *Volcano* and tend to be destroyed by the lava, drastically limiting the effectiveness of the spell.

16. Mana Magnet

DAMAGE	MANA COST	MANA THRESHOLD	SPEED
n/a	4,000	10,000	16



Converts a mana ball to your color just like *Possession* does, and also makes that ball attractive to other mana around it. Terrain permitting, all the mana in the spell's radius will be pulled into the original ball (and also converted to your color). The maximum-size mana ball that this spell can create is equal to the maximum amount of mana a single balloon can carry. A maxed-out ball will continue to attract, but it won't absorb or convert the leftover mana, it will just cause the smaller ball to orbit the larger like a satellite.

This spell makes it faster and more efficient for your balloons to gather all the mana in a given area, but if you drop your guard, it also makes it faster and more efficient for other wizards to steal your mana. You can't use it to possess buildings or skeletons of enemy wizards.

17. Steal Mana

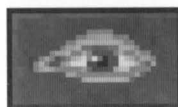
DAMAGE	MANA COST	MANA THRESHOLD	SPEED
n/a	500	20,000	10



Projects a ball of force that, if it hits a rival wizard, will transfer some of his personal mana from him to you for a time. It does not increase the mana reserves at your castle, and it has no effect on monsters.

18. Beyond Sight

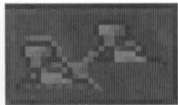
DAMAGE	MANA DRAIN	MANA THRESHOLD	DURATION
n/a	3,000	0	100



Allows you to detect to see other wizards (even if they're *Invisible*) and their balloons. The wizards appear in the all-seeing eye if they're in range, and on the world map wherever they are. This is a timed spell, and while it's on, your personal mana will regenerate more slowly than normally.

19. Duel

DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
n/a	500	20,000	16



Sends out a spiky little ball of force that, if it hits an enemy wizard, will hold him motionless relative to you; he'll be directly in front of you and ready to take anything you have to throw at him. The drawback is it also holds you directly in front of him, ready to take anything he's throwing. Obviously, this is a spell that should only be cast from a position of strength. It's handy for finishing off badly hurt wizards that are trying to hide from you, and for halting attacks against your castle. At all times avoid casting this spell on a wizard above his own castle, since his enhanced recharge rate will usually be enough to counter any superiority you have. The spell can be broken by simply casting the *Accelerate* spell, but surprisingly often a computer wizard will stay and fight it out, even against impossible odds.

20. Teleport

DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
n/a	5,000	10,000	16

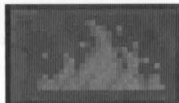


The first time you cast this spell on any world, it will take you instantly back to the central tower of your castle. The second casting will return you to where you first cast the spell. Subsequent castings continue to alternate your destination between your castle and your first location. If you're killed and resurrected, the cycle starts all over again — i.e., the first *Teleport* after each resurrection will take you back to the castle, and afterwards the spell will “remember” where you cast it — at least until you're killed again. You always come out of a *Teleport* motionless, even if you were moving at full speed when you cast the spell.

Not only is this spell good for quick escapes, it can also be extremely useful in attacking the castles of extremely aggressive or much stronger wizards. Go to the enemy's castle and cast a few *Undead Armies* and maybe a *Volcano*, then *Teleport* back to your own castle until your power levels are at maximum, then *Teleport* back to the enemy (with your defenses on full) to gather the mana that should be strewn over the area in the wake of your attack.

21. Wall of Fire (Magic Carpet 1)

DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
5,000	5,000	50,000	25



Creates a small, stationary flame on the ground where it's cast. It's of limited use against monsters, since unless it is cast literally right on top of them, even the slowest and stupidest monsters can easily avoid the fire.

Wall of Fire can be used as an anti-castle spell if you have to attack an enemy's castle while your powers are still low.

21. Homing Meteor (Hidden Worlds)

DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
5,000	5,000	60,000	25



This versatile combat spell replaces *Wall of Fire* for the *Hidden Worlds* missions. As the name suggests, the spell creates a meteor that homes in on the nearest monster in your line of sight. It does noticeably less damage

than a regular *Meteor*, but is still more than destructive enough to take care of most monsters with a single shot. Even against terrible titans like wyverns and giant crabs it makes up in accuracy what it loses in raw power — virtually guaranteeing that every *Homing Meteor* you cast is going to go right to the center of mass of the creature you're aiming for.

22. Accelerate (Backwards)

DAMAGE	MANA DRAIN	MANA THRESHOLD	DURATION
n/a	1,000	0	250



Exactly like the *Accelerate* spell, except you move in the direction opposite the one you're facing. Good for escaping those situations where you don't have time to turn around.

23. Global Death

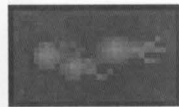
DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
7,000 (max)	75,000	200,000	100



Projects a sphere of killing force out from your body in all directions. The force of the spell diminishes rapidly with distance. Obviously, the closer something is and the smaller it is, the more likely it is to be affected by this spell. Try it when you accidentally hit a switch that puts you in the middle of a swarm of bees or a skeleton army.

24. Rapid Fireball

DAMAGE	MANA DRAIN	MANA THRESHOLD	SPEED
50 (auto)	600	50,000	2



Fires a continuous stream of fireballs that lasts until your mana runs out or you take your finger off the button. A good offensive spell, it doesn't see much use because it doesn't activate until after *Lightning Bolt*, and *Lightning Bolt* has, for all practical purposes, just as much destructive potential without being vulnerable to the *Rebound* spell.



MONSTERS



Sometimes They Just Explode

As you play the game, you will notice (particularly on busier worlds) that sometimes monsters explode into loose mana as you fly towards them. Usually this happens just before the creature comes into your line of sight, and it can happen even if there's no other creatures or characters anywhere in the vicinity.

The usual reason for this is a glitch in the program — not really a bug, since it actually works in your favor. Sometimes, a monster will be destroyed by another monster or computer wizard, but the program won't have enough resources free at the moment to actually convert the creature to mana. So it will continue to move the dot representing the creature around the map, until you approach, at which time the program "remembers" that the creature was destroyed, and converts it into mana — right where it can do you the most good.

Another, much rarer occurrence of "exploding" monsters happens when a creature gets caught between two map features that it can't cross. If it can't leave and doesn't have enough room to maneuver, it will sometimes just destroy itself out of sheer frustration.

Monster Statistics

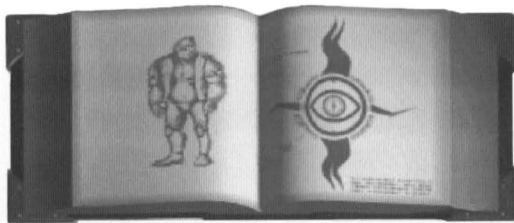
Health is the number of points of damage the creature can take before being destroyed.

Mana is the amount of mana created when it's destroyed (typically half of Health).

Damage is the amount of damage the creature inflicts when it attacks. The damage listed is per shot; (auto) means that the creature attacks in multi-shot bursts.

Ape

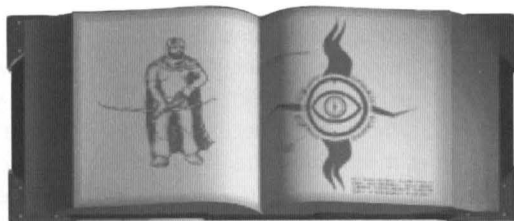
Health	3000
Mana	1500
Damage	500



These lumbering behemoths tend to travel in packs along with trolls. They throw rocks. In general, apes are only dangerous in large groups and when you're standing almost still. They will attack castles, and are capable of doing slow but steady damage. In armies, they can be devastating, but they usually travel in smaller groups.

Archer

Health	1000
Mana	500
Damage	500

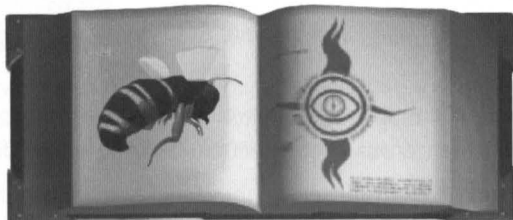


Your basic restless natives, archers are generated every time a tent or building is destroyed. They can also be generated like normal monsters, sometimes in great hordes. Archers will often ignore you if you don't attack them first. They tend to start fights with other monsters, particularly skeletons.

The archers that guard wizards' castles are identical to the ones that roam the land, except that they don't leave behind any mana when they're destroyed. Your spells can't hurt the archers guarding your own castle, nor will they ever fire at you.

Bee

Health	3000
Mana	1500
Damage	350



Dangerous individually and deadly in swarms, bees pack a remarkable punch for their size, and their airborne agility makes them hard to hit. They're also fast — a really determined bee can keep up with you even at *Accelerate*. Fortunately, most bees aren't that motivated, so if you're caught in the middle of a swarm, you can probably *Accelerate* away from most of them. Rapid-fire and area-effect spells are best for dealing with bees.

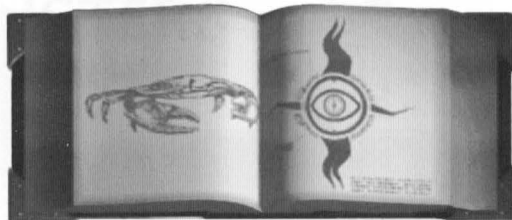
Bees tend to fly low, and don't like to fly over castle walls. When they follow you to your castle they'll circle just outside the outer walls. This circling does damage your castle, but it's only noticeable if there are a lot of bees and your castle is small. Their tendency to hover just outside the walls makes bees extremely vulnerable to destruction by an expanding castle.

Crab

Health 5,000 to 80,000

Mana 500 to 12,000

Damage Varies



The only monsters in the game with a life cycle, crabs start out as rocky little indestructible eggs. They hatch into tiny scuttlers with the ability to throw *Fireballs*. If there's any loose mana around, the baby crabs will devour it and grow into *Lightning*-throwing adolescents. If they keep feeding they'll reach full adulthood and turn into practically indestructible, *Meteor*-hurling behemoths. Furthermore, adults lay eggs that rapidly hatch into babies.

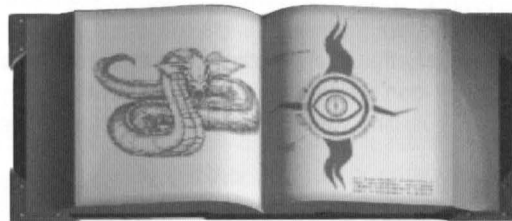
Obviously, the best way to deal with crabs is to get 'em while they're young. Even in infancy, however, they're remarkably tough. For a low-powered wizard at the start of the world, with only a *Fireball* spell to his name, a baby crab is a very even match. To successfully engage adolescents, a rapid spell is necessary, and the only safe and efficient way to take out an adult is to hammer it with about ten *Meteors* in rapid succession. (The one advantage you have over an adult crab is that the crab can only fire one meteor every several seconds. If you can fire a *Meteor* at all, you can probably squeeze off several quickly.) If *Meteor* is not available, you can also get the job done with multiple *Lightning Storms* or a *Volcano*. The point is, bring out the heavy artillery against these monsters.

Dragon

Health 9,000

Mana 4,500

Damage 500



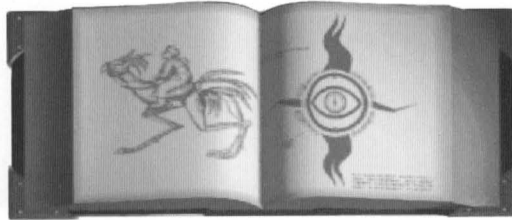
Dragons are basically flying worms. They look like worms, they spit fireballs like worms, and like worms they break up into numerous small balls of mana when they're destroyed. They can be dangerous at the start of a world (when you're still weak), particularly in groups of two or three.

Dragons can be destroyed by an expanding castle, but they damage the castle in the process. At larger sizes this damage is negligible, but when a brand new castle is cast under a dragon, the monster and the castle will usually destroy each other. This isn't always a bad thing — it can sometimes allow you to use your *Castle* spell as an offensive weapon even in spots where you don't necessarily want to build your permanent castle.

Dragons are a bit tricky to target. To hit one, you have to keep its head (not its center of mass) in your targeting area. Because of the radical up-and-down undulations that dragons undergo when they fly, you either have to time your shots so that they hit when the head's in the proper position, or you have to learn to bob up and down so that the head stays in your sights at all times. When a dragon is destroyed, it breaks up into a clutch of multiple small mana balls.

Emu Rider

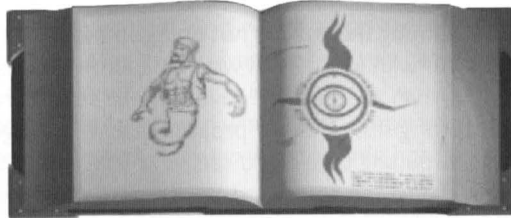
Health	2,000
Mana	1000
Damage	500



These savage barbarians move just about as fast as anything on land can. They're capable of performing impressive feats, like outrunning the expanding blast radius of a *Meteor*. Other than that, they're not extremely dangerous, mostly because they don't tend to organize into large groups. They also don't tend to spend much time harassing castles.

Genie

Health	20,000
Mana	10,000
Damage	Steals mana



Genies follow you around the map, laughing at you and casting the *Steal Mana* spell. They don't do any physical damage with their spell, but that doesn't mean they're not dangerous. Their constant barrage of *Steal Mana* weakens your spellcasting powers, keeping you from casting lesser spells at the normal rate and sometimes entirely preventing you from using your best spells.

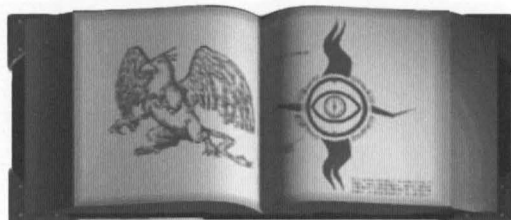
The most annoying things about genies is that when they're wounded, they teleport away, only to return several seconds later with much of their damage healed. So effective are they at this extradimensional dodge tactic that they're virtually impossible to kill with most offensive spells. A half a dozen *Meteors* cast in rapid succession is the only way to kill a genie with a normal ranged spell before he can blink out.

However, genies are suckers for an expanding castle. They love to circle the central tower of your castle, and when you expand, they will be instantly annihilated.

Genies are, by far, most dangerous at the beginning of a world, when they can follow you around and keep your personal mana levels so low that you can't even establish your castle or mount an effective offense against even normally minor threats. When a genie appears at the same time you do on a new world, your best tactic is to immediately cast your *Castle* spell, so the castle rises right under the genie, destroying him. It is difficult to hit a rapidly approaching genie with a relatively slow-growing castle, but this tactic is important. If you miss the genie with your spell, you may wish to seriously consider the option of exiting out of the current game and re-starting, until you make the first shot. Not only does this get the dangerous genie out of your way, it also starts you out with an impressive nest egg of mana once you *Possess* the mana ball left by the genie.

Griffin

Health	10,000
Mana	5,000
Damage	1,000 (auto)



Griffin are tough to kill — they throw powerful *Lightning Bolts*, they can bounce your own fire-based spells back at you with the *Rebound* spell, and they tend to travel in large groups. They would be an unstoppable destructive force in the game except for one thing — they don't like to fight. Griffin will never attack anything that doesn't attack them first. The corollary here is obvious: *don't annoy the griffin unnecessarily*.

Not annoying the griffin is not only good sense, it's also a sound defensive strategy, especially in worlds with lots of rival wizards. Enemy wizards tend to be more aggressive and less discerning than you, and are quite likely to self-destruct by taking ill-advised pot-shots at large groups of griffin. A more proactive tactic is dangerous, but potentially very effective — it involves putting up a *Shield* spell and firing into a flight of griffin near an enemy castle. Lead the griffin to the castle, and the enemy wizard will fire on them in self defense. Obviously, it's a good idea to be certain beforehand that the wizard is actually near his castle. The griffin will shift their attentions to the new attacker, and you can slip off amidst the carnage, to heal up and then return to claim the scattered mana of the griffin's hapless victim.

If you do accidentally annoy a flight of griffin that you're not prepared to take on directly, you can always run away. If you're at extreme range when the griffin come after you, you can probably get away at full normal speed — you're just a hair faster than a griffin. If you're closer in when they attack, you'll need *Accelerate*, or better yet, *Teleport* to get away. You can't sneak away — griffin can see right through *Invisible*.

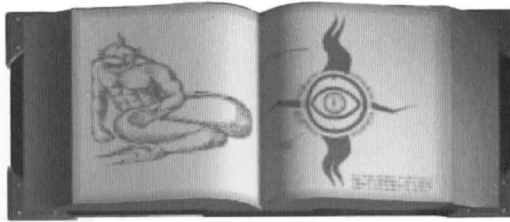
Eventually, however, you will want to hunt down the griffin, if for no other reason than to harvest their plentiful mana. The best way to do this is one-on-one. Look for stragglers flying far from any of the larger herds of griffin and take them out as quickly as possible with a *Lightning Bolt*. If you must go up against a whole flight of griffin your best option is multiple *Lightning Storms*, though a well-placed *Volcano* can also have an impact. Because of their *Rebound* power, do not, under any circumstances, use a *Meteor* when griffin are anywhere in the vicinity.

Kraken

Health 9,000

Mana 4,500

Damage 1000 (auto) + special



The game's only exclusively aquatic monsters, kraken can be avoided simply by staying over dry land. They can be dangerous, particularly in groups, even to the most powerful wizards, and at the start of a world they should be avoided entirely.

Kraken fire *Lightning Bolts*, but their most dangerous power is their ability to cast the *Duel* spell. This spell can be easily broken by using either *Accelerate* spell, but it can still be a significant threat when you're trying to maneuver in combat, or if you're already wounded or low on mana. Whenever possible, try to respond to the *Duel* spell offensively, rather than defensively. That is, don't run away from a kraken who has a *Duel* on you when you have enough power to blast it instead. A kraken is quite tough, and whenever possible should be engaged with at least a *Lightning Bolt*. When destroyed, it breaks up into three healthy-sized mana balls.

If you must take on a kraken with just a *Fireball*, stay at extreme range, preferably over land, and stay as low as possible (it is sometime possible to find a "sweet spot," where your *Fireballs* are getting to the kraken but his *Lightning Bolts* aren't getting to you). Fire as fast as you can, and stay as close to stationary as possible; be ready to fly backwards as soon as you get hit with the *Duel* spell. It is possible to keep yourself comparatively stationary with respect to a single kraken if you're pulling against his spell as hard as you can (with normal flight). If you start to take damage, use *Accelerate* or *Accelerate (Backwards)* to make a quick getaway.

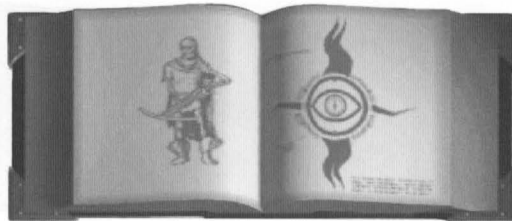
Kraken are the main reason it's not always the safest strategy to build your castle over water. Their *Lightning Bolts* can make short work of your walls. Furthermore, the effect of an expanding castle on a kraken is unpredictable. They will only be destroyed if they're swimming in the exact spot where one of the new walls is going to rise. Otherwise they just go on placidly swimming in your courtyard, throwing *Lightning Bolts* at your castle from inside the walls. If you must build a castle in kraken-infested waters, your best bet is just to stay close to home until all the kraken have been eliminated.

Skeleton

Health 1000

Mana 500

Damage 500



Skeletons are only dangerous in large groups, but that's the way they usually travel. They fire flaming arrows and can reduce a castle in record time. They're a bigger danger to castles than they are to you personally, unless for some reason you decide to remain almost stationary directly above a large band of skeletons. They're most dangerous when they spring up near your castle while you're off in some other part of the world.

Note that when skeletons attack humans (other than wizards) the people they kill soon rise as skeletons themselves. Thus skeletons join crabs as the only monsters that can regenerate more of themselves.

They're not at all tough, defensively, and even *Fireballs* can take out a large army of skeletons if a steady barrage is maintained. However, remember that skeletons will attack an enemy's castle just as readily as they'll attack yours, so if a skeleton army is closer to a rival wizard than to you, you might want to hold off on attacking just in case they can do you a favor. If they can't spot anything to attack, skeletons will just hunker down and wait for something to happen.

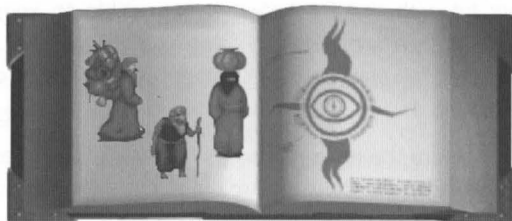
For more about skeletons, see the *Undead Army* spell, p. 33.

Townie

Health 1000

Mana 0

Damage 0



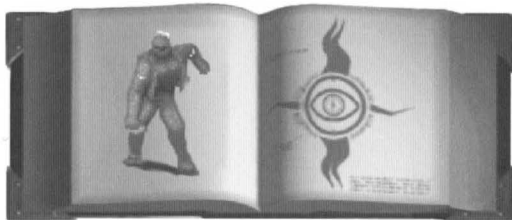
Townies don't attack you and don't give off any mana when they're destroyed. They just wander the landscape trying to go about their mundane little lives as best they can. They do make buildings, which you can then *Possess* to increase your mana supply. Therefore, killing townies does nothing except sap your mana reserves of the moment, while not killing them can give you a little more power in the long run.

Troll

Health 3,000

Mana 1,500

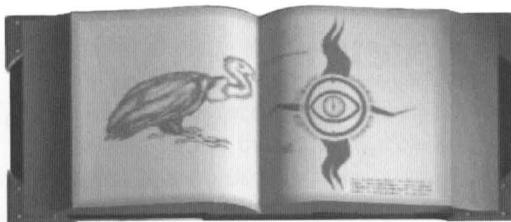
Damage 500



For all practical purposes, identical to apes. The only difference is that trolls regenerate after being damaged. However, since they're so easy to kill outright, their regeneration abilities seldom come into play.

Vulture

<i>Health</i>	2,000
<i>Mana</i>	1,000
<i>Damage</i>	500

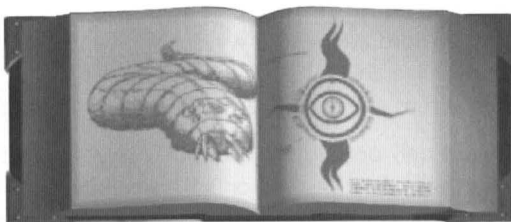


The least threatening monster in the game, vultures are only dangerous when one or two of them blindside you while you're tangling with something more serious. They are quite fast and can be hard to target. They tend to fly high, while bees fly low. Vultures are normally found only in ones or twos, but will sometimes bunch up in large flocks, greatly increasing their overall dangerousness.

As scavengers, vultures tend to hover over castle courtyards and the corpses of dead wizards. They will often fly away when attacked, but will sometimes turn on their attacker and pursue him with remarkable tenacity.

Worm

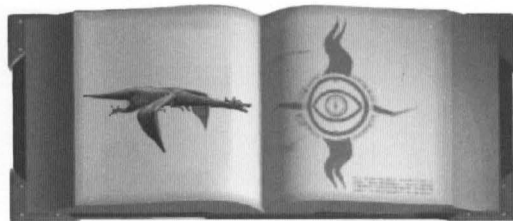
<i>Health</i>	9,000
<i>Mana</i>	4,500
<i>Damage</i>	500



Worms are land-bound dragons, and almost everything about their airborne cousins pertains equally to worms. Like dragons, you have to keep their undulating heads in your targeting area in order to hit them.

Wyvern

Health	100,000
Mana	50,000
Damage	500 (auto)

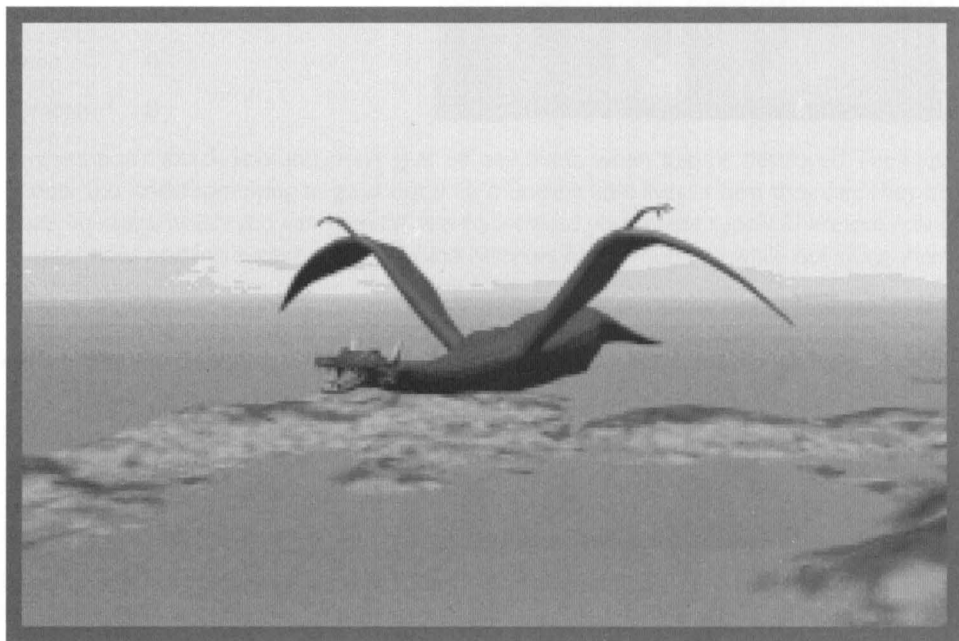


No question, hands down, the biggest, baddest, meanest monster in the game. Only full-grown crabs come anywhere within nodding distance of the wyvern's sheer toughness and destructive power, and wyverns don't go through a vulnerable stage.

Wyverns like to wreck things, particularly castles and villages, and can usually be found near one or the other. One of the minor unpleasant side effects of a wyvern on the rampage is that it tends to generate armies of irate archers, created when the monster destroys their city. Wyvern occasionally stop to eat any loose mana that happens to be lying around.

The *Rebound* spell will protect you from a wyvern's fire breath, but the wyvern is immune to damage from its own spells bouncing back at it. Even with the *Rebound* spell up, however, a full-bore attack by a wyvern will deplete your personal mana very rapidly, leaving you totally vulnerable. So don't look at the *Rebound* spell as a way to withstand a wyvern's attack, look at it as a way to give yourself enough time to escape.

There's only one way to take out a wyvern head-to-head in open territory, and that's with a barrage of at least 10 or so *Meteors* fired as rapidly as possible. If you don't have the *Meteor* spell, your only hope is to fight the wyvern directly over your castle, where damage will go to the building, not you, and where your personal mana will recharge much more rapidly. Over a castle, you can take out a wyvern with *Lightning Bolts*, but it's going to be a



tough battle. Make sure you stay inside the walls of your castle at all times. Hit the wyvern with *Lightning* as close to continuously as possible, except when the enraged wyvern reduces your castle a level, at which time you'll have to let up for a few seconds to restore your mana reserves enough to rebuild your castle. You'll have to repeat this cycle multiple times to destroy even a single wyvern. (Unfortunately, wyvern take no damage from building castles under them).

If a wyvern (or worse yet, several wyvern) is attacking your castle and you don't have *Lightning Bolt* (or rival wizards are stealing your mana so fast that you lose the power to cast *Lightning*), you can rapidly find yourself without a castle and totally vulnerable to the monster's attack. In such cases, a desperate but viable option is the "kamikaze feint" play — move away from your castle at normal speed, so the wyvern abandons the castle and comes after you instead. You'll be killed, but you'll still have a castle left to resurrect to, and while you're dead, the wyvern will almost always leave off its attack on your castle, often flying off to terrorize somewhere else. It will be back, of course, but with luck not until you're better prepared to deal with it.

If killing a wyvern's a tough job, it's worth the effort because of the enormous ball of mana dead wyvern leave behind — enough to fill an empty balloon to capacity. Don't worry if some of the rival wizards are scavenging your mana while you dogfight the wyvern. You'll probably come out ahead in the end — if you survive.

World 1



~ AL JAHAN ~

Begin thy quest, oh Master Wizard, on the peaceful isle of Al Jahan, for there the touch of evil rests but lightly on the land. Yet even here death awaits the unready, and thou art but a babe in thy power / let not thy purpose waiver.

In General. This level lets you practice your flight and spellcasting basics without having to worry too much about monsters and enemies. You still have to stay on your toes, but in general you can kick back and take your time.

Village. You materialize near a dolmen next to which is a spell-jar (a vase-like object) holding the *Possess* spell (A). Fly through the jar and pick up the spell. Nearby is a village of people in tents (B). Use the *Possess* spell on the tents as you fly over the village. Do not attack the people. Each time you *Possess* a tent or building, a white flag with your sigil will appear over it. While *Possessing* tents and buildings does not produce visible mana balls, it does add to your total mana, thereby increasing your personal power.

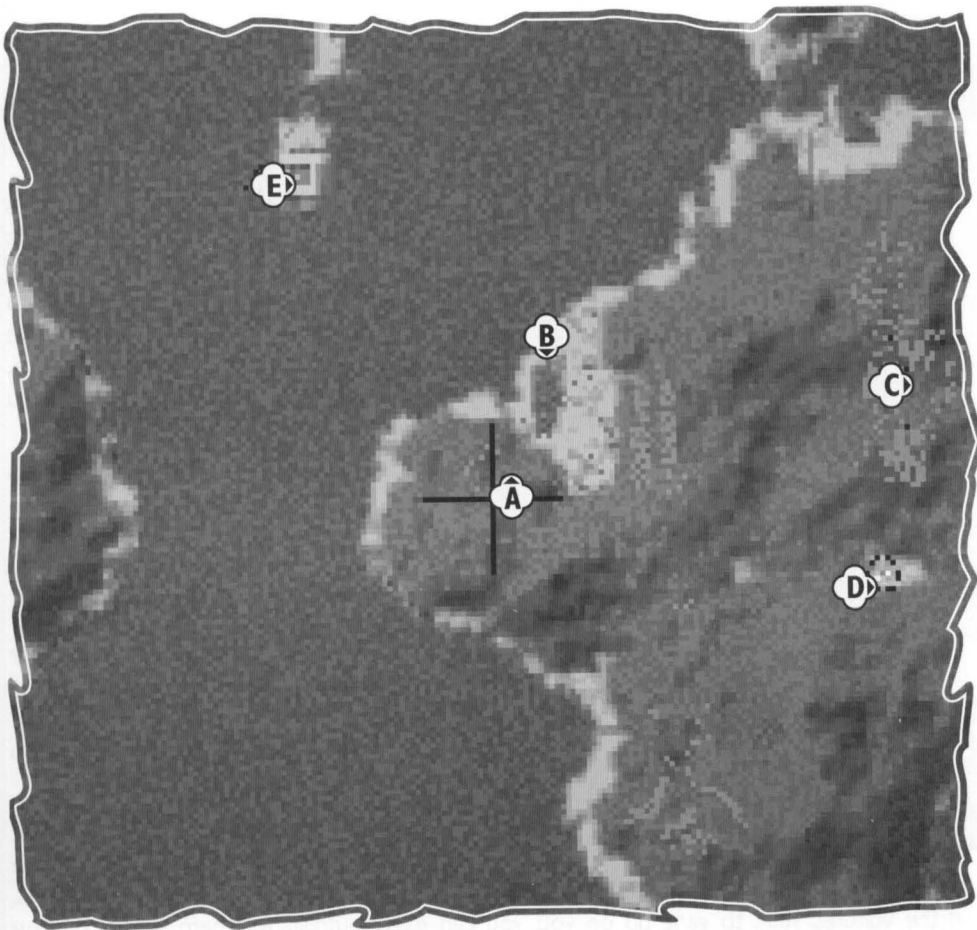
Castle Spell. Now look at the world map on the upper left-hand corner of the screen (the world display). Look for gold dots and red dots — the gold dots are unclaimed mana, and the red dots are more spell-jars. You should see two more spells (red dots) with a couple of gold dots near one of them. Head for the nearest spell (C) and pick it up. You now have the *Castle* spell.

Fireball. Now head for the third red dot (D). It's sitting in the middle of a stone ring with two balls of loose mana (gold dots). *Possess* the mana and fly through the jar. You now have your first offensive spell — *Fireball* — and you're almost ready to go hunt monsters.

Building Your Castle. First, however, find a nice open area and cast your *Castle* spell. On this level you can build anywhere (including out in the middle of the ocean), but it's a good idea to get well away from the village, so you don't destroy any of your own buildings, thereby reducing your total mana. At this point, you have about enough mana to build two levels of your castle, so go ahead and cast the spell twice.

Worms. Now go looking for monsters. This level has worms and vultures. Monsters appear on your world display as moving black dots. Avoid concentrations of two or more monsters — look for isolated creatures to engage. Against a worm, fly backwards just ahead of the monster, pounding it with *Fireballs* until it explodes (this will remain one of your primary combat tactics throughout the game). Don't panic if you get tagged by some of the worm's *Fireballs*, but watch your health bar. If it gets down around 50%, break off and fly back to your castle to recover. If you're wounded and a worm starts to follow you, head out to sea — they can't swim.

Vultures. Vultures are not a major threat, but they can be deadly if you let them get behind you or gang up on you. As you approach a vulture, slow down and blast it as it closes. You should be able to take it out before it gets to you, but if it does get past you speed up to get some distance between you and the monster; then turn and repeat the process.



Spell-Jars	Starting Spells
Possess	
Castle	
Fireball	
Mana Needed	
35%	

Fortress. The big stone building on the island (E) looks intimidating, but is in fact harmless. You can Possess it just like a tent.

Winning. You only need 35% of the total mana to finish this world, so you'll get the "world restored" message while you still have several monsters left on screen. Go ahead and hunt them down — the practice will pay off later.

World 2



~ KHALLABAD ~

The Worms of the earth and the Dragons of the air all wield fire against thee, therefore seek thy refuge upon the waters that surround the isle of Khallabad. The ring of mirrors shall send thee quickly about the land.

Mirror. You materialize facing a teleportation mirror. Fly through the mirror and you are sent to the far side of the island, where a circle of statues waits (**A**).

Circle. Fly through the statues and five worms will appear. The quickest way to take the worms out is to use your *Castle* spell right on top of them — with careful aim you should be able to take out at least two, and possibly all of them. The death of the worms will also destroy the castle, but that's OK — this probably isn't where you want to permanently settle anyway.

If you choose to take on the worms with your *Fireball*, it's important to keep moving — don't let the monsters get you in a crossfire. If your health bar dips below 50% or so, back off and let yourself recuperate a bit before attacking again.

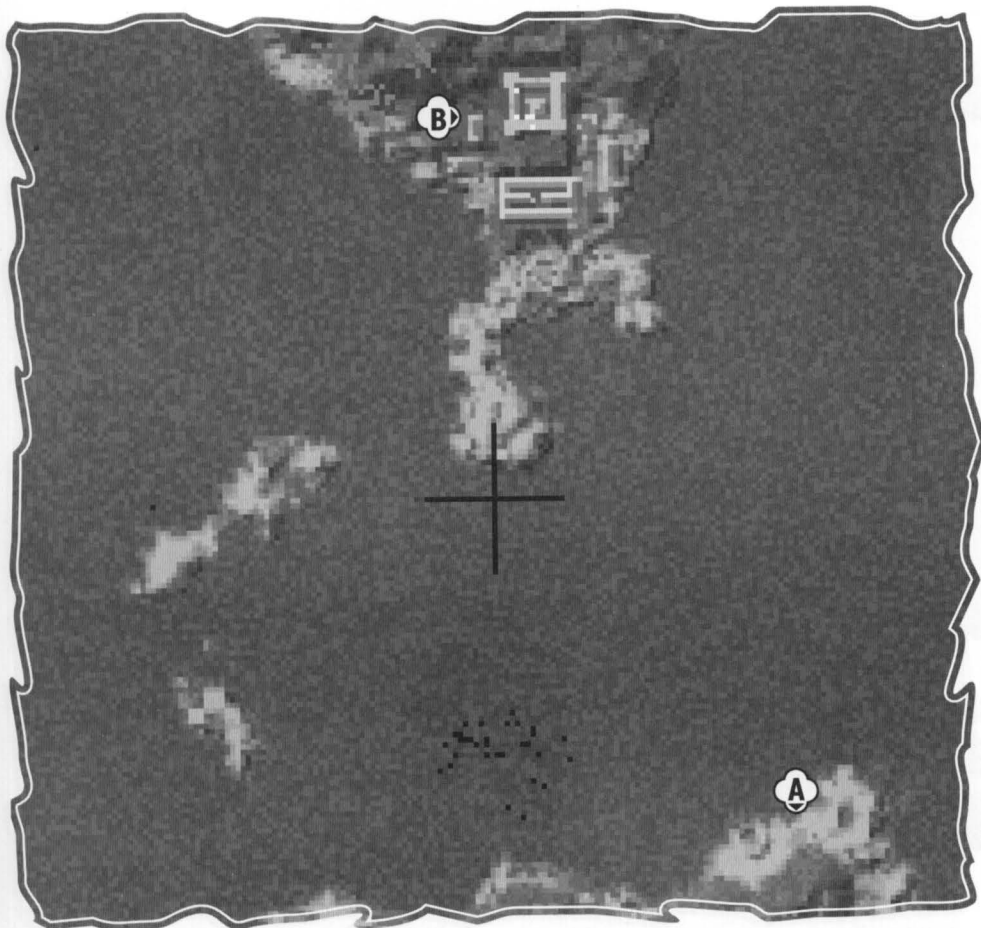
Accelerate. At the same time the worms appear at the circle of statues, a vase containing the *Accelerate* spell also materializes. Once you have the worm situation under control, you can go ahead and claim the new spell.

Vultures. A small flock of vultures is circling out over the ocean. You can save yourself some time

later by building your castle under the flock, taking out two or three vultures in the process. If the vultures start to gang up on you, you can easily outdistance them with your new *Accelerate* spell.

City. Near the teleport mirror is a city (**B**) consisting of two large fortresses, some smaller buildings and some tents. The square fortress holds some loose mana. Flying over the building will release some more worms. Try to avoid hitting buildings or citizens while hunting these monsters — it costs you mana you could be *Possessing*.

Dragons. This level marks the first time you'll encounter dragons. Dragons are fought almost identically to worms, the only difference being that, as fliers, they can follow you over water or fire over obstacles at you. Also, because of their radical up-and-down motion as they fly, it can be hard to keep a dragon centered in your view. To successfully hit a dragon, you have to keep the head centered. This means that you either have to bob your own view up and down to keep the head in sight as the dragon approaches, or you have to time your shots so that you only fire when the head is in the proper position.



Spell-Jars	Starting Spells			
Accelerate	E	E	E	E
	E	E	E	E
	E	E	E	E
	E	E	E	E
	E	E	E	E
	E	E	E	E

Mana Needed
40%

World 3



~ SVLGHIR ~

Truly is it written, "the bee
is a small thing, but terrible
is the might of the swarm."
Seek the refuge of thy
stronghold.

Beware ye the wizard Vodor,
a coward and a thief.
Meet his guile with strength.

Village. You begin near a small village. Possess the homes.

Heal. The spell-jar nearby gives you the extremely useful *Heal* spell, but also releases eight bees. Do not try to stand and fight off the bees at this time. Instead, get away fast. Flying to the stone circle nearby will give you an excellent escape in the form of a teleport mirror, but hitting a newly materialized mirror on the first pass requires some precision flying. If you miss it, just hit your *Accelerate* spell and get out of there.

Bees. Bees can keep up with you, even at full *Acceleration*, but they're rather lazy creatures and most of them probably won't bother you unless they're extremely annoyed at you already. The most important thing is to not let them swarm around you. However, even a single bee can be deadly, especially at the start of the level. If one or two bees stay on your tail even after you *Accelerate*, you'll just have to turn around and fight.

Fly slowly backwards and the angry bee will circle you. If you're flying forward, it will probably strike at your back, but if you're flying backwards, it will usually only attack from within your line of sight, which

allows you to pound it with *Fireballs* as it makes a "beeline" for your face. If the bee stings you, you can use *Heal* to undo some of the damage. Watch out for the rest of the swarm — if they start heading your way, use *Accelerate* to get away again.

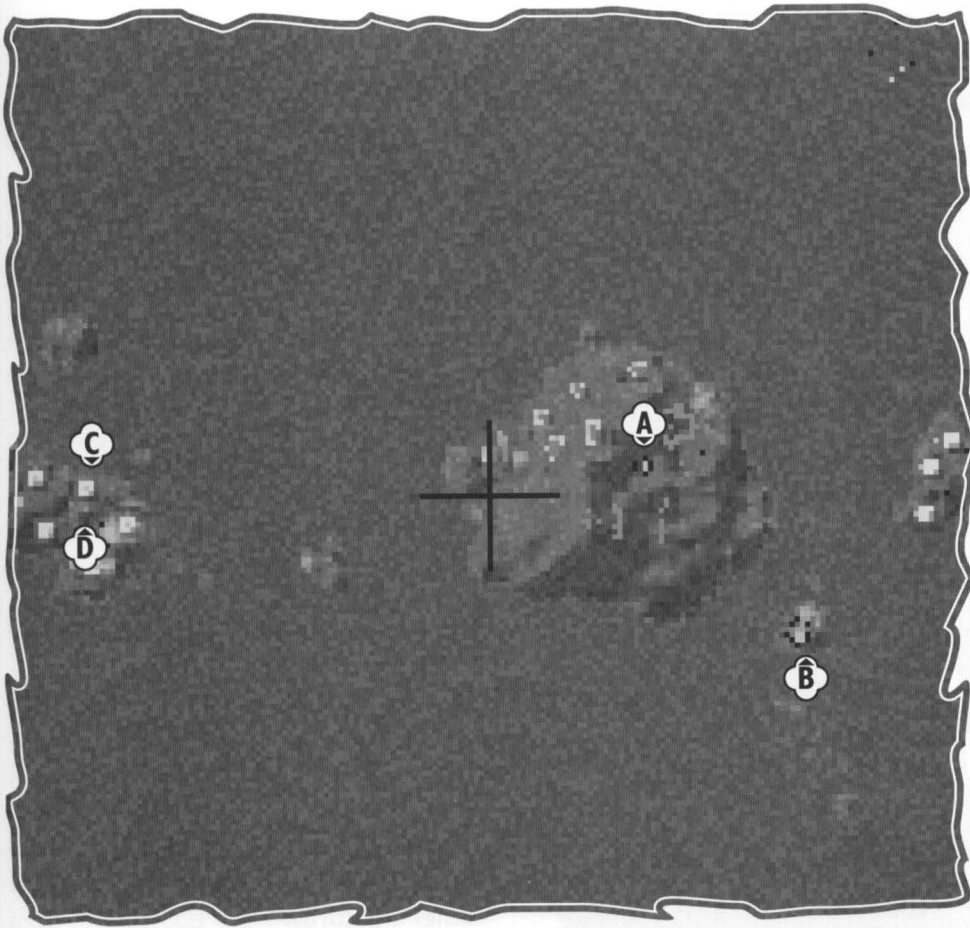
Castle. Once you get all the bees off your back, at least temporarily, look for a place where you can build your castle. Out to sea, away from friendly buildings, is probably best. Try to drop the castle on top of some vultures, or even better, bees.

Teleports. This world has three teleportation mirrors, which lead from one to the next in the order (A, B, C). They're a good way to move quickly around the map, nothing more.

Pylons. The pylon-shaped objects at (D) are simply odd-shaped buildings for you to Possess. Eight worms writhe among the pylons. Unfortunately, it's very difficult to cast your *Castle* spell on the worms without also destroying some pylons, so your best tactic is probably to just sit offshore and take out the worms with *Fireballs* as they come into sight.

Vodor. This is the first level with an enemy wizard, but you probably won't even see him. At this point, Vodor doesn't even have a *Castle* spell, which means he can't resurrect if he's killed. Since on this level he starts out out to sea, uncomfortably near a flock of vultures, his chances for an embarrassing early demise are excellent.

If he can survive long enough to make a nuisance of himself, all he can do is Possess loose mana. His only offensive spell is *Fireball*, and he won't be able to use it effectively against you. Just watch out for red-colored mana dots. If you see any, fly over and repossess them, then stay in the area until your balloons can pick them up.



VODOR			
1	2	3	
A116, P59, R92			

Spell-Jars	Starting Spells			
Heal				

Mana Needed
45%

World 4



~ AKRIR ~

In ancient times the Masters did secret their mana away in the earth, marking it with circles of standing stones. Release this ancient power at thy peril, for it hath been warped by chaos into fearsome beasts and raw forces of destruction. Yet unto the worthy seeker can these circles also yield up much wisdom that has been lost.

City. You start out near a large town (A). Go ahead and *Possess* all the houses to get your personal mana level up. Then build your castle out in the ocean.

Fortress. The fortress (B) and the buildings surrounding it on the other side of the island can also be easily *Possessed*.

Stone Circles. There are two stone circles on this level. The large one just past the first town (C) will release a dragon and some loose mana. The smaller stone circle (D) releases four bees and four worms, along with the *Shield* spell. Watch out for the bees! Four is a manageable size for a swarm, but you'll still have to stay on your toes. Don't try to pick up the spell until after you've dealt with the bees.

Vodor. Vodor will probably be more of a nuisance in this level than he was in the last one, but he's still not a serious danger, since he still doesn't have a *Castle* spell. He will, however, follow you around and convert your mana when you're not looking, so get in the habit of guarding your mana until your balloon comes for it. Vodor may also steal some of your buildings in the town.

Other Features. The teleport at (E) leads to the dolmen at (F).

The big X at (G) will release worms and a *Volcano*. This *Volcano* is sealed, so it doesn't spew magma, but it can still do serious damage if you're caught over it. Try to fly over using *Accelerate*, and make sure you have your castle built before crossing this point.

Collecting the loose mana at (H) will release four dragons.

There's a jar with the *Accelerate* spell at (I), but you'll only see it if you somehow missed that spell in the second world.

World 5



~ CESSECCA ~

It is the nature of the restless dead to hate the living. Most of all they hate the wizard, for he commands the pure essence of life itself. Even if thou call up the dead with thine own power, they will gladly turn on thee if thou art unfortunate enough to cross their path of destruction.

Getting Started. You materialize directly in front of three dragons. Also right in front of you are jars for the *Heal* and *Shield* spells, but only if you don't already have those spells from earlier levels.

Settlement. The large tent camp on the far side of the island (A) provides plenty of extra mana.

Fortress. Claiming the free mana in the Fortress at (B) releases the *Rapid Fireball* spell. Claiming the spell releases five dragons. You won't be able to use *Rapid Fireball* until you've built your castle up to the third or fourth level, so don't be in too much of a hurry to grab this spell.

Skeletons. Killing off the three dragons that materialize in front of you at the start of the game will cause a huge army of skeletons to appear on the side of the island away from the settlement (four bees are also released at the center of the island). Skeletons (especially in large concentrations) are primarily a menace to your castle, and they'll reduce it in practically no time. There are basically two effective strategies for defending your castle from the skeleton army. First, you can build the castle as far out to sea as

possible, putting it completely out of range of the skeletons' arrows and allowing you to pick off the skeletons at your leisure. Or you can drop the castle right on top of the skeleton army, destroying many of them with the castle itself. Quickly collect the mana from the destroyed skeletons and build up your castle as much as possible, then, when the remaining skeletons reduce your castle, simply give them a few seconds to close, then rebuild and destroy more skeletons. Keep repeating this process until all the skeletons in the immediate area are eliminated.

Other Features. The crater at the center of the island (C) contains a trigger that releases four dragons.

The small forest at (D) has a trigger that releases four bees.

Vodor. Vodor still doesn't have the *Castle* spell, but he does acquire the *Accelerate* spell on this level, making him much harder to catch. Of course, your offensive punch is greatly enhanced by the *Rapid Fireball* spell, making it possible to take Vodor out despite his new-found speed.

World 6



QAZZIEL

Qazziel is a realm of trickery and deceit, where every fair vista hides a new and terrible doom. Here is the power of the trickster Vodor far greater than formerly. Keep thy wits about thee, young wizard, they may avail thee when thy spells cannot.

In General. Your enemies are getting more dangerous, and the world itself is getting trickier. Quazziel represents a marked increase in challenge over the previous levels. Watch out. This world begins with four vultures out over the ocean and eight worms spaced out across the island, but there are lots of treacherous triggers to release more dangerous legions of monsters. A *Shield* spell will be directly in front of you at the start of the level if you don't already have it.

City. The city behind you at the start (**A**) may look like a bunch of free mana with a spell-jar cherry on top (**B**), but don't be deceived. You can possess most of the houses by circling the perimeter of the city, but if you get too close to the spell-jar you release an enormous army of skeletons and archers. (See the previous world for advice on castle placement against skeletons.) The spell-jar contains the marginally useful *Accelerate (Backwards)*.

Isthmus. Likewise, the isthmus ahead of you at the start of the game (**C**) looks like a lot of free mana, but if you try to claim it you release a significant swarm of eight bees. One rather risky but potentially rewarding strategy is to head out into the isthmus until the bees appear, then try to

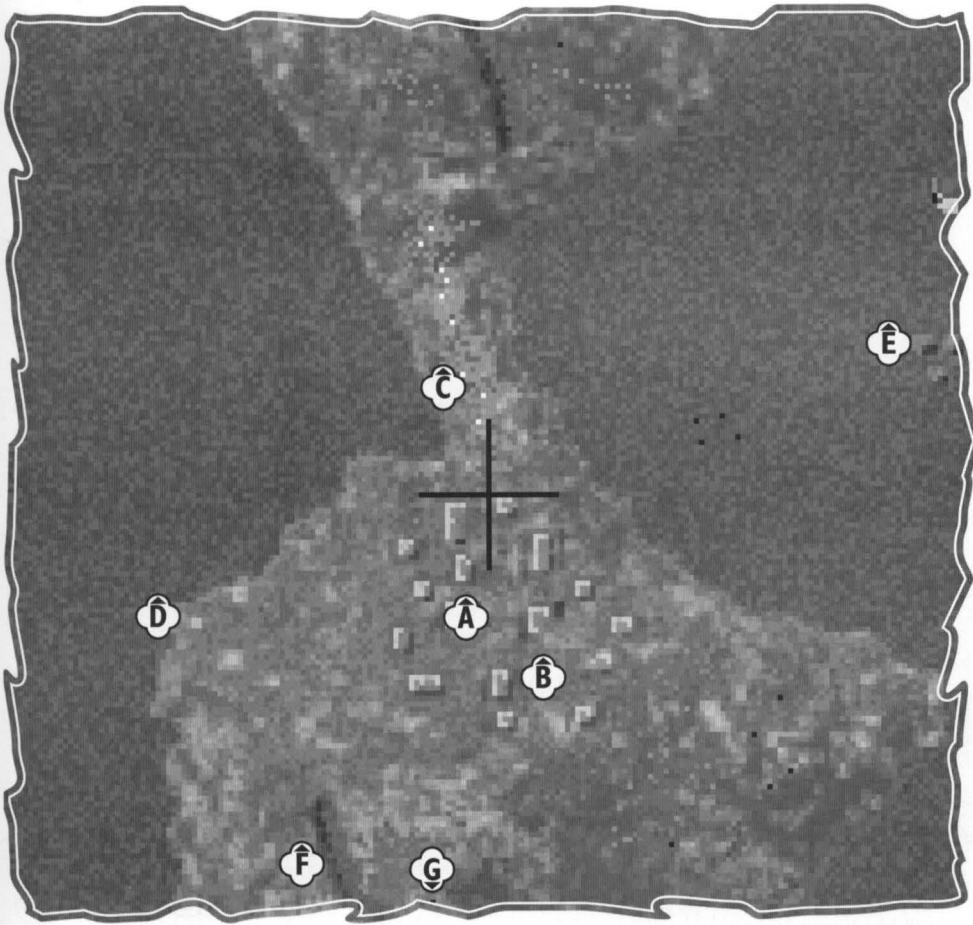
build your castle right under them. Later, when you have to deal with the skeleton army, if your castle is built on the isthmus you have a natural choke point that makes it relatively easy for you to mow down your undead enemies en masse. Unfortunately, the isthmus will also concentrate the skeletons' fire straight at the walls of your castle.

Other Features. The teleport mirror at (**D**) leads to the three islands at (**E**), but going through the mirror releases a *Volcano* that will fry you if you hesitate, so go through the mirror at full speed — use *Accelerate*. The volcano also releases some loose mana that you can go back and claim after things settle down. Once the volcano stops erupting, the teleport becomes a convenient shortcut to Vodor's castle, which is usually built nearby.

Flying to the end of the canyon nearest town (**F**) creates a crater full of loose mana guarded by nine bees. Don't try this until your *Rapid Fireball* spell activates!

Entering the stone circle at (**G**) releases a pack of 16 assorted trolls and apes, and reentering it will release seven dragons to attack the town.

Vodor. With this level Vodor gets the *Castle* spell and becomes a significant menace. Your best bet is to kill all the monsters on the island first, then attack Vodor's castle with the *Rapid Fireball* spell until you have captured all his mana (see p. 00 for advice on destroying enemy wizards' castles), after which you can turn the spell on Vodor himself. In the meantime, guard your mana diligently. It won't just sit there and wait for you to come recapture it once Vodor converts it — he now has a balloon to come pick it up and carry it off.



VODOR			
1	2	3	4
			24

A115, P81, R91

Spell-Jars	Starting Spells			
Accelerate (Backwards)				

Mana Needed
55%

World 7



~ AR ULNAN ~

Fear the might of the Kraken,
the masters of the deep. The
oceans and lakes are the
places of their power. Let
them not draw thee down
into the depths. Flee them in
thy weakness as the fawn
flees the hunter's arrow, and
when thou striketh, strike
swiftly as the hawk.

Kraken. This is the level that introduces you to those happy fishy buddies, the kraken. And not just a couple of them way out there in the deep ocean. No, they surround you with eight of their kind as soon as you try to do *anything* — they're released as soon as you leave the stone circle you materialize in. *Do not engage the kraken at this time!* Instead, *Accelerate* right over their heads and onto the big island. Make sure you go far enough inland to get out of range of the kraken's *Duel* spell. Avoid the kraken until your *Rapid Fireball* spell activates, and even then try to take them on one or two at a time, rather than in groups.

Castle Placement. Finding the best spot to drop your castle on this level is a bit tricky. The large coastal fortresses at (A) cannot be destroyed, and will block the expansion of your castle. On the other hand, you don't want to build a castle out to sea until you're capable of dealing with the kraken (who are among those monsters that are not damaged by castle building). A good compromise position is about $\frac{1}{2}$ to $\frac{1}{3}$ of the way down from the top of the island, on the side away from the city, about midway between the stone circle at (B) and the statues at (C). Remember, if you do build your castle too close to an inde-

structible object you can move the castle by first destroying it with the **[Shift]L** command, then rebuilding it where you want it.

Other Features. Six bees and one vulture inhabit the big island at the start.

Each time you fly over the harbor at (D) two dragons will be released, up to ten total.

The *Beyond Sight* spell is in the middle of the stone circle at (B) and getting it will release four dragons.

The central forest near the top of the island (E) holds a trigger that will release 14 assorted trolls and apes.

The statues at (C) will trigger an *Earthquake* the first time you fly over them. This *Earthquake* is not powerful, and will only damage your castle if you've built very near the epicenter at the statues.

Second Island. Once you've cleaned up all the mana on the main island (and thinned out the kraken around it) you're ready to move on the second island. Your arrival will trigger a war — flying over the less inhabited side of the island (nearest your point of materialization) will raise an army of skeletons to attack the town, and flying over the town will raise an army of archers to defend it. Both sides, however, will attack you at any opportunity. Circle the coastline and take out the enemies with *Rapid Fireball*. Try not to destroy any more houses or tents than absolutely necessary.

World 8



~ GILLAH ~

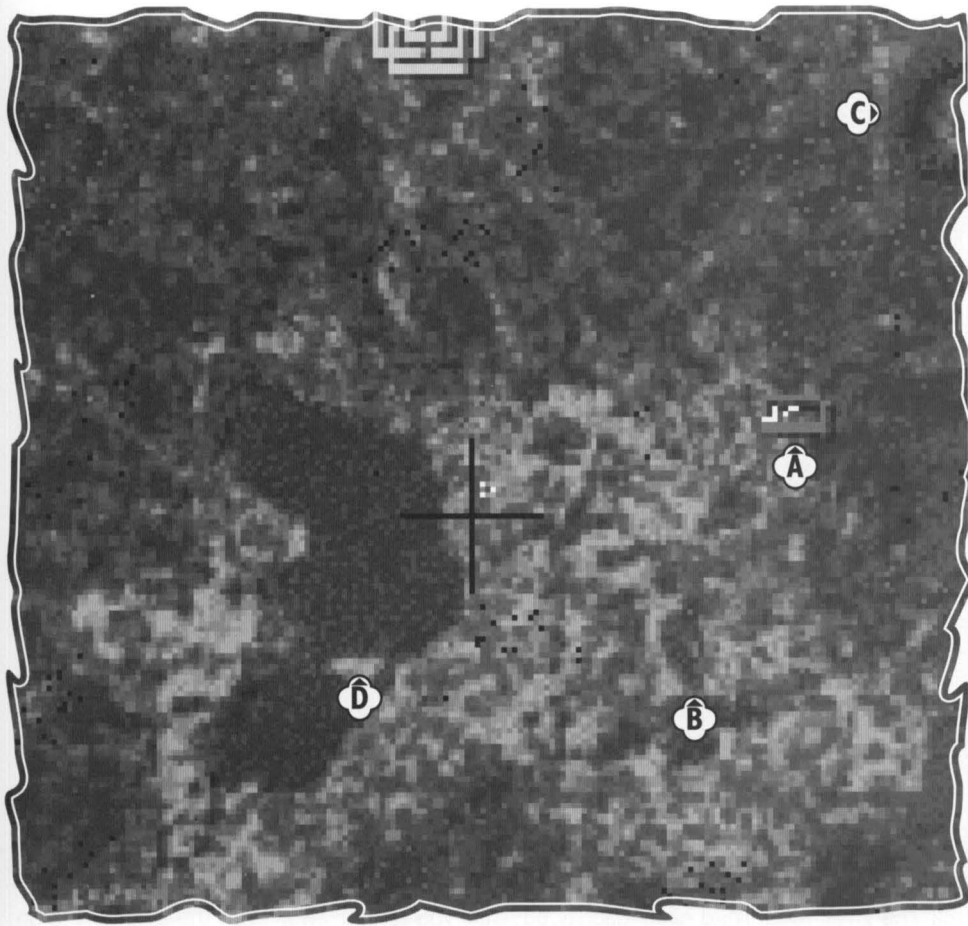
The hatred that lies between humanity and the brutish trolls is more ancient than memory. They despise the wizard for his freedom and wisdom, which compels them to face their own barbarity and ignorance.

Getting Started. This world has a small village of humans and *lots* of apes and trolls, plus a few other odd monsters. You materialize facing the village (with an *Accelerate (Backwards)* spell right in front of you, if you need it). Possess the houses, then drop your castle on a nearby trollish band. Watch out for the loose mana in the structure at (A) — it's protected by five *Lightning* traps that will go off as you approach. You may also trigger up to five *Earthquake* traps as you fly around the map. One may damage your castle. If it does, just rebuild. Oh, and that big cross-shaped building at 12 o'clock that looks so important? It's not.

Lesser Lake. If you approach the small lakes at (B) a bunch of archers will appear. They release another hidden switch nearby at 3 o'clock that releases a kraken, and a third switch also nearby, at 6 o'clock. This final switch will release four *Volcanoes* right under you.

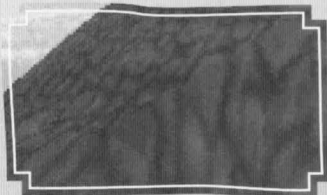
The Crater. As you might expect from a feature that looks like a big bull's-eye, the circular crater at (C) is the center of activity on this world. At the center of the crater is a dolmen guarding a *Rapid Fireball* spell-jar, but if you approach it you'll set triggers releasing explosions

inside the crater and skeletons, trolls and dragons around its perimeter; and releasing quantities of bees outside the crater. When these switches are tripped, it sets a trigger at (D) that will release three kraken and some loose mana in the big lake, when that spot is approached.



Spell-Jars	Starting Spells			
None				
Mana Needed				
55%				

World 10



~ RANNAXIOR ~

In ancient days the men of Rannaxior built mighty walls to keep evil forever without their city gates, so it was said. But the evil that was already in the hearts of the men of Rannaxior grew and festered from within, until in time it burst forth, destroying all the men of Rannaxior, and their mighty walls with them.

World 9, Kutoor, does not appear in the game.

In General. This is another very significant world — the first world where you have to face more than one wizard, the first maze level, the first appearance of griffin, and the introduction of two of the most important spells in the game, *Teleport* and *Lightning Bolt*. It's no wonder that this is the by far the most challenging level so far.

Getting Started. You basically have two options. The first is to build your castle right where you appear. This gives you a good secure starting position, but the disadvantage is that later in the game (definitely once your castle reaches fifth level, and maybe much sooner if you don't place it just right) you'll have to tear it down (using the `Shift L` command) and rebuild somewhere else. On the other hand, you'll have ready access to plenty of mana, both from the plentiful loose mana on the island and from the bees being demolished by your expanding castle.

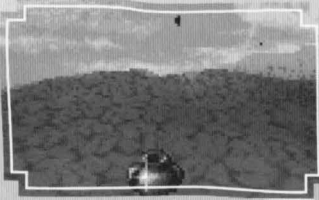
The second possibility is to use *Accelerate* to make a quick escape from the maze (follow the wall at 3 o'clock from your starting point for the most direct way out) and build your castle out to

sea. This gives you infinite expandability, but puts you farther away from the loose mana on the big island, and makes you a tempting target for any kraken that happen to swim by. You can avoid the kraken problem by building on the smaller island (**A**), where your arrival will release an army of worms and emu riders. This option protects you from the kraken and gives you access to plenty of mana as your expanding castle bulldozes over the island's inhabitants. But it's difficult in the short run because a *Volcano* released by your arrival will keep you vulnerable until the eruption dies down. In the long run, building here is tantamount to yielding all the loose mana on the larger island to the enemy wizards.

New Spells. The *Lightning Bolt* spell is sitting out in plain view on a small island (**B**) at the start of the game. It's not trapped, but there's no reason to rush to grab it — it won't do you any good until your castle is built up to about the fourth level (and no, the other wizards can't steal the spell before you get to it — only you can see spell-jars). Using the teleport mirrors on the tiny island of mirrors (**C**) will cause the *Teleport* spell to appear.

Walls. The maze walls are indestructible and impassable (to you anyway — the other wizards can, infuriatingly, fly over them with impunity). The walls aren't smooth and you can't just slide along them — if you hit one you have to back up at least a little bit and establish a new trajectory to take you around the obstacle. Another problem with stopping up against the wall is that enemy attacks, like a kraken's *Lightning Bolt* or even a bee's sting, can carry through the wall and damage you. On the plus side, the walls do not inhibit your *Possess* spell, so you can convert mana on the other side of the wall.

World 11



~ ZANZANDRIA ~

In ancient days it came to pass that certain stars worked loose of their setting in the firmament. They fell toward earth with a great fire and a rushing of wind, and many were slain. Then did the Wizard called Hunter-of-Stars go forth, and he captured the falling stars and bound their power unto himself.

Getting Started. This world starts with lots of worms and vultures. Your first objective, the spell-jar at (A), releases a swarm of bees. If you've made it this far you should already know the best choice against bees, vultures and worms at the start of a level — a well placed castle. There are no traps or obstacles in the immediate area, so just build your castle where it will do the most damage and yield the most new mana.

The monsters will probably overwhelm your newly built castle at least once or twice, so stay nearby, keep *Castle* at hand, and quickly convert any mana in range (to make up for the mana lost when your castle is destroyed).

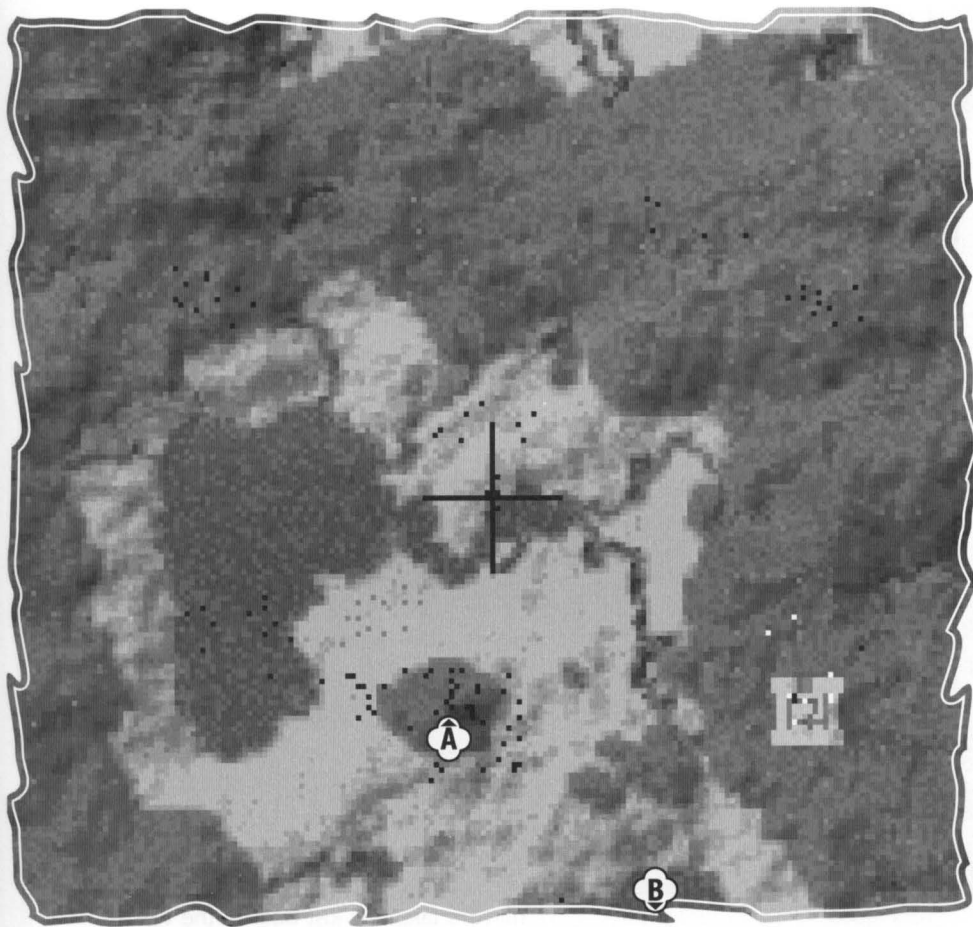
Meteor. There's no particular reason to go after the *Meteor* spell immediately — as you might expect of the most powerful missile spell in the game, it's also one of the last spells to activate. On the other hand, there's no reason to not take the spell, other than its guardian bees. If you have a castle nearby, the bees' value as a harvestable source of mana at least balances out their danger.

Once your *Meteor* activates (about the time your castle reaches fifth level) you'll probably be tempted to try it out on Vodor and Gryshnak's castles. Resist the temptation — because of a bug

in the program, a *Meteor* can sometimes fuse a castle, making it (and its wizard) indestructible, and the mana it holds unobtainable. This doesn't happen every time you use a *Meteor* on a castle, but when it does happen it's extremely annoying, so better safe than sorry. Stick to *Lightning* for castle attacks, and have fun trying out your new *Meteor* on kraken and crabs. *Meteor* does, however, make an excellent castle defense spell — although your *Meteors* will singe your own castle, they don't do any damage, and they're usually devastating to whatever's attacking you. At this stage of the game you can also *Meteor* other wizards with impunity. Do not *Meteor* griffin — they'll use *Rebound* against you.

Crabs. Although there were a few crabs in the last world, this is the first where they're a serious threat. crabs (along with lots of kraken) appear when you fly over the lake at (B).

Basically, the rule with crabs is to wipe them out as soon as possible. Hatchlings are no problem, but older crabs become a menace, and mature crabs are second only to the wyvern in both toughness and damage potential. The only efficient way to deal with a fully grown crab is with multiple *Meteors*, but younger crabs can be handled with *Lightning*. If you destroy a fully grown crab, remember that it probably left eggs in the vicinity. Watch out for the hatchlings, or the whole process will start all over again. If you're far away and your castle starts taking rapid damage, and there's only one or two enemy dots around its perimeter, there's very likely a fully grown crab circling your walls casting *Meteors*.



VODOR (C3)			
1	2		4
72			

A110, P114, R109

GRYSHNAK (C3)			
1	2	3	4
13			
	22		24

A86, P147, R111

Spell-jars

Meteor

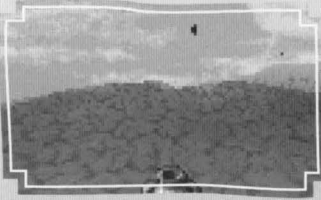
Mana Needed

90%

Starting Spells

Genie. Once you get control of 90% of the total mana, and the "world restored" message appears on your screen, the first genie of the game appears. At this point he's not much of a threat since, (a) you can win the world with a touch of the spacebar, and (b) you can usually take him out with three or four fast Meteors.

World 12



MEHKHEL

Since the time before time, the great walls have guarded the sacred lake of Mehkkel. Long have the wise disputed over the purpose of their building, and this is the root of their disputation: were the walls created to keep thus-and-so **WITHOUT**, or were they created to keep thus-and-so **WITHIN**?

Getting Out. You start over a lake full of loose mana, surrounded by impassable walls. Any attempt to move from this starting position will release five kraken and four griffin. The kraken are your immediate problem. Your first step is to spin in place, *Possessing* as much of the mana as you can. Work fast — the other wizards will be on their way to steal it from you.

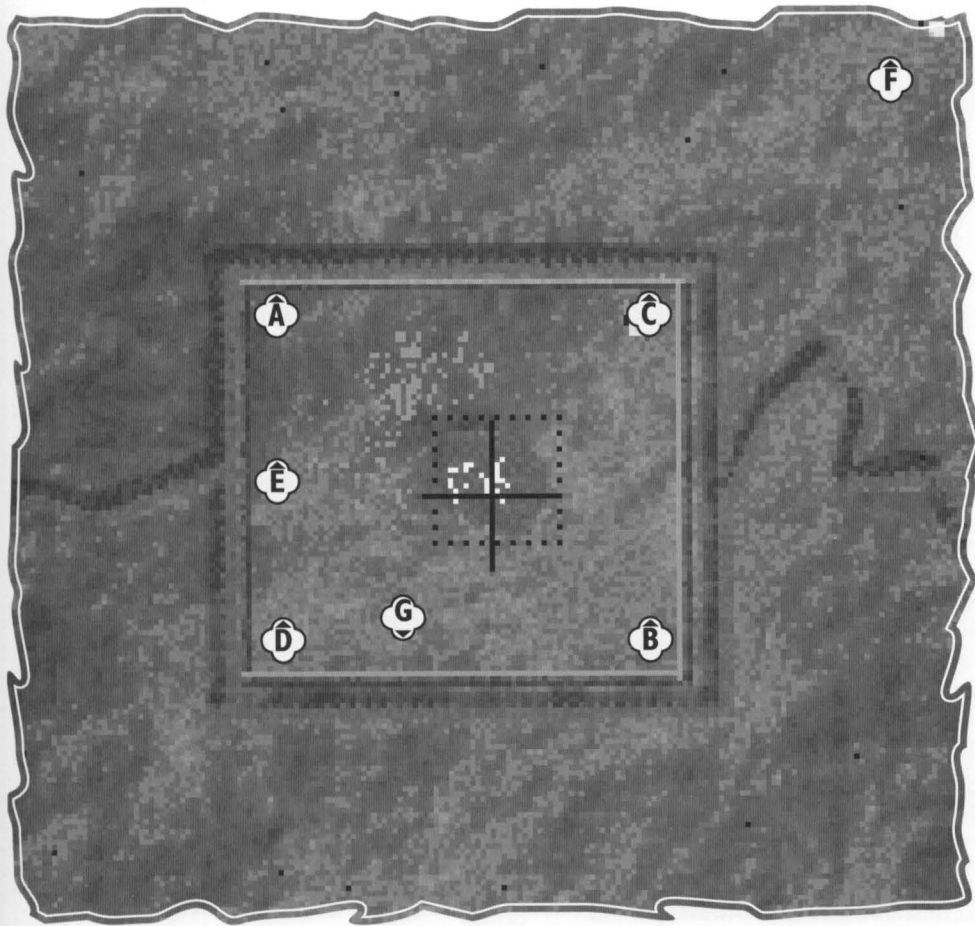
Now you have a choice. To build your castle directly over the mana-filled lake, or off to the side? Building directly over the lake is the only position inside the walls where you can expand your castle to full size, and also get the most efficient access to the new mana. However, it also gives you no place to hide from the kraken, and requires extremely precise positioning to give you sufficient expansion room. If you build your castle up on the shore of the lake you'll eventually have to demolish it and move it elsewhere, but in the meantime you'll be in excellent position for a series of damaging raids against the kraken.

Killing the kraken causes a teleport mirror to appear at the center of the lake, and standing stones to appear at the corners of the enclosure. Flying over the stones in the order **(A)**, **(B)**, **(C)**, **(D)** causes another mirror to appear at **(E)**. Both mirrors take you just outside the walls.

Trees. Flying over the ring of trees at **(F)** will release eight griffin, *Mana Magnet* and a teleport back to the enclosure **(G)**. The ring will also contain a spell-jar holding *Beyond Sight* if you don't already have that spell. Gryshnak likes to build his castle in this area, so if you look for the ring and can't find it, it's likely that Gryshnak has already expanded his castle over it. Flying over the spot will release the teleport and monsters whether the ring of trees is still there or not.

Wizards. Vodor starts out in the enclosure with you, and Gryshnak is outside. Gryshnak is the most dangerous opponent, because he has full expandability for his castle right from the start, allowing him to reach full power relatively quickly. Vodor's castle may seem like an easy target, but don't be in too much of a hurry to take it out, unless you can also be sure of getting Vodor himself at the same time. If Vodor's castle is left alone, he won't destroy it, so his power is limited by the maximum size of his castle. If you destroy the castle, however, he'll just fly off and rebuild somewhere else where his castle can hold all the mana he can gather.

In general, this world's total supply of mana is rather sparse, making the competition over the supply that does exist more intense. On the bright side, the relative scarcity of mana makes it rather unlikely that one of the other wizards will get his *Meteor* spell activated before you do.



VODOR (C)

1	2		4
		11	
			16
	18		

A122, P142, R159

GRYSHNAK (C)

1	2	3	4
		7	
		11	
			16
	18		
	22		24

A115, P126, R110

Spell-Jars **Starting Spells**

Mana Magnet

1	2	3	4
5		7	

Mana Needed

75%

World 13



~ DULLIGHIR ~

Lost souls forever roam, lost in the Labyrinth of Dullighir. The mystic vision of the wizard cannot be fooled by such material ruses, yet even the wise can be betrayed by greed and unseemly haste. More dangerous by far is the Wyvern, the ancient master of the air, that sleeps beneath the waters of Dullighir. Wake him at thy peril.

Maze. You materialize in a maze with a few griffin. As you might expect, the loose mana scattered around the maze is trapped, so your best bet is probably to get out of the maze as fast as you can, build up your strength a little, then come back to explore the maze when you're better equipped to deal with it. The exit is at **(A)**. Either follow the map or remember to follow the outside wall that's at 3 o'clock at the start.

Flying through the entrance will release an army of skeletons. Establish your castle far enough from the maze that the walls won't inhibit its expansion, but close enough to the entrance to allow you to get to the skeletons. Take out the skeletons as they approach and harvest their mana.

The loose mana at **(B)** hides a trigger that will release a swarm of bees.

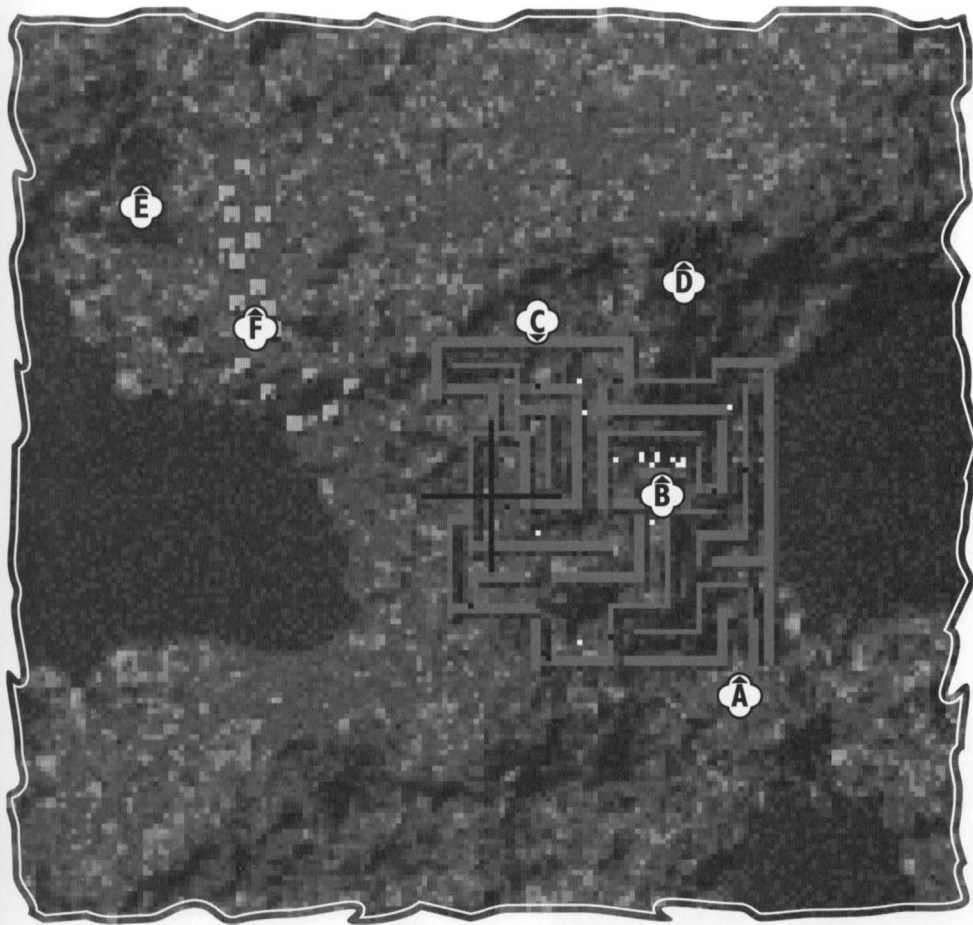
At **(A)** is a trigger that will release a spell-jar for *Rebound* at **(C)**, while also releasing kraken, vultures and griffin. Collecting the spell will release two powerful *Earthquakes* and a huge flight of griffin.

Volcanoes. The cluster of three volcanoes at **(D)** will release some loose mana as the volcanoes erupt. Don't try to harvest this mana until they calm down.

Wyvern. Flying over the small lake at **(E)** will release some free mana and the game's first wyvern. Try to avoid waking the wyvern until you have collected the *Rebound* spell and your *Meteor* spell is active. If you must face the wyvern without either of these spells (particularly the *Meteor*), you'll have to fight it over your castle for any hope of success. Fly back and forth above the castle walls, hammering the wyvern with *Lightning* as quickly as possible, and rebuilding any time your castle is reduced. Try to avoid flying outside of your outermost walls.

If you have the strength to hit the wyvern with seven or eight consecutive *Meteors*, however, you can take the monster in the wilderness. Make sure you guard the giant mana ball the wyvern leaves behind until your balloon comes and picks it up. That ball contains enough mana to completely fill the balloon all by itself.

If the wyvern isn't attacking your castle directly, it can usually be found over the town at **(F)**. Wyverns like to lay waste to towns. Vodor and Gryshnak will also usually build their first strongholds near here.



VODOR			
1	2		4
			8
		7	

AI 15, PI 50, RI 56

GRYSHNAK			
1	2		4
			8
13			

AI 18, PI 48, RI 40

Spell-Jars

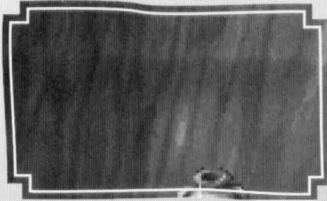
Rebound

Mana Needed

65%

Starting Spells

World 14



~ NAZZAJAHN ~

The Genii, the children of the air, are by nature tricksters, thieves and cowards. Shun them, awe, and fear them, for they love nothing better than to lead the wise to ignoble doom with their mocking laughter. When confronted, they flee, only to return again to further torment their enemy. Only the mightiest of magics is sufficient to slay a genie before he can take flight into the unguessable worlds from whence he came.

Getting Started. This world starts out with large wandering packs of bees, archers and emu riders strewn across the map along with several dragons. Try to drop your castle in the middle of a healthy sized swarm of bees. You'll probably find one if you turn right as soon as you materialize and fly towards (A).

Circle. Flying clockwise around the stone circle at (A) releases a dolmen with a spell-jar under it. The spell-jar holds the *Steal Mana* spell, and claiming it releases a genie. Since genies are suckers for an expanding castle, the best time to claim this spell is when you know you have enough mana stored to build your castle up to a new level. Grab the spell, head back to your castle at top speed, and when the genie appears over your walls, fire off the *Castle* spell and watch laughing boy turn into a big, fat ball of mana.

Fortress. The imposing central fortress in the middle of the world is guarded by numerous archers, and flying over it releases a large swarm of bees. The dolmen at (B) will release some mana. Other than that, the buildings and guardians of this town are just a good source of mana.

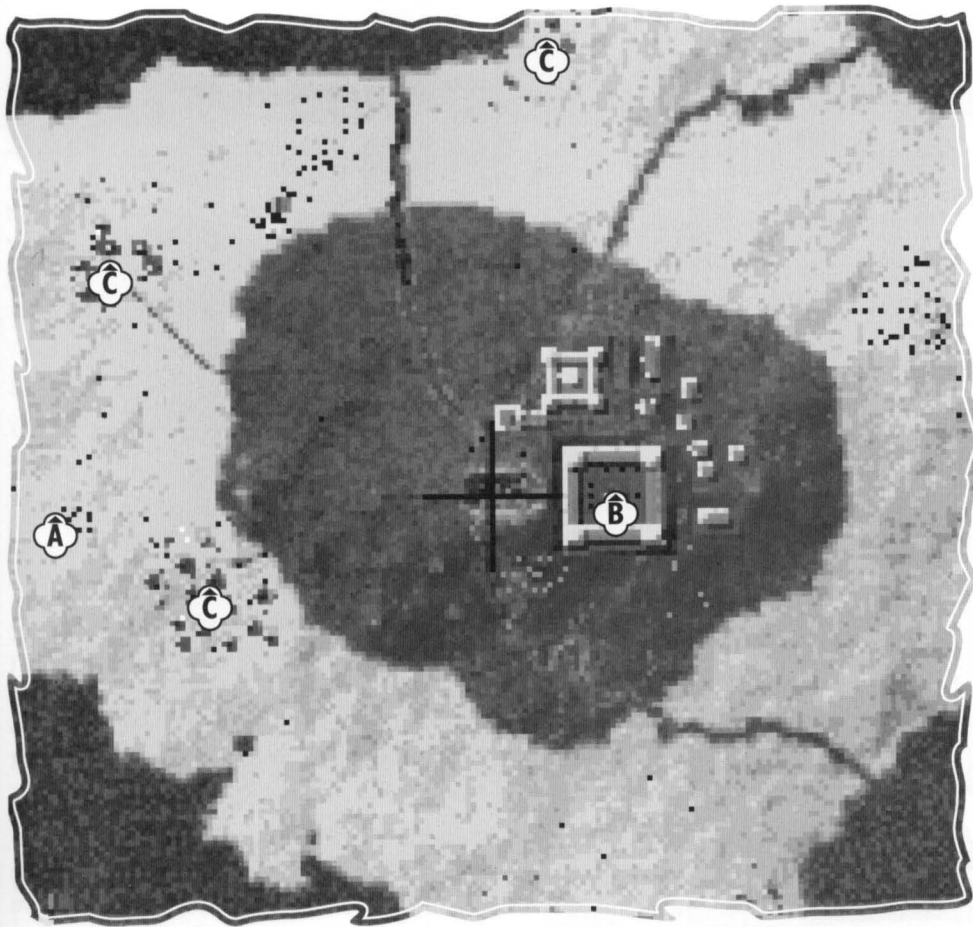
Settlements. There are several tent settlements scattered around the map, all marked (C).

Monster Reinforcements. If all the dragons that were around at the start of the world are killed, five trolls and some crab eggs will appear

along the shoreline. When all of the trolls are dead, another genie will appear:

Mana Storms. Flying over the large sea will release a series of storms trapped with the *Steal Mana* spell. These storms are only significantly dangerous in the middle of a running battle. If you're fighting a rival wizard, a large swarm of bees or more than one dragon, try to keep your battle over land.

Mahmoud. This level marks the debut of Mahmoud, the third evil wizard. Fortunately, none of your rivals for this level are particularly aggressive. When pressed in combat, the enemy wizards like to dodge in between tents in the settlements to try to throw you off.



VODOR (C1)

1	2		4
17			

A128, P166, R128

GRYSHNAK (C1)

1	2		4
17			

A112, P193, R130

MAHMOVD (C1)

1	2		4
	6		
		11	
			16
	18		
	22		24

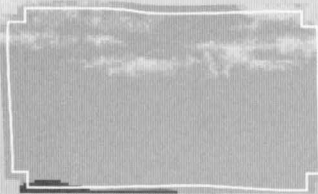
A120, P127, R145

Spell-Jars **Starting Spells**

Steal Mana

Mana Needed
80%

World 15



~ AL SAVMAM ~

The Wizards' duel is a matter of little subtlety. As the cat with the mole, the stronger seizes the weaker, and takes his life at his leisure. Only the swift and the subtle can escape the extended claw of the predator. But beware lest thou seize thy victim above his stronghold, the place of his power, for there in his strength is even the most lowly of wizards to be feared.

Bees. When you materialize there's an enormous swarm of bees just ahead of you, to the right of the large lake. Right in the middle of this swarm is, by far, the best place to drop your castle. It might take you a couple of tries to get established, just because of the sheer quantity of insects in the immediate vicinity, but if you do get your castle established the mana from the swarm will give you a strong head start over all the other wizards.

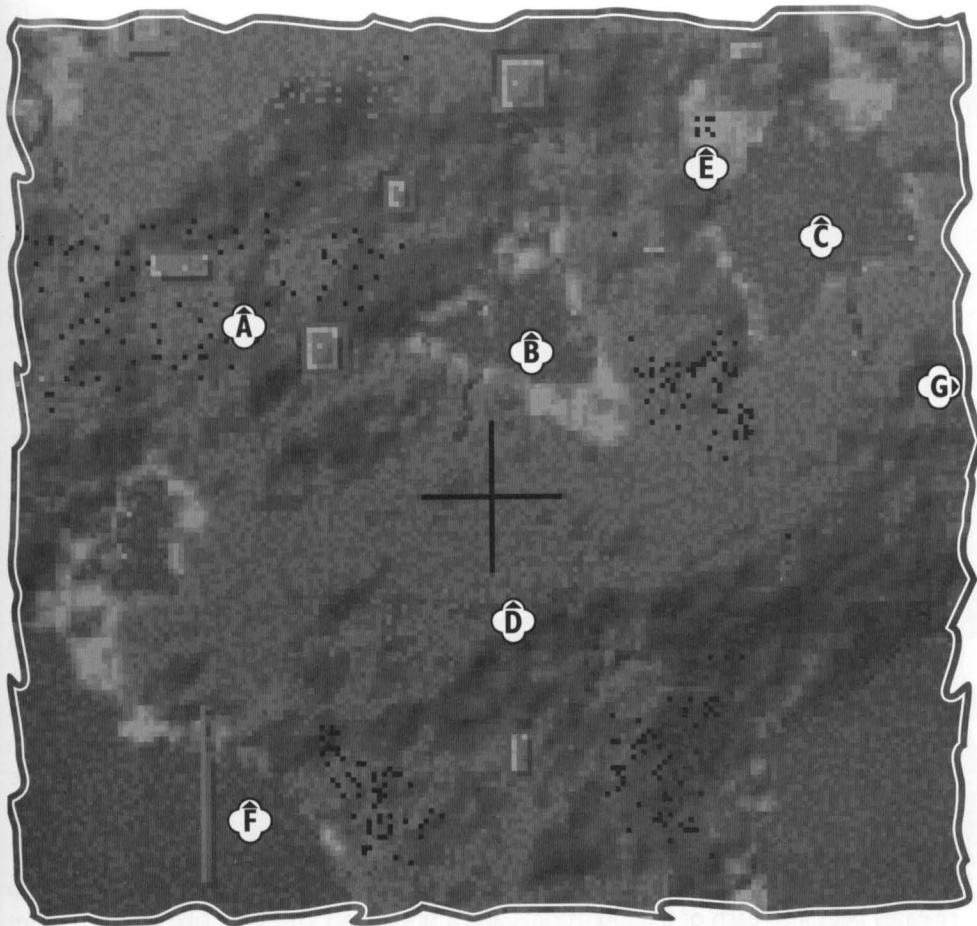
Town. On the other side of the lake there's a collection of several old stone buildings with an army of skeletons encamped around them **(A)**. You can Possess the buildings for their mana. If you build your castle anywhere near the central lake, watch out for the column of skeletons that will eventually come marching down from the town.

Lake. The lake directly ahead of you at the start is lined with crab eggs that will quickly start hatching. There's also an invisible trigger at **(B)** that releases a teleport to **(C)**. This trigger also releases bees and dragons at **(D)** and a genie at **(C)**.

Cross. The stone cross at **(E)** will release the extremely useful *Duel* spell and five kraken. Take the spell once your *Lightning Bolt* spell is active and you're starting to think about attacking the other wizards (or they're starting to think about attacking you).

Geography. The ancient walls at **(F)** are just there as a hazard to navigation. The small, thin lake at **(G)** is the site of a continual *Lightning Storm*.

Trolls. Once you've flown around the level for a while, a large army of trolls and apes will appear. Don't be in too much of a hurry to kill these invaders if there's an enemy wizard's castle between them and your stronghold — let them do some of the dirty work of reducing the enemy castle for you.



VODOR (C)			
1	2	4	
		19	

AI03, PI51, RI51

GRYSHNAK			
1	2	4	
		19	

AI20, PI56, R229

MAHMOVD			
1	2	4	
		19	

AI23, PI69, RI40

Spell-Jars

Duel

Mana Needed

70%

Starting Spells

World 16



~ AFLAKHSTAHN ~

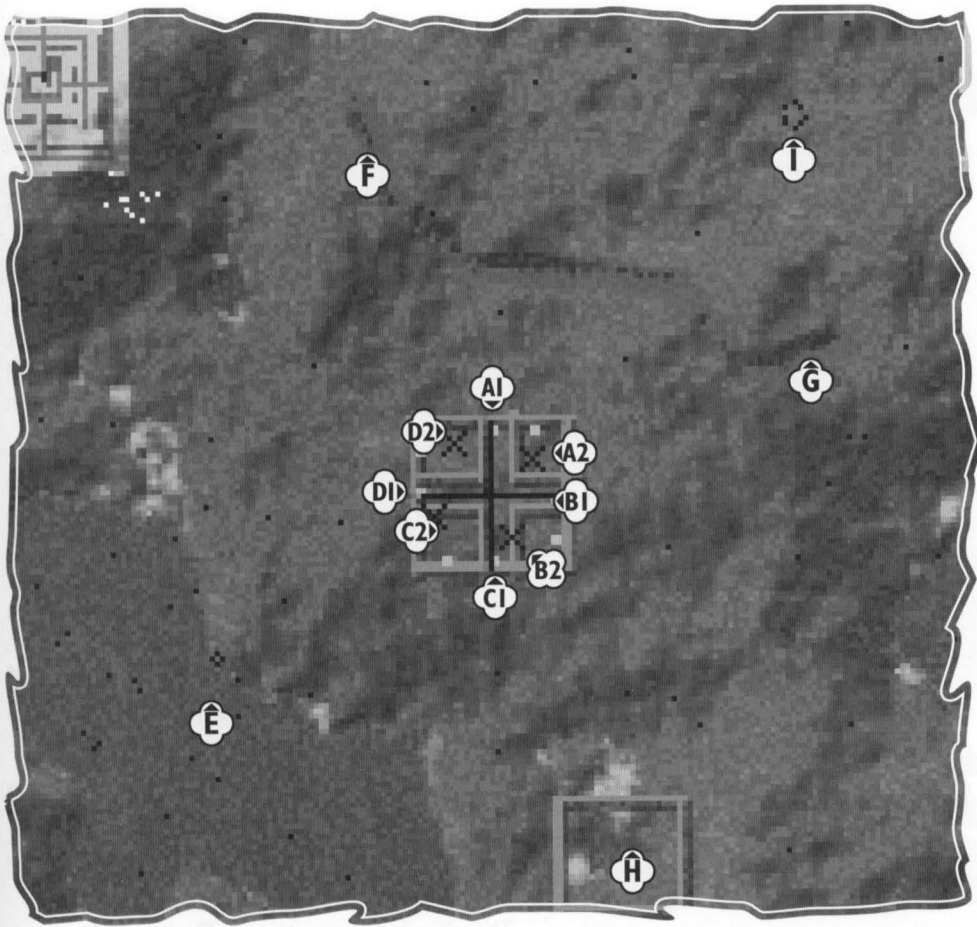
Aflakhstahn is a world of bondage and deception, where the only escape from peril is oft more peril. The path to freedom leads from one prison unto another, but the eight gates lead to nothing. Every prize carries a price, and each new vista presents a new peril.

Prison. You start out in the middle of a prison with four halls and four rooms. The teleport mirrors at the end of the halls each lead to a different room. Traveling from **(A1)** to **(A2)** releases mana and a *Steal Mana* spell (if you don't already have that spell in your inventory). Going from **(B1)** to **(B2)** releases mana and the *Wall of Fire* spell. Moving from **(C1)** to **(C2)** releases mana and the *Invisible* spell, and moving from **(D1)** to **(D2)** creates a dolmen and triggers *Meteor* traps all along the outer walls. This means that you can do the other three rooms in any order you wish, but make sure that **(D2)** is the last one you visit. All the teleport mirrors in the rooms lead to **(E)** over the main lake. The first time you make this trip, 19 kraken will be released in the lake, to join the worms, trolls and crabs already on the land.

Canyon. If you fly the length of the canyon at **(F)**, heading away from the large lake, you'll release a teleport to the walled lake at **(G)**. Flying through this teleport will release more kraken and worms. If you fly the length of the canyon towards the large lake, you'll release some loose mana, followed by a second release of loose mana and a flight of dragons.

Lakes. The teleport mirror at **(G)** takes you back to the prison where you started, and also releases bees into each of the four rooms, and a single crab. The small lake at **(H)** releases kraken, and some mana is released when you leave the area.

Statues. The circle of statues at **(I)** releases a skeleton army and a ring of eight teleport mirrors, all of which just lead back to the center of the ring. Don't waste your time flying through the mirrors waiting for something new to happen. If Vodor's castle is closer to the skeletons than yours is, leave the army alone and let them attack Vodor. If your castle is closer than Vodor's, take the skeletons out immediately and start harvesting their mana.



VODOR (C7)			
1	2		4
			8
A120, P201, R236			

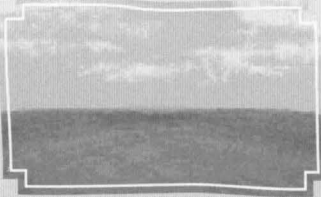
Spell-Jars

Wall of Fire
Invisible

Mana Needed
90%

Starting Spells

World 17



~ JAN TABAR ~

Consider the wisdom of the sage Alhamb, who said, "The only battle which matters is the first." That is to say, once the first trial has been overcome, all that follow will seem far easier. Now consider the wisdom of the sage Djirr, who said, "The only battle which matters is the last."

An Unpleasant Beginning. You materialize in the middle of a large sea. If you try to move in any direction, a whole crowd of kraken will be released right under you — therefore *do not move*. Your first problem, however, is the genie that will appear almost immediately to drain what little power you have. To have any hope of surviving here, you must destroy the genie by building your castle directly underneath him. Remember, you only have one shot. If you miss, you can restart the level, or you can let nature take its course and fight until you go down. It shouldn't take long.

If you succeed in killing the genie, his mana may give you the edge you need to take on the kraken, or you may just want to bug out and rebuild somewhere safer. Once you're away from the kraken, there are vultures at 2 o'clock from your starting point, and bees and griffin near the *Duel* spell-jar at (A). Stay away from the small island at (B) — it's booby trapped with *Meteors*, and lots of them.

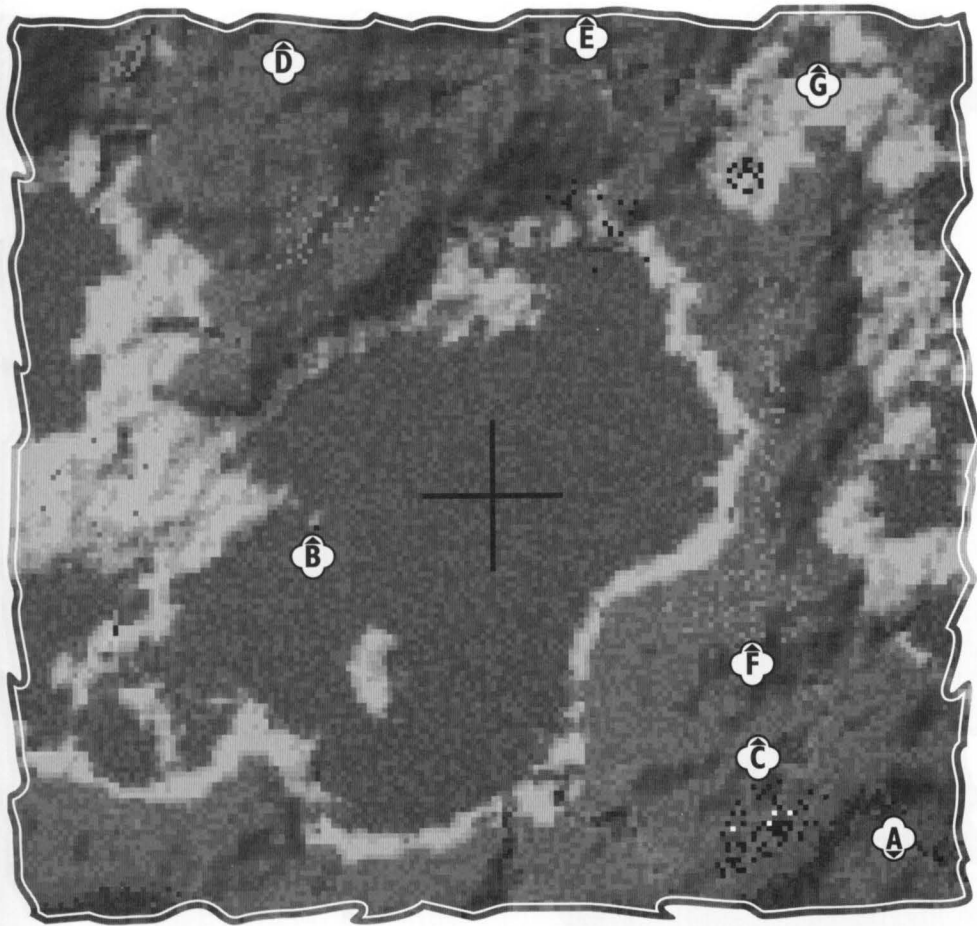
Other Surprises. When the genie is dead, a spell-jar with *Teleport* will appear at (C), but only if you missed it earlier. When you claim the spell, a wyvern will appear.

There's a hidden switch at (D) that will cause a swarm of bees to appear.

A switch at (E) (midway between two dolmen) will release a few trolls and a ring of many *Steal Mana* traps.

Armies on the March. A hidden switch at (F) will release a dense column of archers. As you fly around the map, a horde of trolls will eventually be released all over the map. At the same time the trolls appear, a grove of trees will appear at (G).

Flying to this grove will release a pool full of loose mana.



VODOR			
1	2	4	

AI10, PI14, RI09

GRYSHNAK			
1	2	4	

AI45, PI44, RI43

MAHMOVD (C1)			
1	2	4	

AI25, PI44, RI18

Spell-Jars

None

Starting Spells

Mana Needed

78%

SEYD (C1)			
1	2	4	

AI16, PI54, RI44

World 19



AR VILIM

It is said, he is only a slave who has given up all hope of freedom. Though it seemeth betimes that to escape from one prison is only to exchange it for another, yet will the persistant seeker at last be given that which he seeks. But he must retain, in his joy, vigilance, lest that which he so long sought be snatched from him by death.

World 18, Kireemir, does not appear in the game.

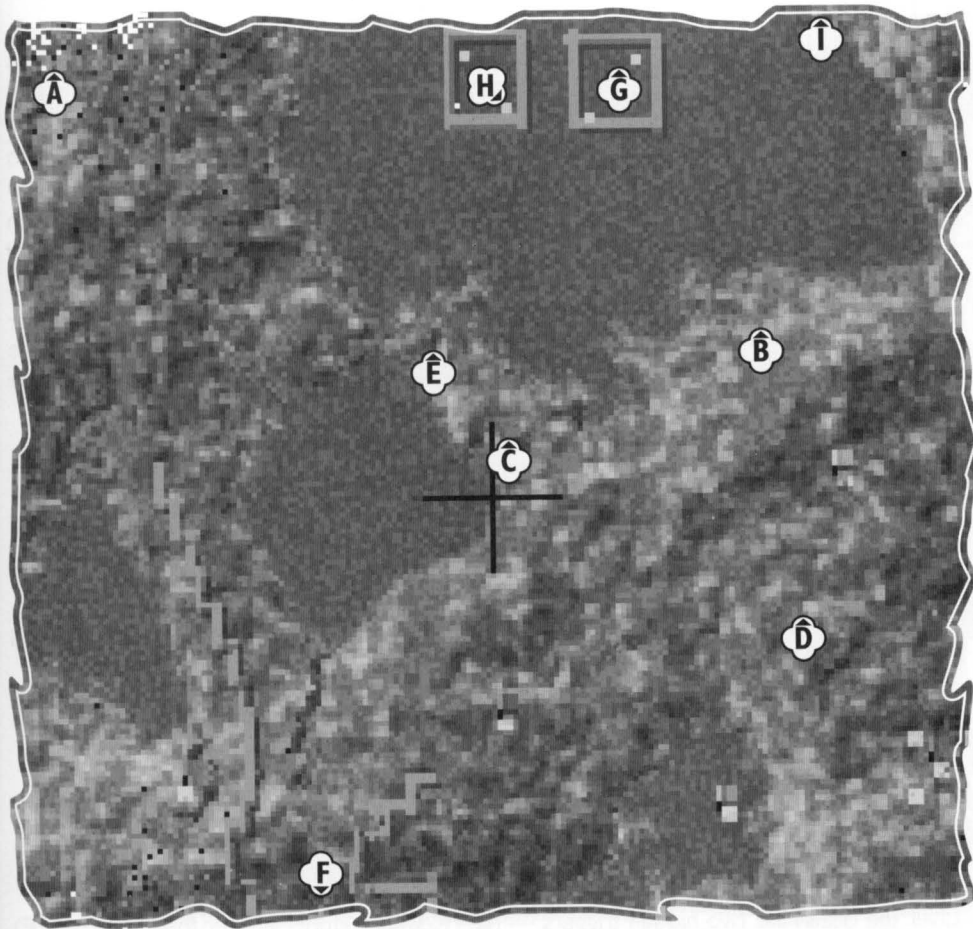
Loose Mana. You might expect that the large quantity of loose mana up in the northwest corner of your screen (**A**) isn't quite absolutely free for the taking, and you'd be right. In addition to drawing all seven of the rival wizards, it's also in the middle of a huge collection of miscellaneous monsters — you start out with an enormous flock of vultures plus a few other assorted nasties, and the stone statue at (**B**) releases a howling horde of worms and dragons. You basically have two choices here — build your castle close to the mana and try to hold as much of it as you can, or write the mana off entirely, instead increasing your power by hunting stray monsters. The choice depends on whether you prefer an aggressive or defensive playing style.

Statues. The statues at (**C**) release a swarm of bees and a ring of eight teleports. Most of the teleports lead nowhere and release *Meteor* traps underneath you, but the one at 12 o'clock on the map will take you to (**D**) and release some loose mana and a pair of wyvern. Near the statues at (**E**) is a trigger that will release a *Volcano* and a flight of griffin.

Wall. In the alcove of the broken wall at (**F**) is a group of statues that will release six dragons, a genie and a *Volcano*. An *Undead Army* spell-jar is inside the volcano.

Prisons. The standing stones at (**B**) release a teleport that leads to the prison at (**G**). Possessing the ball of mana in the corner releases two kraken at (**H**) and a teleport to that location. A hidden switch at (**H**) releases three kraken at (**G**) and a teleport to that location. A hidden switch at (**G**) releases a swarm of bees and a teleport back to (**H**), and a final hidden switch. This trigger releases teleports from each prison to (**I**), where a *Wall of Fire* spell-jar is waiting. Picking up the spell releases a troll army, and killing all the trolls will release three wyvern.

Mahmoud. If you kill Mahmoud in this world, he'll drop the *Earthquake* spell and give you early access to this spell-jar.



VODOR (C2)			
1	2	3	4
		15	

A81, P237, R241

GRYSHNAK (C1)			
1	2	3	4
		15	

A132, P178, R174

MAHMOVD (C1)			
1	2	3	4
9		11	
		15	
21			24

A133, P163, R209

SEYD (C1)			
1	2	3	4
		15	

A125, P140, R130

RASCHID (C1)			
1	2	3	4
		7	
		11	
		15	
21			

A116, P173, R245

ALHABBAL (C1)			
1	2	3	4
		15	

A126, P225, R74

SCHEHERAZADE			
1	2	3	4
		15	

A128, P180, R127

Spell-Jars

Undead Army

Starting Spells

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

Mana Needed
80%

World 20



~ JONDD WARR ~

How is it that the small mongoose overcomes the great cobra? He strikes unseen, and he strikes with surety. Most importantly, it is he that chooses the time and place of the battle. So let it be with thee, when thy foes seem stronger than thou.

Getting Started. The challenge on this level is that the rival wizards are both very well established, with 4th-level castles at the start of the world. You have to aggressively collect mana to catch up, while at the same time keeping a low profile so as not to attract more attention from your neighbors than you're prepared to deal with. Fortunately, the plethora of dragons that infest the level make reasonably quick mana accumulation possible. If you don't already have *Rebound* or *Mana Magnet*, you'll find spell-jars for those spells at the starting point.

Drop your castle quickly (preferably under a dragon or two). Then turn around and go to the standing stone at **(A)**. This will release a pool of mana, but also a pair of kraken, so stay inland.

Hidden Triggers. This level has a lot of hidden triggers, several of which create their effects in a completely different area of the map.

At **(B)** there's a switch that releases griffin and three genies.

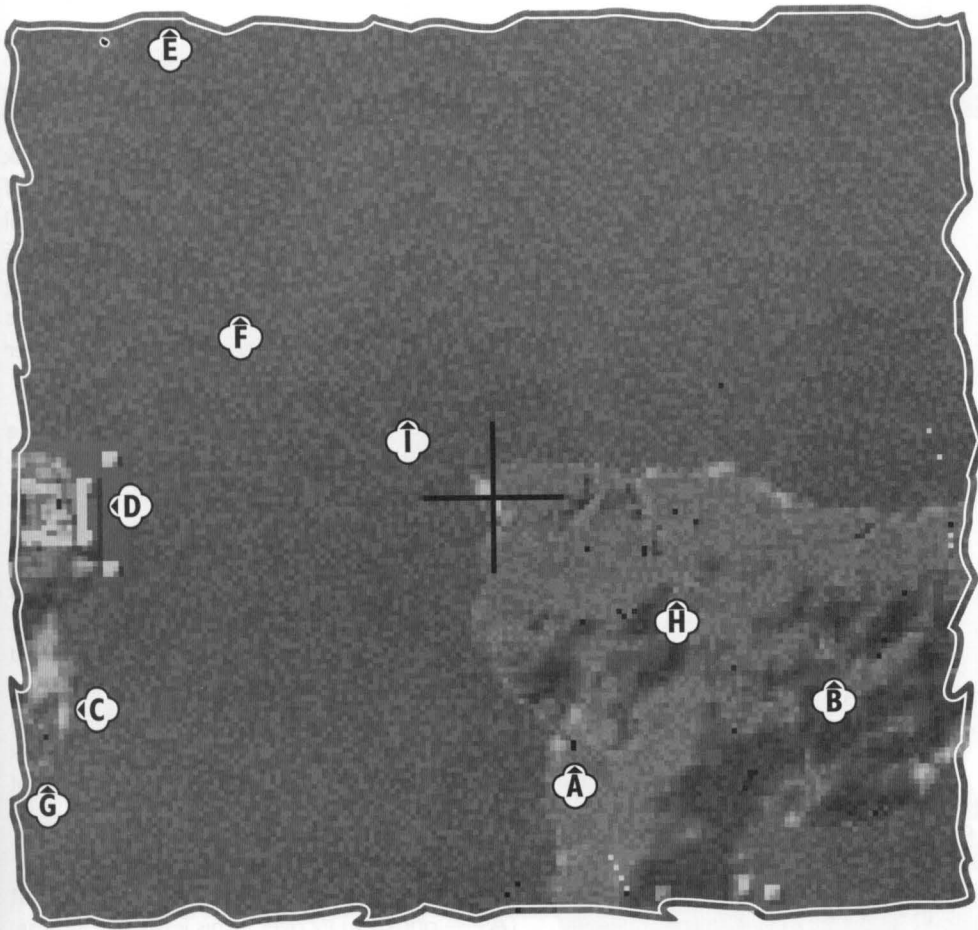
The stone circle at **(C)** triggers a *Crater* spell.

The stones nestled in the trees at **(D)** release a swarm of bees and a *Teleport* spell-jar.

Over the ocean are two hidden triggers — **(E)** releases vultures all over the island, and **(F)** scatters the world with griffin.

Hidden Teleport. The tiny island at **(G)** holds the level's most inviting and dangerous trigger. Flying over the island creates a teleport mirror, and actually using the mirror transports you to **(H)** and releases four (count 'em, four!) wyvern around **(I)**. If you didn't kill Mahmoud in the last level, you'll also see an *Earthquake* spell-jar. Note how close **(I)** is to the starting point — and also to your castle, if you dropped it there at the beginning of the level. The teleport mirror also creates a small band of skeletons on the opposite side of the island from the wyvern. You have been warned — do not use the teleport mirror until you are ready to engage all four wyvern.

Skeleton Army. As a final present, once the world is restored a large army of skeletons appears, scattered all over the island. Of course, you can just hit the spacebar and move on, but what fun is that?



VODOR (C4)			
1	2	3	4

A128, P184, R188

GRYSHNAK (C4)			
1	2	3	4

A125, P182, R194

Spell-Jars

None

Mana Needed

75%

Starting Spells

World 21



~ KHAGHABAL ~

It is said that mana lies upon the towers of Khaghabal like sand lieth upon the shore, and this is so. Yet the very ease with which the riches of Khaghabal can be claimed is itself a peril, for if thou shalt come to claim the treasure of Khaghabal, can those who lust or hunger for those selfsame riches stand idly by?

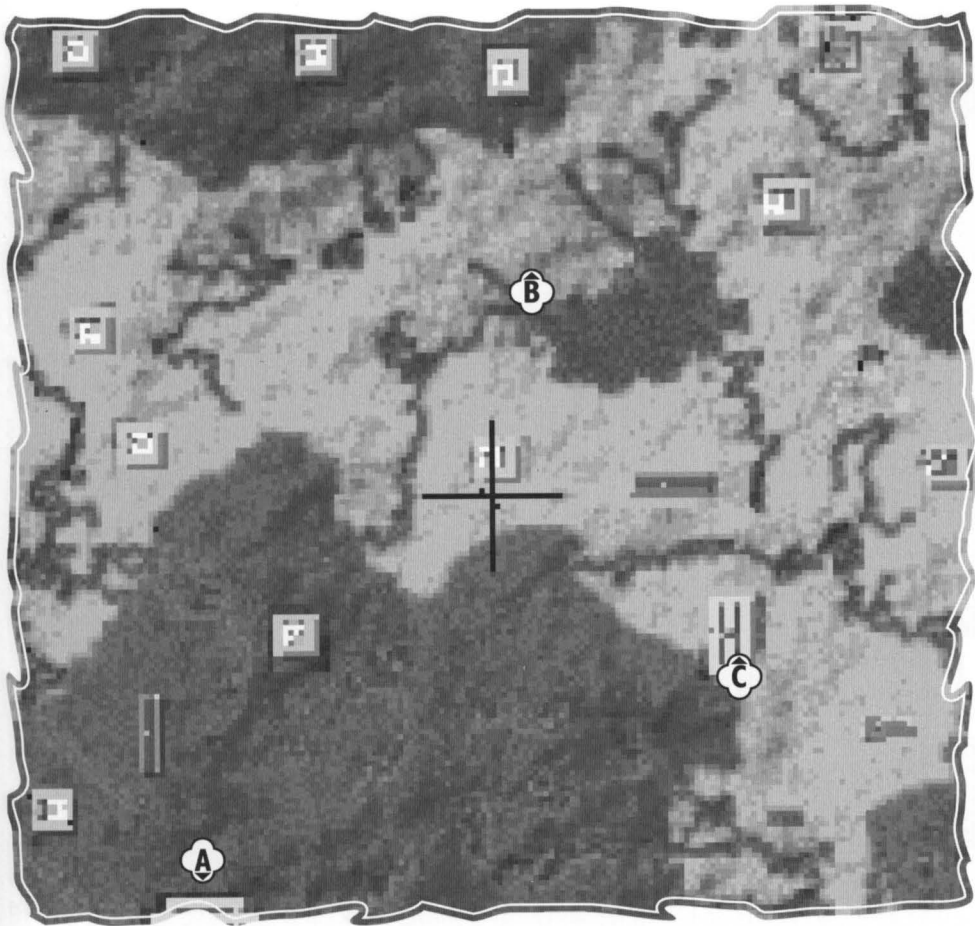
Loose Mana. Yes, all that shiny golden mana on the top of all those towers really is just sitting there waiting for you to come and take it. Of course, it's also waiting for Vodor and Gryshnak to come and take it. Don't fall into the trap of converting one mana deposit and guarding it until your balloons arrive — if you do that your rivals will strip most of the mana while you're guarding your one or two little patches. The secret here is the teleport mirrors, which connect every tower on the world in a continuous loop.

Drop your castle near (but not on) one of the towers and claim the mana, then go through the mirror. Claim all the mana at your destination, then go back through the mirror as quickly as possible. Keep this up until all the loose mana is gone. Whenever you return to the mirror closest to your castle, check to see if you can enlarge it. If you keep moving fast enough, you'll come out with the lion's share of the mana, while the other wizards will just get nibbles here and there. Needless to say, use the mirrors for a quick escape if you happen to materialize right in front of a wyvern or genie (there are three of each, plus a handful of griffin).

Central Fortress. Beware of the big fortress at (A) — once you fly over it this level gets intense. (An *Undead Army* spell-jar will be at the center of

the fortress, if you don't already have that spell.) Visiting the fortress causes another rich patch of loose mana to appear all around the lake (B) and its outlying rivers — unfortunately, it also causes no fewer than 30 crab eggs to appear. These eggs rapidly hatch into 30 hungry baby crabs which, thanks to the plentiful free mana everywhere, rapidly grow into big monster crabs. A spell-jar for the useful *Lightning Storm* spell also appears along with the crabs and free mana. At (C), you can also pick up the *Duel* spell. If at all possible, try to deal with the wyvern and genies (and maybe the rival wizards too) before you wake the crabs. Unfortunately, however, this won't always be possible, because you may simply not have enough mana to take on a wyvern or an enemy castle once all the loose mana from the towers is claimed. That's why it's important to move fast on your first mana hunt.

Vodor. If you manage to kill Vodor, you can pick up his *Crater* spell-jar. This lets you acquire this particular spell earlier than you normally would.



VODOR (C1)			
1	2	3	4
	6	7	
	10	11	
			20
21	22		24
A171, P173, R178			

GRYSHNAK (C4)			
1	2		4
	6	7	8
		11	
13			16
17	18	19	20
	22		24
A180, P182, R184			

Spell-Jars

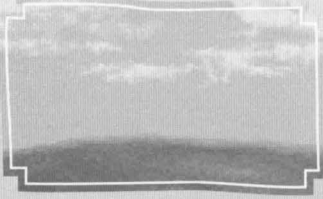
Lightning Storm

Starting Spells

Mana Needed

80%

World 22



~ VL RAMIN ~

As thine enemies' hatred
waxes great against thee, so
wilt their powers wax also.
Thou must meet their wrath
with strength, aye, but also
with wit. Set them one
against another, that in
their fury they may forget
thee entirely, and destroy
themselves to thy profit.

Mana Pool. The mana pool at (A) is going to immediately attract all four of the other wizards (who are extremely aggressive on this level). When you approach the pool, two wyvern, some crab eggs and a *Volcano* spell-jar all appear. If you favor an aggressive style of play and decide to go for it, build your castle near the pool, but not right next to it.

Once your castle is up, come in low and try to convert as much mana as you can from extreme range before the wyvern wake up. With luck, the other wizards will distract the wyvern long enough for you to gather the mana. If you're not that aggressive, you can let your rivals fight over the pool, while you work the outlying areas hunting smaller monsters to build up your power (be aware, however, that there's already one wyvern on the world, which starts over the ocean between the two islands).

Hidden Triggers. Flying over the inlet at (B) will trigger a storm and yet another wyvern, and release another hidden trigger at 6 o'clock that will yield more *Lightning* and a *Lightning Storm* spell-jar (if you don't already have one).

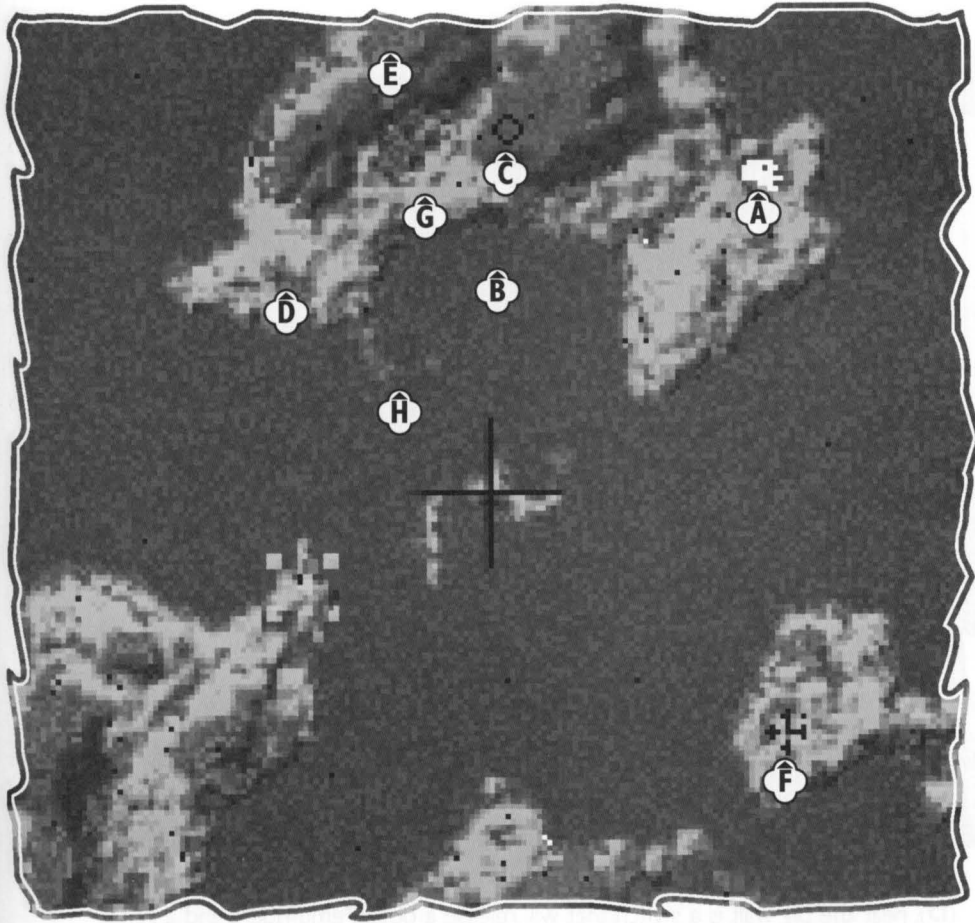
When you fly over the circle of statues at (C), leaving will release trolls, genies, an *Earthquake* spell-jar and a swarm of bees at (D).

Bees are also released by the hidden trigger at (E), along with a couple of *Earthquakes*.

The four standing stones at (F) create four teleport mirrors, which each lead to a different remote location.

Wrapping Up. If you kill all the trolls on the world, four dragons will be released along with some loose mana at (G).

When you restore the world, four *Volcanoes* and three wyvern are released, all in the neighborhood of (H).



VODOR (C1)

1	2		4
	6		8
			12
		19	20
			24

AI34, PI98, RI91

GRYSHNAK (C2)

1	2	3	4
	6	7	8
9	10	11	12
13			
17	18	19	20

AI40, PI90, RI83

MAHMOVD (C1)

1	2		4
			12
		15	

AI38, PI84, RI84

SEYD

1	2	3	4
	6	7	8
		11	
13			16
17	18	19	20
21	22		24

AI38, P226, R210

Spell-Jars Starting Spells

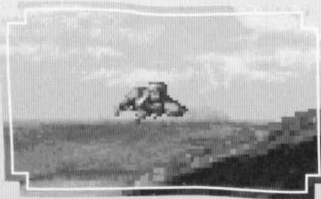
Volcano

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

Mana Needed

91%

World 23



~ NAQUAL ~

In ancient times, the fertile valley of Naqual was rent asunder by war. Many were slain, and the green valley was turned unto a blasted desert. Uneasy rest the dead of Naqual, ever ready to rise from the ground and smite all those who disturb their sleep with violence.

Getting Started. Once again you're presented with Hobson's choice at the start of the level. You're in the middle of a lake, surrounded by loose mana, with a horde of crabs waiting to hatch and scarf it up. But if you stay put and try to get some of that mana before the crabs do, there's this wyvern sitting almost on top of you, just waiting to make your life miserable. If you run away from the wyvern, you're eventually going to have to deal with an army of monster crabs. In the end, the choice comes down to how good you are at ducking wyvern. You may have to kamikazi (see p. 00), probably more than once, to get the wyvern to leave your castle alone long enough for it to expand. If you decide to stay, you'll be in much better shape to deal with the wyvern and crabs if you can destroy the genie that appears to harass you. Try building your castle under him.

Hidden Switches. There are lots of them on this world. **(A)** releases a single kraken.

(B), at the end of the little path, releases a genie and eight emu riders.

Over the little lake at **(C)** is a Meteor trap that will repeat every time you fly by.

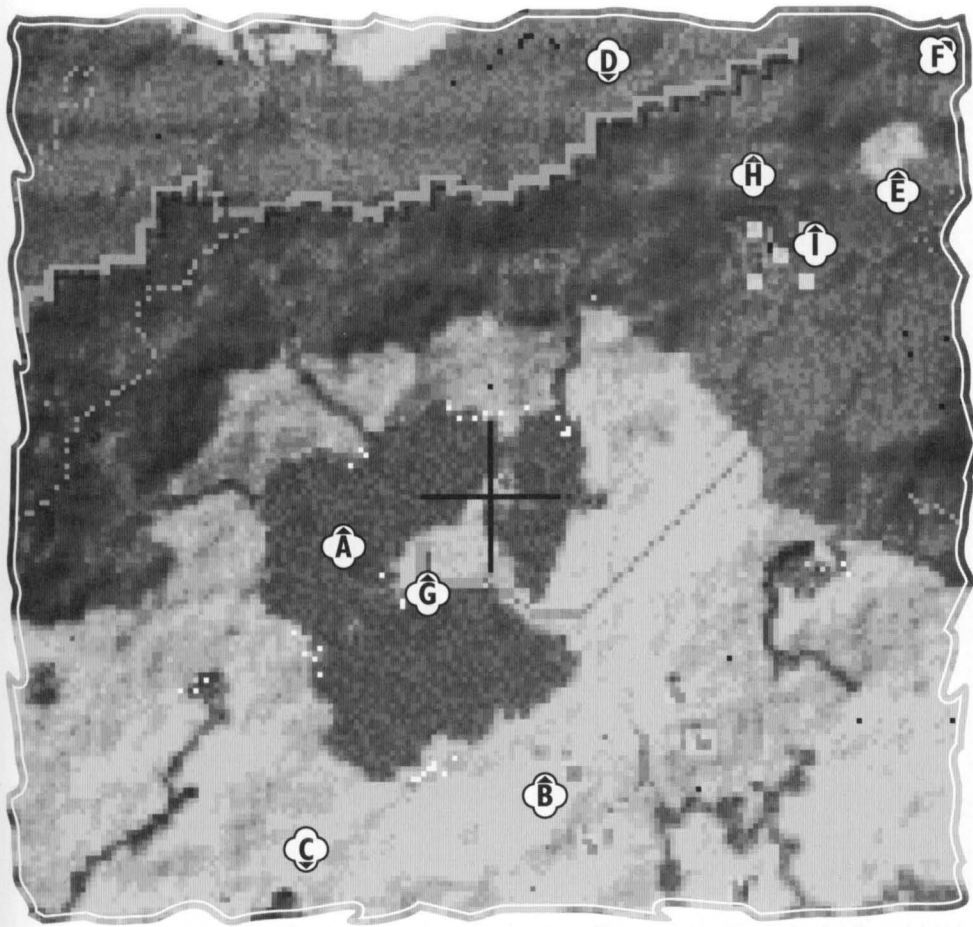
(D), near the big wall, is a switch that will release a dozen emu riders and a genie.

The clearing at **(E)** releases bees.

The pond at **(F)** releases *Lightning Storm* traps.

Skeletons. Skeletons pop up just about every time you turn around on this level. The teleport mirror at **(G)** takes you to **(H)**, an area simply riddled with hidden switches raising skeleton armies.

Also at **(I)** is a switch that will release skeletons, a genie and an *Undead Army* spell-jar that appears near your starting place (if it's needed).



VODOR (C4)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

AI40, PI91, RI83

GRYSHNAK			
1	2	3	4
5			

AI38, PI90, RI91

MAHMOVD (C3)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

AI43, PI92, RI85

Spell-Jars

None

Mana Needed

85%

Starting Spells

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

SEYD (C2)			
1	2	3	4

AI42, PI98, RI90

World 24



~ QUADDIMAR ~

Many of the worlds created by the Cataclysm were blasted, and made barren at their creation. Others, like the land of Quaddimar, were made fecund, with monsters covering the land in plenty, and more ready to appear should any presumptuous invader take it upon himself to clear the land of its foul inhabitants.

Getting Started. Nothing tricky about getting established here. Fly to the regiment of skeletons at (A) and drop your castle right in the middle of them. That should get you established. Survival will not be a cakewalk, however; even before you start tripping switches — there's plenty of dragons and worms, archers, griffin, kraken, crabs and of course a couple of wyvern, just to make things interesting. Not to mention the four increasingly-truculent rival wizards. Your best bet to get started is to drive in aggressively, harvesting the dragons, worms and archers for their mana and getting the crabs while they're still small. (But see below for the unique dangers of hunting dragons on this world.)

Lightning Storm and *Teleport* jars can be found (if you need them) on the shore of the triangular lake at (B).

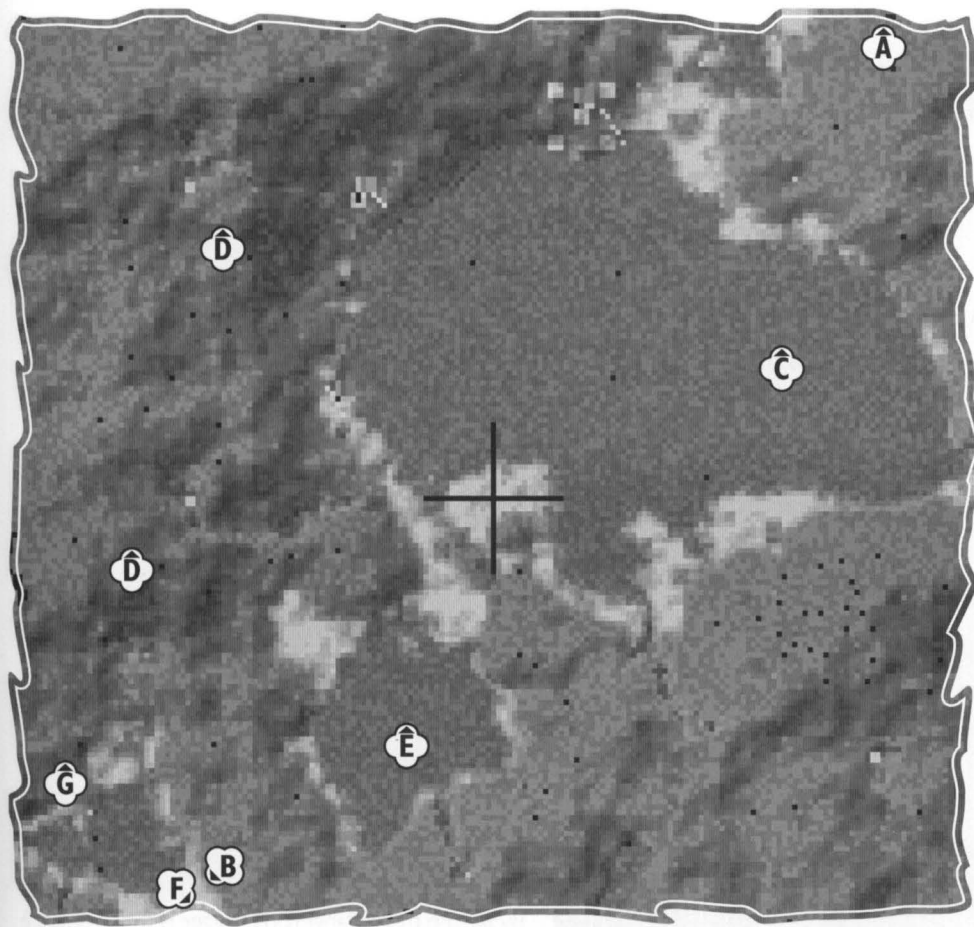
Parade of Genies. One of the special features of this level is a series of embedded hidden switches (the first is at (C)) scattered around the map, each one of which releases a genie and the next switch in the queue. There are seven genies total in this sequence. When the seventh genie is destroyed, a plentiful pool of mana appears at (D).

Hidden Switches. The lake at (E) will release vultures and a *Steal Mana* trap.

The bald patch on the shore at (F) releases a *Lightning* trap.

Wyvern Invasion. When you kill all the dragons on the world, you release five — that's right, five — wyvern in the vicinity of (G). At the same time a spell-jar containing one of the best spells in the game — *Volcano* — will also appear, unfortunately guarded by a ring of *Meteor* traps.

Troll Invasion. When the world is restored, a shower of loose mana will appear all over the world. At the same time, though, a huge horde of trolls and apes will swarm over the landscape.



VODOR (C1)

1	2	3	4
	6		
		11	12
13	14	15	16
	22		24

A188, P194, R194

GRYSHNAK (C1)

1	2	3	4
			8
		11	
13	14	15	16
			20
			24

A215, P220, R216

MAHMOVD (C2)

1	2	3	4
5		7	
		11	
13	14	15	16
21	22		24

A140, P180, R181

Spell-Jars **Starting Spells**

None

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

Mana Needed

65%

SEYD

1	2	3	4
		7	8
9	10	11	12
13	14		16
	18	19	20
	22		24

A205, P235, R219

World 25



OTTOMMIA

Of old was the city of Ottommia, the fairest and grandest city of the unsundered world. There dwelt Zimbaliza the Wise, most honored of wizards. Even today, the power of Zimbaliza reaches across the aeons to preserve Ottommia. Many times have the behemoths of the air come down to destroy the First City, yet always it arises like the phoenix from her ashes.

Hidden Mana. This is a tough level by any standard, due mostly to the half-dozen wyvern that wait just offshore to descend on the land. Start out by heading for the general vicinity of **(A)**. If you fly around the promontory long enough, you'll eventually trip a series of triggers that will bring up two large pools of loose mana. If you want to start out the level with more action, head for **(B)** or **(C)**, where hidden switches will release a swarm of bees for you to drop your castle in the middle of, or **(D)**, where there's a trigger to release a flock of vultures.

Other Triggers. This level is veritably swimming in hidden triggers, many of which just release other hidden triggers. Consequently, there are several effects that will only appear after many minutes of apparently random flying. These include an army of skeletons and a flight of griffin.

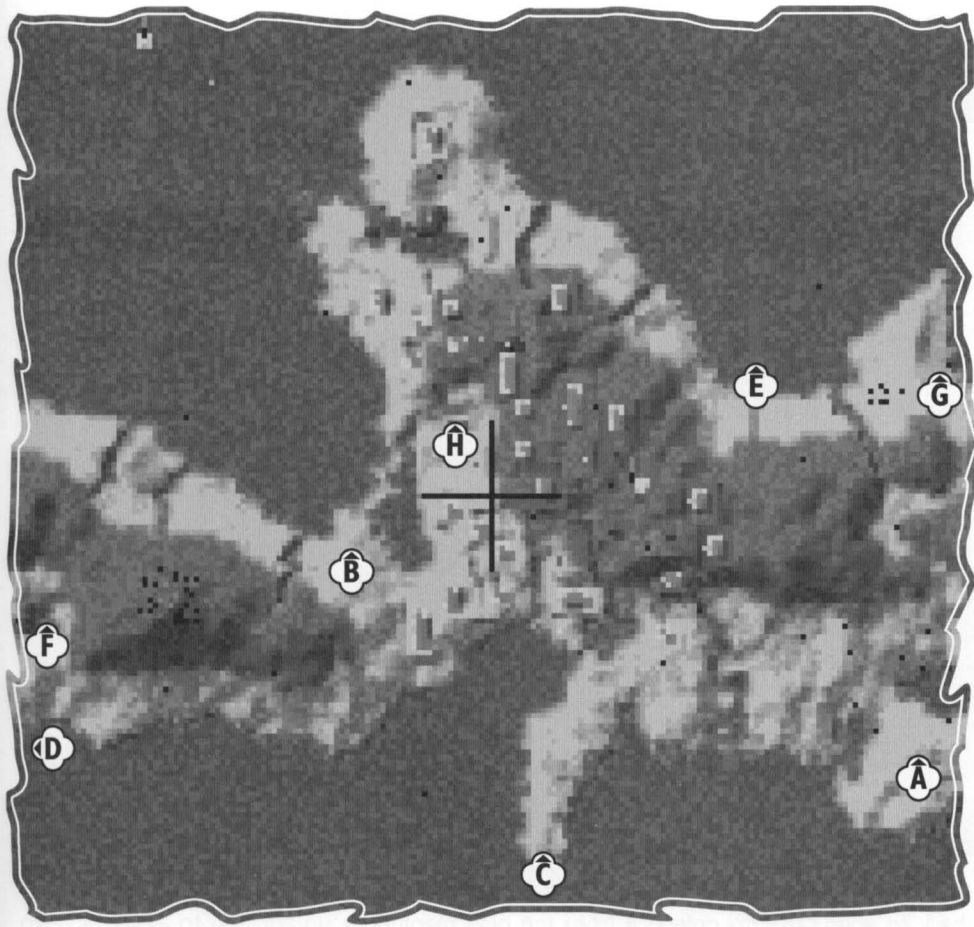
More direct triggers include a teleport released by the jetty at **(E)** (with a *Steal Mana* trap waiting on the other end), and the small lake at **(F)** that releases dragons and a stone circle. Leaving the stone circle triggers three earthquakes.

There are also a number of scattered triggers that set off *Lightning Storm* traps.

By far the most dangerous trigger is the sequence that begins at **(G)**. This creates a line of statues, and flying along that line releases four wyvern, a kraken and a *Steal Mana* trap.

City. The off-shore wyvern will probably make short work of Zambaliza's city. The most important feature is the statue of the founder at **(H)**, which holds a trigger that will release a *Global Death* spell-jar. Since there's no such thing as a free lunch, the jar is guarded by *Meteor* traps.

Parting Gifts. When the world is restored, four genies, a wyvern and two generous mana pools appear.



VODOR (C1)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A199, P204, R204

GRYSHNAK			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A212, P185, R187

MAHMOVD			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A209, P205, R200

SEYD			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A201, P200, R200

Spell-Jars

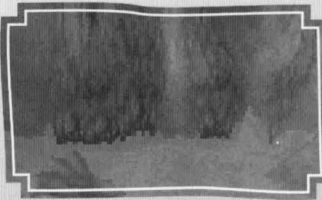
Global Death

Mana Needed

75%

Starting Spells

World 26



~ XIKHYPT ~

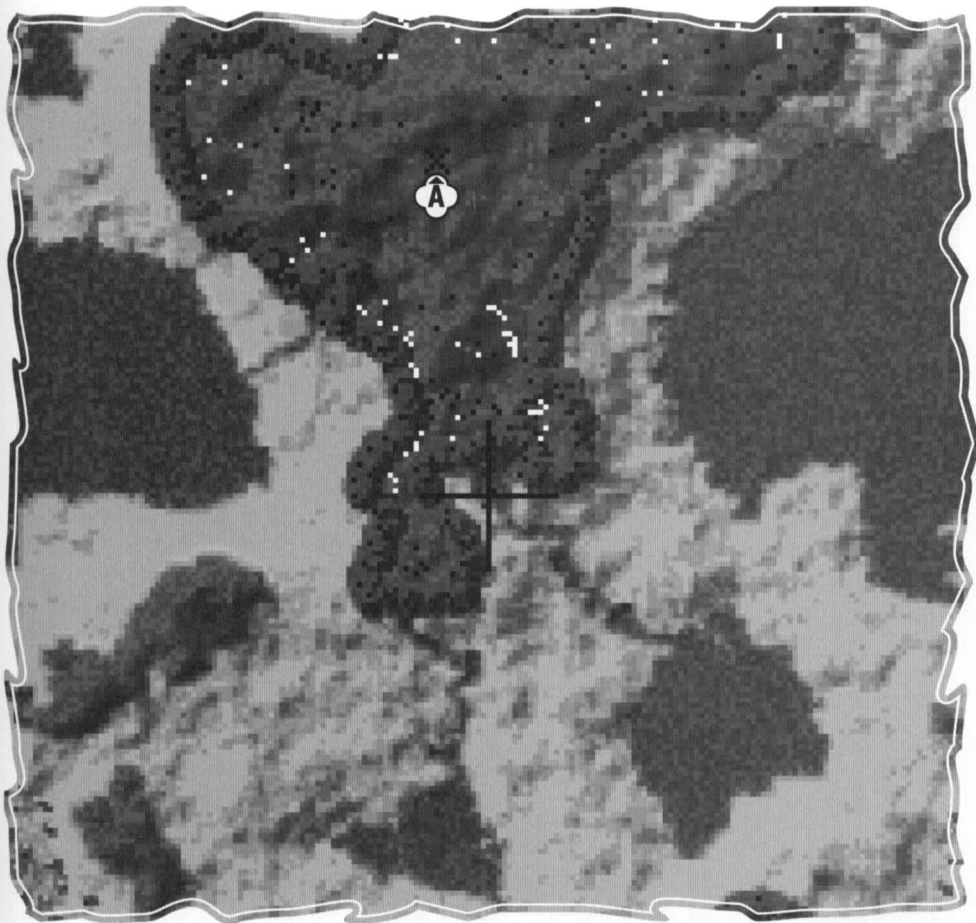
Consider, my son, the paradox of Xikhypt. There are the green fields inhabited by monsters and foul creatures, while without, in the dry desert, the people live free and happy. How Xikhypt came to be in this wise I know not. I contemplate its nature, not its origin.

























Getting Started. The key to success on this world is patience. You don't have any rival wizards breathing down your neck, so you can afford to take your time with the restoration of the world. You materialize in a perilous position in the middle of a pool of kraken. Back off and build your castle well away from the ridge. Possess all the houses in the town. Then circle the ridge, claiming as much mana as you can reach from outside the green area, and hunting down any monsters that happen to wander out of the green.

Ridge. The ridge around the green area is guarded by a solid line of *Meteor* traps. The ridge is also patrolled by trolls, and crabs scavenging all that tempting loose mana scattered around. You can get over the *Meteor* traps by flying over the ridge at your maximum altitude.

Inside. This world only has one unexpected trap, but it's a doozy. At (A), in the center of the green area, is a hidden trigger that causes a huge pit to form with a fortress in the middle. Flying over the fortress releases a grand total of 17 wyvern, plus four genies and a *Steal Mana* trap. All the monsters are scattered all over the world. Obviously, the only possible strategy on this world is to avoid

setting off this trap until the absolute last possible second, then as soon as you do, high-tail it back to your castle to defend it from the new marauders. (In addition to all the wyvern, expect to have to deal with a highly irritated horde of archers that is created as the wyvern demolish the town.) This isn't a tricky or complicated world, but it's a tough fight.



Spell-Jars	Starting Spells			
None				
				
				
Mana Needed				
70%				
				

World 27



SHEBBAHN

Nothing given us is given forever. Wisdom, power, life itself all must be surrendered eventually. Guard thy possess well, but do not pine after that which is lost — sometimes recovering that which was once thine occasions greater loss than the loss of the thing itself. The wise man concerns himself not with recovering that which was lost, but with obtaining that which is needful.

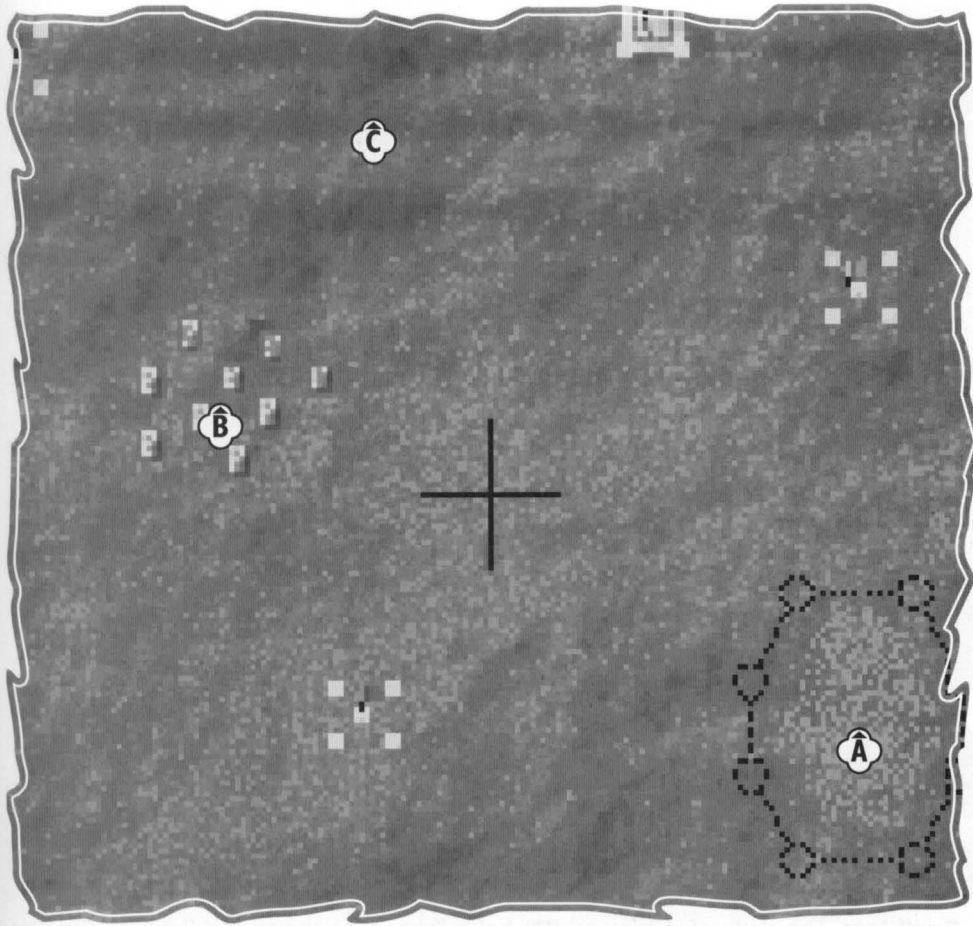
Mana Vampires. This level marks the debut of the mana vampires — nefarious, ethereal creatures who visit you between worlds and drain some, most or all of your spells. For the rest of the game mana vampires will plague you before most (but not all) levels. You begin this level with only *Fireball*, *Possess* and *Castle*.

The Path of Least Resistance. As you might expect, the spell-jar laden forest at (A) is heavily trapped. However, you don't have enter the forest at all to win the level! If you do decide to brave the forest (which is actually where most of the fun of the level begins), you're well advised to firmly solidify your hold on all outside mana.

Town. Fly towards the town (B) and *Possess* all the houses. (Watch out for the *Meteor*-trapped dolmen (C).) When you enter the town, a skeleton army materializes all around you. The secret to controlling this world is to systematically harvest these skeletons so that all their mana (or at least most of it) goes to you. Remember to enlarge your castle when it needs it, and don't let an errant band of skeletons reduce it while you're fighting other skeletons elsewhere. Clear all the skeletons in a given area, then guard your mana until your balloon collects it. The other wizards aren't extremely aggressive on this level, so you should be able to collect all or most of the available mana if you attack with a reasonable amount of efficiency and dispatch.

Other Wizards. Once all skeletons are eliminated and their mana safely stored, turn to the other wizards and their castles. It's tricky to reduce a castle with only *Fireballs*, but possible, with persistence. Start with the wizard with the least mana and work your way up. Once you've collected and stored all of a rival wizard's mana, he'll only have his 1,000-point personal mana reserve — enough to fire off a few *Fireballs*, but not enough to build a new castle. If possible, run down these ruined wizards and finish them off — again, this is tricky with only *Fireball*, but possible (especially since the wizard won't be able to *Heal* or *Accelerate* effectively). It's easier to deal with the monsters from the forest if there are no rival wizards around to distract you. Also, you might be able to scavenge a few stray spells from your fallen enemies that make it easier to take out the larger castles. Once you have all the mana from town, skeletons and rival wizards in your castle, you will get a "world restored" message.

The Forest. Each of the statues surrounding the forest hides a repeating *Meteor* trap, but these can be avoided by coming in at maximum altitude. There is a spell-jar in the forest for every spell in the game. Entering the forest releases worms and crab eggs everywhere on the level; leaving it releases wyvern, griffin and trolls. You're well-advised to gather all the spells on your first trip because once you leave, you'll be busy keeping the wyvern from splitting open your castle and feeding all your mana to the hungry crabs.



VODOR (C2)

1	2	3	4
5		7	8
9	10	11	12
	14	15	16
17	18		20
21	22	23	24

A150, P205, R207

GRYSHNAK (C2)

1	2	3	4
5		7	8
9	10	11	
	14	15	16
	18		20
21	22		

A150, P203, R205

MAHMOVD (C3)

1	2		4
5		7	8
9	10	11	12
	14	15	16
	18		20
21	22	23	24

A153, P154, R150

SEYD (C2)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A110, P128, R128

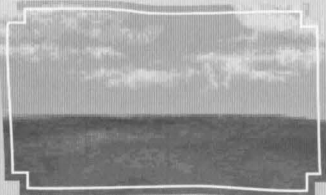
Spell-Jars **Starting Spells**

All except the three starting spells.

Mana Needed

85%

World 28



~ HAZZANJAHN ~

The wise man pursues success through the constant application of fundamental wisdom. How easy it is to lose thy path amidst the chaos of trivialities, even when the path stretches straight and true before thee! Set thy sight upon the final goal, and let not the uproar about thee steer thee away from that goal.

In General. In many ways, this is an extremely complicated world. There are lots of monsters, four aggressive rival wizards, and a plethora of hidden switches and teleport mirrors. In tactical terms, however, the world is simple (though not easy). The important thing is to stick to basics, and not get caught up in all the bells and whistles.

Getting Started. Definitely build your castle out in the ocean. The islands tend to be very busy places, with new monsters and new traps constantly materializing. At the start of the game there are several concentrations of monsters. The one in the deep ocean is a flock of vultures. More menacing is the huge swarm of bees over island (A) — watch these bees, and be ready to defend your castle when they find it. There's also a skeleton army attacking the city on (B), and a bunch of dragons flying around over (C).

Teleport Mirrors. In general, ignore them. Almost all of them just take you to some unimportant point over the ocean, and most have an annoying trap at the other end (usually *Steal Mana*). Go ahead and duck into a mirror if you need a quick getaway from a wyvern, swarm of bees or similar menace, but don't feel like you have to try out every mirror on every island.

Spell-Jars. The circle of statues on (D) holds *Teleport*, *Accelerate* and *Rebound*. Claiming them creates a *Mana Magnet* spell-jar at (C), and releases several genies, four dragons and a handful of trolls. Once you kill all the trolls, *Rapid Fireball* appears among the corpses.

Other triggers on (D) call spell-jars for *Volcano* on (D), *Duel* on (A), *Accelerate (Backwards)* on (E), and *Shield* on (E), along with a band of trolls.

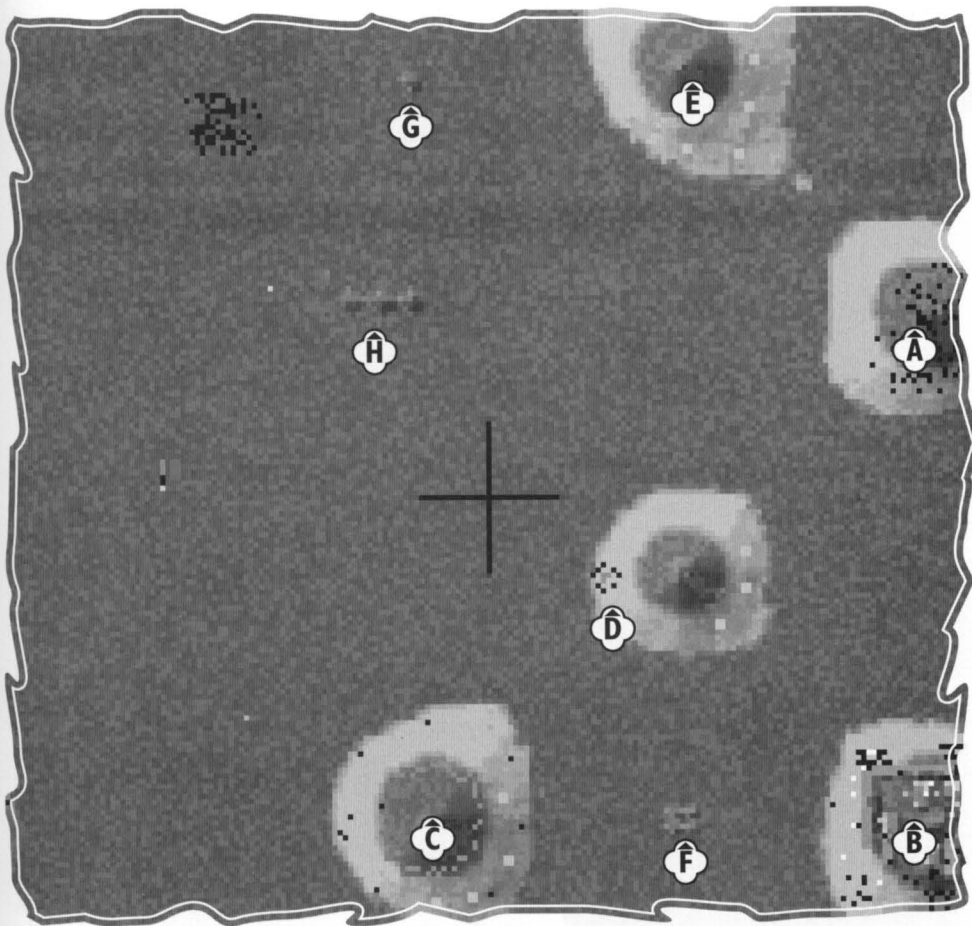
There are actually two *Meteor* spell-jars to pick from. One is in the middle of the city on (B), near the *Undead Army* spell-jar; and the other is at the top of island (E). Flying over the top of (E) (whether you claim the spell-jar or not) releases six griffin on your first pass, *Lightning* and *Earthquake* traps on your second. The four tiny islands at (F) hold *Lightning*, *Steal Mana* and *Duel*. They're guarded with *Lightning* traps, so try to get in and out quickly.

A switch on (C) creates a pool of mana with crab eggs, with *Beyond Sight* in the middle.

Hidden Triggers. Most of the other small islands on the map hold hidden triggers that release one kraken each. The islet at (G) will also release a *Global Death* spell-jar, and the three small islands at (H) conceal *Lightning Storm*.

Flying over island (C) releases loose mana and a bunch of crab eggs. These crabs shouldn't be too much of a problem unless you built your castle right on that island — also, most of the loose mana will probably roll into the ocean, making it hard for the crabs to get at it.

Parting Gift. When the world is restored, a large pool of loose mana will appear on island (C).



Spell-Jars
 All except
 Heal
 Crater
 Invisible
 Wall of Fire

Starting Spells

Mana Needed
 85%

VODOR			
1	2	3	4
5	6		8
9	10	11	
13	14		
17	18	19	20
21		23	24

A232, P203, R198

GRYSHNAK			
1	2	3	4
	6	7	8
9		11	
13	14		
17	18	19	20
21		23	24

A220, P205, R215

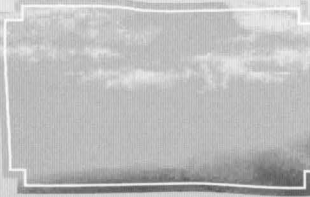
MAHMOVD			
1	2	3	4
9		11	
13	14		
	18	19	20
21		23	

A195, P177, R190

SEYD			
1	2	3	4
9		11	
13	14		
	18	19	20
21		23	

A203, P209, R211

World 30



~BANAHSTVR~

That path which seemeth straight shalt lead thee, in time, unto the cold furnaces of the earth, and down into the dimness of the deep valley. That which yielded unto thee riches shalt come to yield unto thee multitudes of enemies, yet if thou art steadfast, these enemies shall in their turn enrich thee.

World 29, Zakhazaran, does not appear in the game.

Getting Started. Your biggest problem at the start of this level is five wyvern lined up at about 2 o'clock from your starting point. The wyvern will find you wherever you start your castle, and probably sooner rather than later, so you might as well make a beeline straight to the pool of mana at **(A)** and build your castle right in the middle of it. Once your castle is established and the mana pool is claimed, head off quickly to hunt random monsters around the level — if you're not at your castle, the wyvern are somewhat less likely to harass it (just be ready to come back and rebuild if one does start ripping up your castle in your absence).

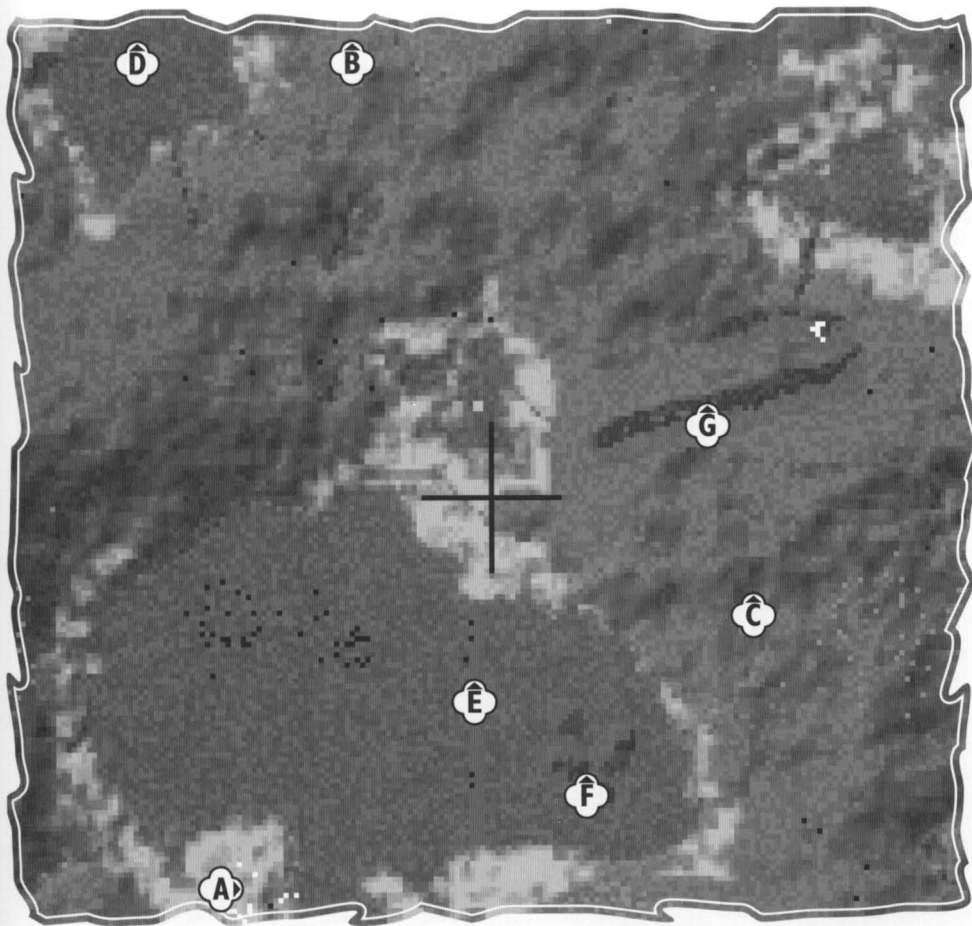
There's a *Meteor* spell-jar at **(B)** and *Accelerate* at **(C)** that you might as well pick up as soon as possible (the *Accelerate* will be particularly useful early in the level).

Lake. There's a hidden trigger at the middle of the small lake at **(D)** that will release a flock of vultures, four crabs (at **(F)**, near the dead volcanoes) and a genie.

Causeway. Halfway along the narrow causeway, at **(E)**, there's an extremely important switch. Flying over this path releases a mob of trolls and causes spell-jars for *Duel*, *Rebound*, *Lightning* and *Invisible* to appear at the dead volcanoes at **(F)**, and causes hidden triggers to appear at either end of the canyon at **(G)**.

Dead Volcanoes. Once the switch on the causeway has been tripped, spell-jars as described above appear on the dead volcanoes at **(F)**. If you fly over the volcanoes any time after tripping the switch at the lake **(D)**, huge armies of worms, bees, kraken, archers and trolls appear all over the map. If you built your castle over water, keep a particular lookout for kraken that emerge inside your walls.

Canyon. Once the trigger at **(E)** has been tripped, two more important hidden triggers appear at either end of **(G)**. The trigger at the deep end must be activated first, and releases worms, griffin and vultures in large amounts all over the level. The one at the shallow end releases spell-jars for *Volcano*, *Heal*, *Crater* and *Beyond Sight*, also scattered across the level.



Spell-Jars

Meteor
Accelerate
Duel
Invisible
Rebound
Teleport

Lightning
Volcano
Heal
Crater
Beyond Sight

Starting Spells

Mana Needed

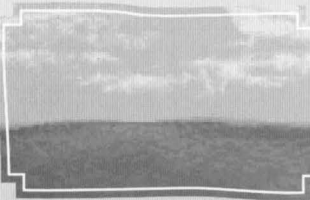
85%

VODOR

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22		

A200, P222, R200

World 31



~ IDIRYA ~

The wizard's stronghold is his life. Without it, he is like unto other men — cautious, hiding, constantly in fear of death from some mischance. If thou must strive without a castle to shelter thee, let thy heart remain free and confident, but let thy mind be that of the fox, who hearing the hounds behind himself, confounds them with his cunning.

Getting Started. This is a simple world in structure, but a very, very tough one in execution. Near the point where you begin, there's a tall island holding a blue spell-jar containing *Rapid Fireball* (A). The blue jar indicates that you do not have to have any given amount of mana stored in a castle to use the spell. Thus, you can start using the *Rapid Fireball* as soon as you get it (though, of course, you won't be able to use it for long, before your personal mana runs out).

The thing that makes the level so tricky is that you don't have a *Castle* spell, and won't get one until the end of the level. This means that you have to pick your fights with extreme care, because if you die, you're dead — no resurrection possible. You'll have to go back to the beginning of the level and do it all over again.

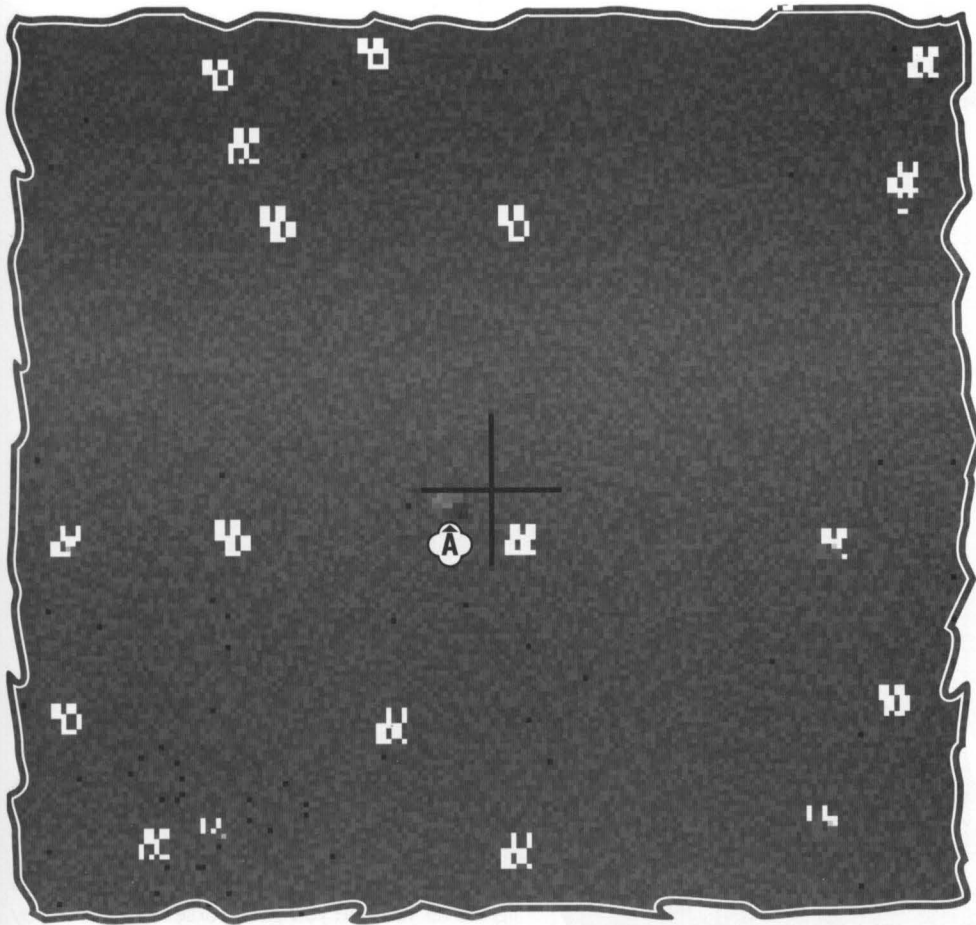
Mana Pools and Wizards. The level starts out with you and four rival wizards zooming around the landscape, trying to *Possess* all the mana you can from the many free-floating mana pools that dot the level. Unfortunately, once you *Possess* a given pool, there's nothing you can do with the mana except abandon it to be re-*Possessed* by somebody else — since nobody has a castle to store their mana away in.

You do need to keep moving around, *Possessing* as much mana as you can, to keep your personal mana reserves as high as possible. But you also need to keep your eyes open for the other wizards and kill them off as rapidly as you possibly can, so you can claim all the available mana and settle in to the serious business of finishing the level. (If you're lucky, kraken or griffin might account for at least a couple of wizards for you.) You might be able to scavenge some spells from fallen wizards, but unlike the "blue jar" spells, these probably won't be able to activate until you build a castle, meaning they're useless for this level.

Kraken and Vultures. When all the kraken and vultures on the map are dead (17 of the former, 34 of the latter, for what it's worth), the *Lightning* spell will appear at (A). The important thing is to take on the kraken one at a time, preferably with surprise, and to not let the vultures gang up on you. Also, after taking damage from any monster, avoid all other monsters until you're completely healed.

Griffin. Once you have the *Lightning* spell, you can go after the griffin (18 total). It's even more important than it was with the kraken to make sure that you take on the monsters one at a time (or two at most, if you absolutely must). Avoid the big flights and look for individual stragglers. Stay at extreme range — remember, at full speed you can outrun an enraged griffin, but only if you have a good lead to start.

Once all the griffin are dead, the *Castle* spell will finally appear at (A). You only need to gather 15% of the total mana to finish the world, but since all the monsters have to be dead before you can even start, this is small comfort.



VODOR			
1	2		4
		7	
13			
	18		
	22		24

A225, P160, R214

GRYSHNAK			
1	2		4
		7	
13			
	18		
	22		24

A205, P209, R205

MAHMOVD			
1	2		4
13			
	18		
	22		24

A160, P219, R161

SEYD			
1	2		4
13			
	18		
	22		24

A205, P204, R238

Spell-Jars

Rapid Fireball
Lightning
Castle

Starting Spells

E				

Mana Needed

15%

World 32



~ THAMMON ~

A wizard is a warrior, and he glories in battle. To hurl down death on the heads of his enemies is his greatest joy. The just mage fights to restore order, and the evil mage seeks only to enhance his own powers, but both must strive — whether he fights against others of his kind, or against the foul creatures of enchantment, the wizard must do battle.

In General. This world is a simple battle royale against monsters, monsters and more monsters (with four very tough rival wizards thrown in just for spice). Check out some of these numbers — more than 45 kraken, 30 griffin, 10 wyvern, almost 300 bees ... don't despair, though — this kind of level is a challenging fight, but it's not the hardest kind to beat. After all, with all that mana-on-the-hoof running around, you're sure to get your castle built up in record time. Once you have a sixth-level castle and an active *Lightning* spell, the world is your oyster.

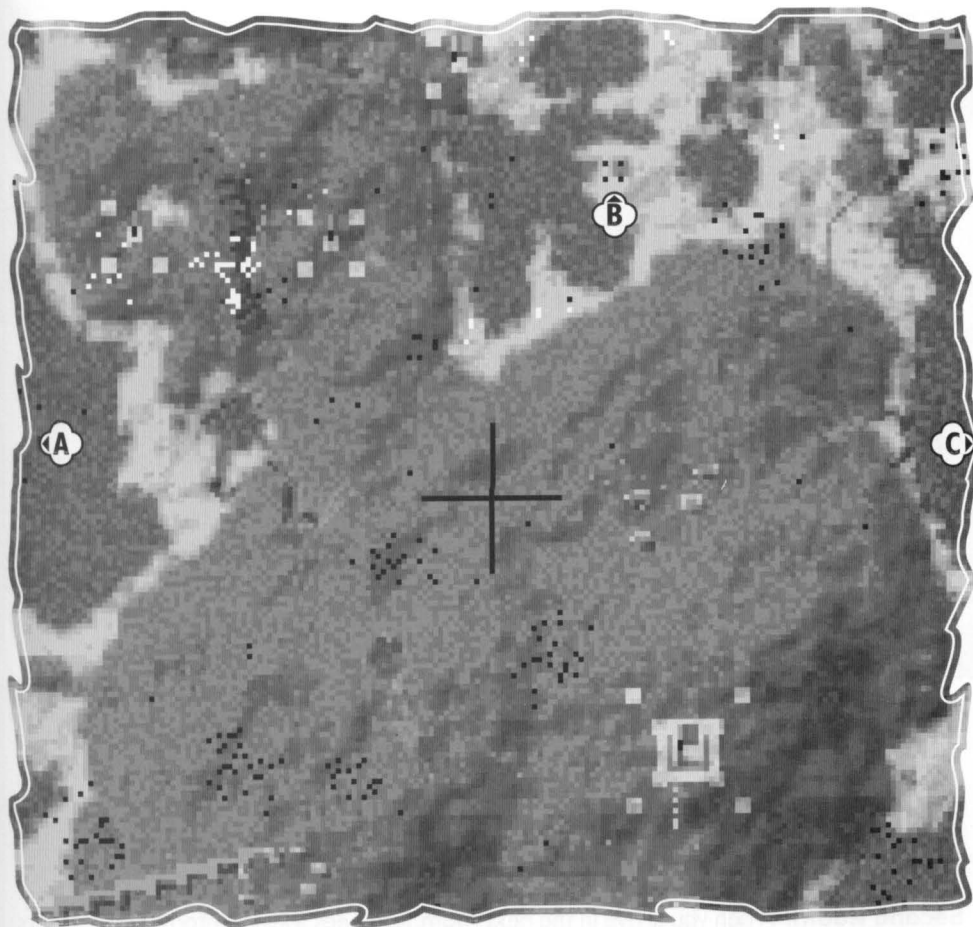
Getting Started. Build your castle well inland. By far the most dangerous threats to a new castle on this level are the massive quantities of kraken that swarm the lakes. (Actually, the wyvern are just as dangerous, but they'll find you wherever you go.) At all costs, stay away from the lake that holds the walled alcove at **(A)** — that alcove starts out holding a full 30 kraken, who will rapidly spread out throughout the entire lake. Don't get near there until you have a *Meteor*.

Try to establish your castle in the middle of a swarm of bees or flock of vultures. Don't worry too much about the loose mana between Vodor and Mahmoud's castles. Let the other wizards fight over it, while you get yourself established by killing monsters. The loose mana will also serve to draw the wyvern away from you.

Rival Wizards. There are no spell-jars anywhere on this level, but the rival wizards are carrying all the spells (some of which they can't use). The first thing you want to do, once you build your castle up to a competitive size, is hunt down and kill at least one of the other wizards. You don't have to worry yet about reducing his castle, you just need to bring him down so you can scavenge his spells. If you miss a couple key spells the first time you kill a wizard, don't panic — there'll be plenty of other opportunities.

Standing Stones. The square of standing stones at **(B)** holds one of only three hidden switches on this world. It will release yet another swarm of bees and three genies, at various points on the map.

Volcano. When you fly over the volcano at **(C)** it will release, at various points on the map, an army of skeletons, two more wyvern and two small pools of mana with some crab eggs nearby. It will also enable the final trigger of the game, back at **(A)**. When the trigger at **(A)** is activated, a line of bees will completely surround all the world's coastlines, and 14 dragons will also come into existence at various places on the map.



VODOR (C2)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A8, P255, R255

GRYSHNAK (C2)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A105, P255, R255

MAHMOVD (C2)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A176, P253, R255

SEYD (C4)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A212, P255, R255

Spell-Jars

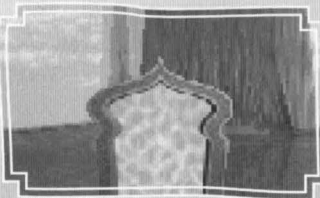
None

Starting Spells

Mana Needed

75%

World 33



~ JAHRRID ~

Tremble before the gauntlet of Jahrrid! Who can withstand it? To conquer one test is only to go on to one even more deadly.

In General. This is, perhaps, the single most difficult world to complete in the entire game. Although you get the *Castle* spell early on, you can't use it until the endgame — consequently, during the most difficult battles in the world, if you die, you're dead. Keep your wits about you and don't rush — when you finish a fight, stop, heal up and let your personal power level return to max before moving on.

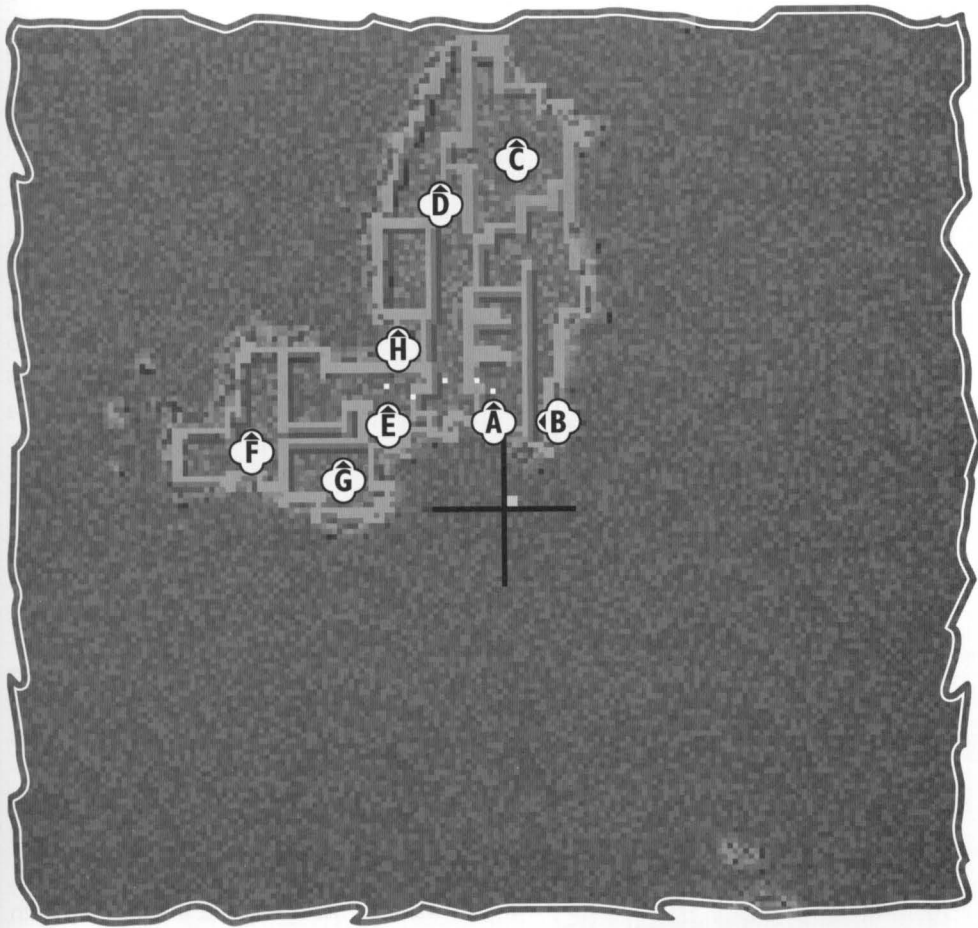
First Room. You emerge, completely spellless, in the middle of a featureless sea in a world with a single, high island walled into a series of self-contained, exitless rooms. There's a teleport mirror right in front of you. Flying through it, you emerge into room (A), with two spell-jars to your right, and two to your left. The two to the right are *Fireball* and *Possess* — grab them first. Then *Possess* the two mana balls in the room with you and the two in room (D) (the one in (E) is too far away). Grab the *Castle* spell, high up on the

wall near where you entered. Finally, get the *Accelerate* spell. Grabbing this spell will release four bees. When the bees are dead and you're back to full health, go around the first corner to pick up a *Shield* spell-jar that releases five skeletons. Go around the next corner and get the *Rebound* spell and release two worms in this room, and a large group of monsters in (B). Once the room is cleared out, a hidden switch near the point where you found the *Castle* spell will activate, and flying over it will cause a teleport mirror to (B) to appear.

Second Room. When you arrive in the next room, four bees, four skeletons, three archers and two worms will be waiting for you. Fight your way to the *Heal* spell-jar at the other end of the room, but make sure that you're at full strength when you grab it. Taking the jar will cause a large flock of vultures to appear right over your head, as well as an army of assorted monsters in the next room, and a huge pile of mana and a hungry crab in (A). *Possess* all the mana in (A) through the wall — the crab will get it eventually, but in the meantime you can use it.

Third Room. Do not fly through the mirror directly into room (C). You can't fly over the walls, but you can fly up to the top of them. Fly up to the top of the wall near the mirror, and rain *Fireballs* down on the skeletons, trolls, archers, worms and crabs in the next room. When you get wounded or run low on energy, retreat back to (B) to heal up. Concentrate your fire on the crabs — if they reach maturity, they'll be able to pound their way through the walls with *Meteors*, and if they break through, you're sunk. (Also, keep a wary eye on the crab at (A), who's growing fast, and who'll soon want to break through into (B) as well — if he comes through the wall, duck through the mirror as fast as possible.) When you've got most of the front part of (C) cleared out, go through the mirror into (C) proper, and finish off any monsters still lurking in the corners. A hidden switch at the far end of the room will cause a mirror leading to (D) to appear in the alcove that originally held the skeletons.

Fourth Room. You emerge at the top end of room (D). Ahead of you are bees, skeletons, worms, emu riders and, at the very far end, a large army of trolls guarding the mirror



leading to (E). Move ahead slowly and let the monsters come to you — the narrow room creates a natural bottleneck that keeps the monsters heading directly into your fireballs. Don't let them get behind you and surround you.

Spell-Jars

Fireball	Shield
Possess	Rebound
Castle	Heal
Accelerate	Meteor

Mana Needed

97%

Starting Spells

Fifth Room. (E) is the place that the playguide's talking about when it says "eyes at the back of your head." You travel along a series of standing stones that lead you to the middle of the room. When you reach the last standing stone an army of skeletons — plus a few vultures — fills the room all around you. The most important thing here is to get your back to a wall, quickly, then just blast away until the room is clear.

(Continued on next page.)

(Continued from World 33: Jahrrid.)

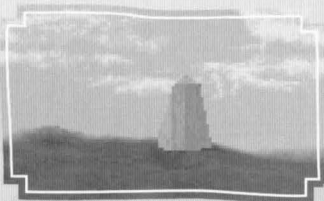
Sixth Room. The teleport from (E) takes you to (F), where a switch in the middle of the room releases a line of archers along the walls and a few worms. Nothing too tricky here.

Seventh Room. The switch in the middle of the room releases a line of skeletons, a wyvern flying overhead, and a mirror leading back to (A). Get as many of the skeletons as you can, but the most important thing is to duck through the mirror before the wyvern notices you.

Endgame. When you get back to (A), you'll discover that during your travels a teleport mirror has appeared in the middle corridor of room (A). This mirror leads to (H), a room where the walls are beginning to crumble. It is important that the next sequence of actions be performed as quickly as possible, to give the prowling wyvern as little time as possible to find you. Cast *Castle* on the outside walls in (G). A first-level castle will appear; in the process creating a gap in the wall you can fly through. Tear the castle down with **[Shift]L**, and cast a new *Castle* on the wall under the spell-jar that's visible up on the top of the wall at (H). Fly to the castle and claim the *Meteor* spell. Tear the castle down, fly out to sea, and build your castle up to full size, then when the wyvern comes around, take him out with *Meteors*.

World 34, Khatoud, does not appear in the game.

World 35



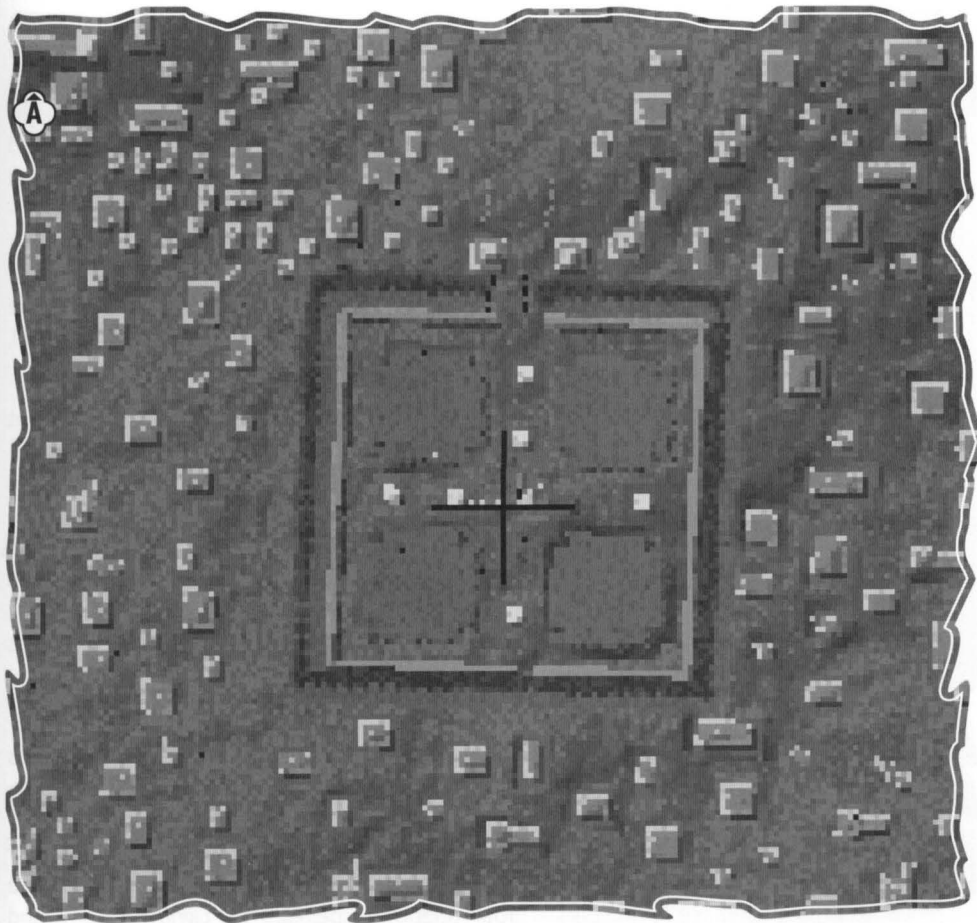
~ SHAI YULIM ~

Betimes it happens that some must be destroyed so that some may be saved. It is useless to cry "injustice," for this is the justice of the universe itself. The wisdom of the wizard is that he is one who does not try to argue with the wisdom of the universe, therefore he will do that which is needful.

Square. You materialize in the middle of the town square, and are immediately greeted by a genie. Fly to the gate of the square and spell-jars appear over each of the four forts around you — clockwise from top left, *Heal*, *Rebound*, *Accelerate* and *Accelerate (Backwards)*. A spell-jar for *Lightning* also appears on top of the fortress at (A).





If you want to nail the genie immediately with your *Castle* spell, you'll have to tear down and rebuild your castle later. Still, it might be worth it. Otherwise grab the four spells in the square, then head out the gate at full speed (avoiding the wyvern, of course), until the genie gets bored and pops out to teleport in front of you. When he does, nail him with the *Castle* spell (preferably in a spot where there aren't too many houses to be wrecked by your expanding castle). Once your castle's established, go grab the spell-jar at (A).

City. This is a simple yet diabolical level. Here's the setup. You have one enormous city and six wyvern. The wyvern start to destroy the city, creating an ever-growing horde of highly annoyed archers. You have to kill the archers to harvest their mana and get powerful enough to take on the wyvern directly, so you can save what's left of the city.



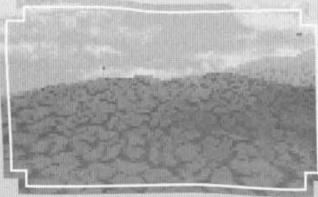
VODOR			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A223, P245, R245

Spell-Jars	Starting Spells			
Heal				
Rebound				
Accelerate				
Accelerate (Backwards)				
Lightning				
Mana Needed				
50%				

Vodor. Vodor must die! You have eight spells (even after you collect all the available spell-jars); he has all the spells. The only way to achieve magical parity with Vodor is to scavenge the rest of his spells when he's dead. If you're lucky, an obliging wyvern will do the deed for you — if not, you'll have to do it yourself with *Lightning*. Obviously, you don't want to wait too long, otherwise your *Lightning* will be going up against *Lightning Storms* and *Volcanoes*. Remember to keep your *Rebound* up when you attack Vodor, to protect against *Meteors*.

World 36



MOORROK

The wise warrior will not range far afield in search of his first battle, where his enemies may surround and beset him. Instead, he will stay near to his stronghold, venturing forth only a little, and only when he knows all within his lands is secure. In this wise, can a man conquer a world.

Getting Started. This world starts out with bees and vultures. Try to drop your castle in the middle of a swarm or flock (a word of advice — keep your castle well clear of the area marked **(C)** on the map). Stay over land hunting bees and vultures as long as possible — the hidden switches for this level start to activate once you get over water; and once you start tripping switches, the level gets intense. Spell-jars for *Accelerate*, *Invisible* and *Teleport* are visible at the start of the level, with the first two grouped together.

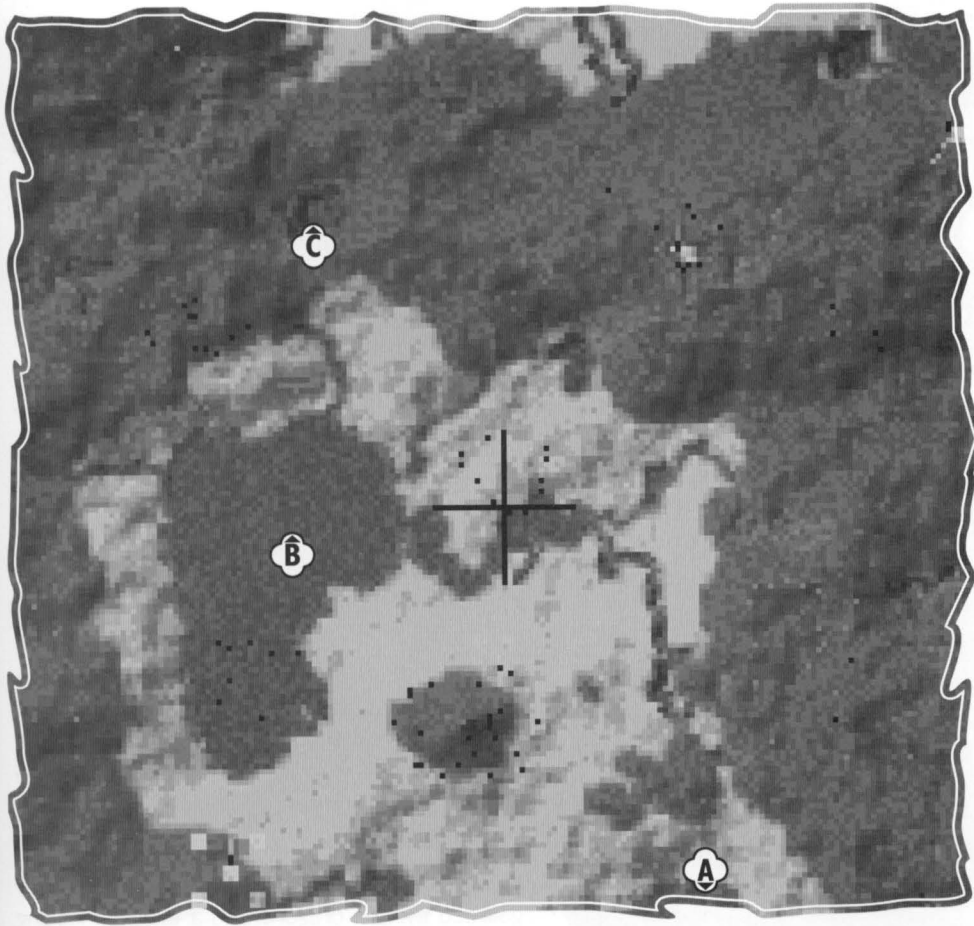
Small Lake. In the middle of the small lake at **(A)** is the safest switch of the game. Trip it when the other wizards start pressing you hard, or you start to run out of bees and vultures. It will release *Lightning*, *Beyond Sight* and *Meteor* scattered around the level. Claim these spells, and use *Lightning* to defend yourself from your rivals. You might even want to try reducing their castles and claiming some of their mana, depending on how well established they are.

Large Lake. Flying over this lake **(B)** releases kraken in all significant bodies of water, and also releases spell-jars for *Rapid Fireball*, *Heal* and (if you still need it) *Meteor*. With the *Meteor* spell-jar at **(C)** appears a hidden switch which will release four teleports, spell-jars for *Lightning Storm* and

Global Death (elsewhere on the level), nine dragons (elsewhere on the level) and seven wyvern arranged to make your life really miserable.

Teleports. When the four teleports appear at **(C)**, four wyvern appear right there with them. Obviously, your only hope for survival is to duck through a mirror; but that's not as easy as it sounds — three additional wyvern have appeared at the destination points for three of the four teleports. Clockwise from the top of the map, the first teleport takes you to where a wyvern is waiting. The second takes you to a relatively clear area. The third delivers you to a wyvern, and also releases five crabs. The fourth sends you to a wyvern, releases crab eggs elsewhere on the level, and also releases spell-jars for *Crater*, *Volcano*, *Shield* and *Earthquake* around the level.

Obviously, you want to avoid tripping this trap until your power reserves are as full as possible.



Spell-Jars

Accelerate	Heal	Crater
Invisible	Lightning	Shield
Teleport	Storm	Earthquake
Rapid	Global	Lightning
Fireball	Death	Beyond
Meteor	Volcano	Sight

Starting Spells

Mana Needed

66%

VODOR (C1)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A217, P205, R242

GRYSHNAK (C2)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A199, P217, R214

MAHMOUD (C1)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A213, P180, R225

SEYD (C1)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A222, P237, R236

World 37



· QVAHAHN ·

Of old was Quahahn the fairest of cities, its labyrinthine palace was filled with gardens and glades, and even its outlying watch towers were built in the form of stars. But Quahahn, as all beauty must, at last came to ruin. Its palace was sunk beneath the waters, and today only the crumbled remnants of its former glory linger amidst the ruins.

Star Canyons. Once you get your castle set up, the first thing to do is fly to point where the path crosses the star-shaped canyon (**A**). Crossing this point will cause four explosions to go off, so come in high to minimize the damage. A spell-jar for *Shield* will appear at the center of the fortress, and a switch will be activated over the building at the center of the other star canyon (**B**). Flying to (**B**) will release a spell-jar for *Lightning* on one point of the star, and trigger an *Earthquake* on an opposite point. When all the crabs on the world are dead, the *Global Death* spell will appear at (**A**).

Maze. This is complicated, so pay attention. The two passages to your right when you enter the maze are permanently trapped with multiple *Meteors*.

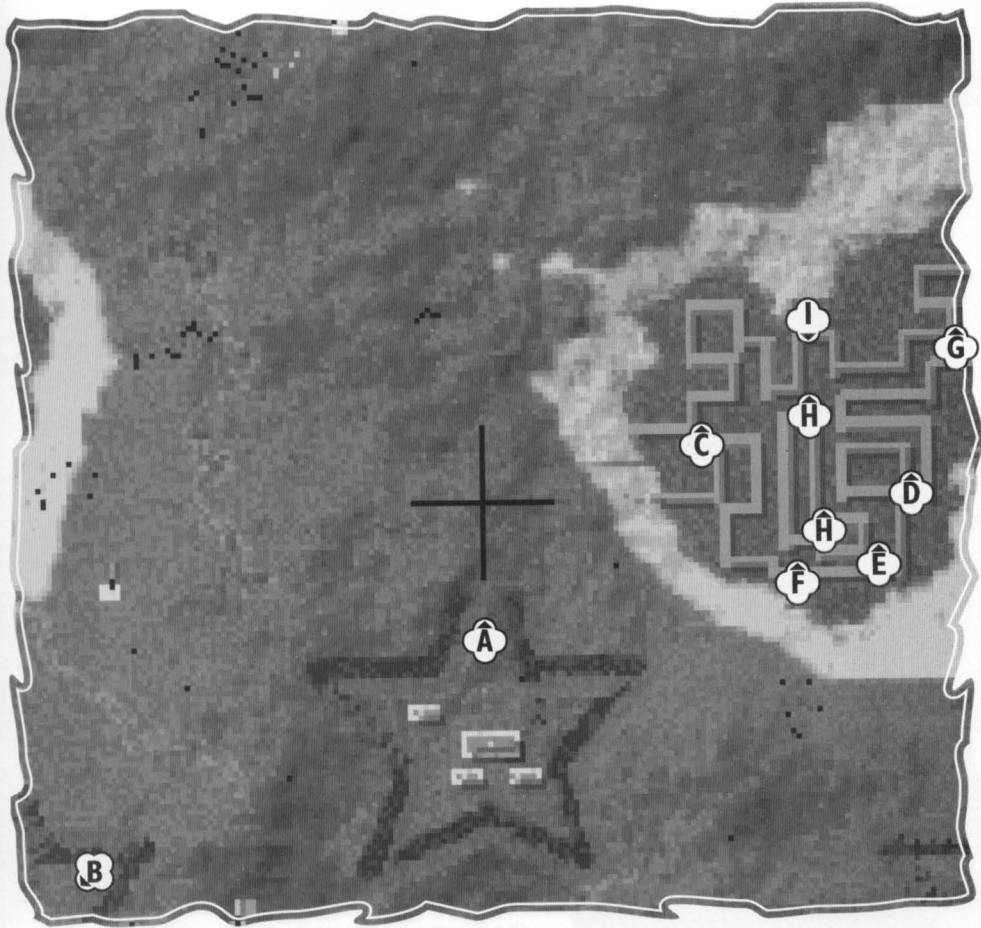
When you reach (**C**), you'll trigger four explosions behind you and release four kraken into the maze.

The passage leading to the flooded clump of trees at (**D**) releases a swarm of bees on the other side of the maze, a teleport which leads to the trapped passage at (**E**), and four standing stones at (**F**).

Flying to (**F**) will release an *Accelerate* spell-jar guarded by two dragons, and a teleport leading to (**G**).

On the way back from (**G**), you'll be ambushed by a flock of vultures at (**H**), and a row of stones appears at (**I**).

Flying to (**I**) releases a teleport back to the entrance of the maze, and when you use it four dragons and a kraken will appear.



VODOR (C1)

1	2	3	4
		7	
13			

A192, P155, R170

GRYSHNAK (C1)

1	2	3	4
		7	
13			

A207, P165, R193

MAHMOVD (C1)

1	2	3	4
		7	
13			

A203, P205, R181

SEYD (C1)

1	2	3	4
		7	
13			
		23	

A214, P214, R214

Spell-Jars Starting Spells

Shield			
Lightning			
Global Death			
Accelerate			

Mana Needed
70%

World 38



~ YOGGOHR ~

The true measure of the wizard is not mere might, but subtlety. There is no great art to defeating one's enemies with a spell that can bring low a great city. But when it is thine enemies who hold such spells, and thou triumph anyway through guile, then art thou truly a master wizard.

In General. This is a simple, but devilishly tricky world. Your problem is you must win with absolutely no offensive spells whatsoever — not even a simple *Fireball*. You have to make do against tough enemies like wyvern and adult crabs with the unassuming *Crater* spell, your expanding castle, and whatever you can scavenge from the rival wizards.

Ring of Trees. Flying into the tree-lined crater-lake at (A) sets off a ring of *Meteors*, but also releases the *Accelerate* and *Castle* spells.

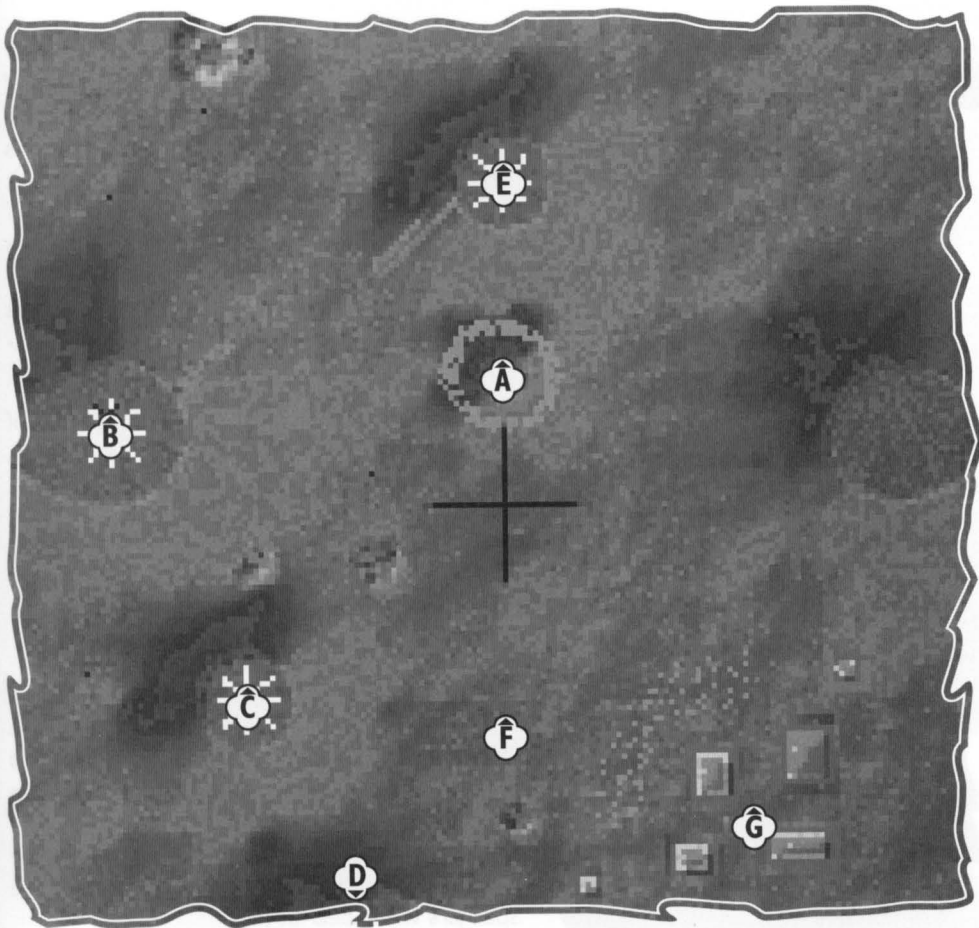
Lakes. Now fly to the side of the dumbbell-shaped lake marked (B), and claim the mana there. Fly over the mana-filled lakes in the order (B), (C), (D), (E) to release the blue-jar *Crater* spell at the standing stones (F). Along the way take a detour to increase the size of your castle whenever possible. The idea is to get as much benefit out of the loose mana on the world as possible before the crabs and rival wizards scarf it all up.

Townies. This is another world where most of your garden-variety monsters will be archers created when the wyvern rip into the village at (G). (You'll just be amazed at the number of angry citizens those six little buildings can disgorge over the course your visit to this world.)

Crater Spell. For much of this world, your primary offensive spell will be the unlikely *Crater*. *Crater* is completely useless against wyvern, but it does an excellent job against archers. Large crabs will probably be unharmed by the spell, but they can sometimes be trapped and isolated at the bottom of a steep crater, until you're ready to deal with them more directly. Once you get to the point where you can cast multiple *Craters*, it becomes an excellent anti-castle spell.

Rival Wizards. At the start of the world you don't have anything capable of killing a rival, but the crabs and wyvern do. Eventually, one of your enemies is going to fall in battle against monsters, and when that happens you have to be ready to take off at full speed to claim any spells he left lying around at his demise. Note that all three of your enemies start the game with *Meteor*, which you will need eventually, to deal with the five wyvern that plague the world.

While *Meteor* is your best choice for dealing with monsters and fighting other wizards, stick with *Crater* as your anti-castle spell. Remember that *Meteors* sometimes fuse castles (see p. 15).



VODOR (C2)			
	2	3	4
	10	11	

A255, P127, R126

GRYSHNAK (C2)			
	2	3	4
	10	11	

A224, P159, R112

MAHMOVD (C2)			
	2	3	4
	10	11	

A116, P246, R73

Spell-Jars

Accelerate
Castle
Crater

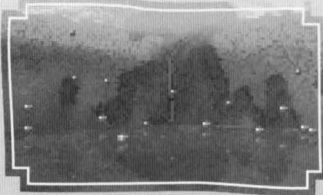
Mana Needed

33%

Starting Spells

E			

World 39



~ AR ZALJAN ~

Who can doubt that the great Sundering was the judgment of the gods against the pride of man? For were not the houses of the great most grievously smitten? Witness Quahahn, whose regal dwellings were consumed by the waters, and also Ar Zaljan, where the earth itself opened to receive the homes of the mighty.

Getting Started. On this world, everybody gets started with their own private little pool of loose mana. Yours is the largest. Claim all the mana in the lake with you and build your castle as close as possible (right where you materialize is fine, if you don't mind bulldozing a few citizens' houses as you expand). There are skeleton armies heading towards you from three directions. Let the other wizards get the loose mana at (E) — there are repercussions in that direction that you don't want to deal with yet.

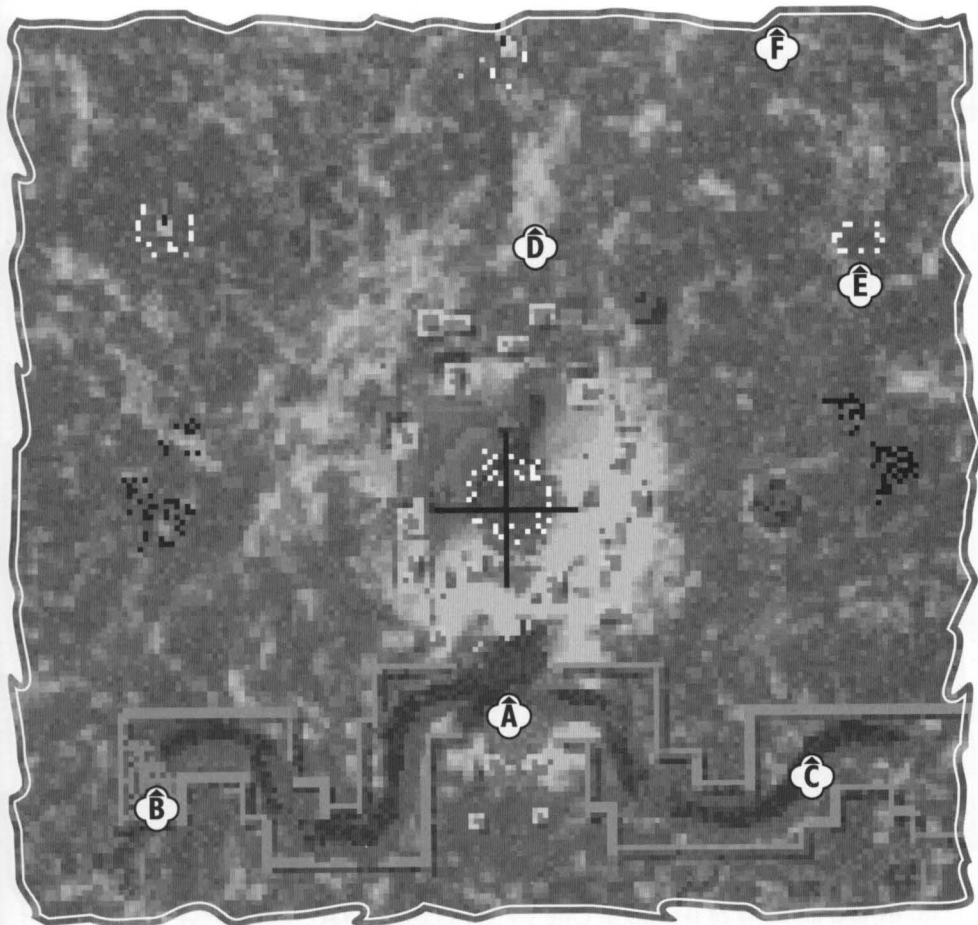
Walled Gorge. The most prominent feature of this world is the impassable wall surrounding a jagged gorge (apparently somebody decided to turn an ancient city into a land fill). Fly through the entrance at (A) and make a feint toward (C), until a swarm of bees appears about halfway there, then turn and head toward (B), flying high and fast.

On your way to the spell-jar at (B) you'll set off a pair of *Meteor* traps, which should do more damage to the bees than to you. As you approach the *Lightning Storm* spell-jar at (B) the forest surrounding it will catch fire, a swarm of bees and a flock of vultures will appear elsewhere on the map, and a forest containing two more spell-jars will appear at (C).

On your way to (C) you'll set off a *Volcano* trap. The spell-jars hold *Rebound* and *Steal Mana*.

Returning to your point of origin will release six crabs around (A) and cause a square of stones guarding a *Shield* spell-jar to appear at (D).

No Free Lunch. Watch out when approaching (E). It's a hidden trigger that will start a sequence of switches all over the world that will eventually release three wyvern, eight bees and two kraken around the map. The kraken materialize right over the lake where you started, so be ready for them if you built your castle there. Later, these switches will also trigger two *Earthquakes*, a *Crater* and two *Volcanoes*, and cause four dolmen guarding a *Meteor* spell-jar to appear at (F).



VODOR (C1)			
1	2		4
	6		
13	14		16
17			24

A125, P189, R125

GRYSHNAK (C1)			
1	2		4
	6		
13	14		16
17			24

A174, P255, R180

MAHMOVD (C1)			
1	2		4
	6		
13	14		16
17			24

A235, P189, R165

Spell-Jars

- Rebound
- Steal Mana
- Meteor
- Lightning
- Storm
- Shield

Starting Spells

1	2	3	4

Mana Needed
60%

World 41



~ OORAMESA ~

It is written that at Ooramesa shalt thou be most sorely tested, for there will thine enemies be at the height of their might and cunning. All thy wisdom and subtlety must thou bring to bear, if thou wishest to live and to conquer.

World 40, Arimir, does not appear in the game.

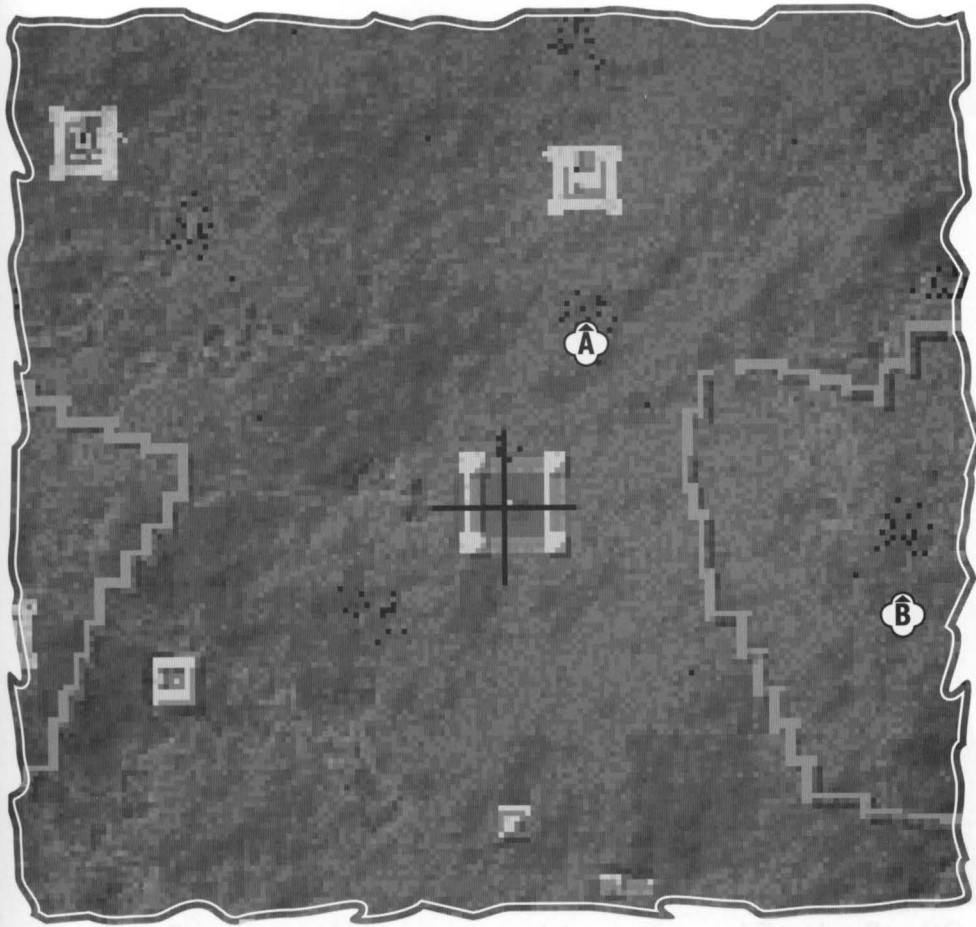
In General. Nothing tricky here. This world is another battle royale. This time, the emphasis is less on the monsters (though they're plenty tough) than on the rival wizards. They all have maxed-out perception and reflexes, and two have maxed-out aggression (Vodor and Seyd, watch out for them!). In addition they all start out with third-level castles.

Getting Started. Your immediate problem at the start of the world, however, is the swarm of bees and the wyvern just ahead of you. You might want to turn and *Accelerate* away to escape the wyvern. There are four more swarms of bees scattered about the world, each escorted by its own wyvern. You might make for the flock of vultures that starts out near the wall, since it can be an excellent source of starter mana — just be sure not to build too close to the wall and block your castle's expansion. Try to harvest as many monsters as you can as fast as you can, to try to catch up to the other wizards before they start to seriously harass you.

There are various switches scattered around the world that release more bees, griffin and vultures, and an army of skeletons. One switch, located at **(A)**, releases five genies.

Walls. The walled area surrounding **(B)** is not as big a deal as you might think. In addition to holding Mahmoud's castle, there's one switch in the middle of the area that scatters some bees, skeletons and emu riders around the world, and releases three crabs into the walled area. When these crabs are dead, four more wyvern are scattered around the world.

Your Rivals. This is one world where the best defense is definitely a good offense. Early on, concentrate on building up your power levels, but as soon as possible, start taking the fight to the other wizards. The goal here is for you to start throwing around *Volcanoes*, *Lightning Storms* and *Meteors* before they do. Concentrate your efforts on Vodor and Seyd — they're the ones most likely to come after your castle. A good time to go on the offensive is when your castle is about fifth or sixth level, when your *Lightning Storm* and *Undead Army* spells activate.



VODOR (C3)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

GRYSHNAK (C3)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A70, P255, R255

MAHMOVD (C3)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A105, P255, R255

SEYD (C3)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

Spell-Jars

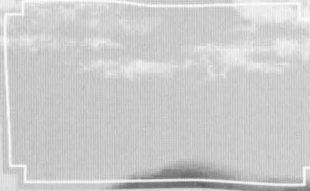
None

Mana Needed

80%

Starting Spells

World 42



~ GHABBALADAN ~

In Ghabbaladan, seek thou the heights and there wilt be returned much that thou hast lost, yet beware when thou awaken the swarming bees in their multitudes — seek thou then the shelter of thy stronghold, and venture not forth again until the sound of buzzing be once more banished from thine ears.

In General. This world features a lot of smallish monsters, and a lot of hidden triggers, most of which release traps and spell-jars. The world's biggest dangers are two massive invasions of bees called by hidden triggers. The spell-jars visible at the start of the world are *Lightning* at 10 o'clock, *Volcano* at 1 o'clock, *Duel* at 11 o'clock and *Rebound* at 5 o'clock. The spell on the island near the big stone circle is *Accelerate*.

The Mother Lode. Fly to the highest point at the center of the continent (**A**) to release two distant swarms of bees, an assortment of trolls and dragons, a few balls of loose mana, and a collection of standing stones guarding a trove of spells including *Duel*, *Shield*, *Lightning*, *Accelerate*, *Crater*, *Lightning Storm*, *Steal Mana*, *Earthquake* and *Invisible*. The most dramatic effects of this trigger are five simultaneous *Earthquakes* that will probably change the lay of the land drastically. (This trap alone is a good reason to build your castle over water on this world.)

Worm Extinction. When you kill all the worms on the world, the *Wall of Fire* spell will appear at (**B**), and a trigger will be set over your starting point that, when tripped, will release four pools of mana at various points around the world.

Other Random Triggers. The most dangerous trigger in the game is at (**C**). It will release an enormous plague of bees all over the world.

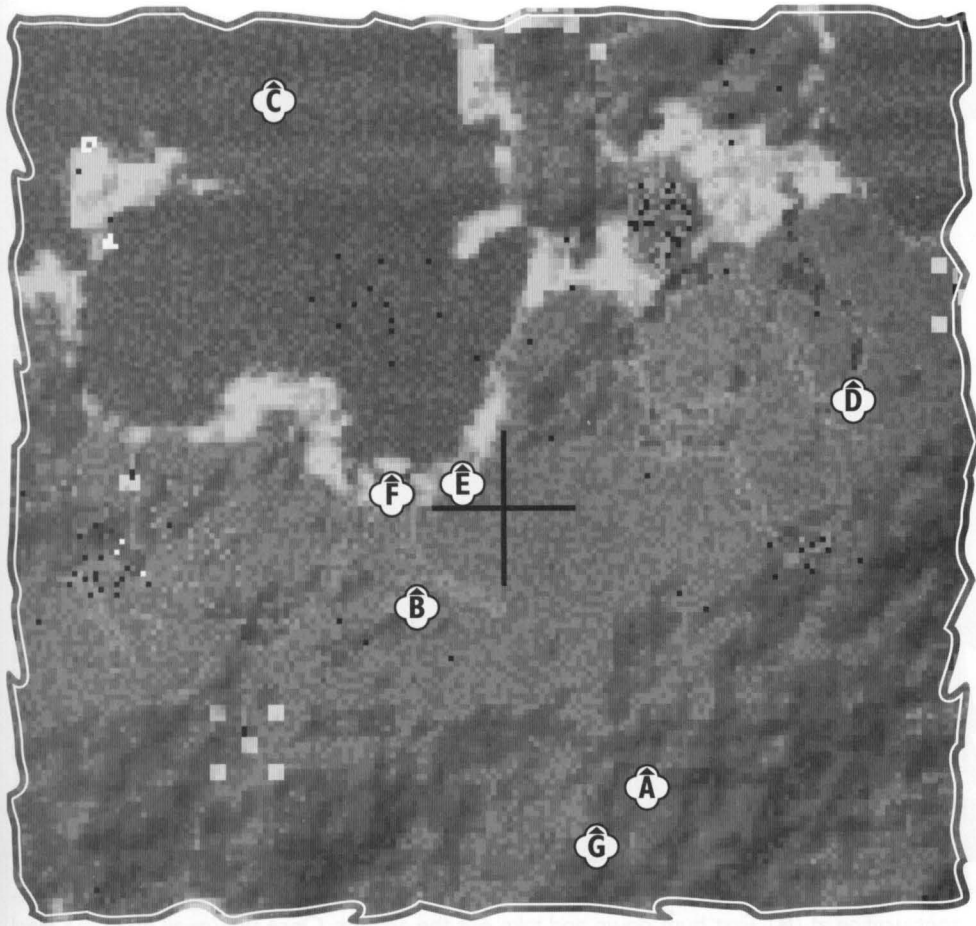
Another trigger at (**D**) will release six dragons and two armies of archers.

Grand Finale. A trigger at (**E**) starts an impressive series of events by causing a huge volcano to erupt on the island, releasing the *Meteor* spell and setting a trigger at (**F**).

Trip the trigger at (**F**), and a *Volcano* spell-jar (if you still need it), a pool of mana and some crabs are released back at (**E**). The trigger at (**F**) also releases the world's second major swarm of bees, all around the shore of the great lake, and sets off explosions on the island.

Fly to the island to release a flock of vultures and a band of trolls, along with a *Crater* trap (with a *Crater* spell-jar on the lip, if you need one).





Flying to the *Crater* spell-jar (**G**), will release some loose mana, a flock of vultures, and a teleport mirror that will spit you out right in the middle of the flock.



Spell-Jars

Lightning	Shield	Invisible
Volcano	Crater	Earthquake
Duel	Lightning	Wall of Fire
Rebound	Storm	Meteor
Accelerate	Steal Mana	Teleport

Starting Spells

Mana Needed

80%

VODOR (C4)			
1	2	3	4
6	7	8	
		11	
13	14		
17		19	
21			

A166, P160, R173

GRYSNAK (C2)			
1	2	3	4
6	7	8	
9	10	11	
13	14		
17		19	20
21			

A188, P203, R128

MAHMOVD (C2)			
1	2	3	4
6	7	8	
9	10	11	12
13	14		
17		19	20
21			

A143, P199, R204

SEYD			
1	2	3	4
6	7	8	
9	10	11	12
13	14		
17		19	20
21			

A143, P199, R204

World 43



~ TEKUMIR ~

Truly is it said, every man is haunted by his own demons. For each of us our fears and failings follow us about like cackling genii, draining our resolve. The pursuer can be railed against and attacked, but never vanquished directly. He is wise who, despite his demons, goes on to win his battles nonetheless.

In General. This is the only world in the game that comes anywhere near World 33 in terms of overall difficulty. Many will find it even harder to complete.

The problem is a very persistent genie, combined with the lack of a *Castle* spell. Without *Castle* to take him out, or even another wizard around to distract him, the genie has nothing to do except follow you around and reduce your power levels down to the minimum. Furthermore, he's completely unkillable with *Fireballs*. And of course, since for much of this world you won't have a castle, if you die, you're dead.

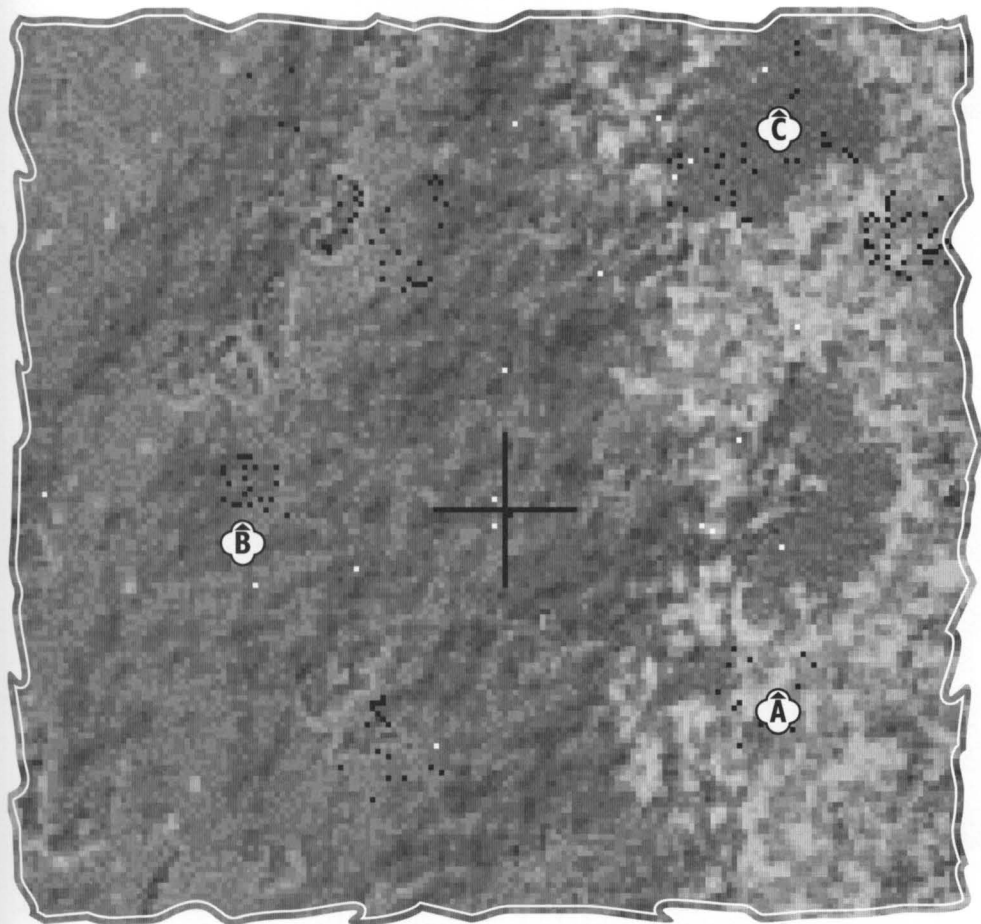
Genie. Go ahead and pump *Fireballs* into the genie until he teleports out to regenerate. You can't kill him like this, but if you run him off every so often, he'll stay weak, making it easier to get him off your back for a few seconds when you really need it — usually just before flying into battle, or when you're wounded and need to heal naturally. With the genie on your tail, you won't have enough personal mana to heal yourself. (When you do manage to kill the genie, by the way, it will release the *Accelerate* spell.)

War. At the start of the world, 14 archers march off from (A) to attack a band of 23 skeletons waiting at (B). First hunt down and take out the archers. Once they're all dead, the *Heal* spell will appear at (A). You'll need this spell for the next phase of your campaign, plus the mana you can harvest from archers and skeletons is a good way to build up your personal mana capacity. The genie is constantly draining your personal mana, so keep it at the highest level possible. The scattered balls of loose mana are worth seeking out for the same reason.

Lake. The kraken-filled lake at (C) is the key to the world. If you kill all the kraken, you get the *Castle* spell, and your worries are over. It may seem impossible to clear a lake full of 32 kraken with only *Fireball*, while a genie's on your tail, but it's not impossible ... quite.

Come in low and stand off over the shore to hit the kraken from maximum range with as much firepower as you can muster. Be ready to move backwards at full speed the second they hit you with their *Duel* spells. *Heal* yourself, let your personal mana recharge as much as it can with the genie around, and do it all over again. If you pick your spots and time your attacks right, you should be able to clean out the lake eventually. Of course, you have to watch out for monsters that come up behind you while you're sparring with the kraken.

Other Monsters. The most dangerous monsters are the swarm of 19 bees. With the genie on your tail and no *Accelerate* spell, there's just no way to mount an effective defense against this many bees. The only thing to do is stay away from any group of monsters that looks like it might be a swarm of bees, until your castle is up. When all the bees are dead, the *Lightning* spell is released.



There are 31 griffin on the world — don't go after them until you get the *Lightning* spell, which won't happen until after you kill the bees. When the griffin are all dead the *Lightning Storm* spell-jar appears.

There are four dragons, and when they're all dead they release the virtually useless *Crater* spell. They're a good source of extra mana, though. Just watch out for two or more ganging up on you — with the genie draining your power, two dragons at once is a serious threat.

Finally, there's a large flock of 40 vultures. They stay all in a tight group until you fly through them or open fire on them, after which they split up and come at you from all directions. When they're all dead you do get the *Meteor* spell-jar.

Spell-Jars	Starting Spells
<i>Heal</i> <i>Castle</i> <i>Meteor</i> <i>Lightning</i> <i>Lightning Storm</i> <i>Accelerate</i> <i>Crater</i>	
Mana Needed 40%	

World 44



~ ZANTOR ~

In the land of Zantor, Vodor shalt be at the zenith of his powers, and thou at the nadir of thine, for here is the place of his beginning.

Gather thy strength until thou art ready to strike, and then take the power of thine enemy and make it thine own.

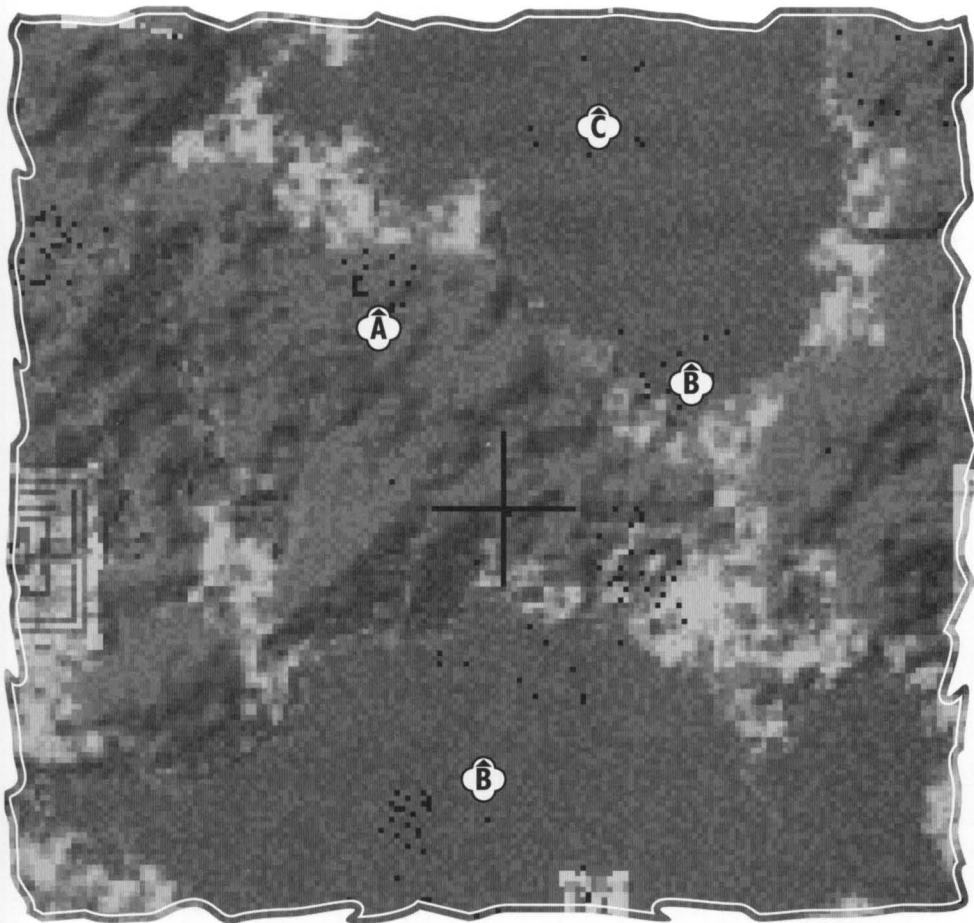
In General. This is another brawl world — there are no hidden switches whatsoever. Your big challenge will be to take out Vodor, who starts with a maxed-out castle, maxed-out stats, and all spells. (Gryshnak and Mahmoud are no slouches either.) On this level *Volcano* and *Undead Army* are restricted to you — you can't even steal them from your enemies, even though the other wizards have and can use them.

Monsters. You start out with a single bee on your back — a stray from one of the two swarms on either side of you. Fly to the small skeleton army ahead of you at (A), build your castle on them and harvest their mana. That should get you into good shape to take on the rest of the bees when they come around.

Elsewhere are lots of kraken in the lake at various spots marked (B), a flight of griffin at (C), a flock of vultures over the ocean, and four worms and five wyvern scattered around the map.

Wizards. Vodor starts out overwhelmingly more powerful than you are, and his aggression level is at its highest as well. Your strategy is to build up your power as quickly and unobtrusively as possible, then take the battle to him as soon

as you have any hope of success. Since your *Volcano* and *Undead Army* spells are out of reach, your second string should be a combined assault of *Lightning Storm* and *Crater* on his castle. Reduce it a level, steal as much of his mana as you can, and keep repeating the process until you're stronger than he is — then go do the same to Gryshnak and Mahmoud.



VODOR (C7)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

GRYSHNAK (C3)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A182, P255, R255

MAHMOVD (C3)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A200, P255, R255

Spell-Jars

None

Starting Spells

Mana Needed

World 45



~ DUBBHAN ~

How often the riches that gleam before thee are false and treacherous. True riches oft lieth far away, and shineth not, and their sign is small. Let thine enemy foolishly spend himself in seeking that which seemeth easy to attain, whilst thou taketh with ease that which seemeth hard.

Getting Started. It's easy to get distracted by the loose mana lying around in the bay of the walled island, even though it can't do you any good until you have the *Possess* spell. At the start of the game your rivals will be busily trying to claim the loose mana, and the kraken and bees that guard it will be busily trying to drive them off — use this time to your best advantage.

Notice the little spell-jar out on the tiny island outside the walls. That's your first stop. Go to the mirror at **(A)** and you'll come out at **(B)**. Grab the *Fireball* spell on the little island at **(C)**. (Watch out for the wyvern that might be in the vicinity.)

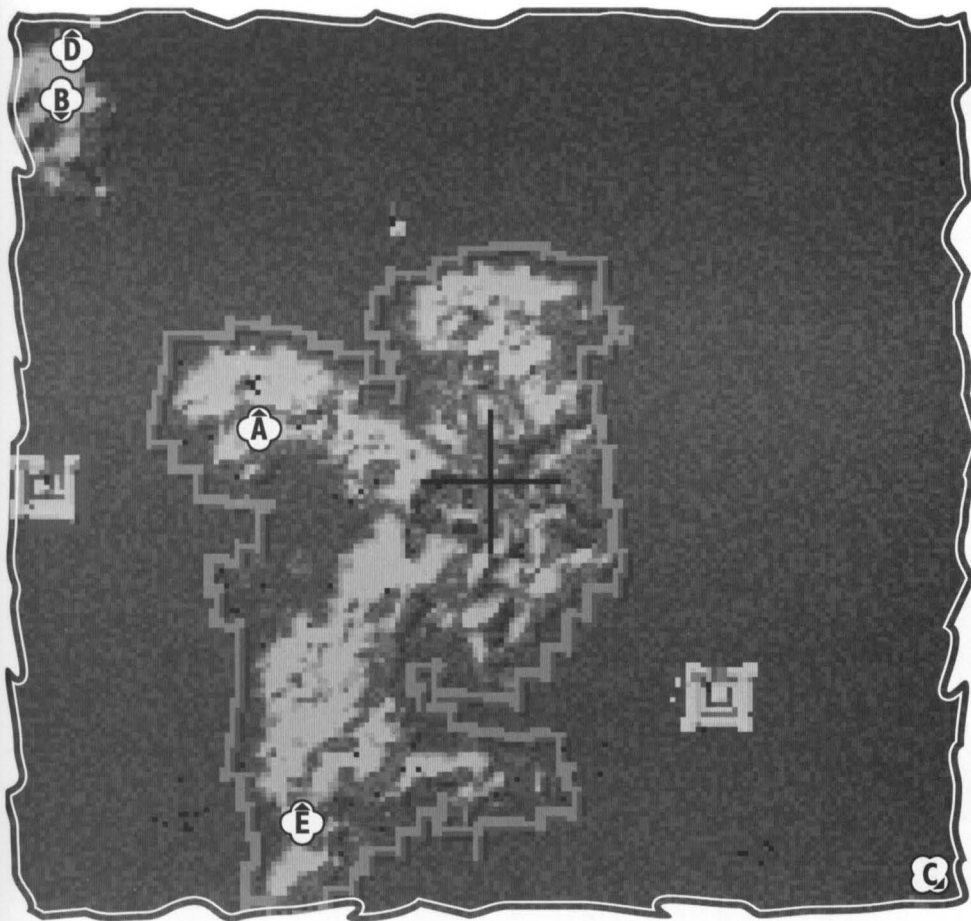
Grabbing *Fireball* will release a lot more griffin and a flock of vultures, but also a *Lightning* spell back on the main island. Go through the mirror at **(D)**, come out on **(E)**, and go grab the *Lightning* spell.

When you get *Lightning*, you'll release a force of trolls on the main island and one genie, as well as two spell-jars on the main island and two on the smaller island near **(B)**. You want to teleport out and grab the two on the smaller island first — these are your *Castle* and *Possess* spells, at last. Build your castle out somewhere over the ocean, and that's it really. You can go back at your

leisure to pick up the last two spell-jars (*Lightning Storm* and *Undead Army*) and the rest is just building your power and clearing the level.

Interestingly, all the spell-jars on this level are blue jars. This will allow you to use them a little earlier than you otherwise might have been able to, but probably won't make a huge difference in play.

Problematic Extinction. There are only two other traps on the world. When the original bees are destroyed, more bees are released to take their place. Similarly, when the one wyvern that originally inhabited the world is killed, five more materialize around the map.

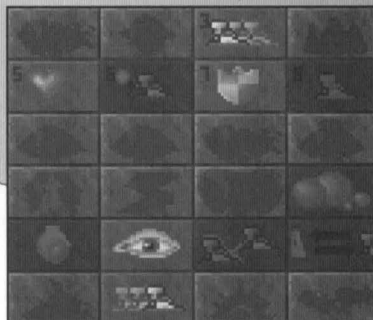


Spell-Jars

Fireball
Lightning
Lightning Storm

Undead Army
Castle
Possess

Starting Spells



**Mana
Needed**

55%

VODOR (C1)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A32, P255, R255

GRYSHNAK (C1)			
1	2		4
9	10	11	12
13	14	15	
21			

A255, P255, R35

MAHMOVD (C3)			
1	2		4
9	10	11	12
13	14	15	
21		23	24

A255, P48, R255

World 46



EPHERIA

As thou approachest the end of thy quest, it may seemeth that thy powers fail thee, even as thine enemies' waxeth ever greater. Despair not, for know thee that this is but the final test, and if thou perserverest and conquer, thou shalt awaken unto vistas of power which dwarf thy grandest dreams.

In General. This is a variation on the same theme as World 44, where you have to establish yourself against much stronger rivals, with some of your key spells restricted. While none of your opponents is quite as overwhelmingly deadly as Vodor was in that earlier level, there are more of them, and your spells are more dramatically restricted.

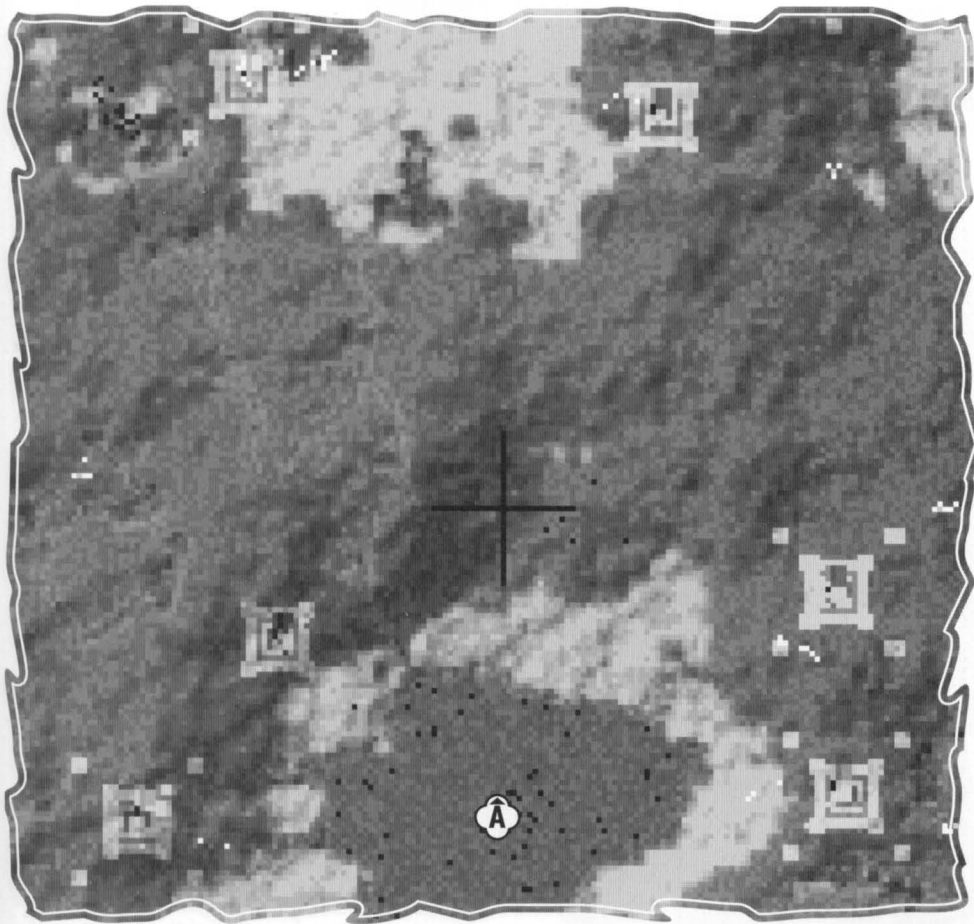
On this world you can never use *Earthquake*, *Volcano*, *Crater*, *Undead Army*, *Lightning Storm*, *Wall of Fire*, *Global Death* or *Rapid Fireball*.

Getting Started. Most of the monsters on the world are worms, five of which are closing in on your four o'clock at the start. Turn around and take them out with your castle and *Fireballs*. There are also a flock of vultures and a swarm of bees on the map.

Lake. Stay away from the center of the big lake (A) — there's a hidden switch there (the only one in the game) that will release ten wyvern and five genies. Of course, if you tried to get to that switch, the odds are you wouldn't make it, because the shores are guarded by no fewer than fifty kraken. It is reasonably safe, however, to skirt the shores of the lake, sniping at the kraken with your *Lightning* spell.

Rival Wizards. All your effective anti-castle spells are restricted except two — *Lightning* and *Meteor*. You already know the risks of taking on a castle with a *Meteor*, so that leaves *Lightning*. Can you win out over your enemies with just *Lightning* when they have access to every spell in the game? Yes, but it takes persistence.

Normally when attacking rival wizards, your best strategy is to engage the most powerful opponent first, to make sure everybody stays less powerful than you. However, reducing castles with *Lightning* is such a tedious process that you're better off engaging the smallest/closest castles first, to make sure your mana reserves are at their best when you go after the biggest/most remote enemies. And, of course, always keep your *Rebound* spell up, and keep one eye on your castle status bar — be immediately ready to *Teleport* back to restore it any time your enemies reduce it a level.



VODOR (C4)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A252, P254, R255

GRYSHNAK (C4)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A70, P203, R214

MAHMOVD (C4)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A105, P105, R147

SEYD (C4)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A157, P179, R76

RASCHID (C4)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A200, P235, R76

ALHABBAL (C4)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A85, P254, R3

SCHEHERAZADE (C3)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A128, P128, R128

Spell-Jars

None

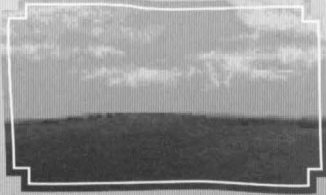
Mana Needed

70%

Starting Spells

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

World 47



INIXXIA

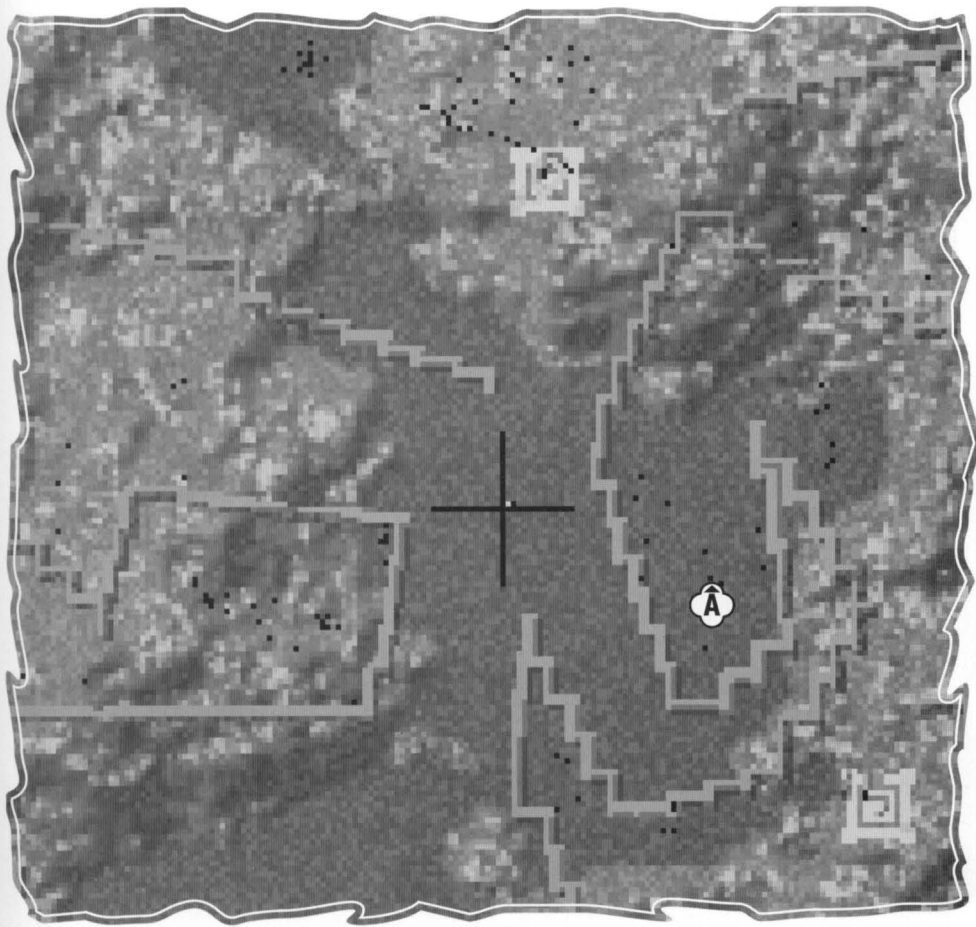
Many were the fair cities brought to ruin in the great Sundering, but it is written that the walls of Inixxia were ruined ages upon ages ago, in some long forgotten cataclysm. Shepherds and farmers came and lived there long ago, amidst the cyclopean walls of that place, and never knew what hand had built them there.

In General. Although challenging enough, this world is sort of “the calm before the storm” leading up to the end of the game. Many of the worlds immediately preceding it are a good deal harder, and after this the game gets more and more insane.

Spells. All the spells you don't start out with are restricted, with the single exception of *Earthquake*. There are two blue-jar *Earthquake* spells available, one at (A) and the other right next to Gryshnak's castle. Also at (A) is a hidden trigger that will release three swarms of bees around the land.

Monsters. Besides the bees mentioned above, the world is infested with a couple of dragons, a small flock of vultures, some worms, a good supply of kraken and griffin (about thirty each), two genies and two wyvern.

Rival Wizards. Once again, you'll have to conquer your rivals with *Lightning* as your best spell. This time, however, there's only two of them and they don't have as many spells as on some similar worlds. Their best spells tend to cluster toward the more powerful end of the spectrum, so try to hit them early and keep them at low to moderate power levels — definitely hog all the monster mana you can. Since the walls of the maze can make it tedious to get around, use your *Teleport* spell to go back and forth quickly between your castle and your opponents'.



VODOR (C3)			
1	2		4
	6		
	10	11	12
		15	

A255, P255, R255

GRYSHNAK (C3)			
	2		4
			8
			12
13			
21			

A254, P252, R254

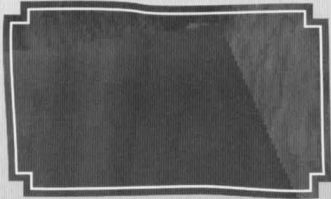
Spell-Jars
Earthquake

Starting Spells

1	2	3	4
5	6	7	8

Mana Needed
71%

World 48



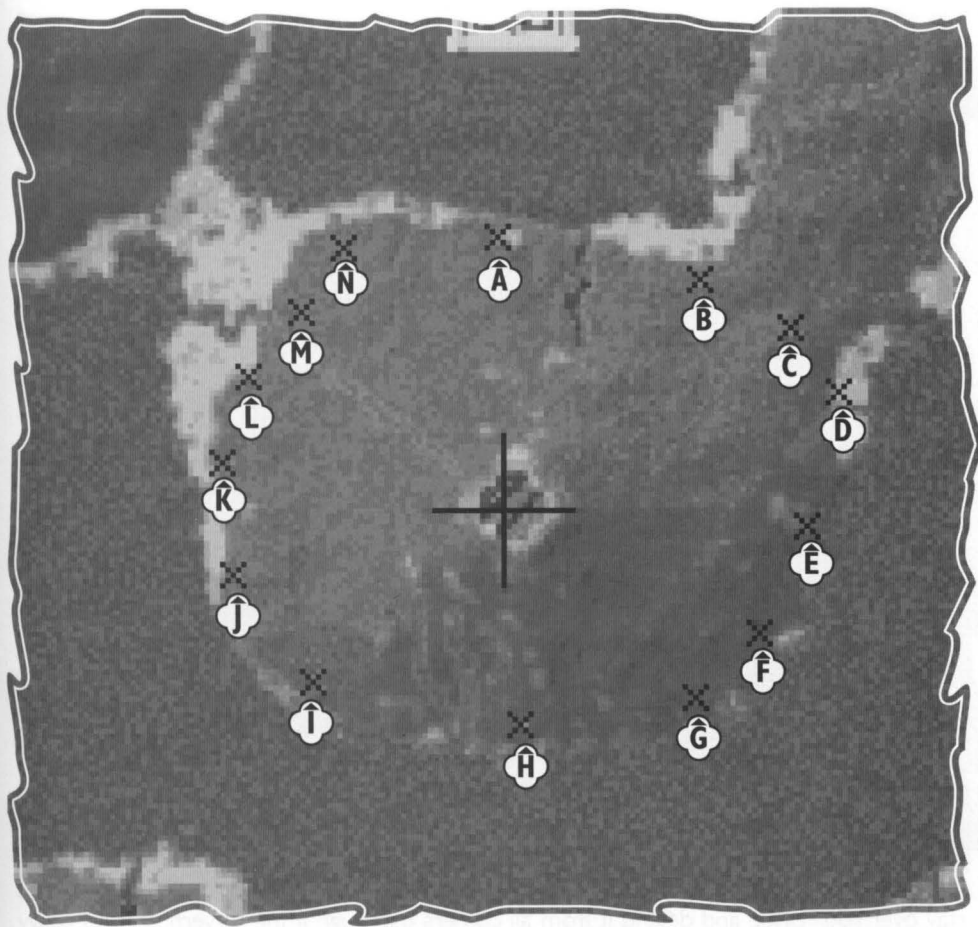
~ MEEBIR ~

He who can unravel the riddle of the stones of Meebir, his shall be true power and wisdom. Choose thou wisely, for choose thou must. Every reward has its price, and every danger its reward. If thou balance the sum aright, thou shalt emerge victorious.

Standing Stones. This is the ultimate trick level. No spells to start with, 14 X-marked standing stones, Vodor sitting off the coast in a large castle, no monsters initially. Each stone has a different blue spell-jar by it, and each one releases monsters onto the landscape. The effects of each stone are as follows:

- (A) *Fireball*, nine dragons
- (B) *Castle*, two flocks of vultures and two wyvern
- (C) *Undead Army*, four armies of skeletons around the map
- (D) *Lightning*, two flights of griffin
- (E) *Teleport*, lots of kraken
- (F) *Crater*, *Crater* trap surrounded by a company of archers
- (G) *Volcano*, a dozen wyvern
- (H) *Meteor*, emu riders and two genies
- (I) *Earthquake*, four *Earthquake* traps and some trolls
- (J) *Beyond Sight*, two tribes of nonviolent townies
- (K) *Shield*, two more wyvern and bees everywhere
- (L) *Possess*, lots of worms
- (M) *Lightning Storm*, eight crabs and some loose mana
- (N) *Accelerate*, two swarms of bees

This is a tough level. The big advantage you have (once you figure out where everything is) is having the luxury of picking your fights. Get *Castle* (B), *Possess* (L) and *Lightning* (D) first, then harvest the worms and vultures. After that, you can pick and choose which spell to grab next. Avoid *Shield* (K) and especially *Volcano* (G) until you're ready for the challenge. Remember, Vodor is learning these spells as you grab them, so don't get anything you don't want him using against you before you're ready to use it against him.



VODOR (Cs)			
1	2	3	4
		7	
9	10	11	12
13	14	15	
	18		20
A0, P241, R255			

Spell-Jars	Starting Spells
see text	

Mana Needed
75%

World 49



SHAL KAZAN

Behold the wyvern in his splendor. Even the mightiest wizard fears to face the behemoth of the air. How then wilt thou stand when the very sky is darkened by their terrible wings? He who fears death shalt surely find it, yet he who cares not for life or death may live.

In General. 65 wyvern. What more needs to be said? They come at you in a big dark cloud and it's probably the single most terrifying sight in the entire game. There's also something like 30 worms, 35 trolls, and about 100 very touchy griffin. Ignore what the playguide says about "other wizards" — the only others in attendance are Gryshnak and Vodor. Gryshnak is probably a wyvern hors d'oeuvre early on, and Vodor, despite the fact that he has a seventh-level castle all built, is the least of your problems until the end of the world.

Getting Started. This is the tricky part. Basically, you have to hustle. Drop your castle somewhere between the starting point and the loose mana at (A), but not directly on the loose mana — that area is heavily trapped with pyrotechnics of various kinds. Then just grab as much mana as you can before the wyvern descend and start shredding your castle.

Getting Started Again. You'll probably have to re-start this world several times. The trick is to get to the point where you have the *Lightning* spell active and enough mana in reserve to use it to take out a wyvern over your castle. Once you

get a wyvern and harvest its mana, the odds start to turn in your favor. From that point, just stay over your castle and defend it from all comers (although if the wyvern get too heavy right over your castle, you might want to try a kamikaze feint (see p. 47) to clear a few of them off). Once your *Meteor* spell activates the level starts to seem downright do-able.

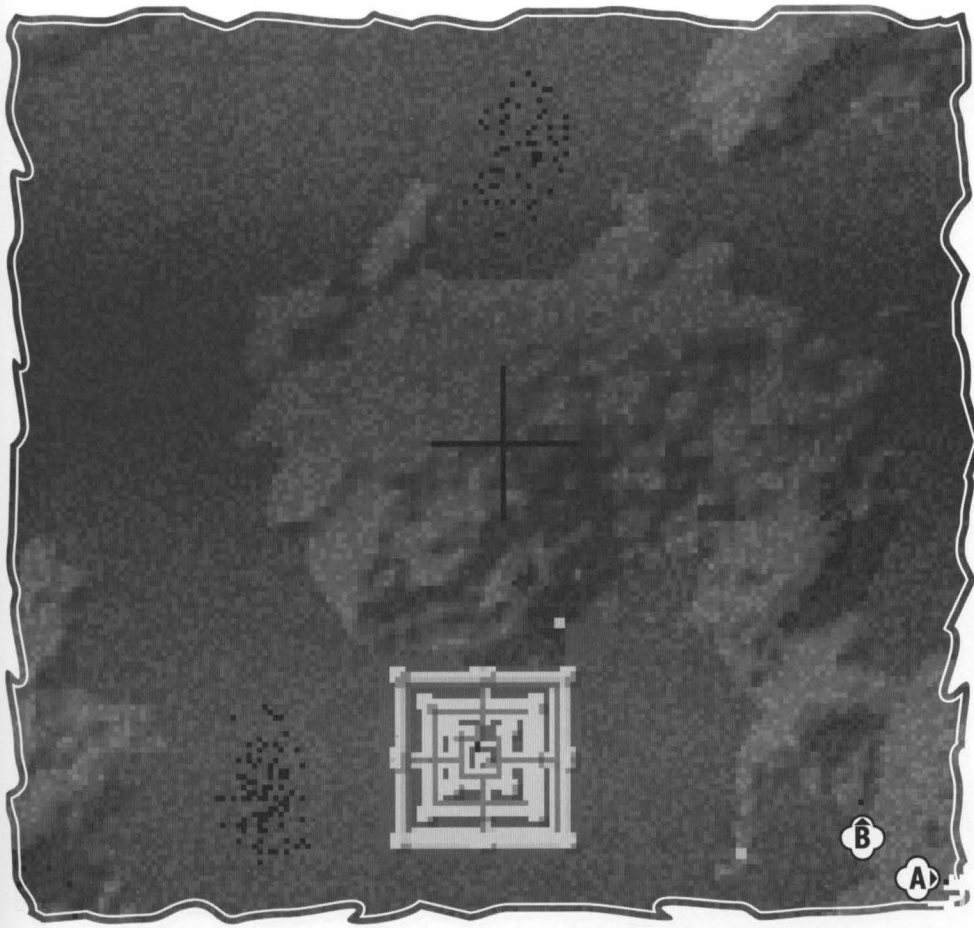
The worst thing that can happen to you on this level is to get several wyvern and a large flight of griffin over your castle all at the same time. If you try to keep pounding the wyvern, you're almost certain to tag a griffin, and then all the griffin will turn on you ... this is definitely time for a kamikaze feint.

Vodor. Once you clear out the wyvern enough that there's not one over your castle every blessed second, you can start to think about Vodor. Odds are, at this point in the game he's probably sitting in the middle of a big red puddle of his own loose mana, trying to deal with his own quota of wyvern. Go hit the edges of the fight and harvest as much of Vodor's mana as you can, just to keep him from getting too big for his britches.

Hidden Switches. There are several, mostly over the island next to (A). They all either cause explosions or release trolls. Frankly, you've got other things to worry about — just remember to fly high when you're flying over the island.

Also, watch out for the teleport mirror that appears when you approach the statue at (B). It will drop you in the middle of an erupting volcano. Once the volcano settles down, the mirror is fine.

The rest of the mirrors are all good ways to confuse pursuing wyvern and angry griffin.



VODOR (C7)			
1	2		4
		18	

A255, P255, R255

GRYSHNAK			
1	2		4
			8
21			24

A254, P252, R254

Spell-Jars

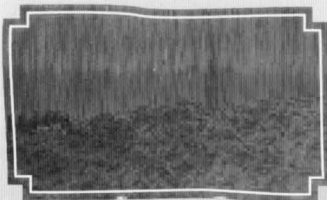
None

Mana Needed

77%

Starting Spells

World 50



~ VOLCANIA ~

On Volcania the land can be thy bane, or it can be thy defender. Seek not precipitously to go out into the world to conquer it, but make thou thy stand at the place of thy power, and let the world come to thee to be conquered. When thy powers are at their greatest, only then go forth among the furnaces of the earth, to find thy final triumph.

In General. The game's grand finale features griffin, bees, trolls, worms, and of course lots of genies, crabs and wyvern. All of the other seven wizards get supporting parts. The real stars of the show, however, are more than 100 hidden switches that set off volcanoes literally everywhere you go.

Getting Started. In a lot of ways, success or failure on this level depends on your first shot. As you emerge at the bottom of a crater, a genie materializes right in front of you. If you can get that genie with your castle on the first shot, you'll have enough mana near at hand to get your castle well into its second level. If you miss, between the genie draining your power levels and the natural menaces of the world, you're probably toast.

Once you get your castle built, stay put! There are plenty of monsters out there ready to come to you — more than 50 crabs, more than 80 griffin, and 21 wyvern, just for starters. Circle your walls, and as monsters come into sight take them out and harvest their mana. Keep this up until you reach at least fifth level with your castle. (If a bunch of wyvern come and gang up on you before you're ready to deal with them, don't hesitate to use a kamikaze feint.)

Three Lakes. The three lakes (**A**) are all linked by teleports. They also have triggers that release

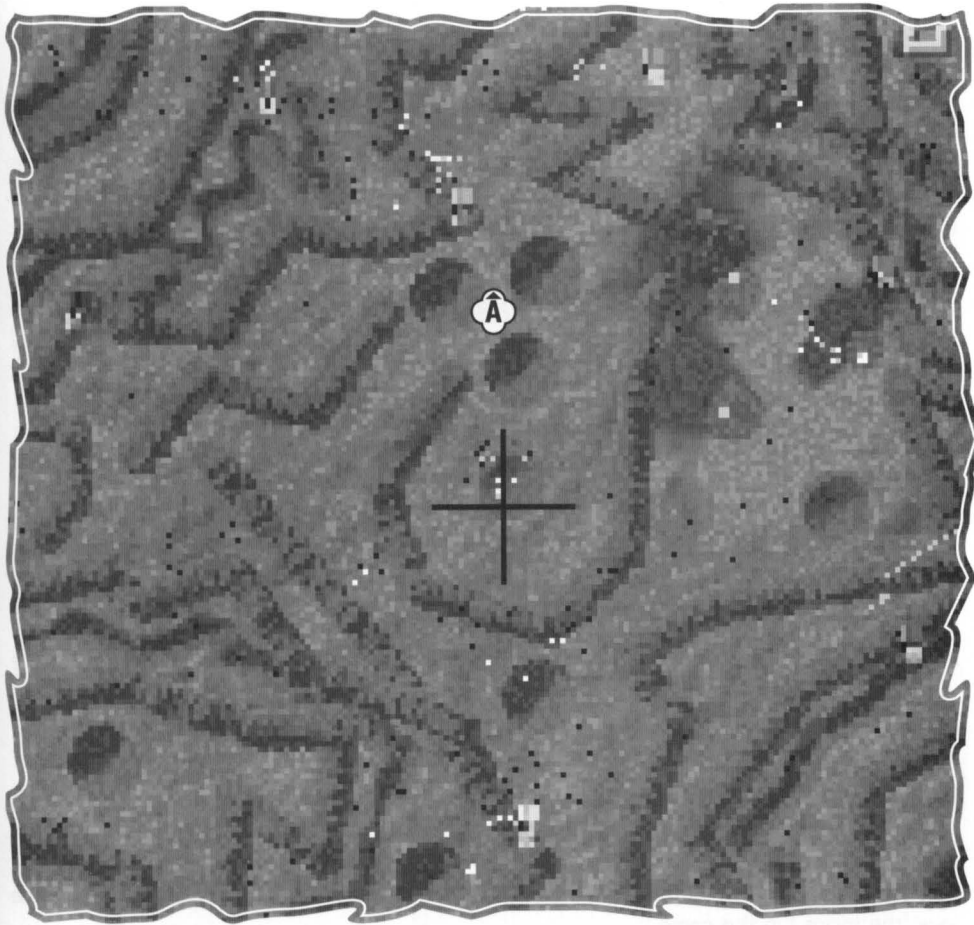
more than two dozen kraken. Stay away from this area until your *Meteor* spell activates. After that, the kraken become an excellent source of volcano-free mana.

Two Cackles of Genies. When all the monsters on the level are dead, six genies appear. When all six of them are dead, six more appear. When these six are dead, you finally get some peace and quiet.

Volcanoes. You can't avoid them, they're everywhere. Fly high and slow — be ready to turn away from the center of the explosion as soon as the trigger goes off. Eventually you'll get the hang of using the volcanoes as offensive weapons — leading pursuing wizards or monsters into a volcano's radius of destruction, or steering towards a large accumulation of monsters to trigger a nearby *Volcano* trap.

Other Wizards. Once the monsters start to thin out, you can start to turn your attention to the other wizards. Make your way carefully to their castles, as described above, hit them with the normal suite of anti-castle spells, then use *Teleport* for your escape.

The Bug. There's a bug in the earliest editions of *Magic Carpet* that makes it impossible to ever accumulate quite enough mana to finish this level (and therefore the game). There is a patch for this bug. See **Known Bugs**, p. 15, for information on getting this patch.



VODOR (Ci)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A236, P238, R255

GRYSHNAK (Ci)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

MAHMOVD (Ci)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

SEYD (Ci)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

RASCHID (Ci)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

ALHABBAL (Ci)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A246, P248, R250

SCHEHERAZADE (Ci)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A250, P255, R252

Spell-Jars

None

Mana Needed

80%

Starting Spells

MULTI-PLAYER MAGIC CARPET 1

The tips and world solutions in this multi-player section are intended to give you an edge over other human players and don't spend a lot of time discussing how to fight the various creatures. If you haven't spent a lot of time playing the single-player levels, check out **Spells** (pp. 26-37) and **Monsters** (pp. 38-47). Both sections will help you identify what spells are most effective in certain situations.

In the multi-player levels, knowing where to lay claim to spells and what areas to avoid are of the utmost importance. Each section describes the spell locations, switches and massed enemies on each level. Keep in mind that this book considers you to be "Player I," and that all the writeups begin with that player's vantage point.

The order in which players click the checkmark in the network game screen determines who gets what position. The assignments are definitely not created equally in *Magic Carpet* multi-player games. In fact, the game often places certain fliers in exceptionally dangerous situations right from the start. Player I, however, almost always gets first shot at the spells, so you should always try to gain that position.

In the event that another player beats you to the Player I position, you can still use the information in the writeups. The starting view may not be the same, but the events in the world will be.

Multi-Player Castle Combat Tips

Building your Castle. The most important thing to remember in multi-player games is *never* build your castle beside another player's. This will lead to a fight to the death for territory at the start of the game, and the loser will be blown out of the game permanently. This may not sound like a bad thing, but the more players that survive to the end of the level, the more fun the game.

You'll want to establish your territory early on in each level. That way, you'll stand a chance of regenerating if your mana and health drop to critical levels. As usual, look for flat areas (either on water or dry land) where your castle expansion won't be interfered with by towns, mountains or cliffs.

Use Invisible. Whenever you feel like thrashing an enemy fortress, you should approach using a spell that guards against detection. The best way to achieve this is to use the *Invisible* spell. This spell is incredibly good for stealthy missions because it is much more flexible than *Teleport*.

While at your own castle, wait until your health and mana bars are restored to full. Then, activate *Invisible* and fly toward to the other player's castle (you may have to re-use the spell if it begins to run out). When you arrive, blast away at the castle with your most powerful offensive spells. When almost all your mana is used up (but while you still have enough to use *Invisible* again), recast the spell, fly home, recharge and repeat the actions to chalk up one enemy castle.

Use Teleport. If you have *Teleport* at the start of the game, don't waste mana by using it just anywhere. Fly over a rival wizard's castle and then use it. This means that whenever you want to attack his castle, you can *Teleport* while in your castle and be instantly transported back to his. Blast away at his castle as long your mana or health permits, and then use *Teleport* to return home. Take a breather to recharge your health and mana bar, then use *Teleport* again to repeat the process.

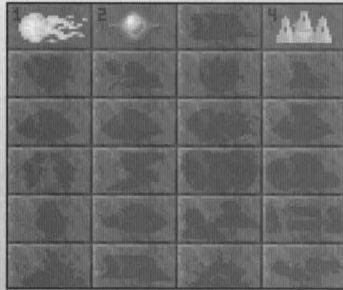
Repeat until the castle is destroyed, and then take out the wizard once and for all. Using this tactic sometimes affects the frustration factor, something not present in computer opponents. Opponents become infuriated because just as they're about to kill you, you *Teleport* back home again and leave them to pick up the pieces of their severely damaged castles.

Disguise your Attack. When you do finally decide to attack a castle, approach it as stealthily as possible (try casting an *Invisible* spell if you have one). Try to settle your carpet gently in front of one of the perimeter walls. This shields you from the arrows of the archers on the castle stockades, and also hides you from the rival player for a while. Also, if you're close enough to the wall, your fireball shots will not show up on the other player's All-Seeing-Eye, making it extremely difficult to pinpoint you.

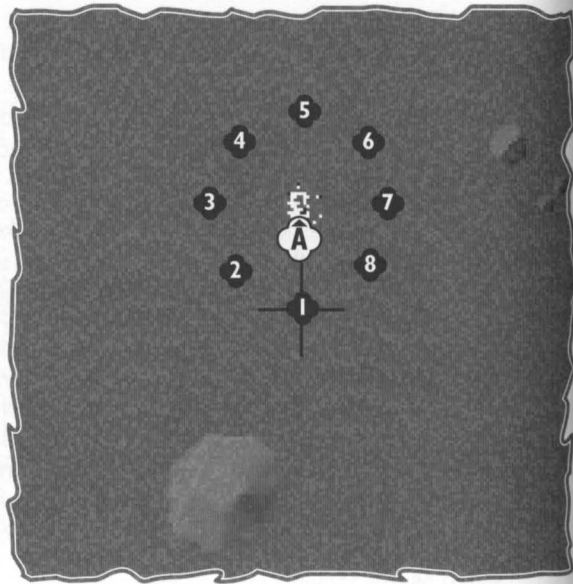
Steal Mana. When a rival player's castle has crumbled from a severe battering, mana will be spread around the castle. Take advantage of the situation and steal as much mana from him as possible. The best way to accomplish this before he reclaims his mana is to use *Possess* in conjunction with *Accelerate*, if you have it. Fly at top speed around his castle, *Possessing* furiously. You can probably commandeer most of his mana by the time your balloons arrive. The opposing player — if he's experienced — knows that taking time to repossess his mana leaves his castle open to further attacks. Besides, he has to wait to collect mana until he rebuilds his castle to its original state — otherwise, his castle will be too small to hold it all.

BUSSORAH

Starting Spells



Spell-Jars All remaining



Starting Out. All the fliers start out in a large circle around a collection of free mana, with *Fireball*, *Possess* and *Castle* spells. As soon as you *Possess* the mana and fly over it, a rather intimidating swarm of bees hatches at (A). Don't try to take them on — there's nothing more aggravating than dying 30 seconds into the level. Let one of the enemy wizards make that mistake. Instead, activate your *Castle* spell and build it while you have time.

Spells. If you manage to kill all of the bees in the world, four smaller swarms (each accompanied by a genie) materialize around the start. The plus side is that *Steal Mana*, *Invisible*, *Beyond Sight*, *Earthquake*, *Duel*, *Shield*, *Rebound* and *Accelerate* appear near your start position.

Killing the second wave of bees breeds kraken and crabs throughout the world. The kraken's extinction produces more spells, including *Wall of Fire*, *Rapid Fireball*, *Lightning*, *Undead Army*, *Global Death*, *Mana Magnet*, *Lightning Storm* and *Accelerate (Backwards)*. Oh yeah, four groups of griffin appear as well. Once this happens, don't revisit the start position — doing so causes hungry vultures and dragons to appear (and *Earthquake*, *Meteor*, *Volcano*, *Teleport* and *Crater*).

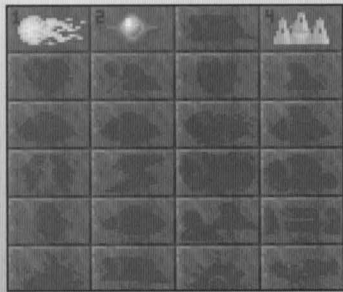
Castle. There's enough mana on this level for you to build up an impressive castle, if you survive long enough. If you insist on taking first crack at the mana, arm yourself with the *Fireball* spell on the left mouse button and the *Castle* spell on the right. As soon as you reach the circle, cast your *Castle* spell and make a grinding halt over it. This is the only spot where bees cannot sting you. Arm yourself with *Fireballs* and start taking out the bees one by one.

Enemy Wizards. Once your castle is functional, check the area for piles of bones. If your enemies didn't have the forethought to build a castle, they're likely reduced to carcasses by now. Use your *Possess* spell to collect their mana, then concentrate on the bees.

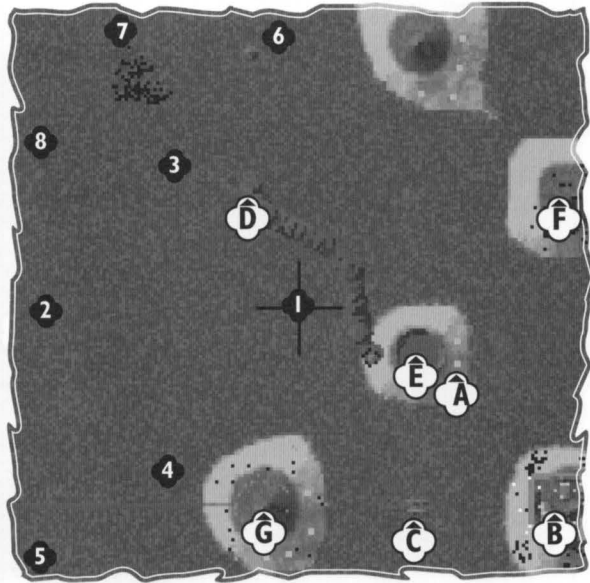
When dealing with other wizards who survive the initial swarm, remember that you have two choices. You can avoid everyone and conserve your health until the end, or you can seek out the remaining wizards and kill them. Either way, the last survivor wins.

BISNAGAR

Starting Spells



Spell-Jars *Lightning, Steal
Mana, Duel, Meteor*



Teleports. This world consists of five round islands, each populated with no less than seven teleports or destinations. They're all one-way trips, so you'd better be sure you're not jumping into a situation that's worse than the one you just left. The trick to exploring and winning this level is learning which teleport stations will take you where.

Spells. The first place you need to visit is the teleport at (A), which takes you to the island at (B). Access the teleport quickly enough, and you might be able to beat everyone else to the four spells nearby. Unfortunately, you fall right into a crowd of skeletons and archers. You can toss your *Castle* spell on top of them, or you can fly over them and head for the middle of the island. Among the townies you'll find a red vase containing a *Meteor* spell. Scoop it up and head toward the volcano at (C) — you can come back later to harass the enemies on the perimeter of the island.

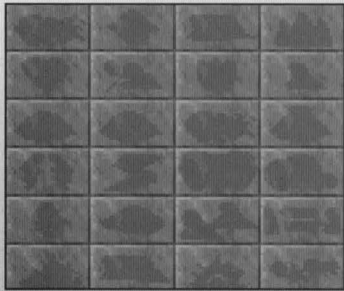
As soon as you go to collect the *Lightning, Steal Mana* and *Duel* spells at (C), the volcano decides that it's time to erupt. This happens every time you fly near it, so don't think you can wait out the lava and then come back. You'll have to be careful, but you should be able to make three quick plunges and pick up the spells. The next tactic should be pretty obvious — zap everything in sight and collect mana.

Places to Avoid. Unless you enjoy fighting multiple kraken, avoid the seawall at (D). Three switches there give birth to several of them, and they're not happy about your presence. On the adjacent island, your early teleport jump almost certainly caught the attention of a genie and several dragons and brought on a lightning storm and firestorm. The island does have one redeeming feature — if you manage to kill all the other wizards, you can harvest a pile of mana at (E), in the middle of the island with the seawall.

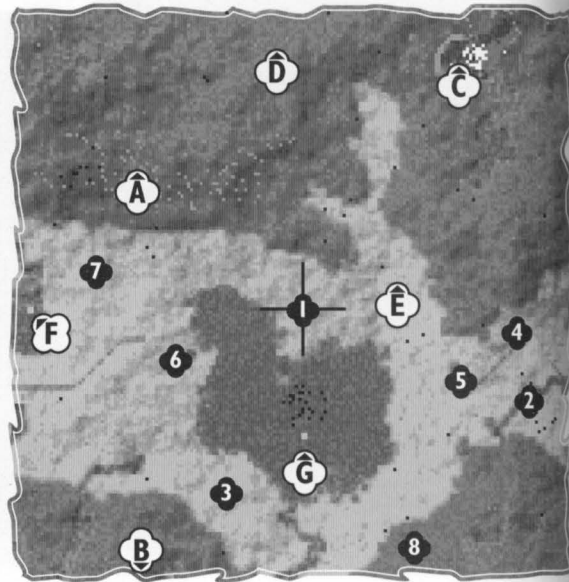
You'll want to stay away from the island at (F) as well, where you'll run into a swarm of bees and several switches that activate recurring *Steal Mana* traps and a circle of griffin. The island at (G) is better by comparison, but not by much ... it's a haven for the world's dragon population.

TARTARY

Starting Spells



Spell-Jars *Fireball, Possess, Accelerate, Castle, Rebound, Invisible, Crater, Lightning, Teleport*



Spells. Spells are your primary concern on this level. There are 9 jars in all, three of which are directly in front of you (Player 1) when you materialize (*Fireball, Possess* and *Castle*). The other spells that appear are up for grabs by anyone. You can immediately pick up *Invisible* at 9 o'clock from the lake, and *Crater* at 3 o'clock. *Lightning* is also waiting for you at 5 o'clock.

Switches. One of only two primary switches in this world is at (A), and you shouldn't trip it until you're confident you can knock out two kracken and a swarm of bees over the large lake. This also activates other layers of switches, effecting everything from vultures to skeletons and trolls. (Avoid the secondary one in the depression stone region at (C).) The upside to tripping this switch is that it releases *Accelerate* and *Rebound* at the switch location, *Teleport* at (B), and *Lightning* at (C) (if you don't already have it).

Another series of secondary switches in the general area of (D) produces *Meteor* traps every time you visit, so be especially careful when traveling through this region.

The last switch in the world is triggered only when all other wizards on the level are dead. Keep in mind that doesn't mean you necessarily have to kill them — the dragons, vultures and worms might do your dirty work for you. When activated, this switch releases a wyvern and two genies. Stay away from the wyvern as much as possible, since it's one of the more dangerous species in the world.

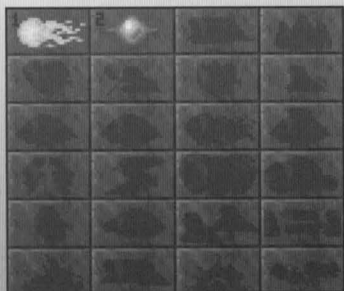
Worms and Dragons. Your natural enemies in this world (besides the other wizards) are the pesky worms that plague the area in the longitudinal strip of the world along (E). Remember that when you fight worms, move from side to side while firing. Their sense of lateral direction is distorted, and they can't follow your sideways movement very well.

The dragons have nearly died out here, but two of them lurk near the lakes. You'll have to fight them sooner or later to get enough mana to win the level.

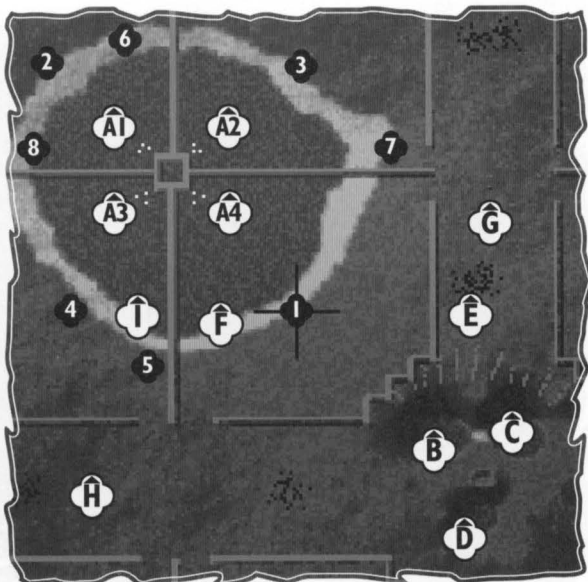
Teleports. The two teleports in this world shuttle you and the other wizards between the small lakes at (F) and (G). It's almost just as easy to fly back and forth, but they'll save you a little bit of time and energy.

ARKANIA

Starting Spells



Spell-Jars *Accelerate, Invisible, Meteor, Lightning, Lightning Storm, Beyond Sight, Teleport, Duel*



Lake. You materialize on the perimeter of a large lake, which has been walled up. Those mana balls in the middle might look tempting at first sight, but you know by now that “free” mana almost always has a catch. In this case, three kraken and five dragons are released in each of the walled quadrants marked (A1), (A2), (A3) and (A4). These walls are too high for you to fly over, so you’ve got to make finding an exit your first priority. Try either of the small openings at opposite corners.

Spells. You’ll start this level with three spells — *Fireball, Possess* and *Castle*. After you leave the walled area, cruise around the perimeter and trip the switches at each quadrant opening. This frees up *Teleport, Invisible, Beyond Sight* and *Duel*. Once you’ve picked up the spells, head toward (E) and build your castle on top of the swarm of bees. If you can hover over it, the bees won’t do anything but buzz your castle.

Next, fly to (B), (C) and (D) in order. This causes spell-jars to appear halfway between (B) and (D) for *Accelerate* and *Meteor*. However, you’ll be flanked on either side by erupting volcanoes. A *Volcano* spell eventually appears at (E) after many, many switches have been triggered in and around the quadrants.

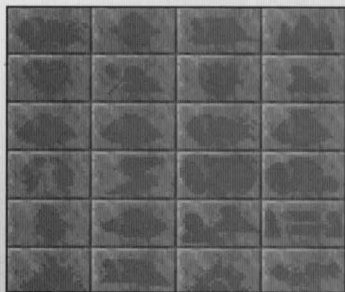
Teleports. The switch at (F) releases five crab eggs in each area, but it also opens up a teleport in between (D) and the central area of the quadrants, where *Lightning Storm* and *Lightning* are yours for the taking. Make it a point to eliminate the crabs early on.

The switch at (G) creates a teleport from (H) to (A3), and also opens the following teleports near the inner corner of each quadrant: (A1) to (A3); (A2) to (A1); (A2) to the outside world; (A3) to (A4); (A3) to the outside world; (A4) to (A2).

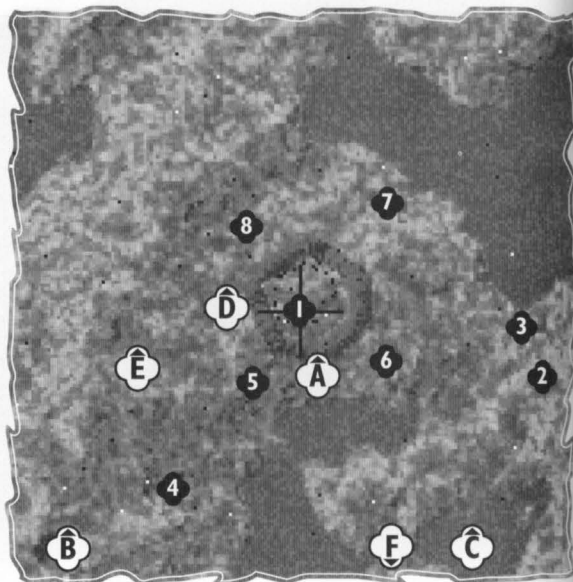
Places to Avoid. Whatever you do, don’t trip the switch at (I) unless you feel up to battling four dragons and as many wyvern. They’re released just outside the wall, but it won’t take them long to find you. And once you and your opponent wizards fly around long enough, you’ll inevitably release vultures, griffin, emu riders, crab eggs, earthquakes and volcanoes in each quadrant.

RYAHN

Starting Spells



Spell-Jars *Fireball, Possess, Castle, Rebound, Lightning, Mana Magnet, Teleport, Wall of Fire*



Hexagonal Wall. You materialize inside the center of a walled-up hexagon (**A**). At first glance, it appears as though you've struck gold — the *Fireball, Possess* and *Castle* spell-jars are lying at your feet (or would be, if your carpet had feet). Upon leaving the hexagon, you will trip a gargantuan switch, and you'll be staring down a few dozen skeletons, eight dragons and a swarm of bees. So despite the temptation to rush off and explore, possess the mana balls that are scattered in each direction first.

The Outside World. Outside of the walls, the world is populated with isolated vultures and mana balls. The birds will be a major nuisance on this level, but you won't run into any *real* trouble until someone triggers the switch at (**B**). Doing so releases a swarm of bees, a herd of griffin and seven kraken in the lake, along with several crab eggs near the switch.

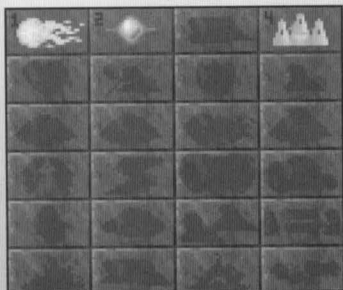
Spells. If you know where to look, you can grab five spells right off the bat by tripping the switch in the large lake at (**C**). Take the teleport that appears, and pick up *Rebound* and *Wall of Fire*. Then, make your way back to the hexagon and pick up the *Teleport* spell-jar on its perimeter. Beware, however, of the tribes of trolls that have migrated to that area.

There's another switch that materializes a *Lightning* spell and a herd of emu riders near the hexagonal wall. But the switch you really want to sniff out is at (**D**). If you manage to trip it and stave off the bees (try building your castle on top of them), you'll collect *Mana Magnet*.

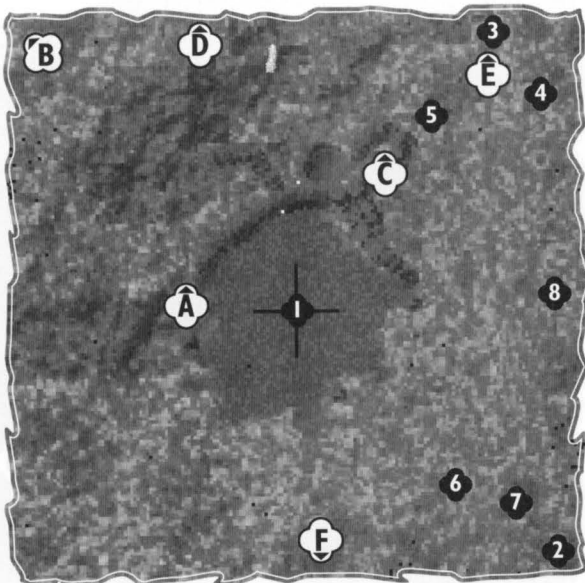
Standing Stones and Statues. Two sets of standing stones and several statues appear in this world. The statues at (**E**) bring about a large crater and three big explosions inside the hexagon at (**A**). The standing stones in this world both house teleports that shuttle you back and forth between the stones. This isn't entirely useful unless you're outrunning the kraken and crabs in the nearby lake.

ZHVLLOR

Starting Spells



Spell-Jars *Accelerate,*
Rebound, Lightning



In General. From the overhead map view, the bluffs around the lake are remarkably similar to a French poodle. You may be tempted to build your castle in front of that massive rock wall, but don't — a school of kraken is bound to arise in the lake.

Spells. You could pick up your first bit of magic by heading for (A), but you'll be greeted by bees and seven dragons. The lip of the crater at (B) is hoarding an *Accelerate* spell, and although you probably are more interested in firepower, this spell will help you outrun (or chase down) the various wizards and natural enemies in this world. Feel free to collect the mana balls inside and along the edge, but avoid the ones furthest away from the crater.

The first offensive spell you can acquire is *Lightning*. It's nestled into the tip of the rock "tail" at (C). However, have your *Castle* spell waiting — the spell-jar is laced with a trigger that releases two swarms of bees, a vulture and a herd of griffin. If you cast your *Castle* spell right after picking up the jar, you can position yourself over the top and forget about the bees. The griffin won't bother you unless you pick a fight with them first.

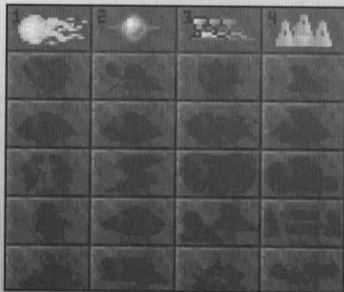
To acquire *Rebound*, visit (D). You can either build your castle there (making the bees less of a threat) and choose to stave off the seven dragons, or promptly use your new *Accelerate* spell to escape danger: A castle will kill a single dragon, but will probably destroy itself in the process.

Switches. At a cursory glance, the world seems to be populated by solitary vultures, a few bees and a few archers hunting emu riders. But whoever triggers the switch at the tail of the "poodle" creates several large explosions and causes a school of kraken to appear in the lake, five flocks of vultures around "Poodle Ridge," and a posse of emu riders at (E). The front "paw" of the Ridge, if visited, unearths a swarm of bees.

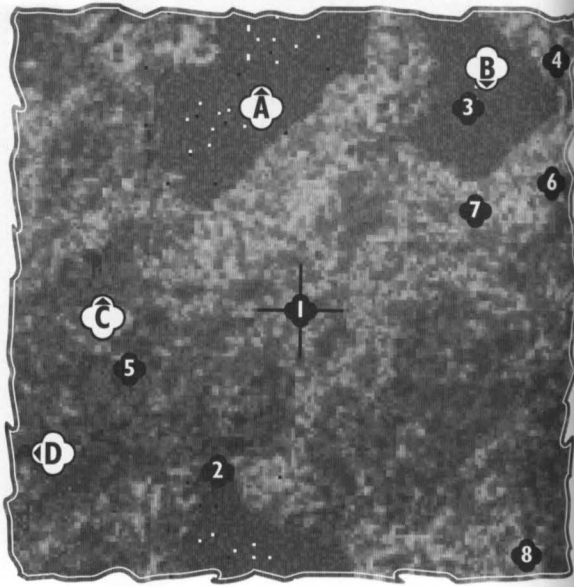
If another wizard has activated the switch at (B) (don't try this yourself), fly to (F) and then to the lake. This places a rich deposit of mana in the middle of the lake — which unfortunately is guarded by a bunch of kraken. You can try *Possessing* this mana from a distance, but you'll be hard-pressed to kill all the kraken. (Remember that *Accelerate* can break their grasp. Your *Rebound* spell, however, is useless against them.)

DOMBREN

Starting Spells



Spell-Jars *Meteor, Lightning, Mana Magnet, Duel, Rebound*



Start. You materialize in a nice, empty plateau free of natural enemies. There's nothing to do here, so you'll have to go exploring. Two lakes appear in this world. (A) is the larger of the two and the most dangerous. The middle of (B) contains a switch that triggers a swarm of bees around its shores.

Enemies. You won't find many land-based enemies in this world, with the exception of a few solitary vultures. What you do have to worry about is the kraken-filled lake — no less than 10 of them patrol (A). If you're smart, you'll bombard them with *Meteors* once you pick up the spell.

Spells. Flying directly to nine o'clock from your starting position leads you straight to *Meteor* at (D). A switch that guards these spell-jars opens a crater and releases a swarm of bees and seven dragons.

Rebound can be retrieved from the center of the lake, but your journey will be interrupted by dragons, kraken and an erupting volcano triggered by your arrival or that of another wizard. A side effect of this lake switch is that an army of skeletons and trolls is created at (E), and trolls and emu riders appear at (F). This same switch also places *Duel* and *Mana Magnet* spell-jars at (G), and opens a teleport link to (B).

Use your *Castle* spell as soon as you arrive at the small lake. Once it's established, hover overhead and kill off the bees.

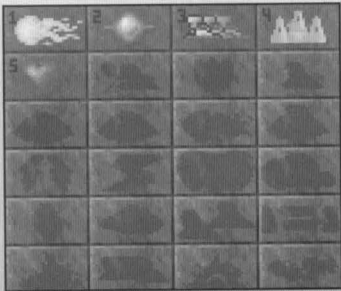
Standing Stones. Next, head for (C), where the standing stones encircle a spell-jar containing *Lightning*. Picking this up gives you a hefty offensive spell and creates a stash of mana, but also brings on several big explosions and crab eggs. If you do happen to trigger this switch, take out the crab eggs before you pick up their favorite food, mana.

If you'd rather not mess with the crabs, you can pick up a duplicate *Lightning* spell amidst the volcanoes at (D) after the switch at (A) is tripped. This way, all you have to contend with are five or six vultures.

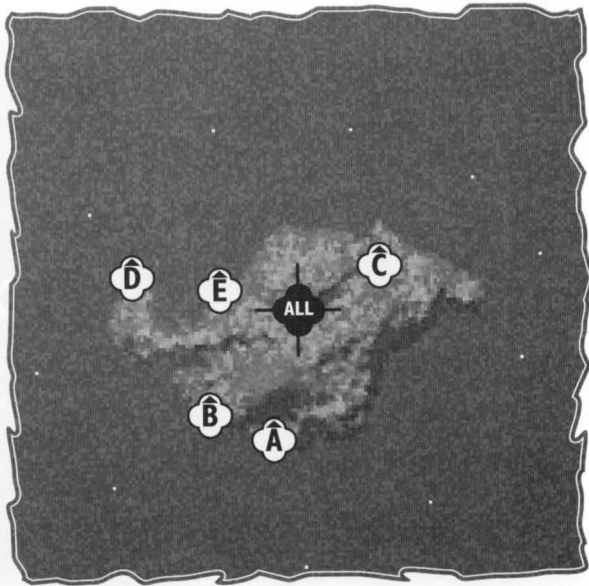
Winning the World. After all the switches are triggered, winning the world merely involves killing the other wizards and fending off emu riders, skeletons, dragons and bees.

XVSHTAN

Starting Spells



Spell-jars *Lightning, Lightning Storm, Teleport, Rebound*



Island. All of the wizards in this world — from one to eight — start out in a circle in the middle of the island. As soon as anyone moves to the center of the circle, the little party is interrupted by the arrival of a flock of vultures. Head away from the crowd and search for the four spells, all of which are on the island.

Spells. At 4 o'clock, in the island's exact center, is a *Teleport* spell. Pocket it and head for one of three spell locations on the perimeter of the island. You probably can't pick up *all* the spells before the other wizards get the same idea, but any you can grab quickly will give you an early advantage. Point **(A)**, over the nearby hill, has a *Rebound* spell-jar on its waterfront side. At **(B)**, you'll find a *Lightning* spell and will most likely encounter the fringe of a swarm of bees. **(C)** has a *Lightning Storm* spell-jar.

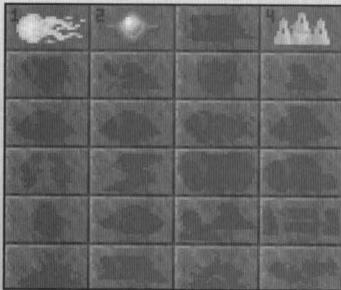
This might be a good time to cast your *Castle* spell on the small peninsula, especially since you can only outrun bees with your *Accelerate* spell. Although a few skeletons will appear later, you should be able to take them out by wasting your castle (**Shift**L) and rebuilding it on top of them.

Enemies. Far, far off in the distance are mana balls, but you'd better leave them alone. About 30 kraken are guarding them, and they'd love to practice their *Lightning* spells on you. It goes without saying that the safest place to be on this level is the island. However, once you've finished off your human opponents, the kraken are a great source of mana.

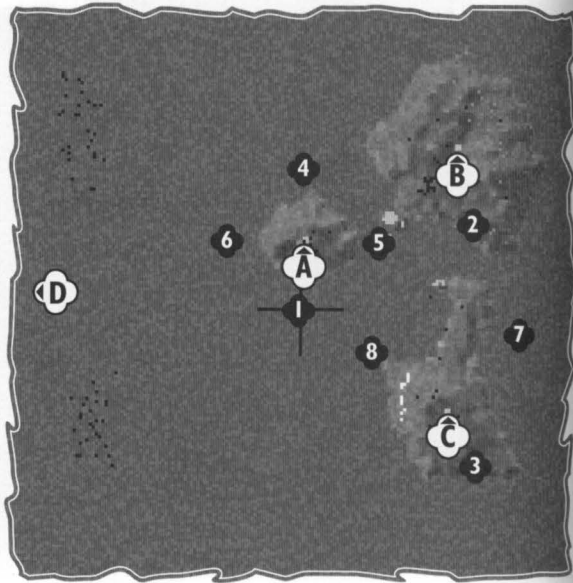
Switches. A series of switches at the tiny island **(D)** produces three conglomerates of skeletons on the island, vultures over the open water and a few dragons at **(E)**. It also discharges a well-placed volcano right in the island's center.

WAZZAD

Starting Spells



Spell-Jars *Heal, Lightning, Mana Magnet, Accelerate, Rebound, Meteor, Crater*



Start. This level has a trio of land masses (marked **(A)**, **(B)** and **(C)** on the map), each with a spell and switches. Two major swarms of bees wait offshore, so don't take off toward open water. Instead, head toward the island straight ahead of you at twelve o'clock.

Islands. At **(A)** you'll find the *Heal* spell, four worms and a teleport that leads to **(B)**. The center of the first island houses a switch that triggers three flights of griffin at the northern end of **(C)**, trolls in the immediate vicinity and a *Lightning* spell in the sea that separates the three islands. Before you leave the island, however, use *Fireball* to take out that nasty crab egg in the island's center and pick up the nearby *Mana Magnet* spell.

The island at **(B)** has a scattered forest on its eastern border. In the center of the island lies an *Accelerate* spell and a teleport that leads to **(C)**. Getting from the spell to the teleport node is pretty easy, although a hidden switch triggers a crab egg and small skeleton army. Try establishing your castle on top of the skeletons, then take care of the crab hatchling before you teleport to **(C)**.

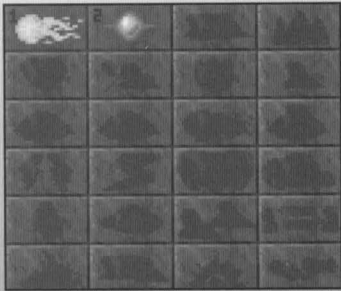
The final island has the *Rebound* spell and a few solitary worms. Exploring this island creates a small flock of vultures on each land mass.

Other Notes. Flying to **(A)**, **(B)** and **(C)** in order creates a volcano and lots of explosions at **(D)**, along with duplicate *Mana Magnet* and *Lightning* spells. Picking the spells up here (versus their earlier location) triggers 16 kraken in the ocean.

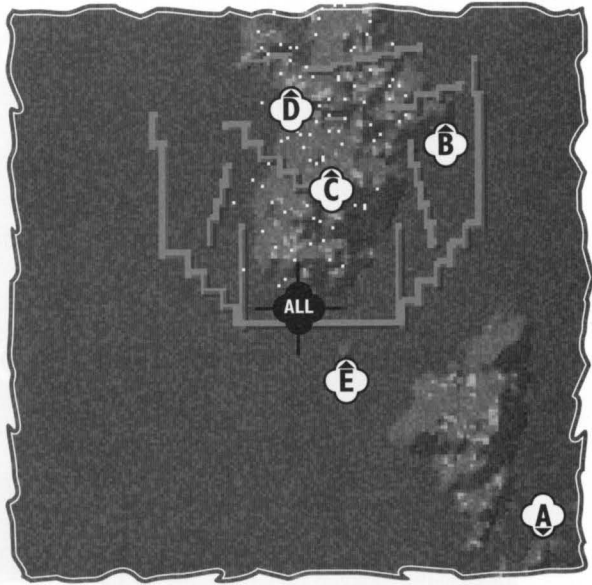
An added note — if you manage to destroy all the creatures on the level, don't worry. A few wyvern will arrive to beef up the challenge once again (but at least you can pick up *Meteor* and *Crater* spells to defend yourself with).

PHIRIA

Starting Spells



Spell-Jars *Accelerate, Castle, Heal, Rebound, Lightning, Meteor, Crater, Mana Magnet, Wall of Fire*



Start. If you haven't felt challenged yet, fear not — this level lines up all the wizards in front of a seawall and quickly eliminates those who can't fend for themselves. The island before you is literally covered with mana, but as soon as someone leaves the immediate area, bees and griffin storm the island, and kraken rise from the ocean. Nine teleports also open up at (A), but they all dump you right back into your start position. Ignore them.

You've got two choices at the start. Take the Spells route to garner your offensive spells, the Castle route to establish your territory.

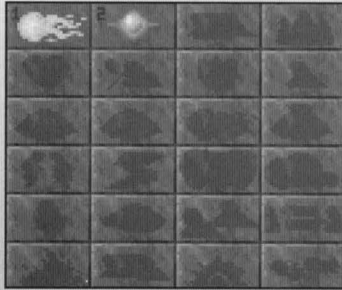
Spells. You start this level armed with nothing but *Fireball*, *Possess* and your wits. Obviously, the first thing you'll want to do is go for the level's spells. To the beach at eleven o'clock is *Rebound* (although a duplicate spell-jar is hidden just over the seawall to your right), (B) is *Lightning*, (C) is *Accelerate* and (D) is *Heal*. On your way to collect these spells, *Possess* the mana like mad.

After you pick up the spells, keep flying toward two o'clock. When you reach the island, you'll trigger a couple of crab eggs, a small army of dragons and worms back on the mainland, along with *Mana Magnet*, *Wall of Fire* and *Meteor* spells. You'll have to hoof it past the creatures, but these spells will give you remarkable firepower to use against them.

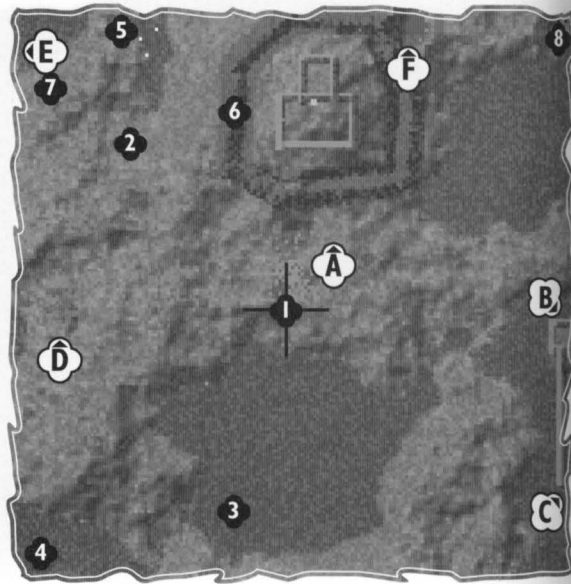
Castle. Okay, as soon as everyone takes off for "Mana Island," weave your way around the seawall and visit the small island at (E). The teleport node here takes you to (A), where all the teleports lead back to your starting point. What you'll find — before anyone else — is a *Castle* spell. Judging from the griffin, kraken and dragons on this level, you'll have to establish your castle early to win the level. Take it and build yourself a nice little fortress on one of the small islands. Once you've picked off a few kraken and built up your castle, go check out the spell-jars on the second-largest island and then on the mainland.

MOVSSVL

Starting Spells



Spell-Jars *Castle, Shield, Crater, Meteor, Invisible, Lightning, Lightning Storm, Mana Magnet, Steal Mana, Duel, Wall of Fire, Rapid Fireball*



Start. The forest at (A) is nothing more than a vast expanse of trees that disguise a *Meteor* attack and hide *Mana Magnet*. The spell is yours first, since you're the only player even remotely close to the forest at the start of the level.

Meteor Strip. Next, head toward three o'clock and fly through the seawall corridor from (B) to (C), where you can pick up *Rebound* and *Castle* (be sure to fly high to avoid the meteor bursts), and trigger a teleport into the central fort.

Once inside the fortress, you can pick up *Meteor*, *Lightning* and *Steal Mana* spells. However good a place this seems to be to build your castle, don't do it. Archers appear here later, and are quite adept at attacking castles.

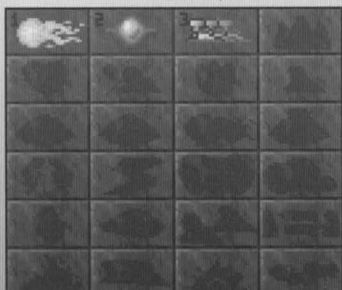
Teleports. If everyone flies around the level long enough, a second teleport opens up from the circle of standing stones at (D) into the center of the walled fortress. It also places a small mana deposit inside the walls.

Switches. Avoid the switch at (E) if you can — it populates the ocean with kraken and the land with vultures and worms. The chances are good that someone will set this off, so keep your eyes peeled.

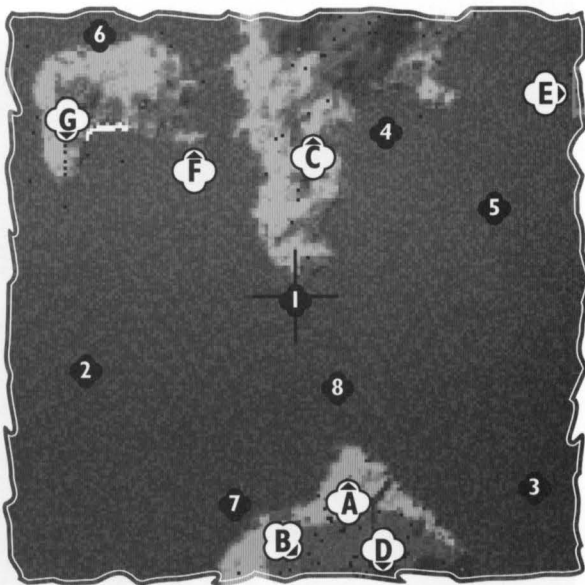
The trigger at (F) is guarded by two kraken, but it acts as an offensive catalyst by placing spell-jars all over the continent. You'll find *Invisible*, *Duel*, *Rapid Fireball*, *Shield*, *Wall of Fire*, *Crater*, *Lightning*, and additional *Mana Magnet* and *Meteor* spells.

ALEPPO

Starting Spells



Spell-Jars *Castle, Heal, Shield, Rebound, Invisible, Crater, Meteor, Volcano, Lightning, Teleport, Earthquake*



Continent. The large land mass on this world is occupied by vultures and worms, and is riddled with spontaneous volcanoes and *Lightning Storm* traps. A few treasures do lie about, however: The spell-jar at (A) contains *Shield*, the one at (B) holds *Rebound*, and the jar at (C) stores *Invisible*.

In the center of the statues at (D), you'll find *Earthquake, Meteor, Crater* and *Volcano*, along with a teleport mirror to the walled-in island at (E). Or, if you want to see a neat tidal wave effect after collecting the spells, return to your start position and fly west to east across the tip of island. This sets off a series of splash switches that culminate in a second teleport into the walled fortress.

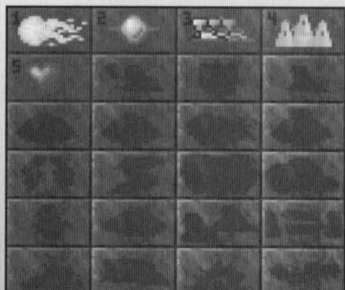
Rest of the World. The enclosed island contains *Heal* and *Castle* (and a small swarm of bees), along with a genie and a second teleport to (F). From there, you'll want to head to (G), where flying south over the statues will give you *Lightning* abilities.

This island has a mana stash guarded by a small clutch of crab eggs, and a stand of trees containing *Teleport* and a lone griffin. As usual, take care of the crustaceans before they consume the mana and turn into *really* difficult foes. And watch out for the trio of kraken in the bay — they're more inclined to attack you than attack the crabs.

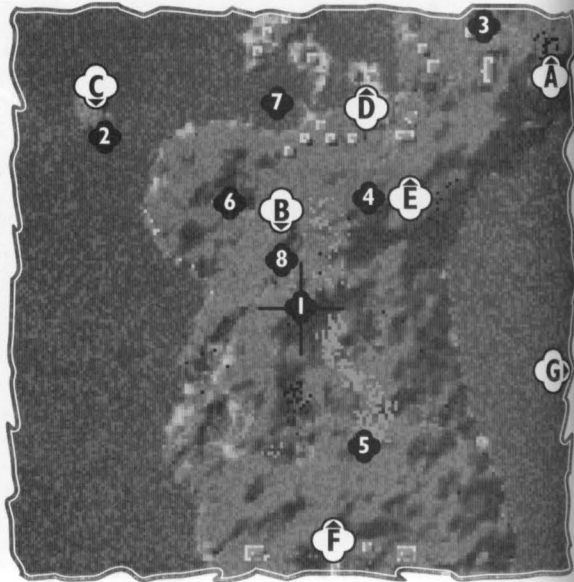
As far as building your castle goes, the ocean makes a fairly safe foundation, as long as you stay away from the island at (G). That's where the kraken on this level prefer to hang out.

SCHIRAZ

Starting Spells



Spell-Jars *Invisible, Rebound, Earthquake, Meteor, Lightning, Lightning Storm, Teleport, Steal Mana*



Start. You start this level near two forests. The dense one is nothing but timber; but the thinner one at twelve o'clock holds *Rebound*. If you're willing to brave the bee swarm at (A), you'll be rewarded with nearby *Steal Mana*, *Lightning* and *Earthquake* spells.

Standing Stones, Statues and Spells. The standing stones and statues in this world are usually good for a spell or two. At (B), the single standing stone has a *Shield* spell-jar. And since you're in the area anyway, it's a good idea to head toward the ocean and destroy the crab eggs along the coast. If you follow the coastline down the west side and then turn inland, you'll find *Meteor* and *Teleport* spells surrounded by statues and *Meteor* traps. Or, take the teleport at (C) to find them.

The stones at (D) have an *Invisible* spell jar, but they're rigged along the perimeter with *Meteor* traps. Try flying high above them, then settle down to collect the spell.

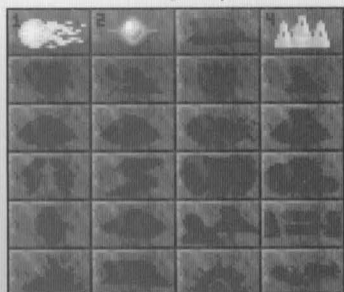
The Populous. The land surrounding the bay is inhabited by townies who are peacefully wandering the countryside. But after you and your wizard enemies fly around the continent long enough, they'll be outnumbered by skeletons and archers at (E), and skeletons and emu riders at (F). You'll have to skirt the perimeter and pick them off one by one, unless you use some of your more powerful offensive spells.

What to Watch For. Take extreme precautions when traveling over water — scattered lightning storms plague the seas, and nine dragons are triggered whenever you fly near the middle of the channel at (G).

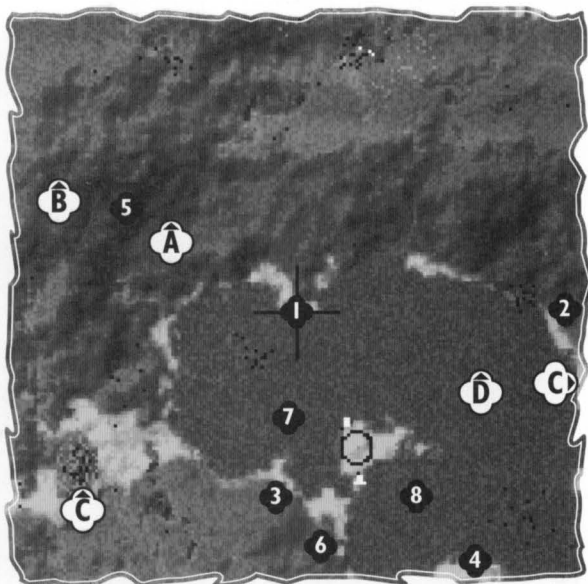
Also, defeating the other wizards triggers the victory switch, which creates earthquakes and three wyvern in the bay area, but also unearths the *Lightning Storm* spell.

ISPAHAN

Starting Spells



Spell-Jars Accelerate, Rebound, Shield, Invisible, Earthquake, Crater, Lightning, Steal Mana, Duel



Spell-Fest. You'll find a *Rebound* spell and pass over a crab at (A). Keep flying in the same general direction, and you'll find a gem of a switch at (B). It places *Earthquake*, *Steal Mana*, *Crater*, *Duel*, *Invisible*, *Accelerate*, *Shield* and *Lightning* at the trigger site, and creates a few mana balls.

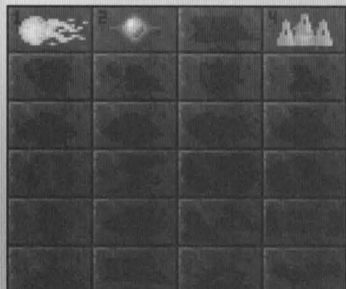
From here, collect *Volcano* from the forest at (C). Two dragons and a couple of archers will oppose you, but they're not too tough. Once you've picked up the spell-jars, you can find somewhere to pitch your *Castle*. Nowhere is truly safe on this world — as you'll soon learn — so anywhere flat will have to do.

Enemies. Bees are your worst enemy in this world. The world literally swarms with them (not at first, but it doesn't take long). The switch at (A) lines the perimeter of the large lake with them, and also sets off a meteor chain reaction on the large peninsula that protrudes from the coast. A second switch just off the peninsula scatters bees by ones and twos all over the world.

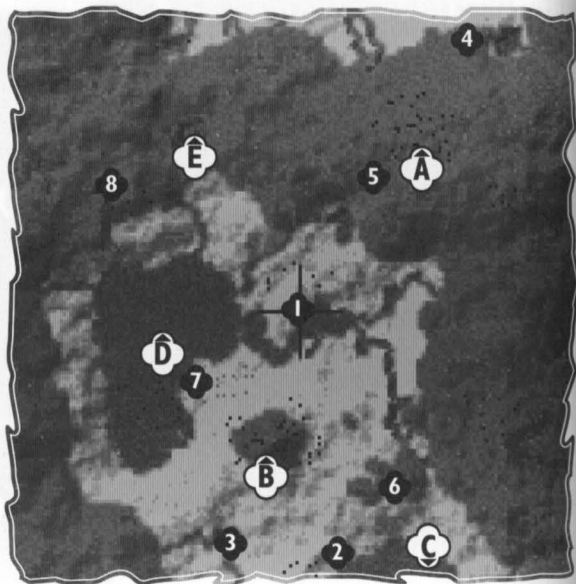
Other Noteworthy Facts. Two armies of archers (one formidable, one wimpy) and six dragons are released by the trigger at (D). Also, the switch near (B) releases some loose mana, a flock of vultures over the lakes, and a teleport mirror that transports you into the middle of the flock.

COAM

Starting Spells



Spell-Jars *Accelerate, Invisible, Lightning, Teleport, Beyond Sight, Meteor*



Start. After a few less challenging levels, you'd better be ready to fight for your life in this world. Dragons, adolescent crabs, and two swarms of bees pose the greatest threats, although worms and five good-sized flocks of vultures add to the melee.

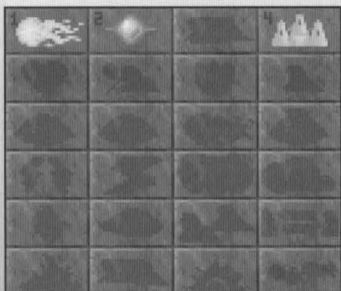
As far as strategic planning on this level, there isn't any for the most part. Grab what spells you can, build yourself a safe castle haven, and harvest the population creature by creature. Chances are you won't have to do much fighting against the other wizards — everyone will be more concerned with survival than competition. The brass rings in this world are the spell-jars, but getting to them will test your stamina.

Ring-Around-the-Bees. The bees are self-appointed guardians of most of the spell-jars on this level. If you use *Castle* near (A) and can defend your homestead against the ring of bees, you'll have access to *Lightning* and *Teleport*. The latter is especially useful in this world, where the creatures all have aggressive natures. A similar scenario exists at (B), where a second ring of bees guards *Accelerate* and *Invisible* spell-jars. If you act quickly, arming yourself with *Accelerate* is a surefire way to outrun the bees.

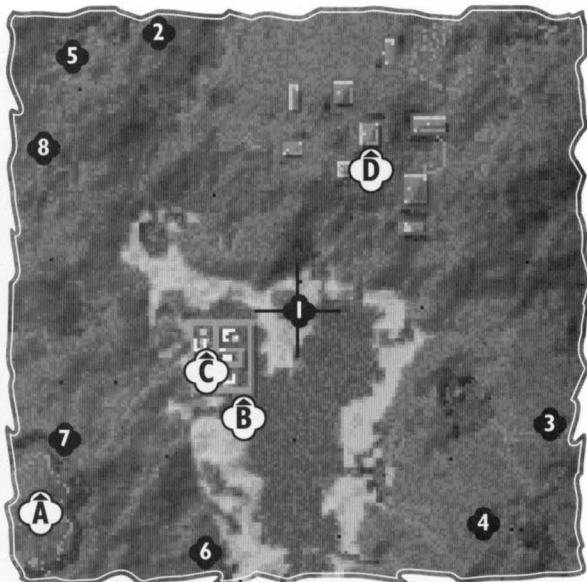
Switches. Only three switches exist in this world. The first triggers *Beyond Sight* at (C) and archers around the shoreline of the lake. The second at (D) fills both lakes with kraken and creates a *Meteor* spell and third switch at (E). This spin-off switch, in turn, bolsters the monster population with crabs around the large lake and dragons around the solitary hill at (B).

REI

Starting Spells



Spell-Jars *Lightning*



Ring of Trees. If you can find your way through the large ring of trees, smoke and bees at (A), you'll find a teleport in the center. The repeatable smoke plumes are one of the more magical aspects of the level, but the big reward is the mirror that leads into the central fortress.

Fortress. The fortress itself is divided into three sections and has a trio of teleports leading in and out. The first teleport leads from (A) into the leftmost interior of the stronghold, where a pile of mana is yours for the taking. Go ahead and *Possess* it, but avoid the four or five balls nearest the bottom wall, where you arrive. They trigger bees next to the second teleport at the other end of the enclosure, which is the mirror you need to reach (B) on the other side of the fortress. *Possess* the mana, then turn up the narrow passageway. The teleport here takes you back to your original entry point. The final teleport at (C) (in the middle of the room) takes you back near the standing stones.

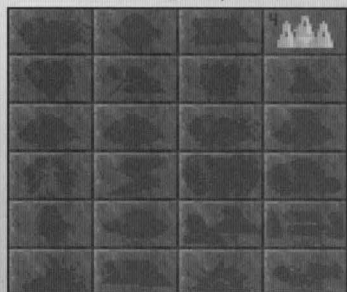
The last teleport deposits you next to the ring of trees, where you're compensated for your trouble with a *Lightning* spell.

The Town. The world is heavily populated with townies, and you'll find a residential area at (D). You can *Possess* all the buildings early if you don't mind sacrificing the town — they'll boost your overall level of mana, but your first visit to the city instigates a city-wide attack led by archers and no fewer than 30 dragons.

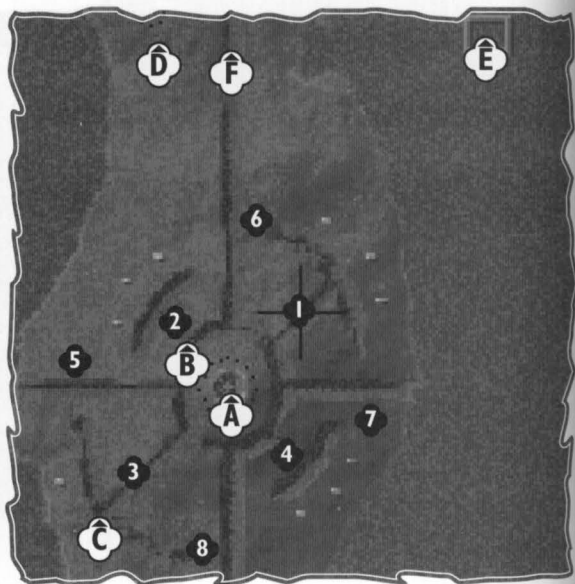
There's not much else to do once the fun of exterminating other wizards, dragons and archers is gone, and you've collected all the loose mana. Traveling east to west through the rows of statues yields an impressive fiery rain, but not much else.

BUDDOOR

Starting Spells



Spell-Jars *Fireball, Possess, Accelerate, Heal, Shield, Rebound, Meteor, Lightning*



Start. The nearly symmetrical stone walls on this level are more than an interesting work of architecture anchored by a volcano in the center — they're the focal point of the world. As soon as you approach them, four kraken come to life, and bees and crabs are created on the walls.

The first thing you'll need to do is build your castle away from the stone walls. Then, go spell-hunting along the walls. The good thing is that no matter from which direction you make your approach, you'll have access to *Possess* and *Fireball*. Since you need at least one offensive spell to survive, make these jars your first priority. After collecting them, keep flying toward the standing stones in the center of the structure at (A), where you'll find *Rebound*, *Lightning*, *Meteor*, *Heal* and *Shield*.

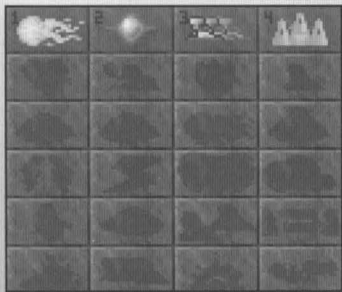
If you cruise your way around the 360-degree perimeter of the stone circle to (B), you can also acquire *Accelerate*. Be aware, however, that this creates a dragon and a nearby swarm of bees. (In contrast, most of the other spell-jars create worms.) Although *Accelerate* appears in four different spell-jars, picking up the one at (B) gives an additional *Possess* bonus spell at (C).

Standing Stones. Resist the temptation to explore the standing stones at (D) — they deposit bees and dragons at the ocean prison and kraken in the water. You can make the trek to the prison to harvest the creatures' mana if you're really intent on killing everything on the level, but there's no real reason to visit (E).

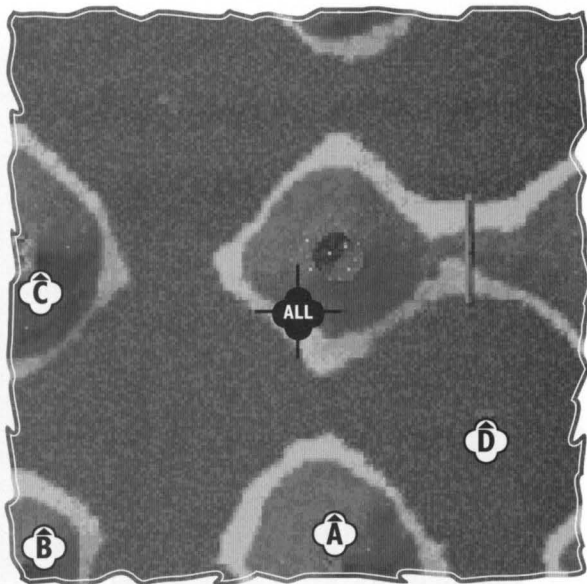
Visiting the dolmen at (F) opens up a corridor of standing stone switches that lead toward the center of the stone walls. Don't be fooled into thinking there's something valuable ahead — the final switch leads to nothing more than a duo of wyvern and a small, erupting *Volcano* trap.

JEHOVN

Starting Spells



Spell-Jars *Invisible, Rebound, Meteor, Lightning Storm, Undead Army, Wall of Fire, Accelerate (Backwards), Global Death, Rapid Fireball*



Start. All of the wizards start off on an island, where two switches in the center trigger mana balls on the perimeter; a league of archers and emu riders, and two teleports that lead to the neighboring island at **(A)**. Basically, the goal of this level is to fly counterclockwise around the islands, following the standing stone bridges you create along the way.

Island-Hopping. At **(A)** you'll find the *Rebound* and *Wall of Fire* spell-jars, and *Undead Army* at the center of the island. The only catch to this is that when you decide to leave the immediate area, you'll be faced with a swarm of bees, four assembled skeleton armies, *Meteor* traps and crabs.

To solve this little dilemma, you can either flee or cast your *Castle* spell and hover overhead until you pick off all the bees and skeletons. (But, don't forget to catch the crabs along the shoreline before they grow up.)

Follow the standing stone bridge to **(B)** and pick up the *Accelerate (Backwards)* spell, then fly to the island's center to create a *Meteor* spell-jar. Leaving will again create creatures, but this time it will be dragons and lots of crabs.

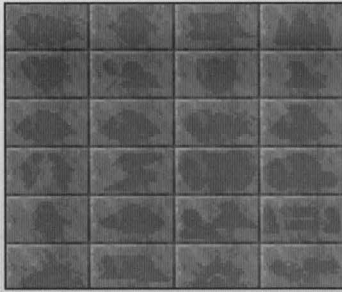
Track the standing stones to **(C)** and lay claim to the *Global Death* and *Invisible* spells. This island presents the biggest problem in the world — lots of bees, skeletons and crabs.

Before you try to finish them all off, follow the standing stones once again and pick up *Rapid Fireball* and *Lightning Storm* at **(D)**. These nifty spell-jars will significantly increase your offensive capabilities, and will probably keep you alive longer. Of course, you'll have to contend with four wyvern and a few scattered *Meteor* traps.

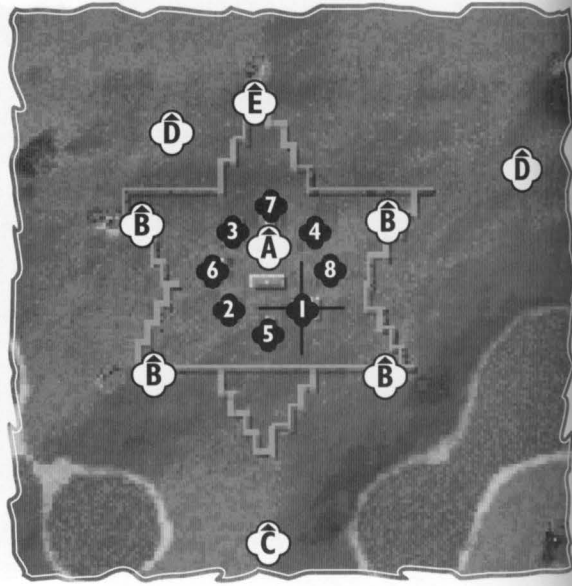
As a final note, once you kill off the enemy wizards, a volcano is created in the center of each island.

NURRIR

Starting Spells



Spell-Jars *Fireball, Accelerate, Castle, Heal, Shield, Rebound, Invisible, Crater, Meteor, Lightning, Lightning Storm, Mana Magnet, Beyond Sight*



Town. The main structure on this level is a star-shaped wall that protects a city sparsely populated with townies and traders. Although it gives the world a look of complexity, it doesn't have a real purpose once you find your way out. The walls are impassable, so you must find the teleport. First, however, it's time to add to your spell collection.

Fly to the building at twelve o'clock (**A**), then start making a counterclockwise pass around to each building. This yields *Rebound, Accelerate, Fireball, Shield, Lightning, Heal* and *Castle*. The last stop detonates the large building in the interior of the city, but creates escape routes out of the city at (**B**).

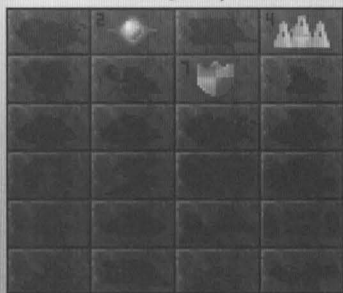
Standing Stones. The circular arrangement of standing stones at (**C**) creates several griffin, skeletons and emu riders, and a teleport that opens up a previously inaccessible alcove behind the walled-off point of the star. There, you'll find *Mana Magnet, Beyond Sight, Crater, Meteor,* and *Lightning Storm*. The last spell triggers an exit teleport leading back to the standing stones, kraken in the lakes and skeleton armies at (**D**).

Dolmen. The dolmen at (**E**) seem to be a favorite gathering place for bees, and also contain a pool of mana and a teleport mirror that spits you back into the city. This is a desirable castle location, as long as you can hold off the bees.

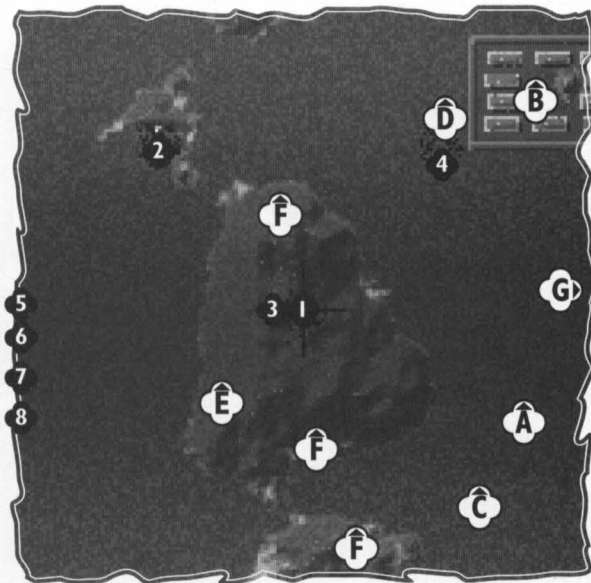
After all the other wizards die, the city is racked by a series of earthquakes and volcanic eruptions. Luckily, you don't have to stay around long enough to contend with any of its irate citizens — just travel the world, and increase your supply of mana.

COMARI

Starting Spells



Spell-Jars *Heal, Rebound, Shield, Invisible, Meteor, Lightning Storm, Mana Magnet, Steal Mana, Teleport, Undead Army, Duel*



Surviving the Start. By the luck of the draw, you (Flier 1) find yourself in the middle of a forest surrounded by a lot of skeletons and bees. Don't feel too badly — everyone else is more or less in the same boat.

You can choose to get out of there quickly, or you can *Castle* yourself a safe haven offshore for the moment. The skeletons will stay onshore, and the bees will buzz your castle, but you should be able to handle them.

Standing Stones. The skeletons and bees vanquished, head for the standing stones at (A). The ones on this level are more interesting than usual, and eventually lead to a plethora of spells if you follow them toward the floating town at (B). They branch off at one point, so make sure you bear to your right when faced with a choice at (C). You'll get *Heal* if you bear left, but then you'll need to turn back, so you can pick up *Rebound* and *Shield* on the other branch.

As it turns out, the same switch that opens up the teleport you'll need also releases hordes of enemies in the outside world — dragons at (D), emu riders at (E), skeletons at (F) and griffin at (G).

Floating Town. The teleport at the end of the standing stones jumps you into the town, where you can skirt the interior moat and collect *Mana Magnet*, *Meteor*, *Teleport*, *Duel*, *Invisible*, *Steal Mana*, *Undead Army* and *Lightning Storm*. Fighting your way to the spell-jars amidst the dragons and kraken won't be a cakewalk, and neither will accessing the teleport that takes you back to the outside world.

Once you exit the town, you should be well-armed enough to take on the masses of enemies that await. From here on, it's the survival of those who have collected the most powerful spells.

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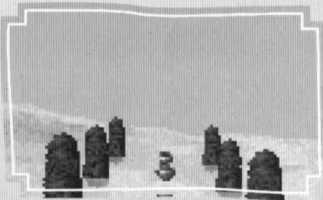
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The Hidden Worlds

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ORIGINAL
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World 1



GOYANN

On the forgotten plateau of Goyann, snow covers the earth like sand. In olden times, many came to the great market of Goyann to trade all manner of wares. It is said that the last of the traders of Goyann wait there still, concealed by magic until the world is restored, and the buyers return to the market.

Getting Started. You materialize on a snow-covered plain, looking down a row of spell-jars (*Fireball*, *Castle*, *Possession*, *Accelerate*) between two rows of standing stones. The landscape is scattered with worms and a few griffin, and several more spell-jars are visible. Build your castle anywhere.

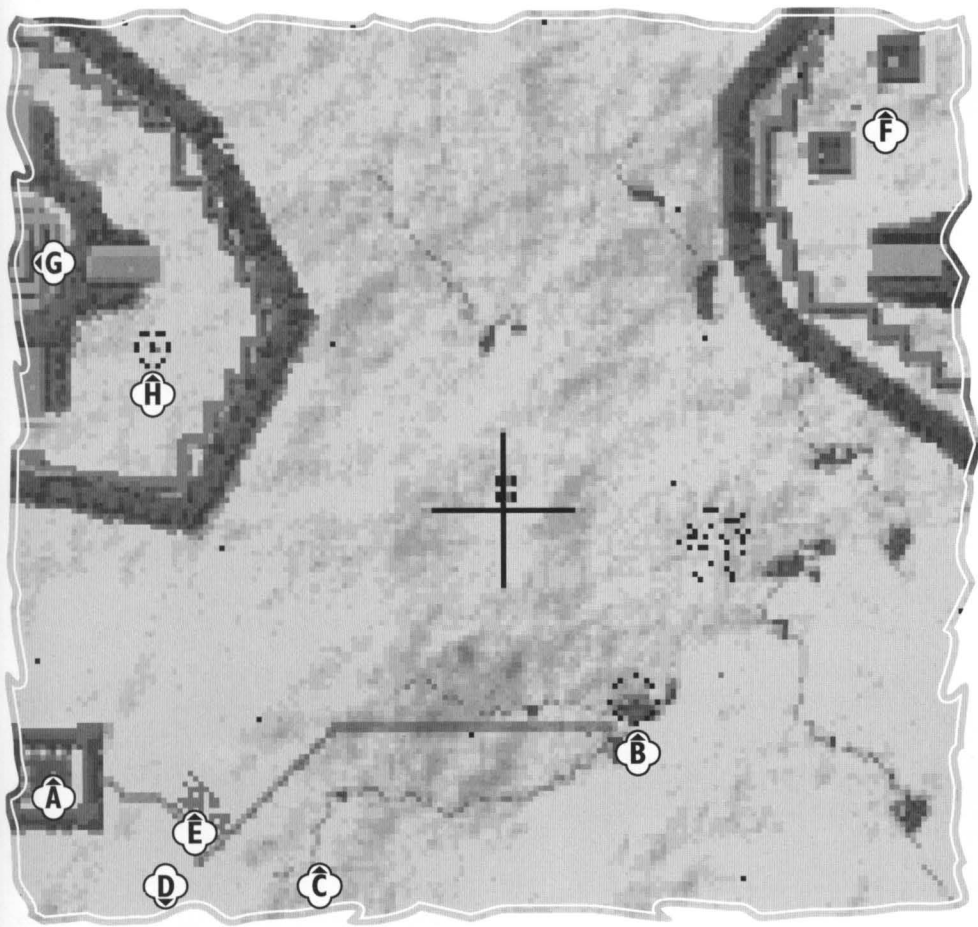
Vodor. Vodor is extremely aggressive and dangerous on this world — his stats are all maxed out. Expect him to show up often to attack your castle. On the other hand, if you can kill him, you'll get all his spells.

On the Road. Most of the action on the first part of the level takes place along the path that runs from (A) to (B). At the building (A) you'll find spell-jars for *Lightning*, *Accelerate* (*Backwards*), *Mana Magnet*, *Steal Mana*, and (for some reason) two spell-jars for *Duel*. When you grab these goodies, you'll awaken some griffin, a flock of vultures and a genie. The pool at (B) has spell-jars for *Shield* and *Rapid Fireball*, but approaching them will summon two guardian kraken (and a teleport mirror to take you into the fortress). When both kraken are dead an extremely useful blue spell-jar for *Homing Fireball* will appear.

Other tricks and treats lie near the road. A switch at (C) releases some harmless traders. A *Heal* spell-jar at (D) releases another teleport mirror when taken. The forest at (E) holds spell-jars for *Invisible* and *Beyond Sight*, and a trigger which will release trolls, griffin and a *Meteor* trap.

Fortress. There are two ways to get into the large earthworks fortress. The mirror at (B) will take you to (F), while the mirror at (D) will take you right to the center of the building, at (G). The courtyard of the fortress is guarded by five triggers that each release a skeleton army.

The level really starts hopping when you go to claim the *Earthquake* spell-jar at (H). This causes four buildings to appear near (H), each trapped by multiple *Meteors* and guarded by four wyvern. It also reveals a *Lightning Storm* spell-jar in the center of the fortress, at (G). Claiming this spell calls four genie, fills up the surrounding hills with trolls, and activates *Volcano* traps all around the walls, plus extra *Volcano* traps near (A), (C) and the starting point. The *Volcanoes* will appear when you approach. When all four wyvern are dead, the building at (H) will fill up with mana.



Spell-jars

All except:
Rebound
Crater
Volcano

Undead Army
Global Death

Starting Spells

Mana
Needed

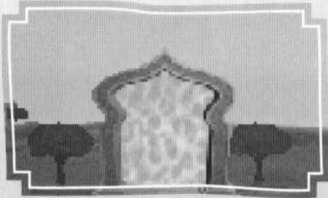
90%

VODOR

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

World 2



~ CYRECIVS ~

Cyrecius is a holy city, and its twin lakes are walled away, that men may not profane the sacred waters. Pilgrimages wend about the sacred walls, and make sacrifice in each alcove. The holy of holies is likewise walled away, and only the priests know the secret way that leads therein.

Getting Started. Start out between two joined lakes. Watch out for kraken, and a large swarm of bees at 7 o'clock. Build your castle in the center of one of the two lakes, well clear of either of the other wizards' castles. Beyond the impassible walls surrounding the lakes is a large city which is presently being ripped up by wyvern. You can get there via the teleport mirror at the start, but for now let the city fend for itself, while you build up your power on the lakes.

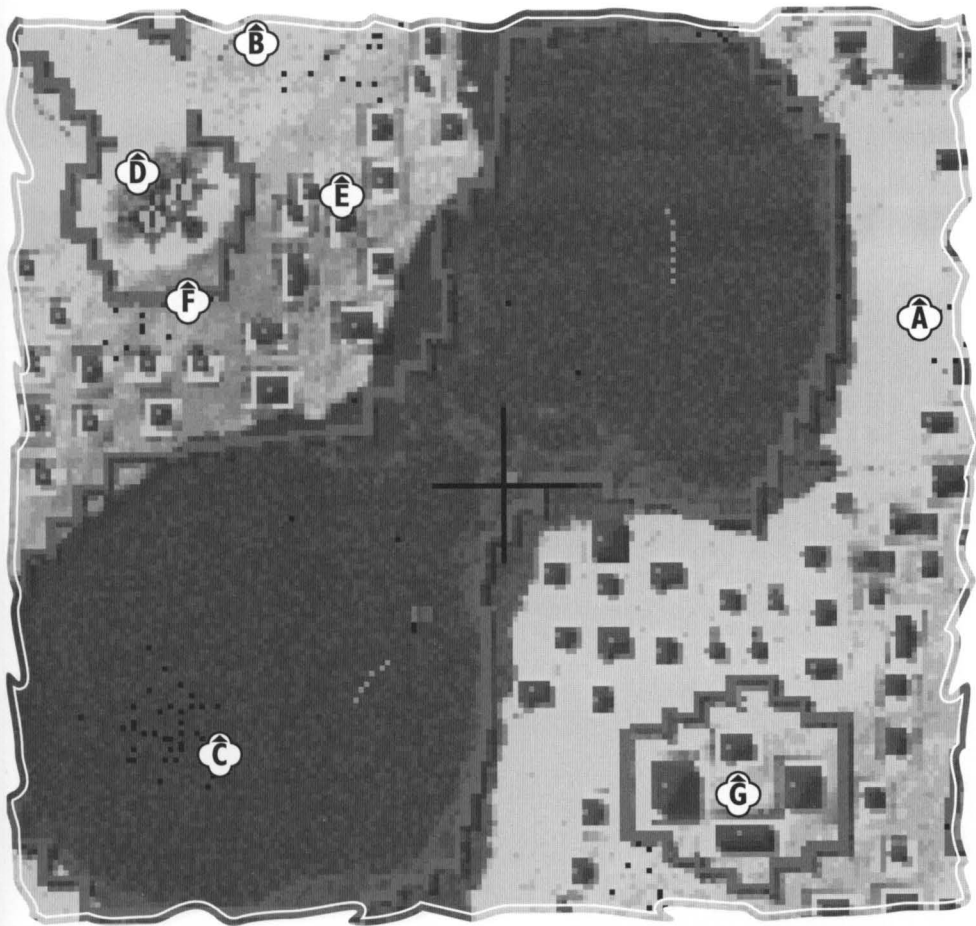
Hidden Triggers. When you've made your move into the city, a switch at (A) releases some worms and a spell-jar for *Volcano*. Grabbing the spell will release a *Crater* trap and some griffin.

The alcove in the wall at (B) (just slightly off the map) holds a trigger that will create a big mana pool in the middle of the lower lake, at (C).

A trigger among the buildings at (E) will release a genie and activate another hidden trigger, near (A). Tripping the second trigger will cause a second genie to appear. When both genies are dead, a *Crater* spell-jar appears near (D).

The Inner Sanctum. To get to the walled-off area at (G) you have to go through the alcove at (F). (F) contains some loose mana guarded by *Meteor* and *Lightning* traps, a trigger that releases

griffin and another that releases crabs, and two teleport mirrors, one of which leads to the dolmen near the starting point, and the other one which leads to (G). At (G) are a *Global Death* spell-jar, and a switch that releases some dragons. When the dragons are dead, a blue *Earthquake* spell-jar appears, along with the teleport mirror leading out of the area, and some trolls.



VODOR			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A238, P243, R242

GRYSHNAK			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A236, P243, R239

Spell-Jars

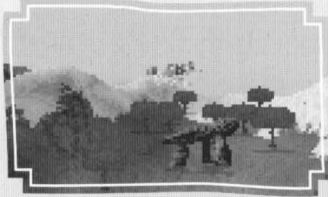
- Earthquake
- Volcano
- Crater
- Global Death

Starting Spells

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

Mana Needed
85%

World 3



~ ESYPHIUM ~

Of old did the philosophers of Esyphium set apart an island for the pursuit of wisdom, and did wall it away from the ado of the outside world. In the Great Library of Esyphium is much wisdom of the ancients stored. There you may find the secrets to those arts thou most desire to know.

In General. This is not a complicated world. Your big challenge is to survive long enough to take on Vodor with his nearly-max stats and 7th-level castle (not to mention two other very skilled and aggressive wizards). There's not a lot of surprises in the landscape. Spell-jars are visible in and around the big island for *Invisible*, *Rebound* and *Homing Meteor*.

Hidden Switches. Nothing very scary here. A switch at **(A)**, near Vodor's castle, calls a flock of vultures, and one at **(B)** calls bees.

At **(C)** there's a switch that releases a ring of *Volcano* traps, and a teleport mirror.

Possessing the mana pool on top of the building at **(D)** sets two other hidden triggers elsewhere — **(E)** releases three kraken, and one near the start frees four genies.

The Walled Island. You can get to the small walled island at **(F)** through either the mirror that's on the peninsula near the start, or the mirror that appears at **(C)**. The spells stored there are *Earthquake*, *Volcano*, *Crater*, *Teleport* and *Global Death*. Other than the odd griffin, there are no nasty surprises.

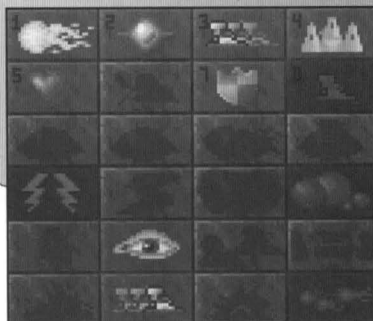


Spell-Jars

Earthquake
Volcano
Crater
Teleport

Rebound
Homing Meteor
Global Death

Starting Spells



Mana Needed

80%

VODOR			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A254, P255, R255

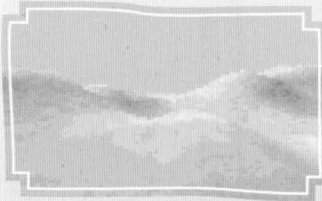
GRYSHNAK			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

MAHMOVD			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

World 4



~ BARABBAN ~

In all the chronicles of war, there are few names of more terrible memory than the Battle of Barabban, where multitudes perished and the very land itself was torn asunder. It is said by some that the dead of Barabban rest uneasily in the ground, and await the day when they shall rise up and the battle be joined again.

Getting Started. Once again, the main challenge is to stay alive against much more powerful enemies. Build your castle in the open area between the building at (A) and the town near the lake (but keep your castle clear of (B), which will sprout *Volcano* traps after you've been flying around the map awhile). Try to stay unobtrusively near your castle while building up your power reserves with worms, vultures and emu riders. There's a hidden switch at (A) which will release a *Homing Meteor* spell-jar.

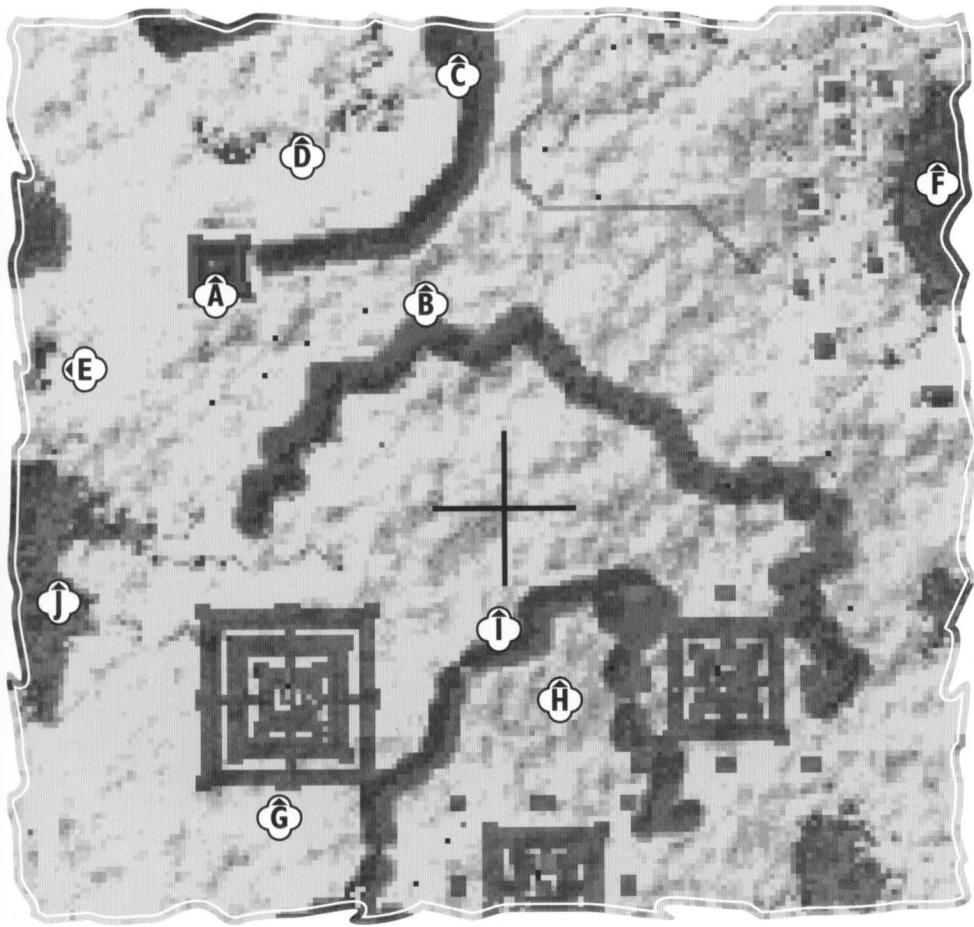
Stone Circle. Yet another *Homing Meteor* spell-jar can be found at the stone circle at (C). Claiming this spell will release an army of trolls, and when all the trolls are dead a *Lightning Storm* spell-jar will appear.

Nearby, at (D), is a switch that will release a large supply of free mana, but also several crab eggs, so grab the mana fast.

Hidden Switches. There are lots of them. At (E) there's a *Meteor* trap.

(F) releases some kraken. The three switches in among your enemies' castles all release monsters which can be more of a nuisance to the other wizards than to you — (G) releases griffin, (H) bees, and (I) a wyvern and a genie.

The switch at (J) releases three wyvern and a large skeleton horde. If you placed your castle carefully, the skeletons will be more likely to march off to harass the other wizards than to attack you.



VODOR (C7)

1	2	3	4
6	7	8	
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

GRYSHNAK (C7)

1	2	3	4
6	7	8	
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

MAHMOVD (C7)

1	2	3	4
6	7	8	
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

Spell-Jars

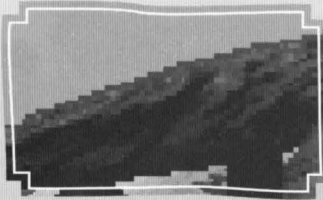
Lightning
Storm
Homing
Meteor

Starting Spells

Mana Needed

80%

World 5



~ TERVILAR ~

Many mighty heroes rest in the great necropolis of Tervilar. Wizards are unwelcome there, and few can enter that country. If one does, so it is said, the honored dead of Tervilar will themselves rise up in the defense of their final home, be that sorcerer's intent good or ill.

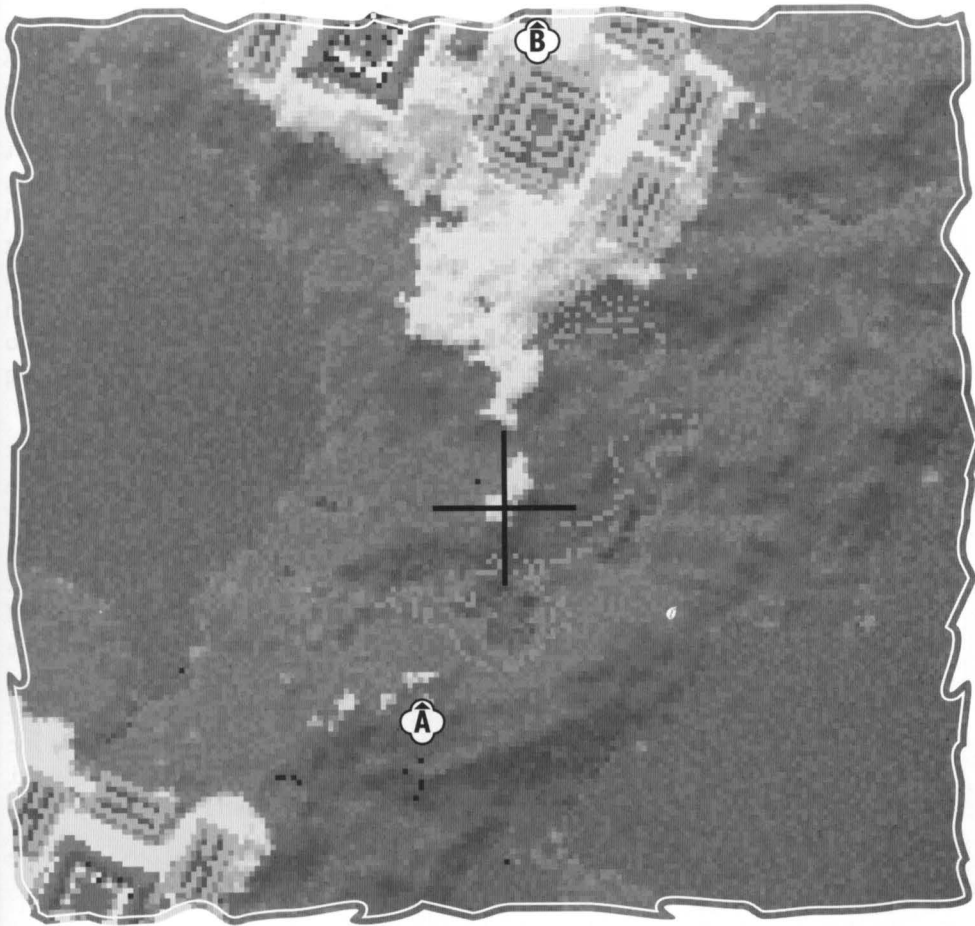
Getting Started. This is a straightforward world that puts you alone against massive quantities of monsters. It provides a sort of break in the middle of a series of worlds where your biggest headache is other wizards.

Near your starting point is a blue *Lightning* spell-jar, but taking it will summon a lot of bees. When all the bees are dead, a *Crater* spell-jar will appear, along with a teleport mirror that takes you out to the middle of the ocean. Using the mirror will release another mirror that will take you to (A), and using that mirror will release a mana pool guarded by three *Volcanoes*, a flock of griffin, and spell-jars for *Heal*, *Earthquake* and *Global Death*.

City. There are skeleton armies guarding two large buildings. Also, at least a couple of the four wyvern that infest the world will probably be happily roasting the city's buildings by the time you arrive.

The building at (B) holds spell-jars for *Rebound* and *Meteor*. When you try to approach the city, many, many more skeletons will appear, along with spell-jars for *Invisible*, *Accelerate (Backwards)*, *Lightning*, *Heal*, *Volcano*, *Teleport*, and one kraken in the pool at (B).

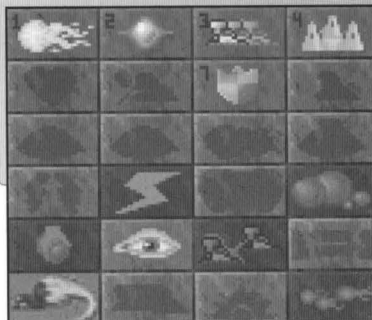
When the kraken is dead, spell-jars for *Undead Army* and *Meteor* are released, along with a ring of dragons around the perimeter of the city.



Spell-Jars

Heal	Invisible	Teleport
Earthquake	Rebound	Accelerate
Meteor	Lightning	(Back.)
Volcano	Undead	Global
Crater	Army	Death

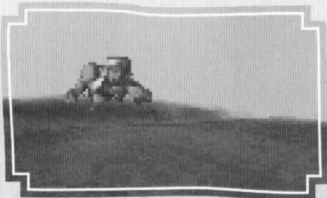
Starting Spells



Mana Needed

89%

World 6



~ IMNARA ~

Little is known of the ways of the wyvern of the air, but it is said they are born on the twin islands of Imnara, where the great hens lay their eggs in two deep pits. Many wizards seek out Imnara, hoping to harness the power of the wyvern for themselves. Many perish, but some find what they seek.

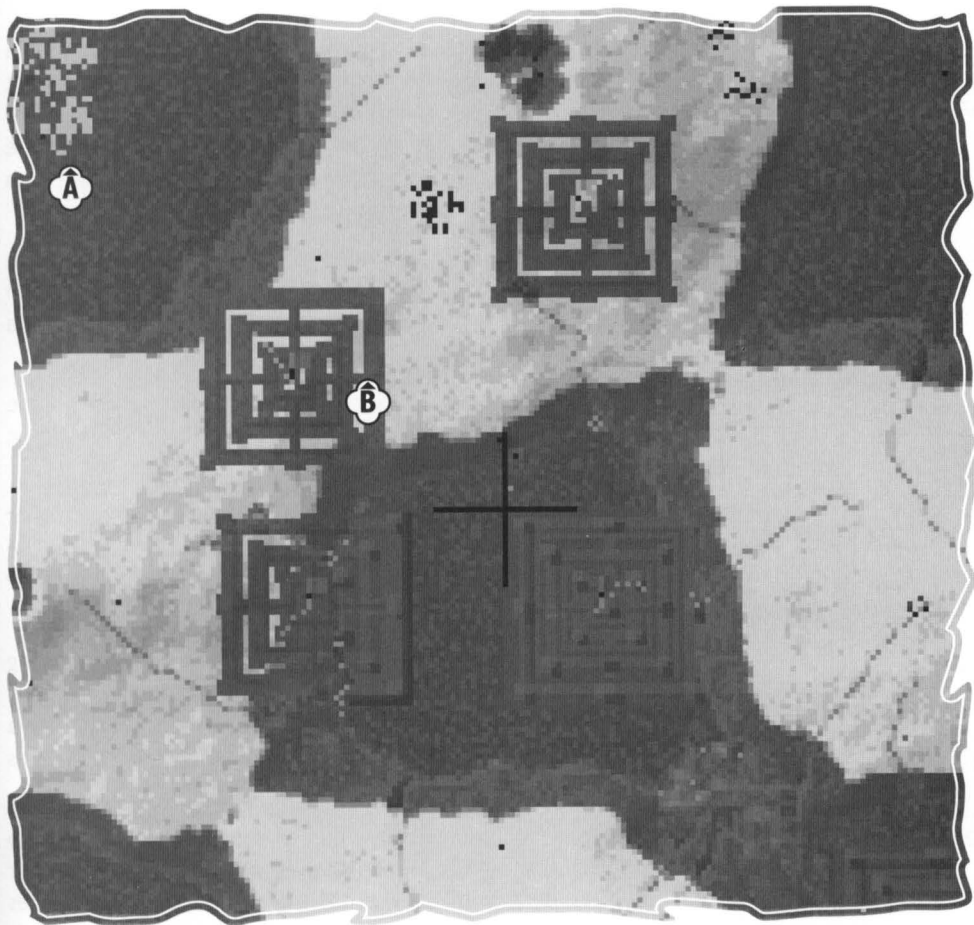
In General. This world offers a double helping of trouble. You must face five much more powerful wizards, plus 14 wyvern to make your life interesting. The good news is, with this much going on, everybody's much less likely to gang up on you. Watch for wizards who get their castle reduced in battle with someone else — that's an excellent chance for you to pirate lots of mana. Also watch for wizards killed by wyvern or griffin — if you can reach them in time, they're an excellent chance to pick up the rest of the spells you need, including the extremely useful *Undead Army*.

Getting Started. This level embodies the problem known to strategists the world over as "The Big Mana Pool Problem." There's a huge pool of loose mana at (A), and your enemies are much more powerful than you. You need the mana, but you probably also want to stay unobtrusive. If you're an aggressive player, you build your castle right smack dab in the middle of the mana, and fight tooth and nail to keep it. If you're more cautious, you build your castle well away from the mana, and while it keeps your enemies occupied, build up your power by killing trolls and crabs.

If you prefer the second tactic, you'll find the blue *Invisible* spell-jar at (B) very useful.

If you're the aggressive type, you should know that the water is covered with hidden triggers that will release kraken beneath you as you fly over. The four tiny islands at the center of the mana also mark a trigger that will release lots of griffin.

Teleport Mirrors. The craters at the centers of the two land masses are connected to one another by a teleport mirror. But watch out early in the level, as several wyvern start out clustered around the crater near Raschid's castle.



VODOR (C7)			
1	2	3	4
█	6	█	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

GRYSHNAK (C7)			
1	2	3	4
█	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

MAHMOVD (C7)			
1	2	3	4
5	6	█	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

SEYD (C7)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A243, P243, R244

RASCHID (C7)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

Spell-Jars

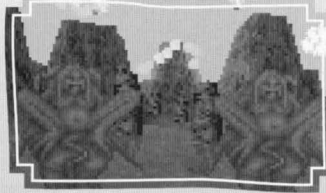
Invisible

Mana Needed

75%

Starting Spells

World 7



~ KOUVPI ~

Fix thy meditations on the small lakes of Kouppi. From afar, they seem fair and peaceful, and one may desire the solace of their waters. But when approached, they rise up to seek the life of their admirer. Understand this truth, and you understand much.

Getting Started. You start this level with a bang — there are five volcanoes erupting in front of you. They're easy to avoid if you don't panic — just back up. This world is a big contrast to the last one. All seven enemy wizards are there with you, but nobody has many spells.

Lakes. Several of the small lakes that dot the landscape will produce a single kraken each when you fly over. The one at (A) will also release a *Homing Meteor* spell-jar.

Spells. Spells can be found on the shores of the lake at (B) — *Lightning*, *Rapid Fireball* and *Meteor*, all in blue jars.

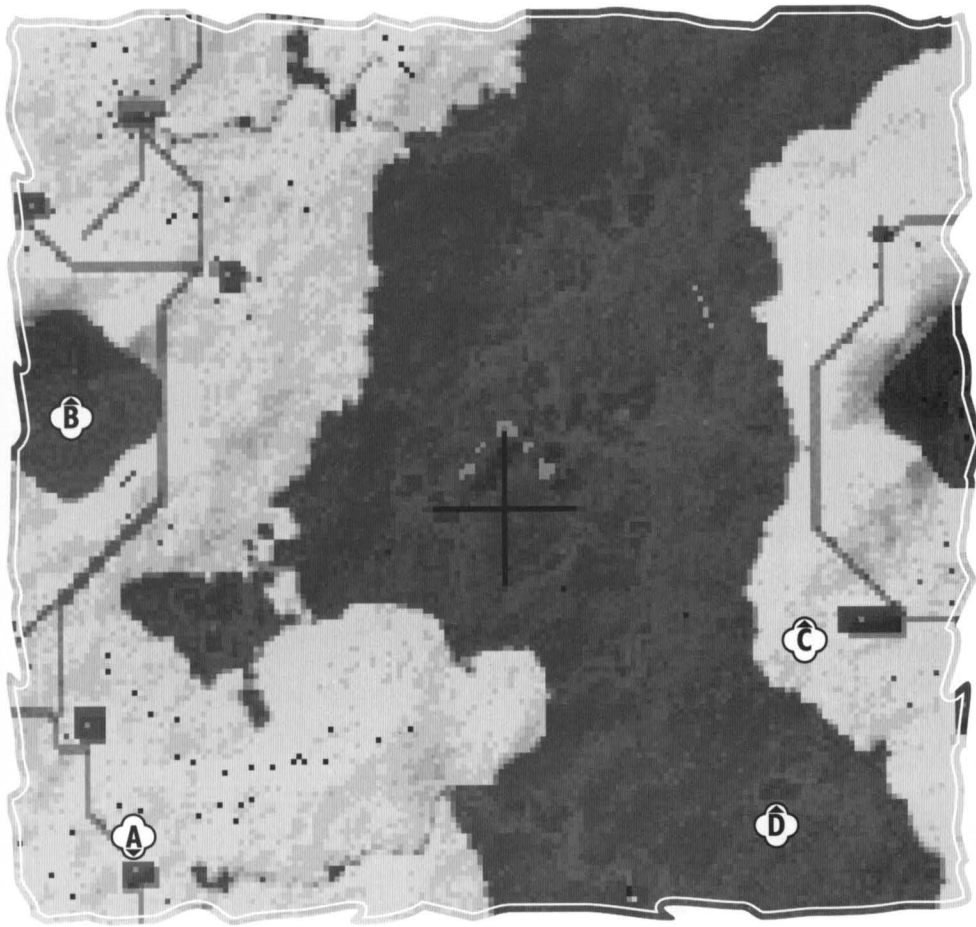
As you continue to fly around the map, a blue-jar *Earthquake* spell will appear near (A), and the *Crater* and *Undead Army* spell-jars will appear at (C).

Standing Stones. Flying over the standing stones at (D) will release some free mana back near the *Volcanoes* at the starting point. This mana is guarded by *Meteor* traps that will detonate as you approach.

Extinction. When all the dragons on the map have been eliminated, griffin will appear all over the map. When all the dragons and all the bees on the map are dead, two flocks of vultures will appear.

VODOR			
1	2	3	4
13		15	
21			
A202, P160, R214			

GRYSHNAK (C1)			
1	2	3	4
13		15	
21			
A205, P209, R205			



Spell-jars
 Earthquake
 Crater
 Lightning
 Undead Army
 Homing Meteor

Starting Spells

Mana Needed
 30%

MAHMOVD (C1)

1	2	3	4
13		15	
21			

A160, P219, R161

SEYD (C1)

1	2	3	4
13		15	
21			

A205, P204, R238

RASCHID (C1)

1	2	3	4
9	10		
13		15	
21			

A160, P160, R160

ALHABBAL (C1)

1	2	3	4
9	10		
13		15	
21			

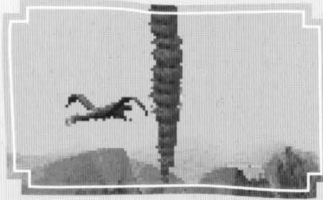
A160, P160, R160

SCHEHERAZADE (C1)

1	2	3	4
9	10		
13		15	
21			

A218, P213, R230

World 8



~ FAYAOUV ~

Of old, the chronicles tell, a great sorcerer made his home in the sea of Fayaoud, and he bound many monsters to protect his dwelling. Today the monsters remain, but the sorcerer is no more. It may be, however, that his home, and the wisdom it contained, can be released from its watery prison.

Grand Entrance. Hope you weren't planning on slipping quietly and unnoticed into the world of Fayaoud. When you appear, here's what will happen. A wyvern will be looking straight at you. Instantly, a circle of dragons will appear (with accompanying pyrotechnics) and an *Earthquake* trap will detonate in front of you, while trolls, crab eggs and griffin will come into being in your immediate vicinity. Oh yeah ... and four *Volcanoes* will grow and start to erupt. Best bet — back up (move in the direction the wyvern's not) and go build your castle somewhere quieter. Watch out for the other wizards — they don't have castles this time, but they do have high stats and a good selection of spells.

The Briny Deep. Stay over land to start. The land is completely surrounded by more than 30 switches, each one of which will release two kraken when you try to move out over the water:

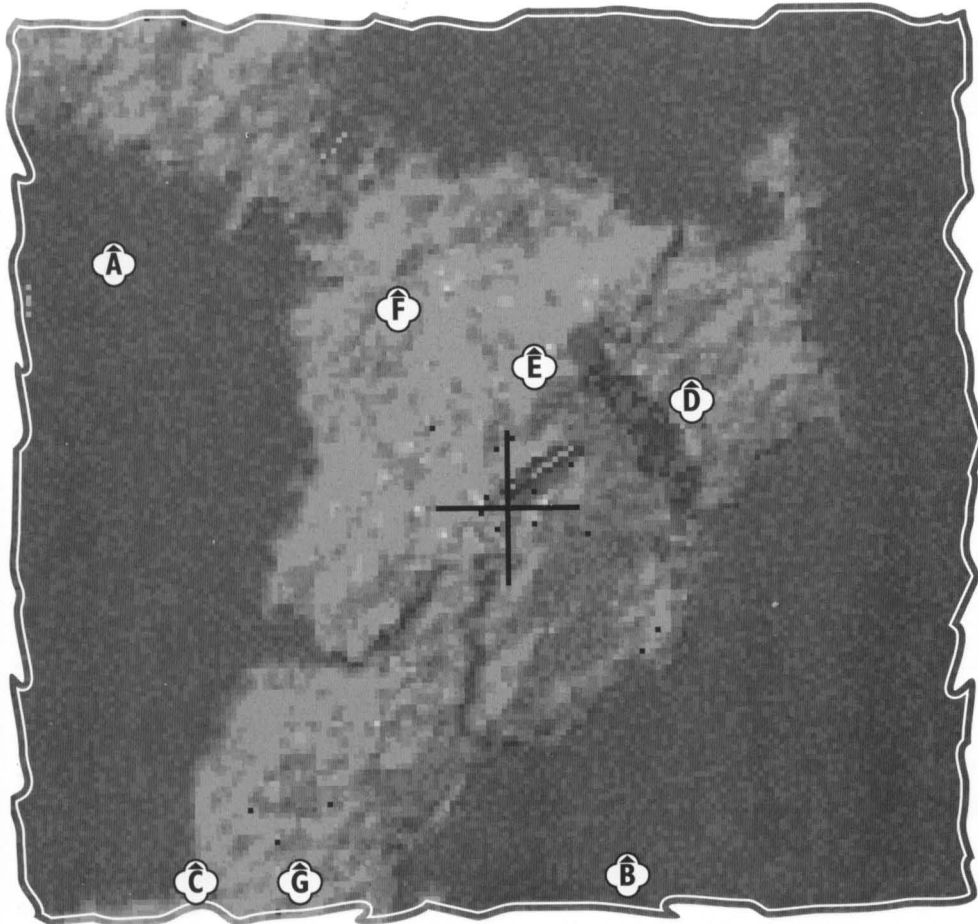
At **(A)** is a switch that will release vultures.

At **(B)** is a much more complex series of switches. When you first approach, nine buildings forming a square appear. The corner buildings hold spell-jars for *Rebound*, *Lightning*, *Beyond Sight* and *Invisible*. The center building has *Shield* and *Lightning Storm* spell-jars, but approaching it will release 12 wyvern and two genies — don't mess with this one until you're ready!

Mana Pool. The big mana pool at **(C)** hides a switch that will reveal four genies. Nonetheless, this might be a good place to build your castle — the mana around you should give you enough to build up your castle quickly and take out the genies with a minimum of fuss (providing yet more mana).

Hidden Triggers. There are several. The one at **(D)** is a friendly trigger that releases three traders and a blue *Heal* spell-jar.

(E) releases griffin, **(F)** dragons and **(G)** bees. The **(G)** bees will not perform the soundtrack from *Saturday Night Fever*.



Spell-jars

Heal
Shield
Beyond Sight
Invisible

Rebound
Lightning
Lightning Storm

Starting Spells

Mana Needed

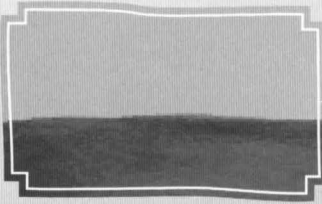
66%

VODOR			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

GRYSHNAK			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

SEYD			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

World 9



~ RAMA'Q ~

The men of Rama'Q built a great wall around their isle, that no enemy should ever approach, and Rama'Q might endure forever. Today the wall endures, but Rama'Q is gone, save only two edifices for which no man knows the purpose, save that they are things of deep magic.

Getting Started. The *Castle* spell is at (A), but first stop at the little island nearest the starting point to pick up *Homing Meteor*. On your way to (A), watch out for the area at (B) — it's guarded by three *Volcano* traps. Triggering the *Volcano* traps sets a switch at (C) that, when activated, will reveal a blue-jar *Crater* spell and release some griffin. As for the other wizards, they're skilled and aggressive, and most are ahead of you in mana, but they're handicapped by weak spells.

Crater. The crater at (D) contains several overlapping switches that call lots and lots of dragons, culminating in a switch that releases three wyvern and a blue *Volcano* spell-jar. When the dragons are dead, a *Rapid Fireball* spell appears.

Vulture Island. When you approach (E) on the island, a flock of vultures appears, along with a *Heal* spell-jar. When all the vultures are dead, a pool of mana appears near (D). Along with the mana are a crab egg, to keep you on your toes, and an *Earthquake* spell-jar.

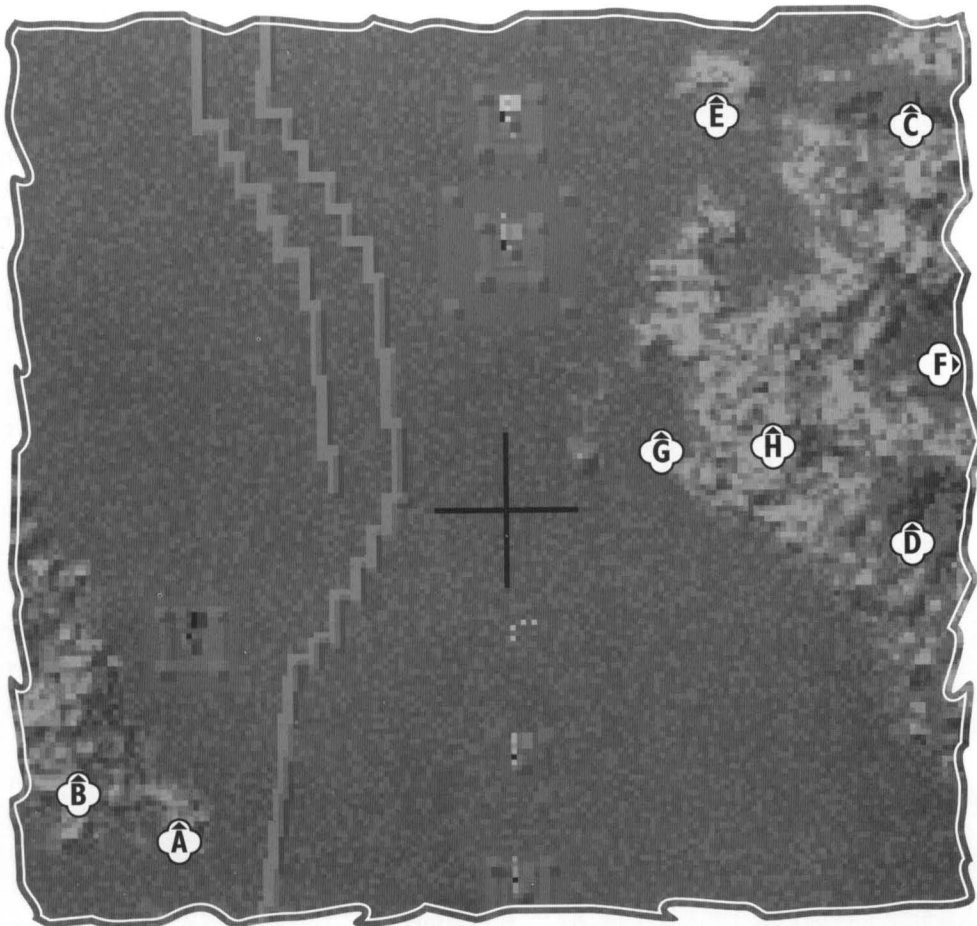
The Mother of all Triggers. The buildings at (F) are the start of an incredibly complicated set of interlocking triggers. Hang on. When you approach (F) two dragons and a *Shield* spell-jar will appear. When the dragons are destroyed five

kraken are released, and when the kraken are dead a *Lightning* spell-jar appears. Still with me? When the *Lightning* spell is taken, a genie appears, and when he's dead *Steal Mana* and *Teleport* spell-jars appear in the crater at (D).

Remember that first trigger, the one that released two dragons? It also sets triggers in the bay at (G) and inland at (H). When the trigger at (G) is tripped, it just produces some bees, while (H) releases trolls and a blue *Undead Army* spell-jar, and also creates a teleport mirror near (E) (which connects to the crater at (D)). When you approach this mirror about half-a-dozen monsters of various types appear, and when they're all dead a bonus *Global Death* spell appears.

VODOR			
1	2	3	4
		7	
13		15	
17			
21		23	24
A176, P255, R178			

GRYSHNAK (C2)			
1	2	3	4
		7	
13		15	
17			
21		23	24
A250, P209, R251			



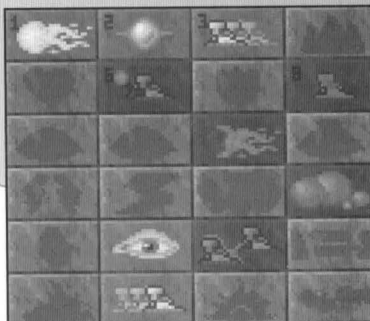
Spell-Jars

Volcano
Teleport
Lightning
Undead
Army

Steal Mana
Heal
Earthquake
Rapid
Fireball

Starting Spells

Global Death
Shield
Homing
Meteor
Crater
Castle



Mana Needed

69%

MAHMOVD (C3)

1	2	3	4
		7	
13		15	
17			
21		23	24

A238, P219, R161

SEYD (C4)

1	2	3	4
		7	
13		15	
17			
21		23	24

A250, P204, R238

RASCHID (C4)

1	2	3	4
		7	
13		15	
17			
21		23	24

A255, P222, R225

ALHABBAL (C4)

1	2	3	4
		7	
13		15	
17			
21		23	24

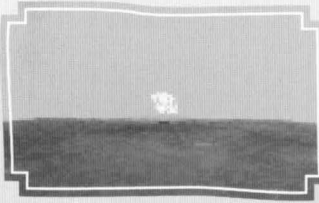
A235, P253, R251

SCHEHERAZADE (C4)

1	2	3	4
		7	
13		15	
17			
21		23	24

A255, P255, R255

World 10



~ HALAJ ~

When thou comest to Halaj,
my apprentice, see thou
come with thy courage truly
at its zenith, for there will
thou face the wrath of all
thy foes in the fullness of
their power and cruelty.
Other battles may more
keenly test thy wits or
subtlety, but on Halaj thou
shalt truly see the destruc-
tion that wizards may do.

Other Wizards. This level is the ultimate wizard's brawl. All the other wizards have high stats, maxed-out castles and the *Meteor* spell. It's going to get messy. Remain unobtrusive, and look for chances to pirate the mana spilled when one wizard attacks another's castle. The *Homing Meteor* spell is visible at (A).

Wyvern Island. Stay clear of the island at (B) — it's loaded with triggers that release wyvern and volcanoes. When all the wyvern are dead, a swarm of bees will appear near (C), and when all the bees are dead, a spell-jar with the *Teleport* spell appears at (C).

Hidden Switches. The standing stones at (D) hold a switch to release a blue *Invisible* spell-jar.

(E) releases kraken.

(F) also releases kraken, along with a pool of mana; in the mana is a switch that releases griffin and one crab. When the crab is dead, a blue *Lightning Storm* spell-jar appears.

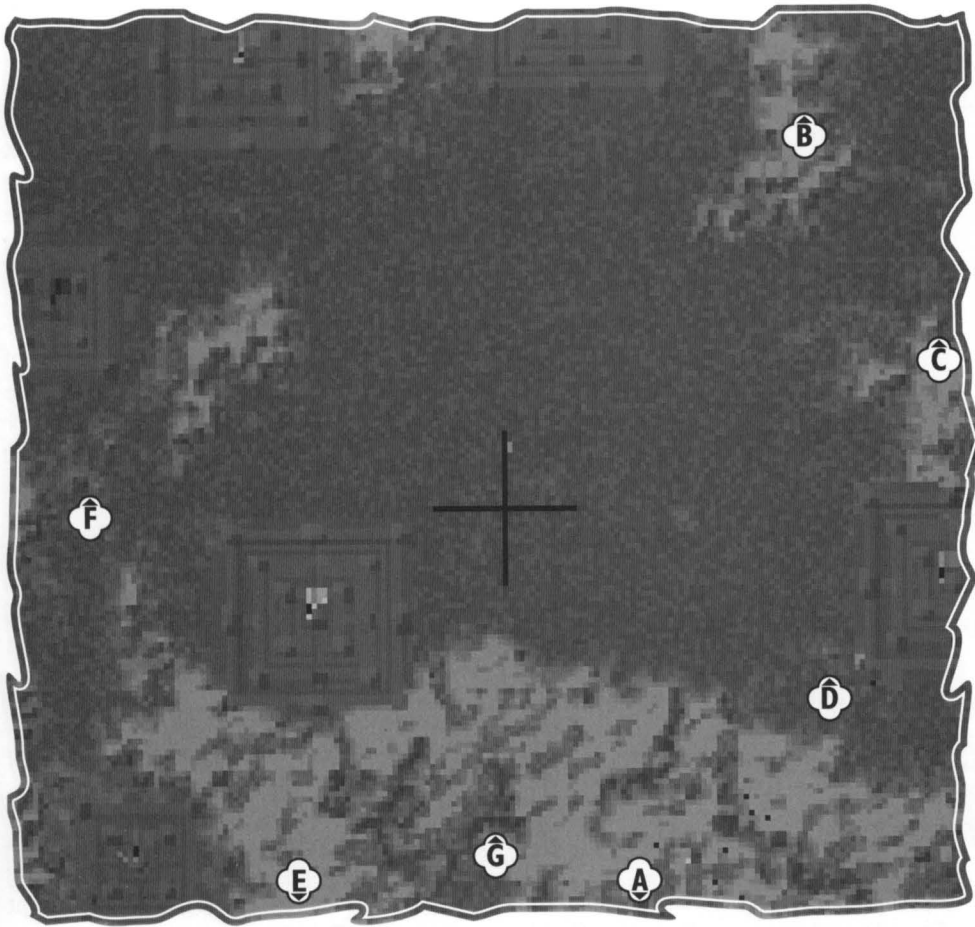
(G) releases worms. If the switch at (G) has been tripped, and all the monsters on the map are dead, a blue *Volcano* spell-jar appears at 2 o'clock from (G).

Bug Alert! This world will have a lot of *Meteors* flying around everywhere. If you have a version of

the game that's prone to the *Meteor* bug (see p. 15) it's likely almost to the point of certainty that either your own castle will get fused, or several of the other castles will fuse, trapping so much mana inside that you cannot gather 66% of all the total mana. If this happens, try again. If it happens multiple times, there's always the cheat codes. It's OK — it's not your fault.

VODOR (C7)			
1	2		4
			8
		11	
13	14	15	
21		23	
A243, P239, R247			

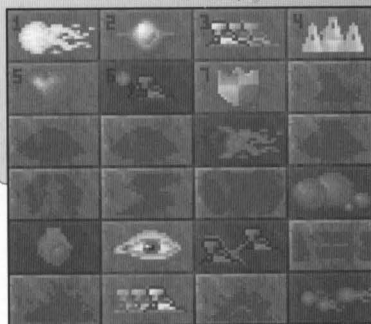
GRYSHNAK (C7)			
1	2	3	4
		11	
13	14	15	
			20
21			
A205, P209, R205			



Spell-Jars

Volcano Lightning
 Teleport Storm
 Invisible Meteor
 Lightning

Starting Spells



Mana Needed

66%

MAHMOVD (C7)

1	2	3	4
			8
		11	12
13	14	15	
21		23	

A234, P219, R252

SEYD (C7)

1	2	3	4
9	6	7	
9	10	11	
13	14	15	16
	18		
21	22	23	24

A205, P204, R238

RASCHID (C7)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A190, P255, R254

ALHABBAL (C7)

1	2	3	4
			8
9	10	11	12
13	14	15	16
			20
21	22	23	24

A252, P160, R250

SCHEHERAZADE (C6)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A110, P114, R109

World 11

~ VZURMIN ~

The trolls of the Vzurmin hills long would prey on the travelers along the great trade roads. Therefore it came to pass that in Vzurmin a garrison was built, where mighty men might dwell to strive against the trollish hordes and see to the safety of the merchants.

Getting Started. The world is populated with vultures and dragons, and *Invisible*, *Duel* and *Undead Army* (all in blue jars) are visible at various places on the map. Getting the *Duel* spell at (A) will release kraken; the other two spells are free for the taking. Drop your castle someplace relatively open (maybe in the middle of a flock of vultures or on top of a worm) and go collect the spells.

(B) is a trigger that releases a whole horde of skeletons, and if you don't build your own castle too close, they'll probably march straight for Scheherazade's castle.

Watch out for the mini-*Volcano* traps between the two ridge lines at (C).

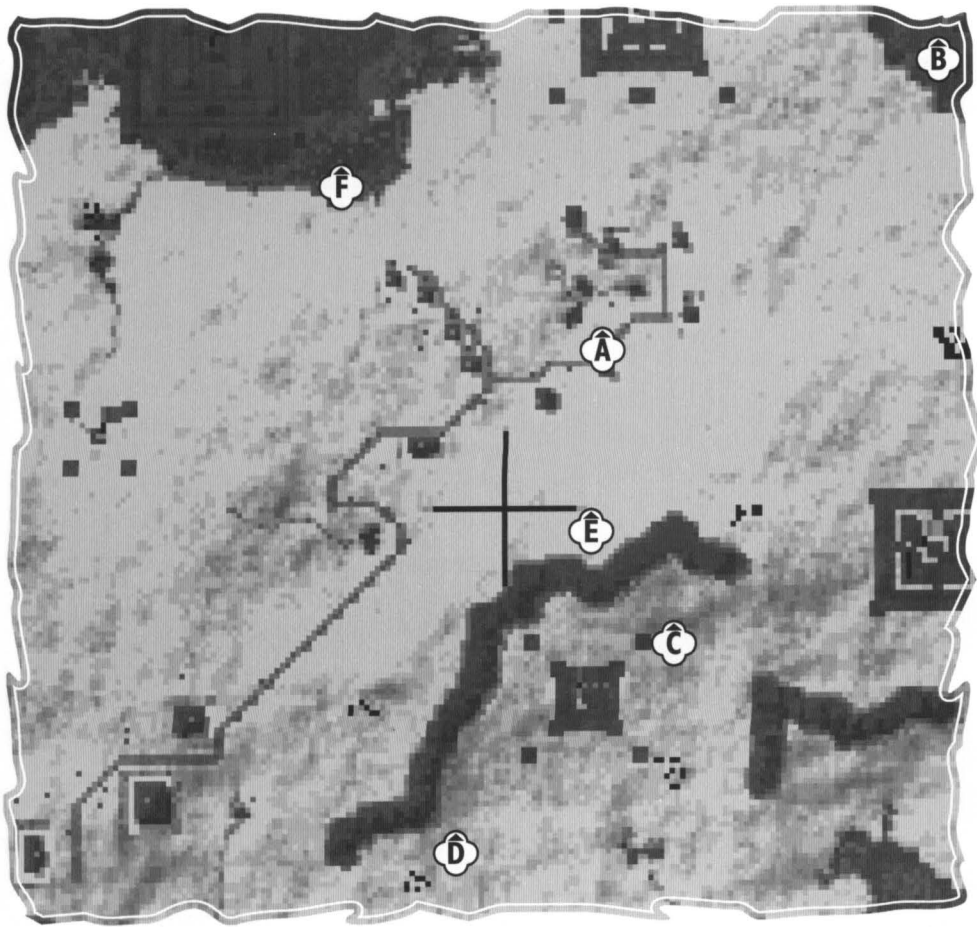
Extinctions. When all the dragons are dead, two wyvern and several emu riders appear around the map, while crabs are released and two *Earthquakes* go off in the neighborhood of (D).

A trigger amid the standing stones at (E) summons a blue *Meteor* jar, a genie and a horde of trolls on the nearby ridge. When all the trolls are dead, a blue *Lightning* spell-jar appears along with another genie.

(F) releases a swarm of bees. When all the bees are dead, a blue *Mana Magnet* jar appears at (F), and a troll army guarding a blue *Shield* jar appears near (E). When all these trolls are dead, another blue *Lightning* spell-jar will appear (if you haven't already claimed the other one).

VODOR			
1	2	3	
	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

GRYSHNAK (C2)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			







Spell-Jars

Shield
Meteor
Duel
Invisible

Lightning
Skeleton
Mana Magnet

Starting Spells

Mana Needed

66%

MAHMOVD (C3)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

SEYD (C4)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

RASCHID (C5)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

ALHABBAL (C6)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

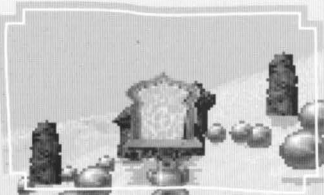
A255, P255, R255

SCHEHERAZADE (C7)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

World 12



~ DHELLEA ~

The green forest of Dhellea offers much, but gives only death. Take that which is offered, and seek the way that lies open before thee. If thou conquer the tests that await thee thou shalt find what thou needest. In time will all the riches of the land be yielded unto thee, if thou proceed in due order.

In the Box. You start out surrounded by spell-jars and mana, facing a teleport mirror: Pick up the spells (*Heal*, *Accelerate*, *Invisible*, *Shield* and *Rapid Fireball*), Possess the mana, and fly through the mirror: This will take you to the rectangular enclosure at (A).

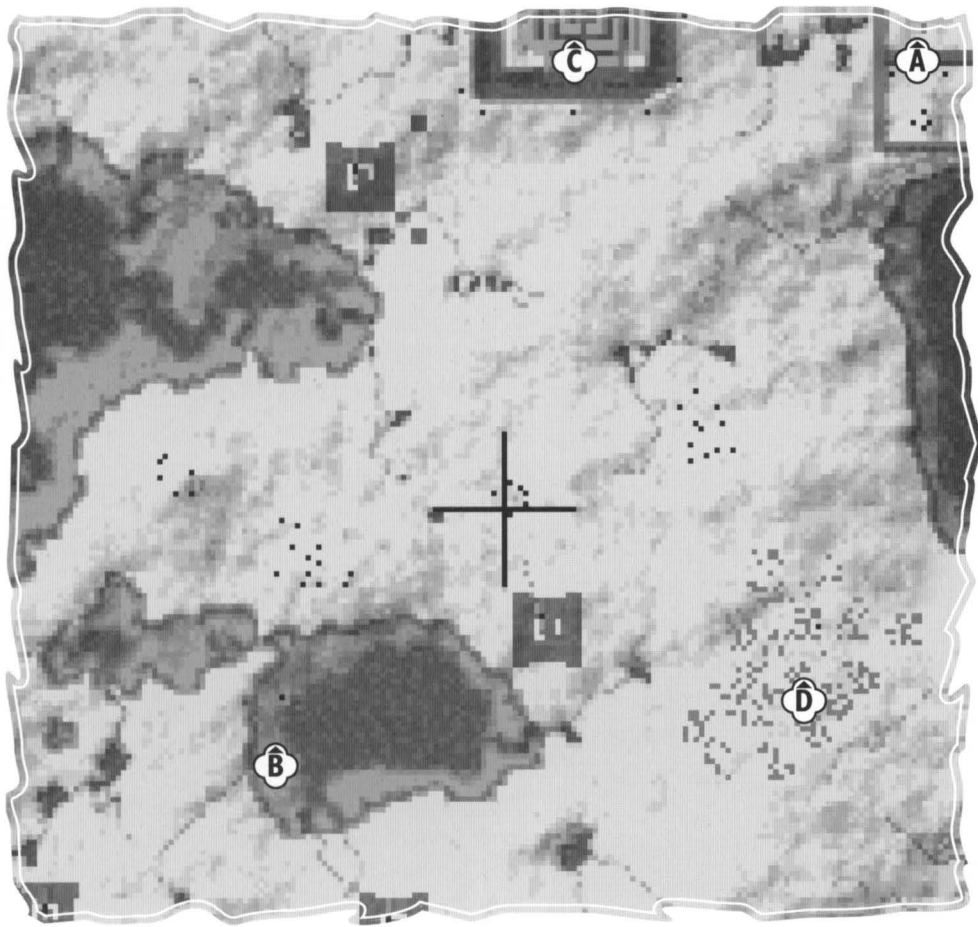
There's a *Meteor* trap in the middle of the square, and standing stones on the opposite end. Flying to the stones will release several bees. When the bees are dead, trolls will appear: When the trolls have been dealt with the central wall will come down and you can fly through to the other side. Pick up the *Castle* spell-jar and a blue *Meteor* spell-jar; then teleport out through the newly released teleport mirror; and build your castle.

Crab Salad. There's a single crab at (B). When the crab is dead, a crater appears with several crab eggs around the rim.

Fortress. The big building at (C) holds blue spell-jars for *Homing Meteor*, *Lightning Storm*, *Volcano* and *Global Death*, but the jars are guarded by three *Volcanoes*.

Enchanted Forest. The forest at (D) is the hot-spot for this level. It holds lots of loose mana, plus spell-jars for *Teleport* and *Mana Magnet*. It's guarded by lots of *Lightning* traps, plus a trigger that will summon a genie.

Parade of Wyvern. This world has one wyvern on it at the start. When it's dead another will appear to take its place, and when it's dead another will appear to take its place. This will continue until you've gone through nine wyvern, at which time three *Earthquakes* will go off centered at (D). Most of the wyvern appear over (D).



Spell-Jars

- | | | |
|------------|-----------|------------|
| Heal | Invisible | Homing |
| Accelerate | Castle | Meteor |
| Shield | Lightning | Global |
| Meteor | Storm | Death |
| Volcano | Mana | Rapid-Fire |
| Teleport | Magnet | Fireball |

Starting Spells

Mana Needed

80%

VODOR (C3)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

GRYSHNAK (C3)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

MAHMOVD (C3)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

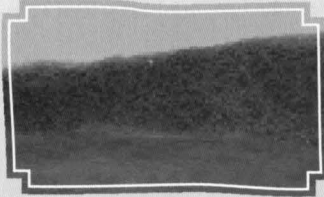
SEYD (C4)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

RASCHID (C3)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

World 13



~ NIMAHM ~

When thy enemies are at their strongest, they are also at their weakest. For then, thou may turn against them dangers which would scorn to trouble thee in thy weakness, but which wilt hungrily pursue thine enemies in their might. By so sowing chaos, thou may turn thine enemies against one another, lest they unite against thee.

Other Wizards. Once again, you're back to a world where all your enemies (except poor Alhabbal) are lots more powerful than you. Build your castle somewhere out of the way (after claiming the *Rapid Fireball* spell-jar right in front of you at the start) and try to remain unobtrusive until you're ready to go on the offensive.

A hidden trigger at the standing stones at (A) sets off four *Earthquake* traps — you may want to quickly trip this before building your castle, to shake up your enemies a little.

Tripping the switch at (B), which calls griffin, might also make the other wizards' lives a bit more complicated.

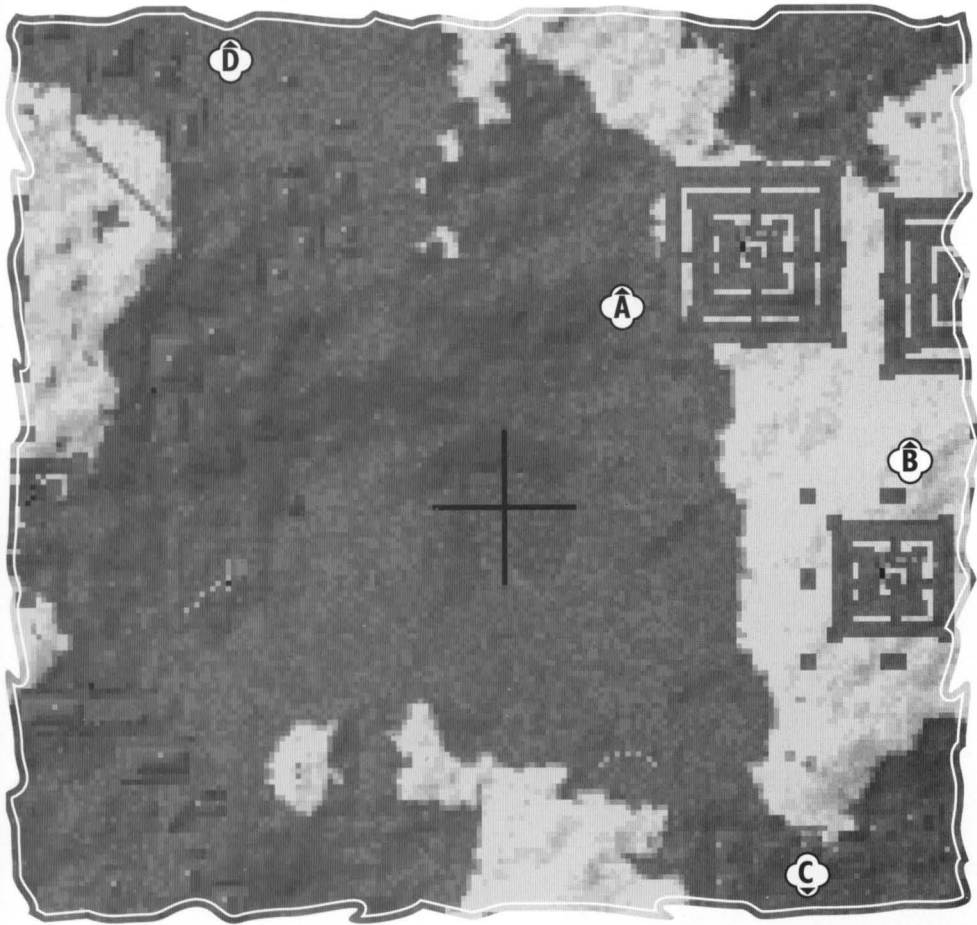
A *Lightning* spell-jar is also visible on the map at the start.

In the City. Everything exciting happens in the city. A switch in the smaller open area, at (C), releases a mana pool and a *Heal* spell-jar; but taking the spell summons a genie. When the genie's dead, a *Shield* spell-jar appears.

Approaching the buildings surrounding the larger open area at (D) will call emu riders, trolls, dragons, archers and skeletons. When all the dragons are dead, blue spell-jars for *Lightning Storm* and *Meteor* appear; but so do three wyvern.

VODOR (C7)			
1	2	3	4
6	7	8	
	11		
13		15	
17	18		20
			24
A254, P255, R255			

GRYSHNAK (C7)			
1	2	3	4
5		7	
		11	
	14		16
	18	19	
	22		24
A255, P255, R255			

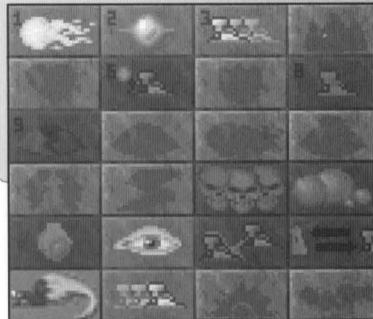


Spell-Jars

Heal
Shield
Meteor
Lightning

Lightning Storm
Rapid Fireball

Starting Spells



Mana
Needed

73%

MAHMOVD (C7)

1	2		4
5		7	
	10	11	12
13	14		
		23	24

A255, P255, R255

SEYD (C7)

1	2	3	4
5	6	7	8
	10	11	12
13	14		16
17	18	19	20
21		23	24

A255, P255, R255

RASCHID (C7)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	
17	18	19	20
21	22	23	24

A255, P255, R255

ALHABBAL

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

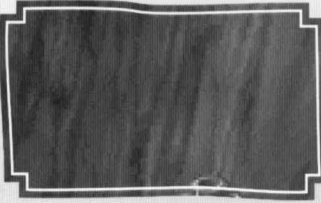
A255, P255, R255

SCHEHERAZADE (C7)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R254

World 14



~ BUHRGHROK ~

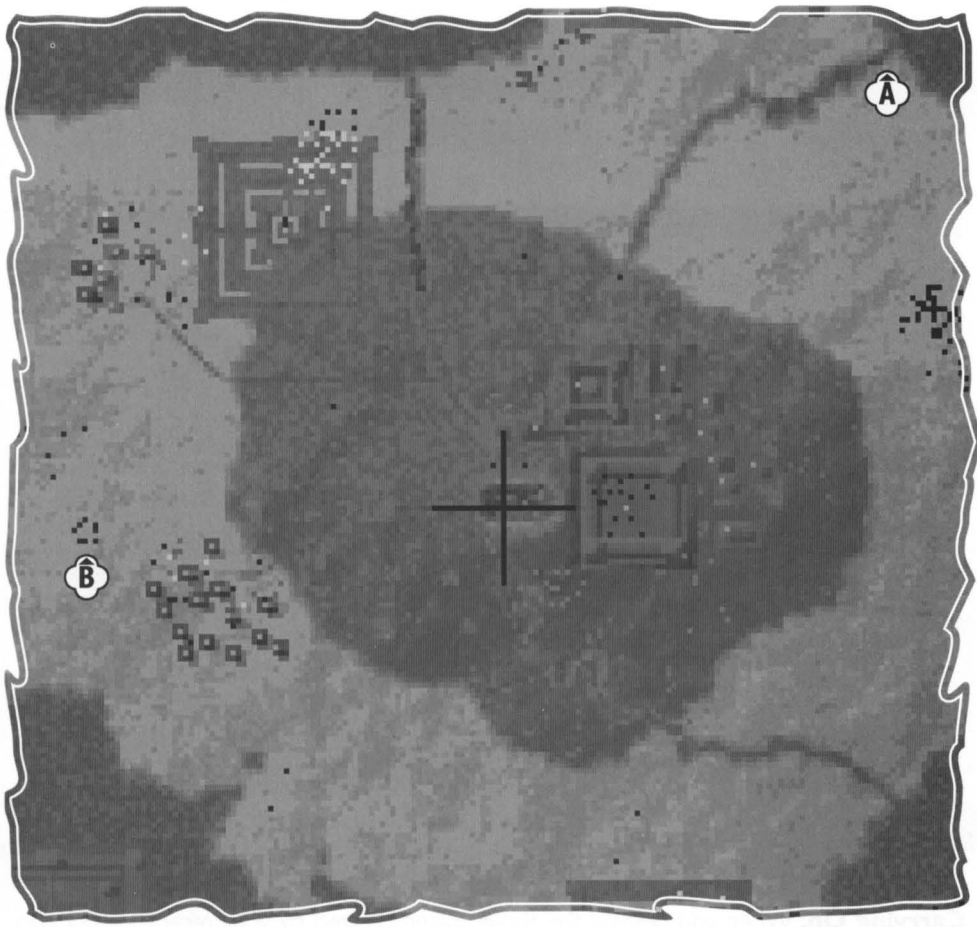
In Buhrghrok must thou rise from the grave to fulfill thy mission. It may come to pass that the land itself shalt rise up against thee in its wrath, and this foe thou cannot contend against. Wait until calm again reigns upon the land, then rebuild, knowing that thine foes have also been likewise stricken.

In the Trenches. You start out in a deep trench, with a *Lightning* spell-jar right in front of you. The level is populated by dragons, archers, bees, vultures and emu riders. There's a trigger for more bees right over your shoulder at 4 o'clock. When all these bees are dead, a blue *Volcano* spell-jar appears in the big building next to the starting point, along with three wyvern.

When the wyvern are dead, five *Volcanoes* appear on the grassy area, and a switch is set near the starting point for six more *Volcanoes* — one in the middle of each of the settlements, plus one more. These 11 *Volcanoes* are placed so that it's virtually impossible for you to build a castle anywhere that a *Volcano* won't erupt under it eventually.

More Extinctions. When all the dragons on the world are dead, crab eggs and a mana pool appear at (A), and trolls appear at the start. When all the trolls are dead, the *Lightning Storm* spell appears at the start.

'Round We Go. The *Steal Mana* spell is a bit tricky to find. To get it, you have to fly clockwise around the ring of stones at (B). When the spell appears and you take it, a genie will be released.



VODOR (C7)

1	2	3	4
	6	7	
		11	12
13	14		16
			20
21	22		24

A255, P255, R255

GRYSHNAK (C7)

1	2	3	4
5	6	7	8
	10	11	12
13	14		16
17	18	19	20
21	22	23	24

A255, P255, R255

MAHMOVD (C7)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

Spell-Jars

- Volcano
- Steal Mana
- Lightning
- Lightning Storm

Starting Spells

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

Mana Needed

80%

World 15



~ SENDEL ~

Survive the trials of Sendel and the power of thine enemies shalt be greatly diminished. Much remains to test thy mettle and thy will, but hereafter shalt thy rivals contend with thee on a field more level.

In General. This is the last world where all your enemies start out with maxed-out castles. Judging by their Aggression levels, even your rivals are losing interest in such contests. This is also one of those worlds where everything happens in a certain order — you have to do one thing before you can move on to the next. So, without further ado ...

Getting Started. The world is populated by worms and lots of vultures (starting out over the water). You begin with blue *Accelerate* and *Invisible* spell-jars nearby. If you fly directly over the single tree at 9 o'clock from the starting point, you'll also get *Possess* and a pool of mana.

The nearby teleport mirror takes you to the enclosed area at **(A)**. Your appearance will release more vultures right in front of you. At the opposite side of the enclosure is a switch which will make spell-jars for *Fireball*, *Castle* and (if you don't have it already) *Possess* appear, but it will also trigger two *Volcano* traps, so watch out.

Once you get the spells, you can teleport out. Your teleport will release the *Accelerate* spell-jar and a blue *Homing Meteor* guarded by three kraken. Dodge the kraken and go build your castle.

Carrying On. When you destroy the three kraken created by your recent teleport, an *Earthquake* trap will go off, and a blue *Earthquake* spell-jar will appear, as will an enormous flock of vultures and lots of griffin elsewhere on the map.

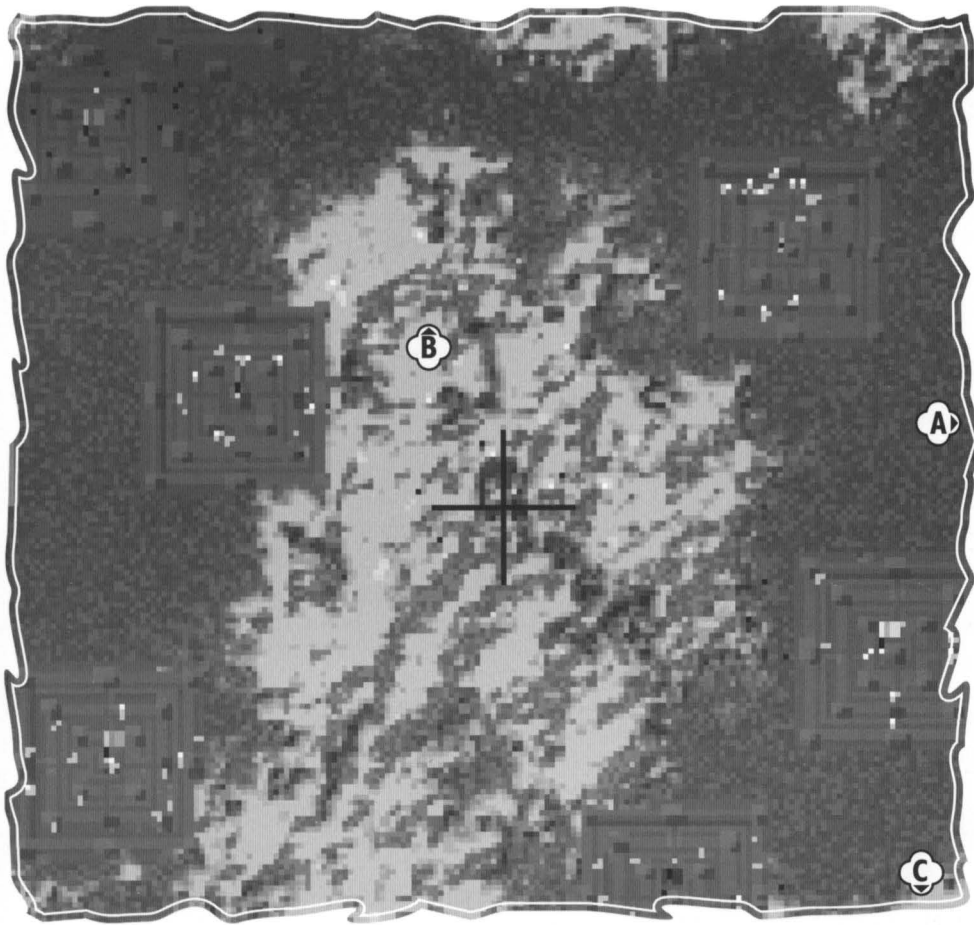
Taking the *Earthquake* spell also sets a switch at **(B)** which will release a blue *Rapid Fireball* spell when tripped. Take this spell, and a genie is released. When the genie is dead, two large mana pools appear.

The bigger pool at **(C)** has lots of hungry crabs in with it. The pool near **(B)** has blue spell-jars for *Accelerate* (*Backwards*), *Heal*, *Meteor*, and *Rebound*. Claiming these spells will trigger a *Volcano* trap and release three genies.

More Extinctions. When all the vultures (including the ones summoned when you took the *Earthquake* spell) are dead, a blue *Volcano* spell-jar, many bees and one wyvern appear around the map. When all the bees are dead, a blue *Crater* spell-jar appears.

VODOR (C7)			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A116, P255, R255			

GRYSHNAK (C7)			
1	2	3	4
5		7	8
9	10	11	12
	14	15	16
17	18	19	20
21	22	23	24
A134, P255, R255			



Spell-Jars

Fireball	Volcano	Homing
Heal	Crater	Meteor
Accelerate	Invisible	Accelerate
Possession	Rebound	(Backwards)
Earthquake	Castle	Rapid
Meteor		Fireball

Starting Spells

Mana Needed

90%

MAHMOVD (C7)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A185, P255, R255

SEYD (C7)

1	2	3	4
5	6		8
9	10	11	12
	14		16
17	18		20
21	22	23	24

A190, P255, R255

RASCHID (C7)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A201, P255, R255

ALHABBAL (C7)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

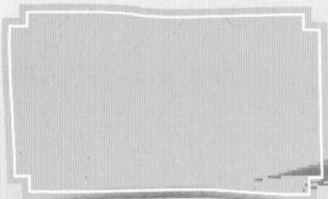
A255, P255, R255

SCHEHERAZADE (C7)

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

World 16



~ CASSIDA ~

Once did kings and princes
take their leisure amidst
the beauty of the fair isles
of Cassida. Now the isles
are home only to death,
and cruel frost covers the
gardens where once the
fairest of ladies walked
barefoot.

Getting Started. Everybody — including an uninvited wyvern — starts in a little cluster near **(A)**, right next to an inviting pool of loose mana and a small skeleton army just waiting to be harvested. **(A)** is a good place to drop your castle, but only if you're up for a fight. There are a couple of crabs up at **(B)**. A spell-jar for *Accelerate* is visible on the tiny islets at **(C)**.

The Trigger Dance. The first trigger of the world is on **(D)**, and it calls up a flight of griffin guarding a *Heal* spell-jar, and a handful of trolls at **(C)**.

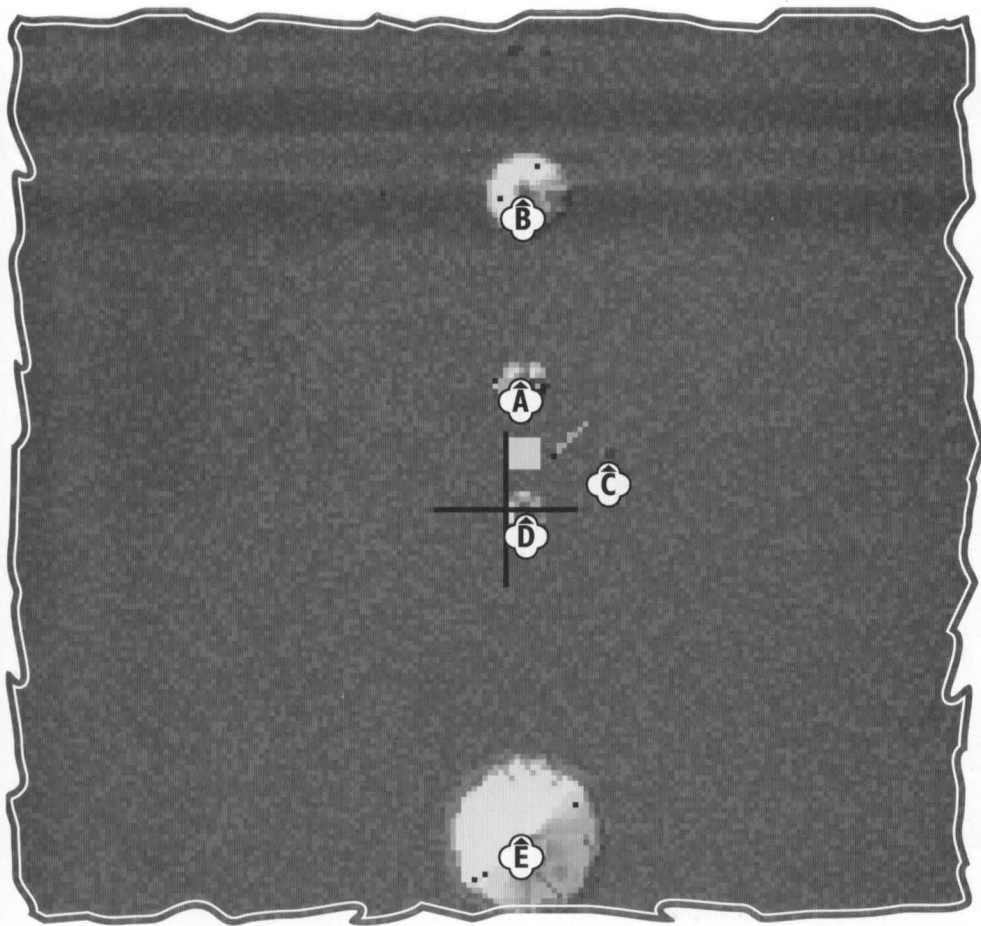
When the trolls are killed a line of standing stones appears stretching from **(D)** to **(A)** with a trigger at **(A)** that calls spell-jars for *Beyond Sight*, *Teleport*, *Rebound* and *Earthquake*, and causes a switch to appear at **(C)**.

This switch calls a flight of dragons, and when all the dragons are dead a line of stones appears stretching from **(A)** to **(B)**, with a large deposit of loose mana and a *Volcano* at **(B)**. Flying over **(B)** will summon a dragon and two genies.

Big Island. The large island at **(E)** looks important, doesn't it? Three crabs, no triggers, that's it.

VODOR			
1	2	█	4
█	6	7	8
█	10	11	12
13	14	15	16
17	█	█	█
21	22	23	24
A255, P255, R255			

GRYSHNAK			
1	2	█	4
█	6	7	8
█	10	11	12
13	14	15	16
17	█	█	█
21	22	23	24
A255, P255, R255			

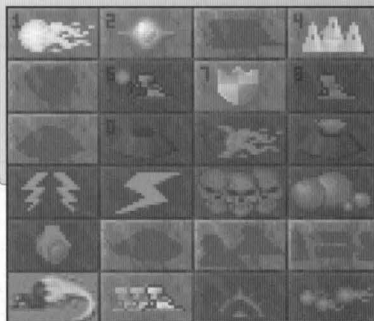


Spell-Jars

Heal
Accelerate
Earthquake

Beyond Sight
Duel
Teleport

Starting Spells



Mana Needed

80%

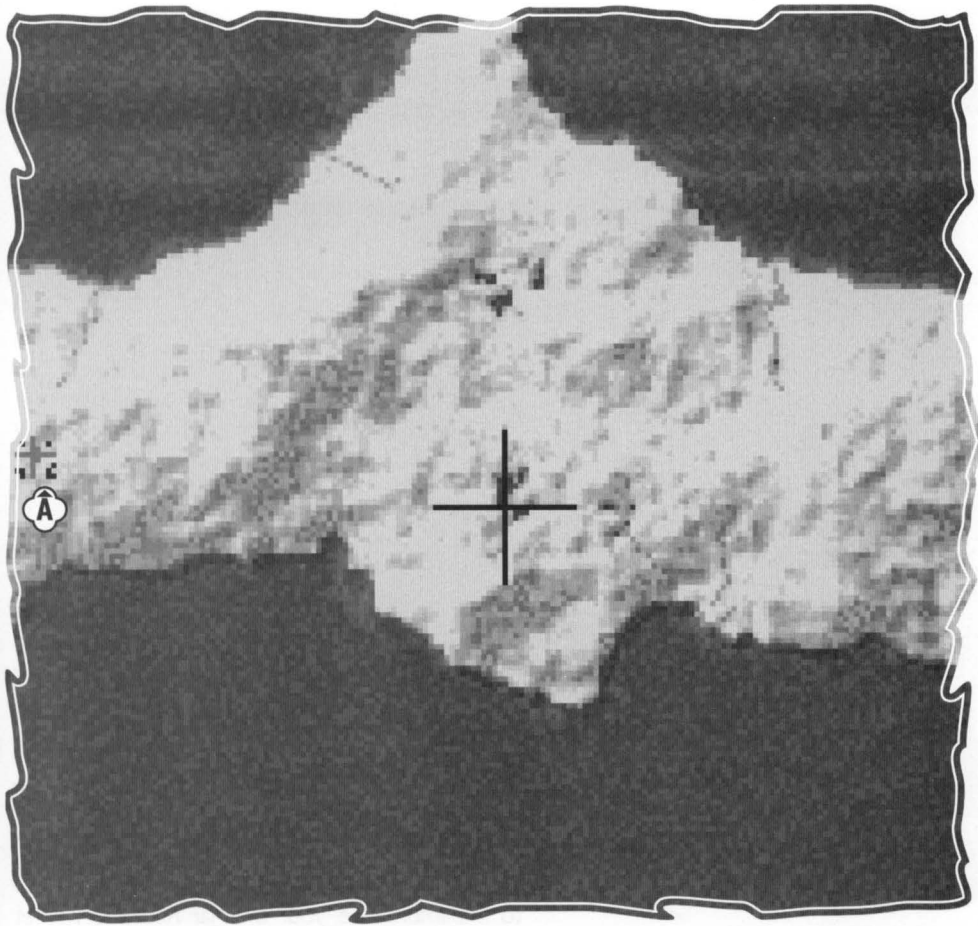
MAHMOVD			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

SEYD			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

RASCHID			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			


ALHABBAL			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

SCHEHERAZADE			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			



Spell-Jars **Starting Spells**

All except
Fireball

Mana Needed
50%

MAHMOUD			
I			

A255, P234, R200

SEYD			
I			

A255, P255, R255

RASCHID			
I			

A255, P233, R238

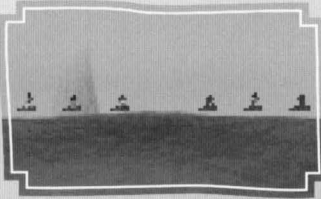
ALHABBAL			
I			

A255, P243, R234

SCHEHERAZADE			
I			

A255, P255, R255

World 18



~ HAJ VONOR ~

In the heart of the warrior mage, it may seemeth a detestable choice, to flee, or to hide. Yet to die is a fate even more detestable. He who runneth away may return again, and he who hideth may rise up to strike his enemy. If thou cannot stand, arm thyself in secret and strike when thou art ready.

Getting Started. This is a trick level. All the wizards start out neatly lined up, with no spells and two kraken at their back. Also behind you are every spell in the game, neatly lined up across the enclosure, following the coastline until they hit the wall to area (B). Your rivals will just dash over the wall at the far end of the enclosure, but you have that pesky problem with walls ... instead, back up into the area between the two small enclosures until the kraken get bored and swim out of range of the shore, then dart out and grab your spells (remember, the other wizards get every spell you get). Build a castle to give yourself some place to resurrect to.

Spells. From right to left, the spells are lined up in this order: *Mana Magnet, Lightning Storm, Undead Army, Castle, Lightning* (blue jar), *Rebound* (blue jar), *Steal Mana, Invisible, Duel, Teleport, Homing Meteor, Crater, Volcano, Meteor, Accelerate* (Backwards), *Earthquake, Global Death, Beyond Sight, Shield, Possess, Accelerate, Heal, Fireball, Rapid Fireball.*

Enclosures. Crabs, bees and trolls are waiting for you at (A). You can get over the wall in the corner, but it's too high for the bees to get at you, so hang back and fire over the wall. If a crab gets to maximum size, your blue-jar *Rebound* will let

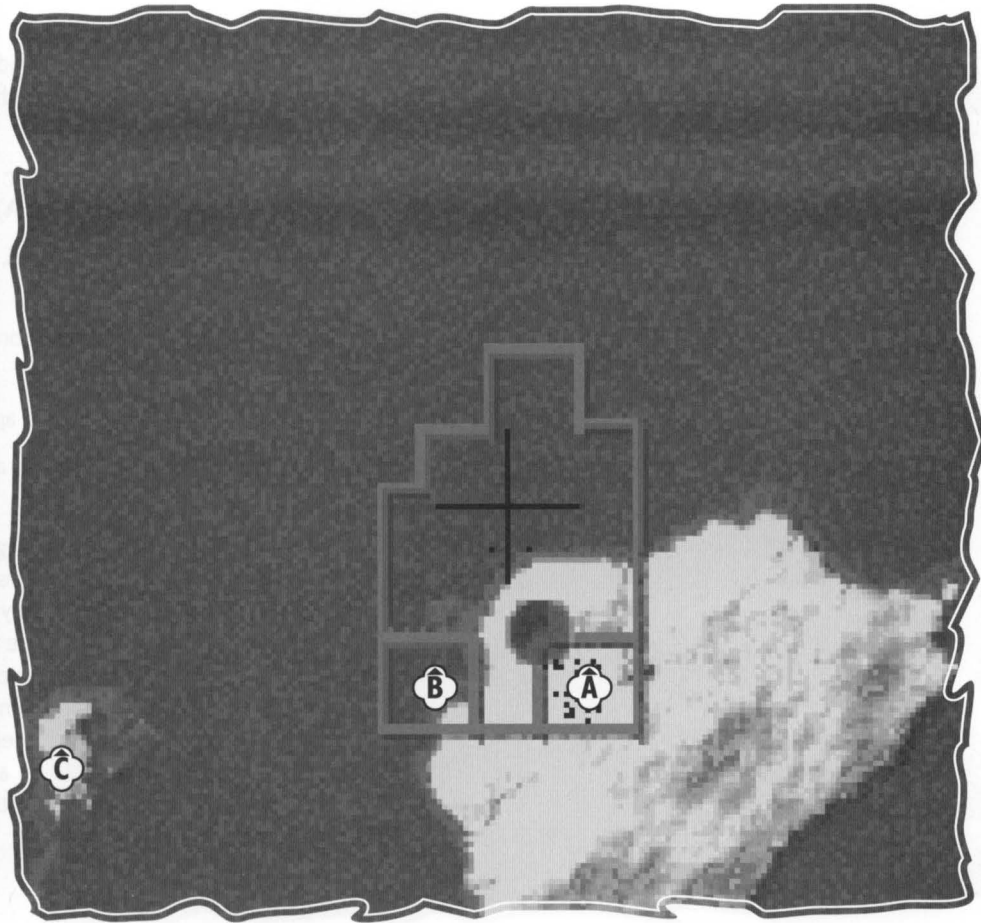
you send his attacks right back at him. When all the monsters are dead, a teleport will appear at the narrow end of the enclosure and (B) will fill up with dragons and bees, while some *Crater* traps will lower the corner of (B) so you can get in.

Before taking on the creatures in (B), take the teleport mirror out, tear down your castle with **[Shift L]** and rebuild it somewhere where you'll have all the room you need to expand (preferably on the water, for reasons that will become obvious later). Then teleport back into the enclosure, using the mirror at (C) — watch out, it's trapped with *Lightning*.

Extinctions. When all the monsters from (B) are dead, crabs and two skeleton armies appear on the big island, and two very large gangs of kraken appear on the ocean. When all these monsters are dead, four swarms of bees, some vultures, three genies and four wyvern appear. When all the monsters everywhere are dead, it sets the first in a series of switches that create craters all over the big island (these craters are why you're better off building your permanent castle on the ocean).

VODOR			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

GRYSHNAK			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			



Spell-Jars **Starting Spells**

All

Mana Needed

89%

MAHMOVD			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

SEYD			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

RASCHID			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

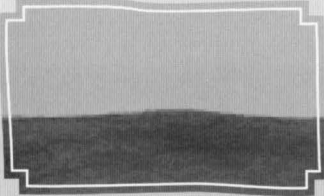
ALHABBAL			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

SCHEHERAZADE			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

World 19



~ ENZANIDOR ~

Upon Enzanidor the cunning and subtlety of thy foes shalt be at their height. Let not their power surpass thine, lest thou be overwhelmed. Seize what thou mayest find, and hold it in a grip of iron. Let not those that strive against thee match the strength of thy arm.

In General. This will be a bloody one — every wizard on the world has a full complement of spells, and monsters aren't that plentiful. The world starts out with trolls, crabs, emu riders, bees and vultures.

Extinctions. When all the trolls are dead, four genies and some griffin appear, and a hidden trigger at (A) is set.

This switch will summon four skeleton armies, some kraken, genies and griffin.

When all these monsters are dead it summons two wyvern, two genies and one dragon.

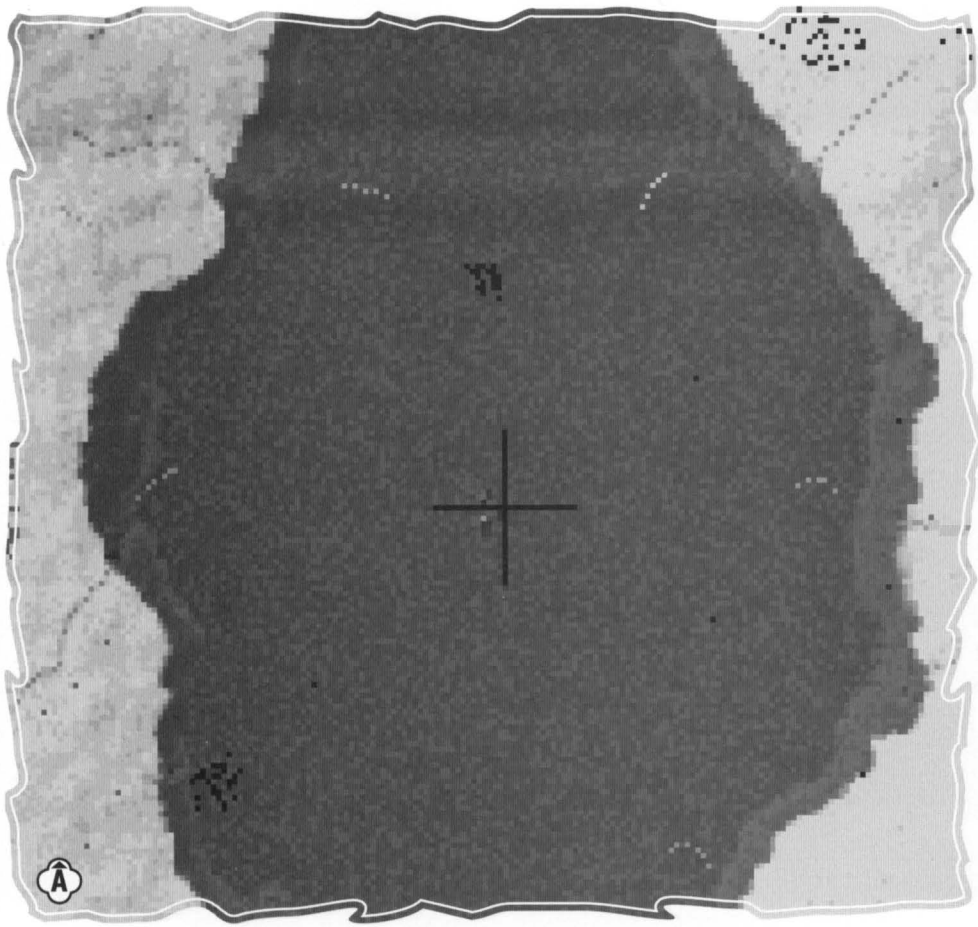
Killing the dragon will cause a swarm of bees to appear.

Killing the wyvern will scatter trolls and dragons around the map.

Other Wizards. Your best strategy here is to hog mana like crazy. The only source of mana on this level is monsters, and you're better at killing monsters than any of the computer's wizards. You want to make sure as little of that mana as possible goes to the others, so you'll have a full-sized castle and access to all spells while your enemies are still at the second or third castle level with their best spells still out of reach. Therefore, when you kill a monster, try to hang around and guard its mana until your balloon can come and get it.

VODOR			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

GRYSHNAK			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			



Spell-Jars **Starting Spells**

None

Mana Needed

90%

MAHMOVD			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

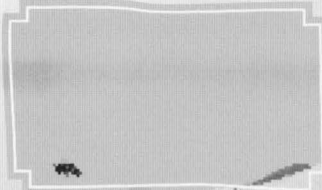
SEYD			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

RASCHID			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

ALHABBAL			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

SCHEHERAZADE			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

World 20



~ ADRA GERIA ~

Adra Geria is a land of deceit, where to move is to stir up danger. Riches lie about as it were for the taking, yet none which has not its price — and if thou takest not care, the price demanded shalt be thy life. Proceed about this land of lies with caution, but also with courage.

I Give Up. There are some worlds where there's just no point in trying to describe everything. This world has more than 90 hidden triggers all over the map, including dozens of triggers over all bodies of water that each release one kraken, and switches that release all the additional spells — these are usually guarded by either a trap (lots of Meteors) or by some monsters.

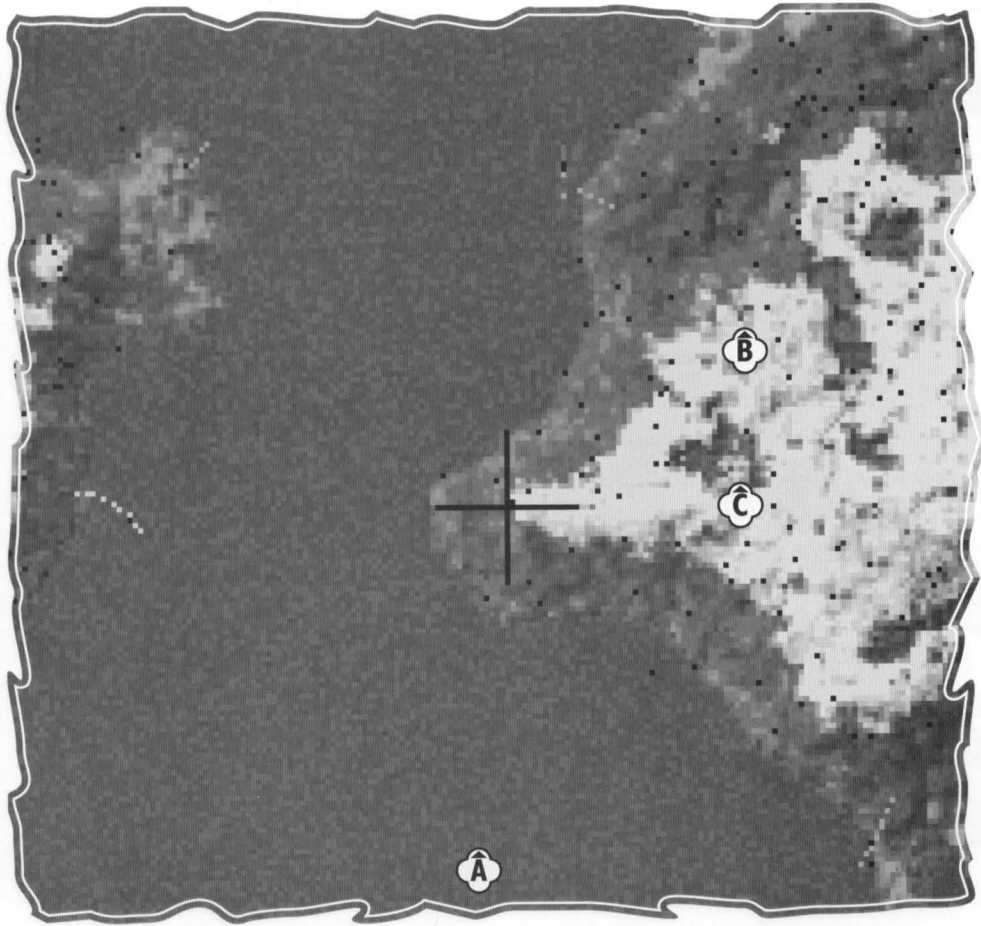
Getting Started. There are bees everywhere, so you need to build a castle as quickly as possible. (Plus, the starting area is a fairly quiet section of the map, relatively speaking.) From then on — proceed with caution and be ready for anything.

Hot Spots. There are a few places on the map where the trigger effects are particularly notable. Most switches that release kraken release only one, but the one in the deep ocean, at **(A)**, releases a whole gang. When all these kraken are dead, it sets the first of a series of switches on the mainland that release *Volcano* traps.

The area at **(B)** is extremely thick with *Meteor* traps, and the small lake at **(C)** is dangerous, with a lot of single-kraken switches, and a very dangerous switch that scatters crab eggs over the whole map.

VODOR			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

GRYSHNAK			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A254, P255, R255			



Starting Spells

Spell-lars
All spells not possessed at start.

Mana Needed
66%

1	2	3	4
5			

MAHMOVD			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

SEYD			
1	2	3	4
5			
	10		12
13	14		16
		19	20
21	22		24
A255, P255, R255			

RASCHID			
1	2	3	4
5			
			16
21	22	23	24
A255, P255, R255			

ALHABBAL			
1	2	3	4
5		7	8
9	10	11	12
	18	19	20
A255, P255, R255			

SCHEHERAZADE			
1	2	3	4
5	6	7	8
9	10	11	12
13			
17	18	19	20
A255, P255, R255			

World 21



~ KRETHE ~

In the cold but fecund swamp of Krethe, for each creature thou slayest, another riseth up from the mud to take its place against thee. Thy weapons will be few against the many that oppose thee. See therefore that thou wieldest them with skill.

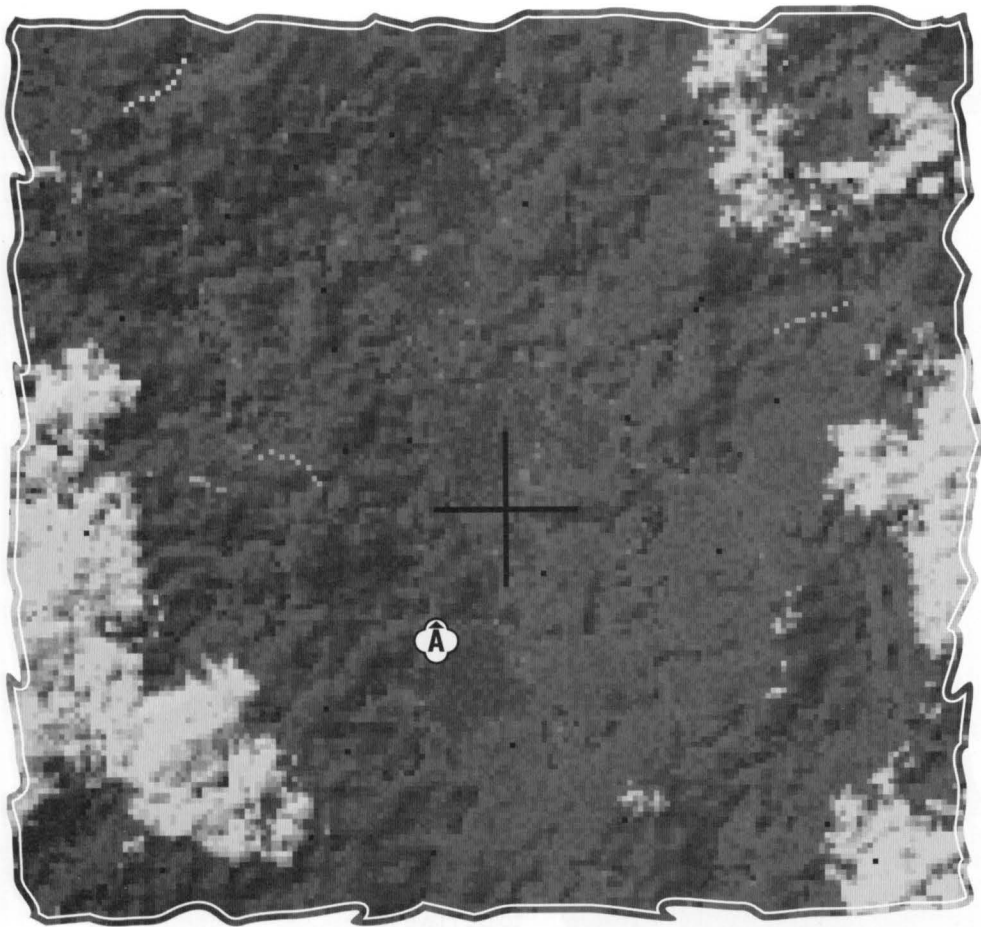
Crabbed. Start out in a featureless swamp with lots of crabs and a few trolls wandering around. When all the crabs are dead, six wyvern are released, plus switches are set for *Volcano* and *Earthquake* traps literally all over the map.

Trolled. When all the trolls are dead some vultures, five genies, and still more crab eggs are released. Killing the trolls also sets seven switches, all over the map, each one of which will release a flight of griffin, and one of which releases a sixth genie.

Beed? At the start there are switches all over the map that will each release a swarm of bees. When all the bees are dead, blue spell-jars for *Lightning Storm* and *Volcano* appear at the lake at (A).

VODOR			
1	2	3	4
5			
13		15	16
A255, P255, R255			

GRYSHNAK			
1	2	3	4
5			8
	18		
21			
A255, P255, R255			



Spell-jars **Starting Spells**

Lightning
Storm
Volcano

1	2	3	4
5			

Mana Needed
84%

MAHMOVD			
1	2	3	4
5		7	
13			
17			
	22		

A255, P255, R255

SEYD			
1	2	3	4
5		7	
	18		
21	22		

A255, P255, R255

RASCHID			
1	2	3	4
		7	8
		11	
		19	20

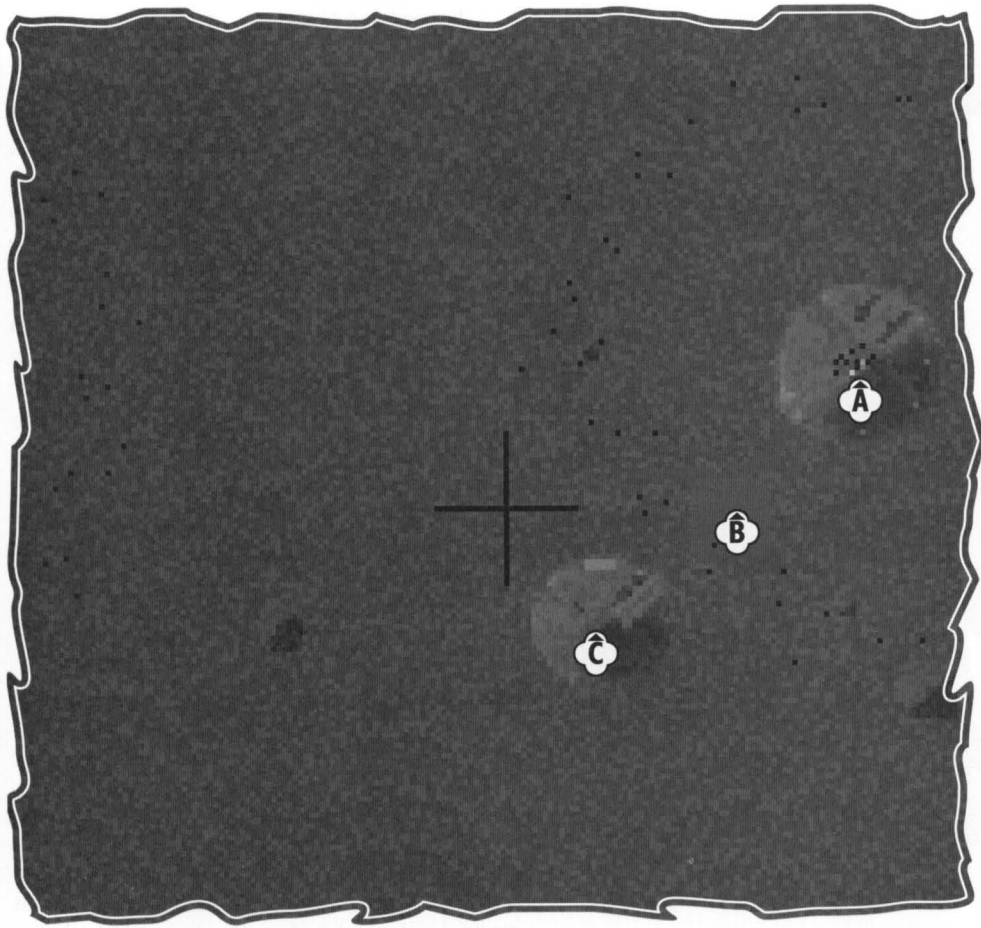
A255, P255, R255

ALHABBAL			
1	2	3	4
		11	
		19	20

A255, P255, R255

SCHEHERAZADE			
1	2	3	4
	6		
13			
	18	19	

All 10, P114, R109



Spell-jars **Starting Spells**

None

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

Mana Needed

55%

MAHMOVD			
			4

A255, P255, R255

SEYD			
			4

A255, P255, R255

RASCHID			
			4

A254, P255, R255

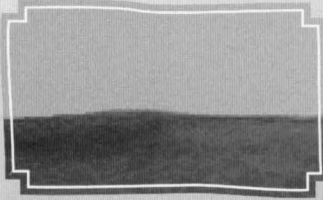
ALHABBAL			
			4

A254, P255, R255

SCHEHERAZADE			
			4

A255, P255, R255

World 23



~ AN IAFUD ~

In the heart of the cold waste
lieth the lake of An Iafud.
Warmed by the heat of the
earth itself, it remaineth
water where all else is ice.
In the manner of the sacred
lakes, it is walled, and what
hands built such mighty
walls in that cold place
none knoweth.

A Day at the Lake. Everyone starts out tightly grouped around a large pool of mana in a walled-off lake. You should go ahead and build your castle right in the middle of the mana — it's going to be a tough fight to defend it, but you don't really have much of a choice. Mixed in with the mana are spell-jars for *Accelerate*, *Lightning*, *Shield* and *Beyond Sight*.

When the kraken guarding the pool are dead, a lot more kraken appear, along with five wyvern scattered across the map, and spell-jars for *Lightning Storm*, *Rebound* and *Heal*. When all the new kraken are dead, eight teleport mirrors leading out of the enclosure appear. You'll probably want to tear down your first castle and rebuild outside the walls.

Standing Stone. The standing stone at (A) is near a trigger that will summon a ring of bees and one genie. When the genie is dead, it sets 12 triggers across the map. Each one of these switches, when tripped, reveals a mana pool and some crab eggs to dispose of the mana if you can't get it first.

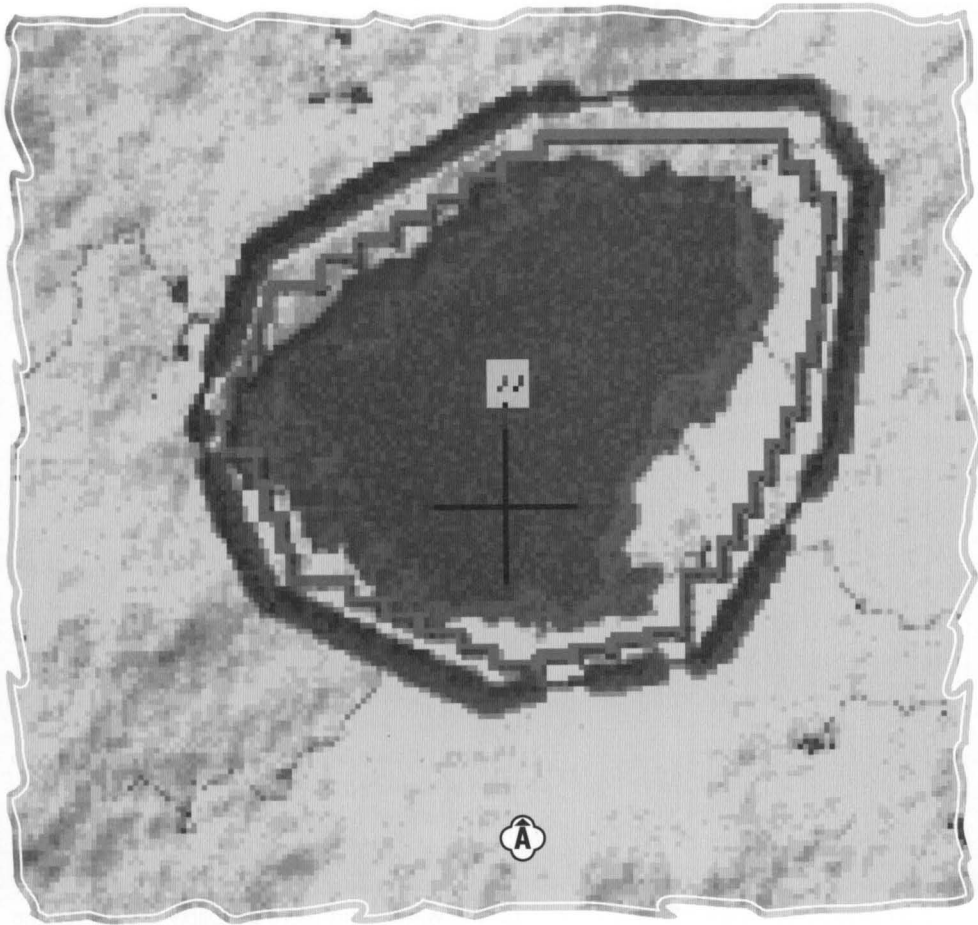
Rival Wizards. Note that due to a beneficial glitch in the program (see p. 204), the other wizards won't actually be able to learn the spells marked as learnable if you're playing through *The Hidden Worlds* in order.

VODOR			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

GRYSHNAK			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

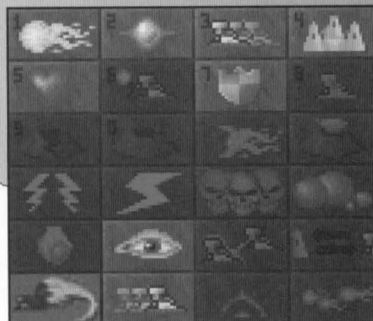
A255, P255, R255



Spell-Jars

None

Starting Spells



Mana
Needed

65%

MAHMOVD

1	2	3	4
5	6	7	8
9	10	11	
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

SEYD

1	2	3	4
5	6	7	8
9	10	11	
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

RASCHID

1	2	3	4
5	6	7	8
9	10	11	
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

ALHABBAL

1	2	3	4
5	6	7	8
9	10	11	
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

SCHEHERAZADE

1	2	3	4
5	6	7	8
9	10	11	
13	14	15	16
17	18	19	20
21	22	23	24

A255, P255, R255

World 24

~ AXMVHL ~

Let the waters of Axmuhl be thy guardian. Seek out their peace while thy foes are tossed by the wrath of the land, which shalt rise up beneath them and smite them sore. Yet thou mayest remain free from such turmoil, if thou accept the hospitality of the welcoming waters.

Getting Started. Build your castle out in the water. This is a kraken-free world, and there are lots of castle-bashing nasties waiting for you on land.

At the start of the level, spell-jars for *Accelerate*, *Rebound*, *Lightning*, *Possess*, *Castle* and *Fireball* (if for some reason you don't start with them) are all visible at (A). Claiming these spells will activate three *Crater* traps that knock a hole in the middle of the wall at 6 o'clock.

Lone Dragon. At the start the world is populated with lots of griffin (this world can produce up to 230 griffin), and one lone dragon. Kill the dragon, and a swarm of bees appear in the town at (B), guarding spell-jars for *Meteor*, *Invisible* and *Teleport*. A *Beyond Sight* spell-jar also appears elsewhere on the level.

When the Volcanoes Blow. When all the bees are dead, a wyvern and the rest of the griffin appear:

The rest of the available spells for this level also appear, scattered all over the map. Most of these spell-jars are guarded by a *Volcano* that will appear as you approach. These *Volcanoes* are the main reason you were smart to build your castle on the water (and there probably will be *Volcano* traps under at least some of your not-so-smart enemies' castles).

There are also a couple of *Volcanoes* that don't guard spell-jars, but do continue to erupt continuously once they're activated. The best way to deal with such menaces to navigation is to extinguish them by *Cratering* them down to the waterline.

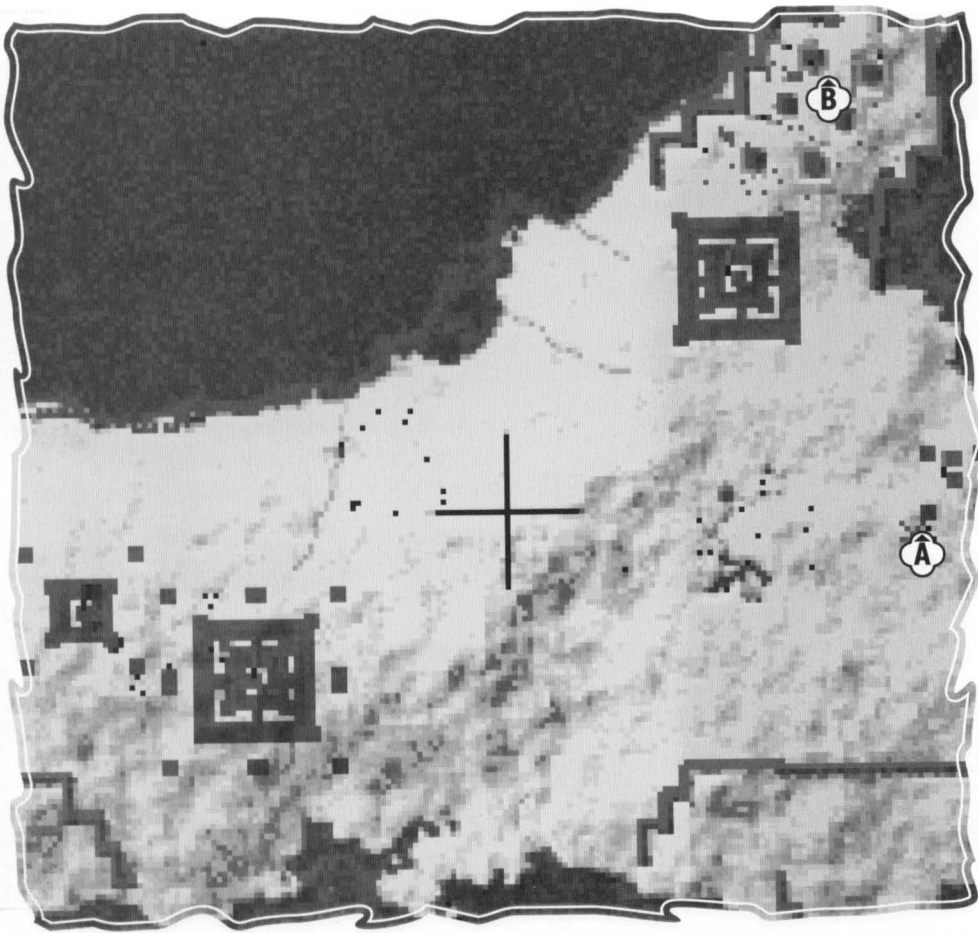
Last Wave. When the wyvern is dead, lots of worms, four skeleton armies and three genies appear all over the map.

VODOR (C7)			
1	2	3	4

A113, P255, R255

GRYSHNAK (C2)			
1	2	3	4

A105, P255, R255



Spell-Jars
None

Starting Spells

Mana Needed
75%

MAHMOVD			
1	2	3	4

A113, P255, R255

SEYD (C5)			
1	2	3	4

A128, P255, R255

RASCHID (C3)			
1	2	3	4

A180, P255, R255

ALHABBAL			
1	2	3	4

A159, P255, R255

SCHEHERAZADE (C5)			
1	2	3	4

A146, P255, R255

World 25

~ ABNASUR ~

Though they seemeth unpreposing, the marshlands of Abnasur are the keystone upon which all else hangs. Here lieth the end at last of thy long quest. Thine enemies here shalt make their last stand against thy purpose. Conquer, and all thou seekest shall be thine.

Starting Out. The map starts out covered in griffin and worms. Hidden switches over all bodies of water will call one kraken each when they're triggered.

The *Crater* spell can be found by flying over a hidden trigger at **(A)**.

There's a trap at **(B)** which summons a ring of dragons, sets off a *Volcano* trap, and sets the triggers for lots of *Steal Mana* traps in the immediate vicinity.

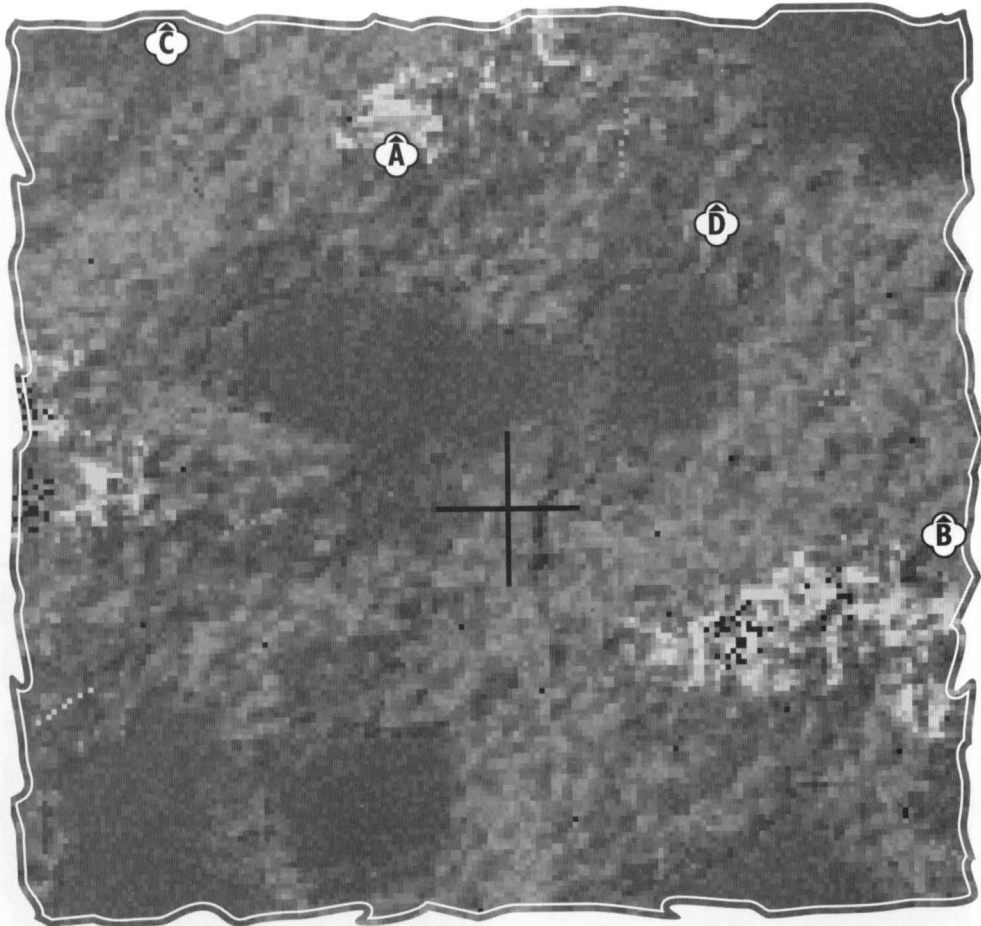
Griffin Extinction. When all the griffin on the level are dead, a switch appears at **(C)** which will call four *Volcanoes* guarding a blue *Volcano* spell-jar.

Post Mortem. When all the griffin, kraken and worms have been killed, a genie appears at **(D)** with a flight of vultures over the lake at 3 o'clock.

When the genie dies, a standing stone appears at **(D)** which will summon a blue *Earthquake* spell-jar when approached.

VODOR			
1	2	3	4
5	6	7	8
■	■	11	■
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

GRYSHNAK			
1	2	3	4
5	6	7	8
■	■	11	■
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			



Spell-Jars **Starting Spells**

None

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

Mana Needed
70%

MAHMOUD			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

SEYD			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

RASCHID			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

ALHABBAL			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A255, P255, R255			

SCHEHERAZADE			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
A110, P114, R109			

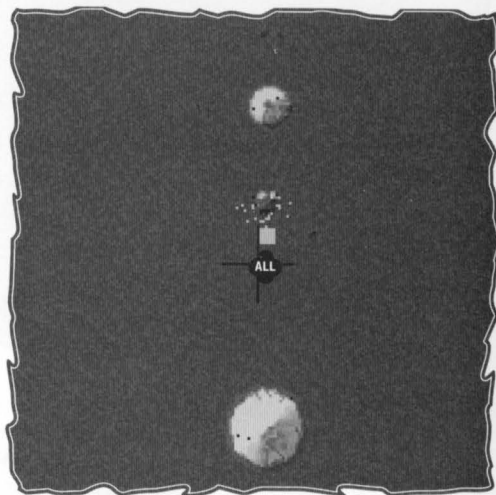
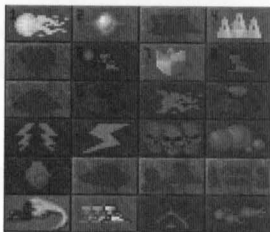
Hidden Worlds Multi-Player

If the names and landscapes of the multi-player worlds look somewhat familiar, it's not surprising. The names of these ten levels are taken from the first ten hidden worlds, but the maps are taken from worlds 16 through 25. For the most part, the contents of these worlds are exactly the same as the corresponding single-player worlds, but a few have been tweaked a little for the sake of multi-player balance, as noted below. You'll probably find that, even when the maps are exactly the same, a multi-player game plays completely different than a single-player game.



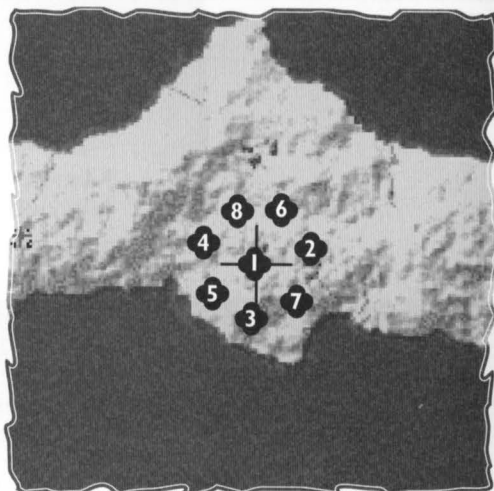
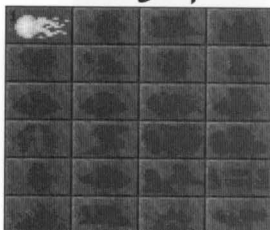
Identical to World 16: Cassida (pp. 192-193).

Starting Spells



Players start out grouped an equal distance from spell jars. Two flocks of vultures on map at start. Otherwise identical to World 17: Illyum Gar (pp. 194-195).

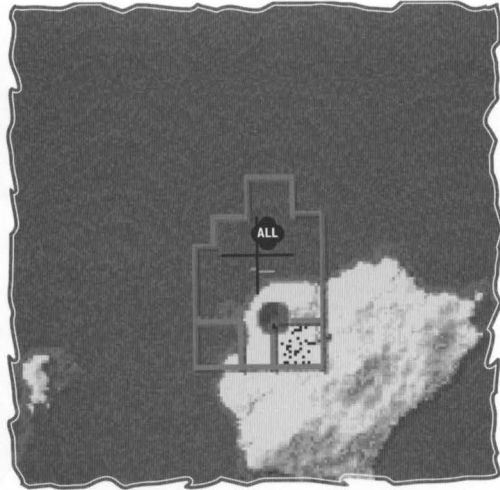
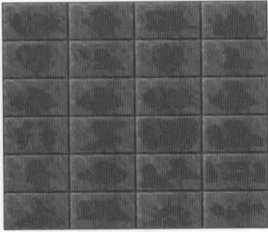
Starting Spells



ESYPHIUM

Identical to World 18: Haj Vonor (pp. 196-197).

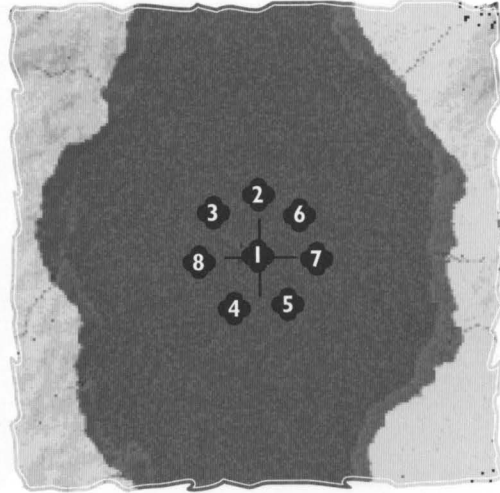
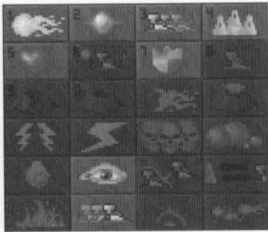
Starting Spells



BARABBAN

Except for placement of players, identical to World 19: Enzanidor (pp. 198-199).

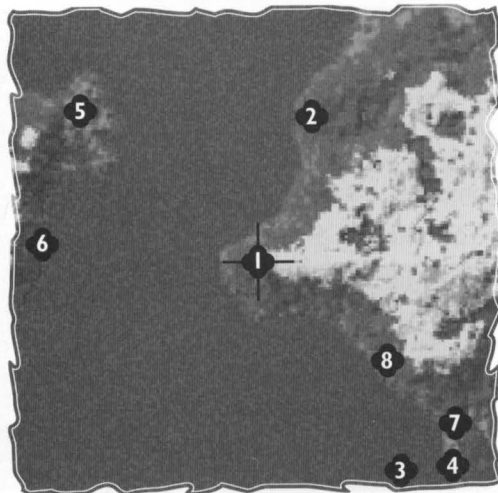
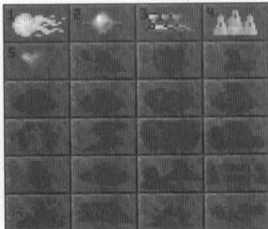
Starting Spells



TERVILAR

Virtually identical to World 20: Adra Geria (pp. 200-201). There's one additional significant switch near (A) that releases a swarm of bees over the ocean.

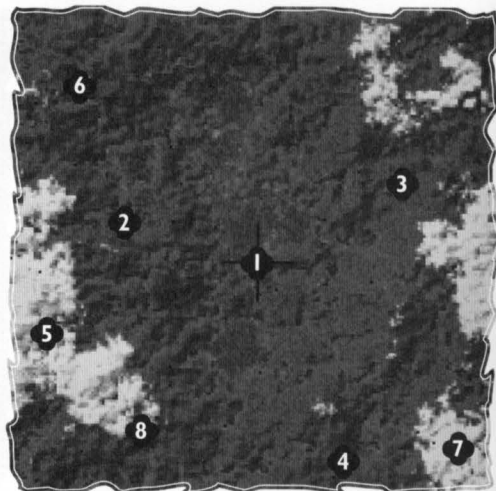
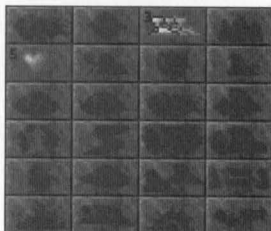
Starting Spells



IMNARA

Identical to World 21: Krethe (pp. 202-203).

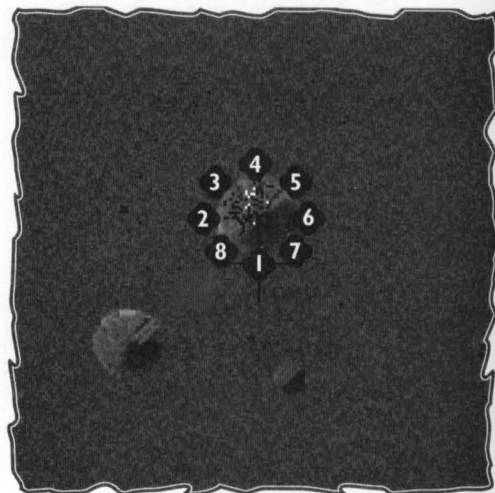
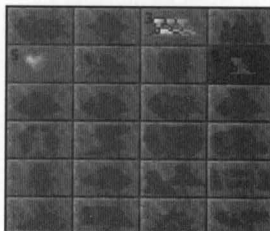
Starting Spells



KOVVPI

Identical to World 22: Wassat (pp. 204-205).

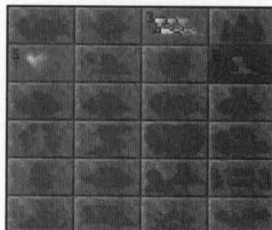
Starting Spells



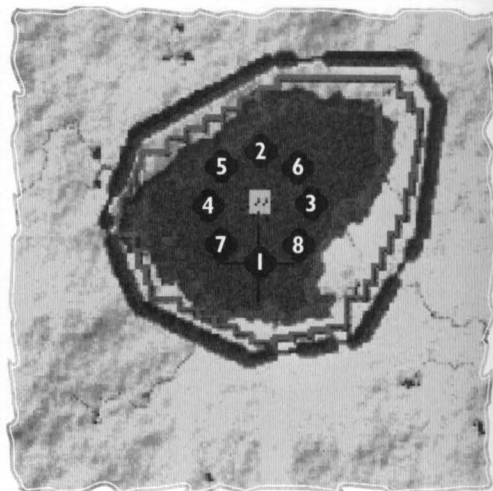
FAYAODD

Like World 23: An lafud (pp. 206-207), except that when the first kraken is killed, more wyvern appear, and three spells appear outside the walls: *Meteor* (which produces crabs when taken), *Beyond Sight*

Starting Spells



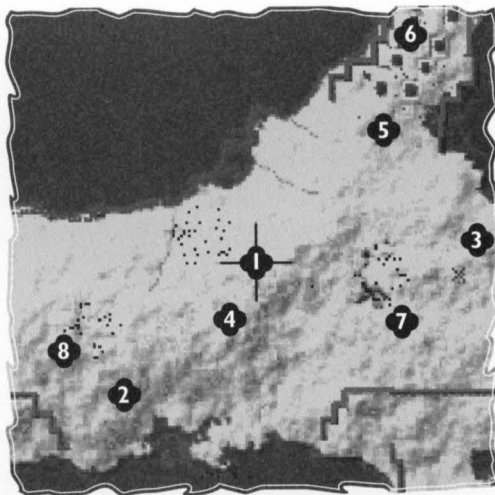
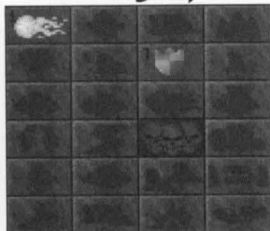
(moved from inside the walls in single-player; it produces griffin when taken), and *Teleport* (taking it summons a genie).



RAMA'Q

Except for the obvious fact that none of the players has a castle at the start, this world is identical to World 24: Axmuhl (pp. 208-209).

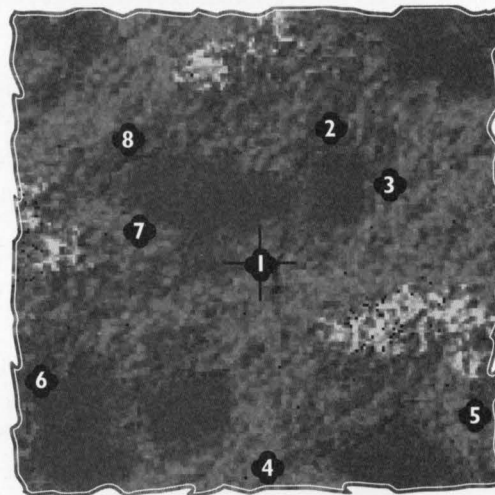
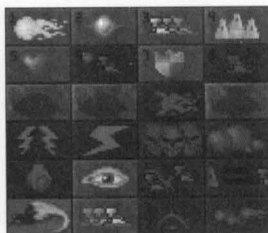
Starting Spells



HALAJ

Identical to World 25: Abnasur (pp. 210-211).

Starting Spells



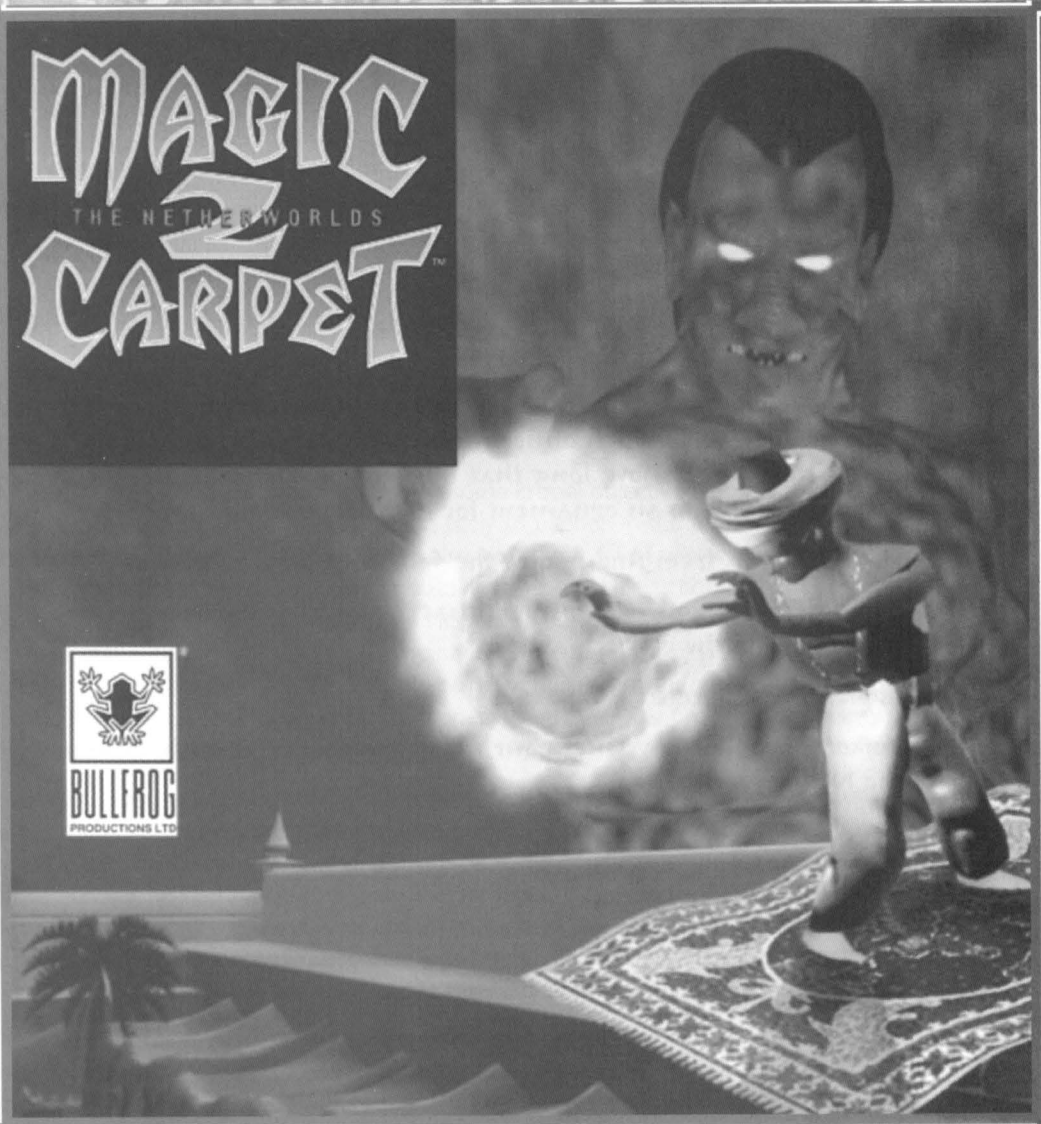
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MAGIC THE NETHERWORLDS CARPET™



MAGIC CARPET 2



Kafkar: When you're a wizard trapped in the Netherworlds, and its demon overlord discovers which dimension you've just come from, you have good reason to wonder how long that dimension has left, before said demon transforms it into an ornament for his throne room.

Vissuluth: I am free! And I smell the fear of mortal men.

Kafkar: Then you remember that promising apprentice you once introduced to the eldritch arts ...

Apprentice: No! Master?

Kafkar: I see you have met your new neighbor, Vissuluth, Demon Lord of the Netherworlds.

The important thing to keep in mind, when making the transition from *Magic Carpet* to *Magic Carpet 2* is that while the newer game is an improved and enhanced version of the original, it's still at heart the same game. While you may be firing different spells at different monsters, the actual tactics of flying and spellcasting remain pretty much the same. That means all the tactical advice in the first part of this book still applies to *Magic Carpet 2*.

Even though the heart of the game remains unchanged, however, there are several new aspects that players need to be aware of.

Cheats

To activate the cheat mode for *Magic Carpet 2*, hit , then type WINDY. The actual cheat commands are the same as those found on p. 14.

To enter a specific level, type NETHERW -LEVEL XX, where XX is the level number (00-24 for single-player levels; 30-34 for the secret worlds). To access multi-player levels, set up a normal network session. The game will then pit you against seven computer wizards.

Objectives

Perhaps the most fundamental difference between the original game and the sequel is the addition of objectives. Whereas before the point in each world was the same — survive long enough to accumulate enough mana to restore equilibrium — now there are multiple tasks that are all essential to finishing the world. Whereas before monsters were just sources for mana and menaces to navigation, now you might have to clear out certain kinds of monsters completely to finish the world. Or destroy a certain building, or simply fly past a certain point.

You get your objectives from the spirit of Kafkar, your former mentor, who invisibly watches your actions and determines what you need to do next in your war against Vissuluth. You have to do everything Kafkar tells you to finish the world, but you do not necessarily have to do it at the exact moment he tells you.

Kafkar tends to take a rather hurried tone in his commands — “Quick,” “without delay,” “do not tarry” are all typical Kafkarisms. You are not, however, operating under any sort of time limit. If your first task is to take on a pack of manticores, you're well advised to prepare for that task by building a castle and harvesting a few goats, fireflies or other minor monsters to get your power levels up. Do not try to accomplish any given objective until *you* think you're ready for it. This is particularly important on those worlds where your only objective is to banish all the other wizards on the level.

It may happen that you accidentally accomplish some crucial objective before Kafkar actually tells you what that objective is. This is most likely to happen in the form of killing a rival wizard before you're actually told to, but can also take the form of wiping out all the monsters of a certain kind, destroying a certain building before its destruction becomes mandatory, etc. When you're just playing through the game you'll probably never realize you've jumped the gun — if the objective is accomplished by the time Kafkar would normally give it to you, he simply says nothing about it. If you're working from the walkthroughs in this book and you don't see a given objective appear on screen, it's probably because you accomplished the task earlier than expected.

You are also under no time limit to finish any given world, despite the fact that Kafkar usually urges you to move on the instant the gateway appears. In fact, there are more incentives to linger and clean out the world in this game than there were in the original *Magic Carpet*, since repeated effective spellcasting adds to your overall experience. If you're busy cleaning out a level and the exit is visible, be careful not to get too close to the exit mark — it might pull you right through before you're ready to leave.

Hanging around after the world is finished also increases your chance of finding experience scrolls. In fact, on many worlds the switch to reveal extra experience scrolls isn't even set until all your objectives are completed. Even then the experience usually doesn't just appear — you have to fly around and do something to get it. Entrances to secret worlds also often don't appear until late in the world — often about the same time that the main exit appears — and when they do appear, they're camouflaged and need to be ferreted out.

In short, don't be in a hurry to leave the level until you're convinced that you've got everything you might want out of it.

Experience And Scrolls

This is one of the completely new elements in *Magic Carpet 2*. Not only do you get more spells as the game goes on, but you also get better at casting the spells you already know, so as to make them more powerful, or produce more diverse effects.

Each spell has three different modes — a basic, intermediate and advanced level. The number of variations for any given spell depends on the amount of experience you have accumulated.

The basic way to get experience with a spell is to use that spell. You cannot, however, get experience from just casting spells at thin air. Offensive spells have to hit something to gain experience, and defensive spells have to actually protect you. This is the most important reason to stay around to clean out a world even after all the specific objectives have been conquered. Each successful casting of a spell gives you one experience point applied to that spell.

Few players, however, will use every spell enough to get all of them all the way up to the third level of power. You'll probably have a few favorite spells that you stick to most of the time. If casting spells were the only way to gain experience, this would mean that your favorite spells will rapidly "max out," while other spells — less familiar but potentially just as interesting — are left to languish at starting level. This could in turn leave you high and dry just at the exact moment when you could really use a high-power version of some less-favored spell.

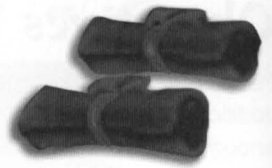
The solution to this dilemma is experience scrolls — little diploma-shaped gifts that increase the player's experience globally, giving the unused spells a chance to improve as well. They can also greatly accelerate the rate at which your favorite spells increase in power. Each scroll adds four experience points to every spell you know at the time you pick up the scroll.

Experience scrolls are usually rather hard to find (they appear on the world map as flashing red squares), and they often don't become available until late in the world, as an optional extra reward for accomplishing your objectives.

They are seldom found along your way towards accomplishing some specific objective, and they are never an objective all to themselves. You usually have to go a bit out of your way to find them. It's possible to go through the entire game ignoring the existence of experience scrolls completely, but putting a little bit of extra effort into finding and claiming scrolls will definitely pay off in both the short and the long term.

Once you get to third level in a given spell, that spell has improved as much as it can, and no longer accrues experience points. If you've achieved maximum power in all spells, experience scrolls no longer do you any good, since you have nothing more to improve.

Because in network games experience doesn't carry over from world to world (and also because any player can take any experience scroll that shows up), it takes less experience to improve any given spell, and experience scrolls each provide *ten* points of experience to all known spells.



Secret Worlds

Hidden along your route through the netherworlds are five secret worlds. You don't have to visit them to finish the game, and their entrances are usually concealed. Each secret world can only be accessed through one specific "regular" world. You can play through the entire game without even noticing they exist. Their exact positions and the directions for finding them are listed in the walkthroughs (they're not listed here, for those who wish to seek them out on their own).

The secret worlds are treasure-houses. They're loaded with extra experience scrolls, and even allow you to pick up a couple of high-power spells several levels earlier than you would have in the normal course of things. Visiting and beating a secret world is a guaranteed power boost. They usually involve a tough fight, and a few puzzles, but they're not loaded with traps and they're never visited by other wizards.

The entrances to the secret worlds usually don't appear until late in the world, and even then they're hidden, often by a building. If you encounter a large and sinister-looking building that you're pretty certain didn't exist a minute ago, it's a pretty good idea to blast away at it for awhile, just in case it happens to conceal the entrance to a secret world.

Multi-Player Levels

Magic Carpet II has ten multi-player levels that vary in complexity. These worlds are similar in structure to the single-player missions, with a few minor differences.

Objectives. Unlike the single-player levels in *Magic Carpet 2*, the multi-player worlds don't have specific objectives. Instead, your primary goal is to destroy all other enemy wizards (and stay alive in the process). For this reason, the "final objective" trigger that opens up the exit portal is always active at the start of the level. (Note: Be careful whenever you see the demonic mouth ... if you fly too close to it, you'll kick yourself right out of the level before you're ready.)

Spells. Spells are not cumulative in multi-player levels. In other words, that really cool *Duel to the Death* spell you pick up on one level won't be in your spell book for the next multi-player world. The plus side is that there are usually plenty of spell jars, and lots of experience scrolls that will boost your spell abilities and allow you to cast spells at higher levels.

Winning the Level. To win a multi-player level, you must destroy all other wizards and find the exit. You don't need a specific amount of mana to win — you just have to evict the other players and survive long enough to leave through the portal.

Chat. As in *Magic Carpet*, you can chat in multi-player mode by pressing **[I]**, then typing a message. (Refer to the playguides for each game for specific how-to information.)

Forms. In multi-player mode, you're allowed to choose how your wizard appears to others. To change your form, click on the obelisks on either side of the current character in the network screen. During the game, each wizard has a specific color for flags and possessed mana:

Single Player Wizard Order



Other Wizards

In *Magic Carpet 2*, walls that you can't go over will, thankfully, block the progress of other wizards with equal efficacy.

There's only one real significant difference between the rival wizards of the original game and Vissuluth's lieutenants in *Magic Carpet 2*. In addition to the three stats that regulated a wizard's behavior in the first game (Aggression, Reflexes and Perception — see p. 22) there's a fourth stat, simply called Life. In general terms, this controls how easy the wizard is to kill, and also affects how tough his castle walls are. A third-level castle built by a wizard with a Life of 150 will be much easier to reduce than one built by a wizard with a Life of 255, and the wizard himself will go down much faster.

Generally speaking, rival wizards don't show up nearly as often as they did in the previous game. In those worlds where they do appear, you'll always get all the wizards you've met up until that point, often with one or two new ones being introduced. On worlds with wizards, fighting them tends to be the focus of the world.

SPELLS

One of the most wonderful things about *Magic Carpet 2* is that the netherworlds are completely free of those pesky mana vampires. Once you get a spell, you keep that spell for the rest of the game. One spell, *Cave In*, only appears in underground worlds, but that's just because it only works on those worlds.

Spell Statistics

Damage is the number of points inflicted by an offensive spell. An (auto) indicates that the spell will continue to fire at its maximum speed for as long as you keep the button pressed and your mana holds out.

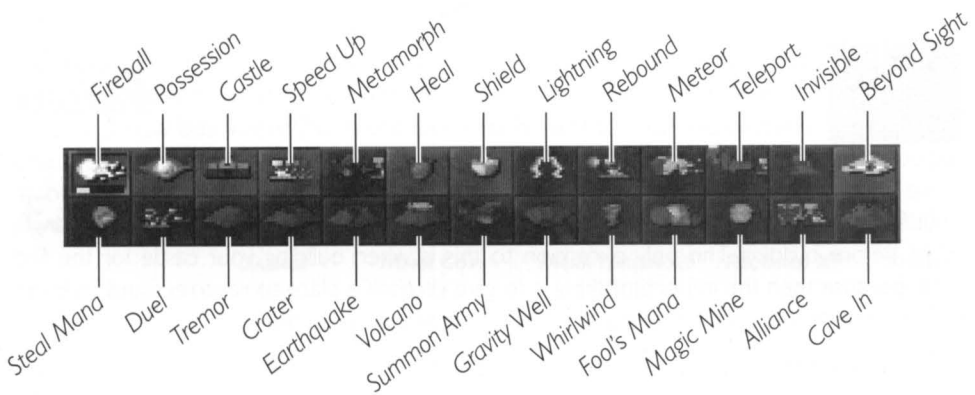
Mana Cost is the amount of mana drained from your personal energy reserves by each casting.

Mana Threshold is the amount of mana you need to have stored in your castle before the spell will activate, allowing you to cast it.

Required XP is the amount of experience required to increase that spell to the next level. The value given for third-level spells is the total experience required, not the amount above the second level. The first value is for a single-player game, the second for a multi-player network game.

Speed is an arbitrary measure of the amount of time that must pass between castings. The actual real-world time for each spell depends on your computer; but a spell with a higher speed rating takes longer to re-cast than one with a lower rating.

Duration is an arbitrary unit to measure the relative time different spells' effects last. A spell can have either a speed or a duration, not both.



Alliance

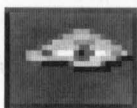
	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Alliance 1	n/a	800	8,000	0/0	33
Alliance 2	n/a	800	10,000	280/70	33
Alliance 3	n/a	1000	20,000	280/70	33



Actually recruits monsters to fight on your side against other wizards. The higher the level, the wider the radius in which monsters are affected, and the longer the duration. Like *Summon Army* and *Magic Mine*, this is an entertaining offensive spell that only works against other wizards and their castles.

Beyond Sight

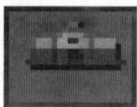
	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	DURATION
Beyond Sight	n/a	3000	0	0/0	101
See Invisible	n/a	4000	0	120/30	101
True Sight	n/a	6000	0	200/50	101



The first level spell acts like the original *Beyond Sight* (p. 34), and the second allows you to (as the name suggests) see invisible wizards. The final level combines both abilities. With the addition of the *Attack Invisible* option, *See Invisible* may well be an indispensable ability, particularly in multi-player games.

Castle

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Castle	special	1000	0	0/0	101
Fire Tower	special	2000	0	60/20	101
Lightning Tower	special	2500	0	100/25	101



The first-level *Castle* spell works as it always has (p. 29). The *Fire Tower* and *Lightning Tower* levels, which automatically fire spells at attackers, are quite effective defenses, combined with your archers. On crowded worlds, you can expect to find some loose mana to clean up any time you return to your castle when using these defenses — the remains of overeager minor monsters. In general, never build an undefended level when you can use a defended option instead, even if it means waiting a while before building. The only exception to this is when building your castle for the first time, because then the important thing is to give yourself a place to resurrect, and trying to gather enough mana for a first-level defended castle can be suicidal.

If you combine the different types of *Castle* (say, using level one for your first two castle levels, then switching to *Lightning Tower*) the castle is fully protected by the most recent casting.

Cave In

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Cave In 1	100	1000	0	0/0	31
Cave In 2	200	1500	2,500	200/50	51
Cave In 3	300	2000	10,000	200/50	61



This spell only works underground, and will only be visible on the spell display in subterranean levels. It causes a huge stalactite to grow between the ceiling and the floor of the cavern, sealing off passageways or whole rooms. The higher the spell, the bigger the cave-in.

Crater

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Crater 1	750	6000	10,000	0/0	31
Crater 2	750	6000	12,500	160/40	41
Crater 3	750	7500	15,000	160/40	51



This is just like the original *Crater* spell (p. 31), only the size of the hole changes at the level increases. Crater spells are extremely useful in underground levels, because they can be used to dig out passageways to sealed-off chambers.

Duel

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Duel	n/a	2500	10,000	0/0	17
Mana Drain	special	3000	15,000	360/90	17
Health Drain	special	5000	20,000	480/120	17



The first level of the spell is the same as the original version (p. 35), the second level combines the *Duel* with the debilitating effects of the original *Steal Mana*, and the final level actually turns the *Duel* itself into an offensive weapon, steadily draining life-points from the victim.

Earthquake

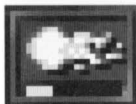
	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Earthquake 1	400	10,000	18,000	0/0	51
Earthquake 2	400	12,000	24,000	240/60	61
Earthquake 3	400	15,000	30,000	280/70	71



Like *Crater*, the *Earthquake* spell is just like the original, except with various power levels. *Earthquake* is even more useful than *Crater* underground, since a single casting can bore a long tunnel through solid rock.

Fireball

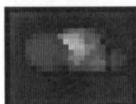
	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Fireball	250	100	0	0/0	5
Rapid Fireball (auto)	450	100	0	260/100	3
Fire Storm	650	200	0	510/150	11



The first level of this spell corresponds to the familiar *Fireball* spell from the original game (p. 28), while the second level is identical to the old *Rapid Fireball* spell (p. 37). The third level is new, and is a low-power, area-effect spell.

Fool's Mana

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Fool's Mana	200	1000	5000	0/0	31
Rapid Fire Fool's Mana	350	1000	10,000	120/30	31
Lightning Fool's Mana	600	1200	10,000	180/45	31



Creates fake mana balls that turn into projectiles flying in the face of whoever tries to *Possess* them. The first level releases a *Fireball*, the second a barrage of fireballs, and the third a *Lightning* attack. This deceptive spell is mostly an annoyance and distraction at early levels. Later on, it becomes more of an actual offensive threat, although it's doubtful that any amount of *False Mana* will ever actually bring down an enemy by itself.

Gravity Well

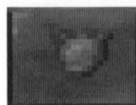
	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Gravity Well 1	750	7500	10,000	0/0	31
Gravity Well 2	1500	15,000	20,000	200/50	51
Gravity Well 3	3000	30,000	40,000	200/50	61



Gravity Well creates a vortex in the landscape that sucks down everything above it. This powerful and visually impressive area-effect spell is entertaining to use both against enemy castles and crowds of monsters.

Heal

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Heal	n/a	100	0	0/0	31
Aid	n/a	100	0	300/75	41
Constitution	n/a	150	0	800/200	51



Functionally the same as the original *Heal* spell (p. 29). But unlike that spell, where the amount of damage restored was dependent on your personal mana level, the first two levels of the spell have a set maximum amount they can restore (up to your normal full health). The first level pushes your health bar up a small amount, the second restores significantly more, and the third level restores all your health, if you have enough mana to cast it at all.

Invisible

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	DURATION
Invisible	N/A	1000	1000	0/0	101
Possess Invisible	N/A	2000	3000	180/40	203
Attack Invisible	N/A	3000	4000	200/50	203



The first level is identical to the original spell (p. 30), the second allows you to cast *Possession* without losing your invisibility, and the third allows unlimited offensive spellcasting while still *Invisible*. This last ability is not quite the super-weapon it seems, due to the addition of the *See Invisible* spell.

Lightning

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Lightning (auto)	250	250	750	0/0	3
Thunderbolt	400	500	3000	600/150	5
Thunderstorm	800	750	6000	1000/250	5

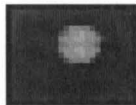


The first level spell is identical to the original *Lightning Bolt* spell (p. 32). It's not quite the key offensive spell it was in the first game, due to the absence of monsters with the *Rebound* spell and the generally improved efficiency of *Meteor*, but it's still the best weapon by far against other wizards.

The second level is identical to the old *Lightning Storm* spell (though it's now called *Thunderbolt*), while the third level (here called *Thunderstorm*) creates twin *Thunderbolts* with the target caught in a crossfire between them.

Magic Mine

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Magic Mine 1	1000	10,000	20,000	0/0	7
Magic Mine 2	3000	10,000	20,000	120/30	7
Magic Mine 3	16,000	15,000	60,000	200/50	7



Creates a magical ball that will attack any wizard that approaches. After being cast, this spell must be "primed" by firing any offensive spell at the mine. Once primed, the mine becomes invisible to everybody except the original caster, and its offensive powers activate. This is another spell that's only useful against other wizards. Successive levels last longer and do more damage. Note that the damage totals above are cumulative — the per-shot totals for the three levels are 500 at first, 750 at second, and 2,000 at third.

Metamorph

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	DURATION
Metamorph 1	n/a	5,000	20,000	0/0	251
Metamorph 2	n/a	7,500	20,000	80/20	355
Metamorph 3	n/a	15,000	25,000	80/20	455



Ostensibly, this spell changes you into a monster — bee or firefly on the first level (depending on whether it's used in a day or night level), cymmerian and wyvern on the subsequent levels. The spell doesn't effect your speed, attacks or defenses in any way. What it does do is make other wizards (it doesn't affect monsters) react to you as though you were a monster, which makes it a lot less likely that they'll go out of their way to attack you. It's basically a limited *Invisibility* spell. It's probably most useful in multi-player worlds, where you'll actually show up on the other players' screens as the monster in question.

Meteor

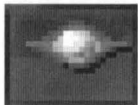
	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Meteor 1	2000	1000	5000	0/0	21
Meteor 2	3000	1000	6000	200/50	37
Meteor 3	4500	1500	7500	200/50	51



In *Magic Carpet 2*, *Meteor* at last takes its proper place as the primary offensive spell of the game because (a) the *Meteor/castle* bug has been exterminated, (b) the first-level *Meteor* spell activates at almost the same time as *Lightning* does, and (c) there are fewer rival wizards and no monsters with *Rebound*, making it much less likely you'll end up eating your own *Meteor*. Successive levels of this spell just do more damage to a bigger blast radius.

Possession

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Possession	n/a	1	0	0/0	3
Mana Magnet	n/a	100	0	400/100	41
Mana Lock	n/a	1000	2000	600/150	151

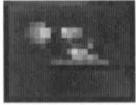


The first level is the same basic *Possession* spell (p. 28), and the second corresponds to the *Mana Magnet* spell (p. 34). The third level is new, and combines the effects of the second level with a new effect — once claimed by *Mana Lock*, that mana cannot be stolen by another wizard unless he is also using *Mana Lock*.

One difference between *Possession* levels 2 and 3 and the older *Mana Magnet* spell is that the *Possession* spell can be used on wizard's skeletons and buildings.

Rebound

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	DURATION
Rebound 1	special	2500	5000	0/0	55
Rebound 2	special	2500	5000	120/30	111
Amplify	special	5000	7500	120/30	111

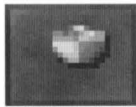


The first level is the same as the original *Rebound* spell (p. 30), and the second level is the same thing with extended duration. The third-level *Amplify* variation is lots of fun, particularly against sentinals.

Remember, *Rebound* (in all its forms) still offers no protection from *Lightning*, and wyvern are still immune to their own *Rebounded* attacks.

Shield

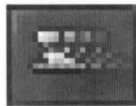
	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	DURATION
Shield 1	n/a	1000	0	0/0	201
Shield 2	n/a	1000	0	120/30	401
Invulnerable	n/a	2000	0	280/70	501



The first two levels are identical to the original *Shield* spell (p. 30), only the durations differ. The third level will always completely stop the first attack that hits it, but after that it deteriorates rapidly, in proportion to the amount of damage thrown against you.

Speed Up

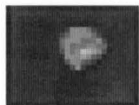
	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	DURATION
Speed Up	n/a	1000	0	0/0	301
Super Speed	n/a	1000	0	140/35	451
Super Speed Plus	n/a	1000	0	160/40	501



The updated equivalent of the old *Accelerate* spell (p. 28) with the *Accelerate (Backwards)* spell mixed in. This one is a bit sneaky — note that the highest level of *Speed Up* (four times normal speed) is the default value for the old *Accelerate* spell. On the plus side, the spell works in whichever direction you're going, forward or backwards. Also note that your duration improves with your level.

Steal Mana

	MANA STOLEN	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Steal Mana	2000	500	1000	0/0	21
Double Steal	4000	500	2000	400/100	21
Ransack	10%	1000	4000	800/200	21



Other than the amount stolen, the first two levels of this spell are basically the same as the original (p. 34). The *Ransack* option is new, however, and it allows you to actually permanently reduce another wizard's castle mana and add it to your permanent store, without having to reduce his castle.

Summon Army

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Summon Army 1	special	800	5000	0/0	33
Summon Army 2	special	800	5500	120/30	33
Summon Army 3	special	800	6500	160/40	33



Summon Army is the equivalent of the old *Undead Army* spell, although the spell curiously leaves skeletons out of the monster rotation. The first level summons eight bees (on day worlds) or fireflies (on night or cavern worlds), the second calls four cymmerians, and the third level summons a pair of wyvern. *Summon Army* creatures will only attack wizards and their castles — it won't do any good against other monsters. Also, *Summon Army* creatures vanish when their initial target is destroyed (or if they can't find a target at all).

Teleport

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Teleport 1	n/a	5000	1000	0/0	31
Teleport 2	n/a	2500	1000	200/30	11
Castle Port	n/a	6000	2000	200/30	1



The first-level *Teleport* spell is actually more limited than the original (p. 35). It will take you back to your castle, but won't take you anywhere else. The second-level spell is more equivalent to the original spell, and also note the reduced mana cost and faster speed. Finally the third level *Castle Teleport* is a neat variant that will take you around to all the other wizards' castles in turn (in the usual order — red, blue, green and so on), where you can leave presents, just like Santa. Your own castle and the point from which you originally cast the spell are also included in the rotation. You have to cast the spell separately, for each stop along the way.

Tremor

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Tremor 1	20	2000	10,000	0/0	31
Tremor 2	40	3000	12,000	160/40	41
Tremor 3	50	4500	15,000	200/50	61



This new low-power, wide-radius area-effect spell causes the earth to shake, doing damage against both buildings and land-bound creatures.

Volcano

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Volcano 1	750	12,000	20,000	0/0	63
Volcano 2	800	12,000	20,000	280/70	73
Volcano 3	1,000	15,000	25,000	320/80	83



Volcano is still the old familiar standard from the original game (p. 32). Higher levels just make it bigger and more dangerous.

Whirlwind

	DAMAGE	MANA COST	MANA THRESHOLD	REQUIRED XP	SPEED
Whirlwind 1	100	1000	0	0/0	31
Whirlwind 2	200	1500	2500	200/50	51
Whirlwind 3	300	2000	10,000	200/50	61



A totally new offensive spell which creates a slashing, tornado-like wind storm. Note that the damage accrues continuously for as long as the victim stays in the grip of the wind.

MONSTERS

Monster Statistics

Health is the number of points of damage the creature can take before being destroyed.

Mana is the amount of mana created when it's destroyed (typically half of Health).

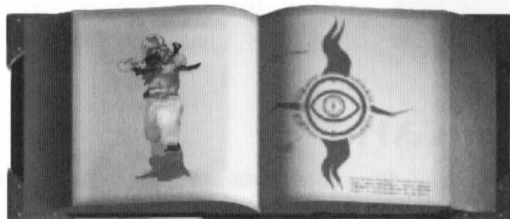
Damage is the amount of damage the creature inflicts when it attacks. The damage listed is per shot; (auto) means that the creature attacks in multi-shot bursts.

Archer

Life 1000

Mana 500

Damage 500



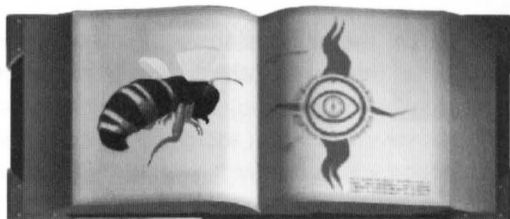
Just like the archers in *Magic Carpet* (p. 39).

Bee

Life 3000

Mana 1500

Damage 200



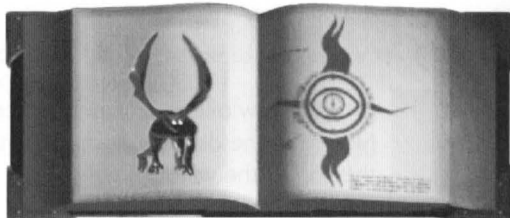
Very much like the bees from *Magic Carpet* (p. 39), except they don't usually appear in such dense or numerous swarms.

Cymmerian

Life 7500/80

Mana 3750 X 3

Damage 300/castle damage: 60



One of the most aggressive monsters in the game. Persistent and annoying, but not extremely dangerous unless encountered early on in large numbers.

Far more vexing than the cymmerians proper, however, are the three little castle-eating bugs the creatures turns into when "killed." The bugs seem to have a second or two of invulnerability after they're created, to let them disperse rather than just being wiped out by an extra Meteor after you kill their "parent."

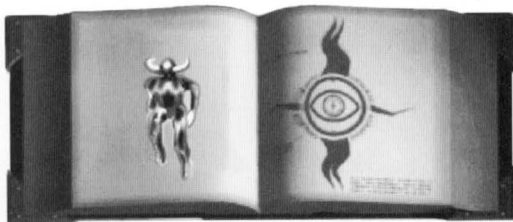
The bugs are extremely fast, but the really annoying thing about trying to hunt them down is the way they hide behind your own castle walls. You either have to catch them as they come over a wall, or shoot along a wall as they come across in front of you. The bigger your castle, the more frustrating bughunting becomes. The best castle level for hunting bugs is second level, which has no walls for them to hide behind.

Devil

Life 1000

Mana 1000

Damage 400



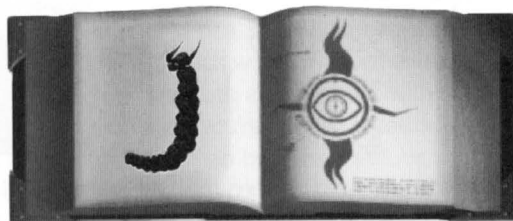
Although only really dangerous in very large groups in very close quarters, devils are extremely aggressive, and on any world that has them you'll have to periodically clear them out of your way and off your castle. They are surprisingly good at hitting you from ambush. Small and agile, the preferred weapon against devils is *Meteor* or another area-effect spell.

Dragon

Life 4000

Mana 4500

Damage 500



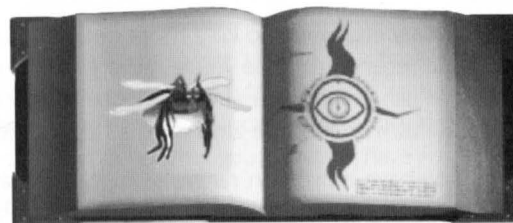
Of all the creatures brought over from the original *Magic Carpet*, the dragon is the most extensively redesigned. These new dragons aren't quite as hard to kill as they used to be, but they're much faster, more agile and generally harder to hit. As before they're persistent in the chase, and usually solitary. If two or more dragons do gang up on you, you're in much more danger than against just one.

Firefly

Life 600

Mana 300

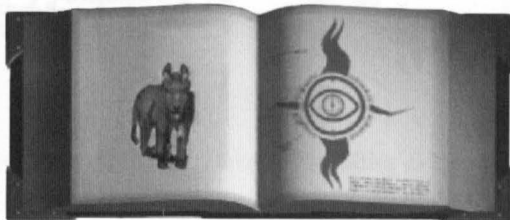
Damage 300



Like bees, only nocturnal and less aggressive — fireflies never attack first. Once they are riled, they do have a much longer-range attack than bees, but they're more sluggish and easier to hit and evade.

Goat

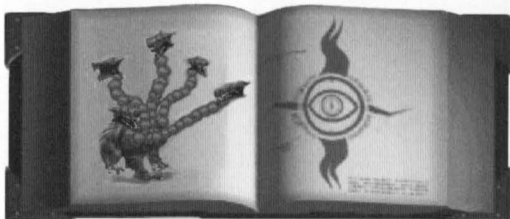
Life	600
Mana	300
Damage	none



Mana-on-the-hoof. Goats exist for only one reason: to be harvested for their mana. They're completely harmless.

Hydra

Life	920 to 1840
Mana	20,000
Damage	850



While the good-old wyvern may still be the single most efficiently destructive monster in the game, the hydra is, hands down, no contest, the toughest to kill. The life score given above is *per head*, of which there are seven, and they regenerate *fast*. To kill a hydra, you have to get all seven heads reduced to 0 at the same time. Fortunately their offensive capability, while respectable, isn't anywhere near their endurance. They fire powerful fireballs, but the rate of fire is surprisingly slow. They're also not extremely aggressive — unless you get very close to a hydra, it will probably ignore you. If it's fighting you at your castle, it might well just lose interest and wander off if you stop shooting at it for a few seconds.

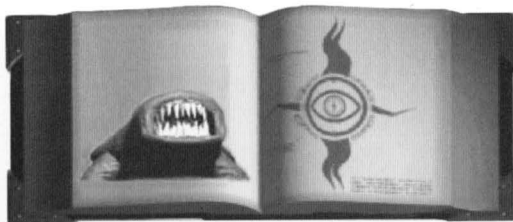
It's practically impossible to kill a hydra out in the open — you'll drain your power and then they'll just regenerate while you're recharging. You need to lure it over to your castle, where the castle can defend you and keep your energy levels high for spellcasting. Fortunately, a hydra will turn and charge anything that tags it with a spell.

Once you have a hydra in range, it's merely a matter of keeping the pressure on until it's dead. A good offensive strategy against a hydra is to put *Meteor* on one button, *Lightning Storm* on the other, both at the highest possible level. Then hit it with a continuous rotation of two *Meteors*, one *Lightning Storm* (pausing as needed to rebuild your castle, of course). Getting the hydra to stand between two lightning towers doesn't hurt either.

Hydras have one other endearing trait — a combat teleport. When they start to get wounded, they'll teleport a short distance away to regenerate. It's usually pretty easy to find a teleported hydra, and well worth the effort, since even after a teleport the monster will still be within striking distance, and you want to give it the absolute minimum possible regeneration time.

Leviathan

Life	8,000
Mana	4,000
Damage	2,000

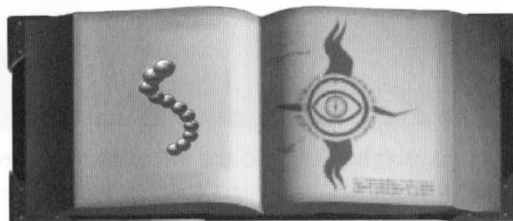


Leviathans are the only exclusively aquatic monster in *Magic Carpet 2*. They spend most of their time submerged, with only a tiny hump showing on the surface. Every so often, especially when they're angry, they'll raise themselves out of the water to strike at whatever happens to be handy (usually you). They're only really vulnerable in those couple of seconds they're partially out of the water.

The only reliable way to hunt leviathans is to use yourself as bait. Follow the hump around, at a low attitude, harassing the creature with offensive spells (which won't do much damage while the thing is submerged, but which will annoy it). When it rears to attack, blast it with the most devastating thing you have — *Meteors* are preferred. When you're hunting leviathans, keep a close eye on your life bar. It's easy to get away from a leviathan by gaining altitude and flying away, but it's also easy to lose track of just how badly damaged you are in the heat of the hunt.

Mana Worm

Life	n/a
Mana	Varies
Damage	n/a



Mana worms are completely immune to all your attacks, so don't waste your time. They can, however, be *Possessed*, which will cause the creature to undulate to your castle and be absorbed by the central tower. If you don't have a castle, you can't *Possess* a worm, and if your castle is destroyed, you lose all the unabsorbed worms you currently have *Possessed*.

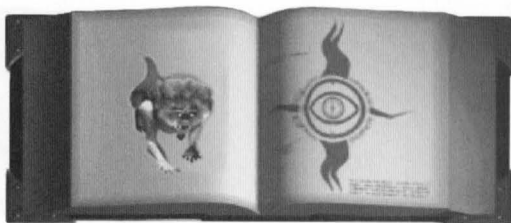
Mana worms are not high fliers, and sometimes one can get hung up on a mountain wall, or thick cluster of tall buildings, requiring you to break it loose by destroying the obstacle.

Manticore

Life 10,000

Mana 5,000

Damage 350



Manticores are tough, mean, fast and travel in packs. Their green stun-rays are more of an annoyance than a menace, but they can leave you vulnerable to the monsters' leaping attacks, which can be devastating, particularly when multiple monsters are involved.

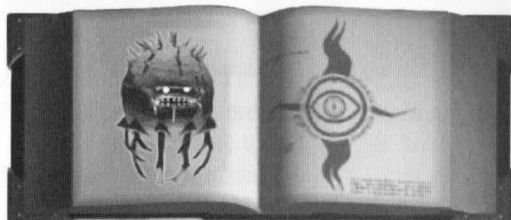
The important things to remember when fighting manticores are keep firing and try to run ahead of the pack — don't let yourself get surrounded. It also helps to fly high and attack from long range, to make it harder for a manticore to hit you with a leap.

Moon Dweller

Life 10,000

Mana 100 (initial)

Damage 500 (auto)



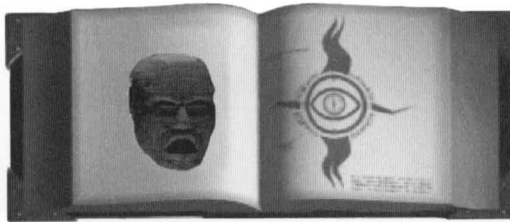
Moon dwellers spend most of their time floating in the upper stratosphere, far beyond the ceiling of your carpet. They show up on the all-seeing eye, but if it's too high the moon dweller won't be visible to the naked eye or within range of any spells. They only descend to eat mana, and every mana ball they eat adds to their mana total.

If you know a moon dweller is in the area, find a loose mana ball (preferably one that hasn't been *Possessed*, so your balloon doesn't get there before the moon dweller) and lurk as far away as you can get without losing naked-eye sight. When the moon dweller comes into sight above the mana, open up with everything you've got. Moon dwellers will also descend when the world's mana levels start to get low — usually they'll gravitate towards your castle.

A moon dweller has one of the most devastating offensive attacks in the game — a high-power barrage of lightning bolts that will rip right through most defenses (an *Invulnerability* spell is preferred, provided your energy levels are high). Your best bet is to hit first and to hit hard, and with luck take it out before it gets off a shot.

Sentinel

Life 36,000
Mana 18,000
Damage 500 (auto)

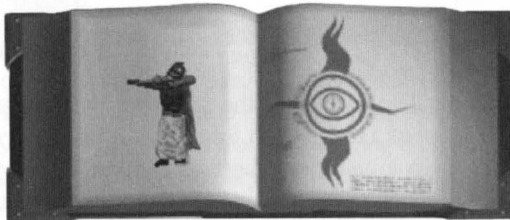


These floating stone heads are tough, but they have a glass jaw in the form of the *Rebound* spell. The best attack against a sentinel is its own attack thrown right back at it. A *Rebound* spell backed up by a reasonable level of personal mana makes sentinels almost embarrassingly easy to take out.

On the other hand, if you have to engage one without a *Rebound* spell for any reason, that's much tougher. Firing from behind your castle walls is always a good option, but if that's not possible, try to dart out from cover; hit the thing while it's not looking, then duck back down before it can turn around and blast you.

Skeleton

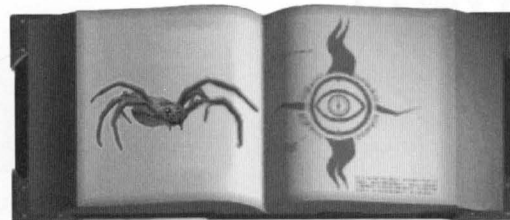
Life 1000
Mana 500
Damage 500



These animated bones are pretty much identical to the skeletons from the original game (p. 44). If anything, they're a bit more zealous in their desire to attack the living and turn them into new skeleton recruits.

Spider

Life 5,500
Mana 2,250
Damage 100



Spiders are surprisingly hard to kill, due to their speed and their excellent camouflage abilities. They try to pull you down to the ground with webs, then sink their fangs into you.

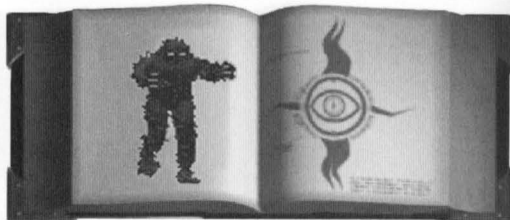
The worst thing about spiders is their tendency to attack from your blind spot right under the carpet. You'll have to do some fancy maneuvering or use the *Speed Up* spell to lure a stalking spider out into your line of fire. They also like to attack from dark, rocky areas where they're almost impossible to see. An area-effect spell like *Meteor* is extremely handy against a camouflaged spider.

Troglodyte

Life 16,000

Mana 8,000

Damage 1,500



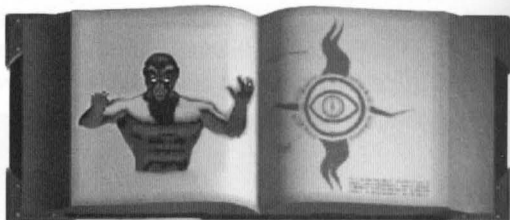
Big, tough and nasty, but slow. The biggest danger while attacking a troglodyte is that another trog will blindside you while you're distracted. Their attacks are severe, if they do manage to hit you. Staying high is a good way to avoid these creatures.

Vissuluth

Life 300,000

Mana n/a

Damage *Lightning, Fireball* 800
(auto) / *Meteor* 4,500



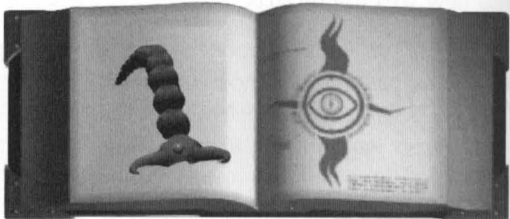
In the final encounter of the game you go up against Vissuluth himself. It's not particularly tricky — just a long, tough fight. Vissuluth is stationary during your battle, so your tactics are simple. Go in with your best defensive spell up (*Invulnerable* is recommended), your best offensive spell ready, and your personal mana levels high. Blast away until your mana or life gets dangerously low, then run or *Teleport* back to your castle. As soon as you recharge, do it all again.

Worm

Life 9,000

Mana 4,500

Damage 500



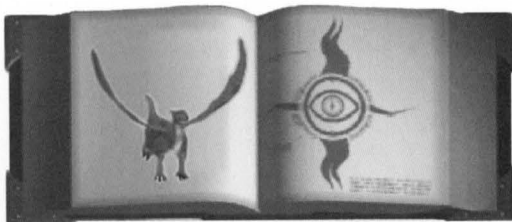
Other than some cosmetic improvements, this is the exact same monster from the original *Magic Carpet* (p. 45).

Wyvern

Life 60,000

Mana 30,000

Damage 500



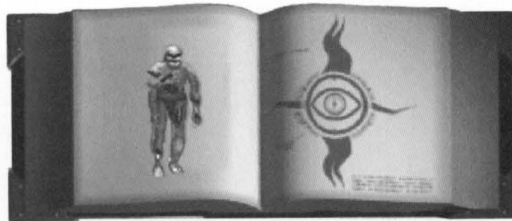
Individually, just as devastating as they've ever been (p. 46). However, in *Magic Carpet 2* wyvern don't tend to be as numerous as they were in the earlier games, or to show up quite so inconveniently early in the world.

Zombie

Life 4,400

Mana 2,200

Mana Cost (auto): 14



These strange and frustrating creatures do no physical damage, but their eldritch moaning can drain away all your personal mana reserves and leave you completely defenseless in a very short time. They also have the ability to strip your spells from you, leaving them behind as a spell-jar you have to go back and reclaim later. There's no particular trick to fighting them — just try to come in fast and blast them before they can drain you.



Chapter 1



JAHWL

You must first explore the outer Netherworlds while you learn their magic. Your first destination is the ancient city of Jahwl.

You materialize in the town square of Jahwl amidst an impressive but harmless pyrotechnic display. You have *Possession* and *Fireball* spells to start. There's a herd of goats wandering on the uninhabited part of the island, and a temple complex built offshore at (A), connected to the city by a causeway.

Fly towards my beacon.

Kafkar wants you to fly towards the temple. Whenever you approach the temple from a new direction, a monolith will spring up in your path. These structures aren't dangerous.

Follow the path to the foot of the spire. There you will find a spell-jar.

The *Castle* spell-jar will appear at (A) as you leave the city.

These archers guard a spell-jar. They must be vanquished.

Several archers appear in the center portion of the temple. When they're dead, the *Speed-Up* (formerly *Accelerate*) spell-jar appears.

Build the strongest castle you can and fill it with mana.

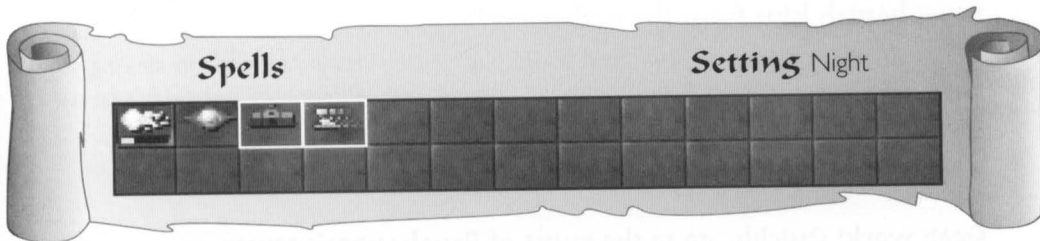
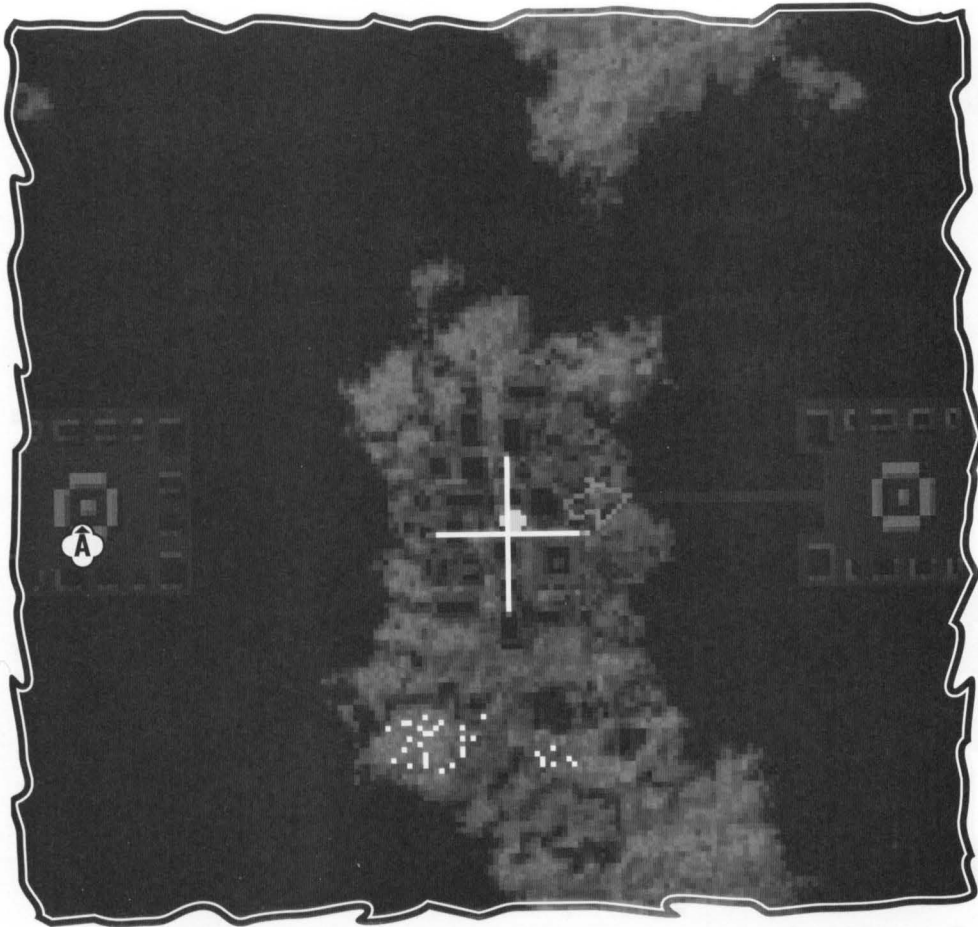
Whenever Kafkar gives you this command, it means it's your chance to kill monsters, *Possess* buildings and generally do whatever it takes to build up your castle. If you've already harvested the goats, *Possessed* the buildings and built up your castle a few levels you may not get this command, since your castle is already at the size Kafkar wants.

These fireflies are lethal. Destroy them.

Five fireflies appear over the ocean and head for the temple area.

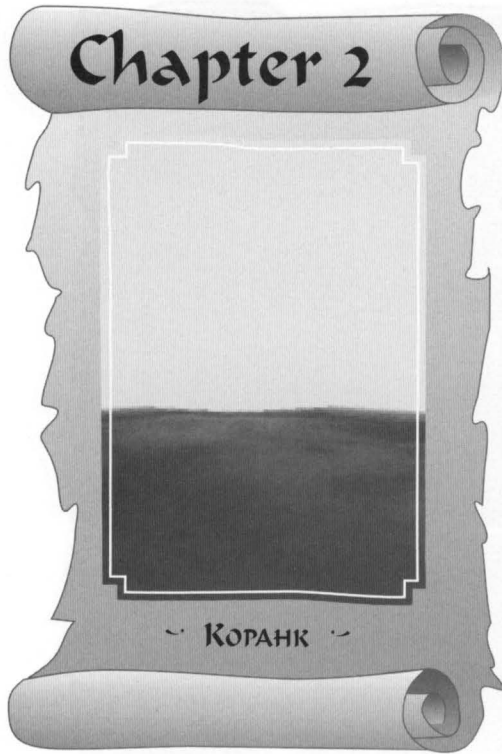
The city of Jahwl is safe for now. Come, there is much more to do.

The exit portal appears near your starting point. Also at this time some experience scrolls appear at the temple, and one worm appears on the unoccupied half of the island. If the worm is killed, a few more worms appear. Feel free to go worm-hunting for target practice and experience.



New Spells Castle, Speed Up

Chapter 2



Before Vissuluth's rule of the Netherworlds began, the island of Kopahk was occupied by the great sorceress, Payahandra. Go there and discover her lost spells.

You appear without fanfare over the water. There are goats on the mainland, and a small town.

Seek my sign. There is a spell there which will find out your enemies.

Kafkar's beacon is on the middle of the strange structure at **(A)**. The outer platforms at **(A)** are trapped with *Whirlwinds*, and the inner platforms are trapped with *Fire Storms*, but you can avoid all the traps by swinging around and approaching from between two arms.

As you approach, the *Beyond Sight* spell and some loose mana will appear. If you fly well outside of the perimeter of the structure and back in towards the center a couple times, even more mana will appear. You'll know you have all the mana when experience scrolls appear on **(B)** —

don't forget to *Possess* the building when you pick them up. There's a *Mana Magnet* at the center of **(A)** which will draw all the loose mana in the area in towards the center.

Don't forget to build your castle — Kafkar won't tell you when to do it this time.

Beware! Nyphur, a servant of the demon lord, will try to kill you. You must banish him from the netherworld.

Actually, Nyphur isn't trying very hard to kill you — he's more interested in stealing your mana. Track him down with *Beyond Sight* and take him out with fireballs. It shouldn't be hard.

Kill the giant bees that plague the people.

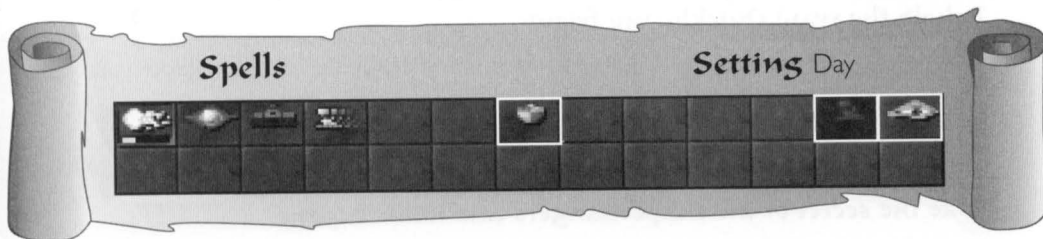
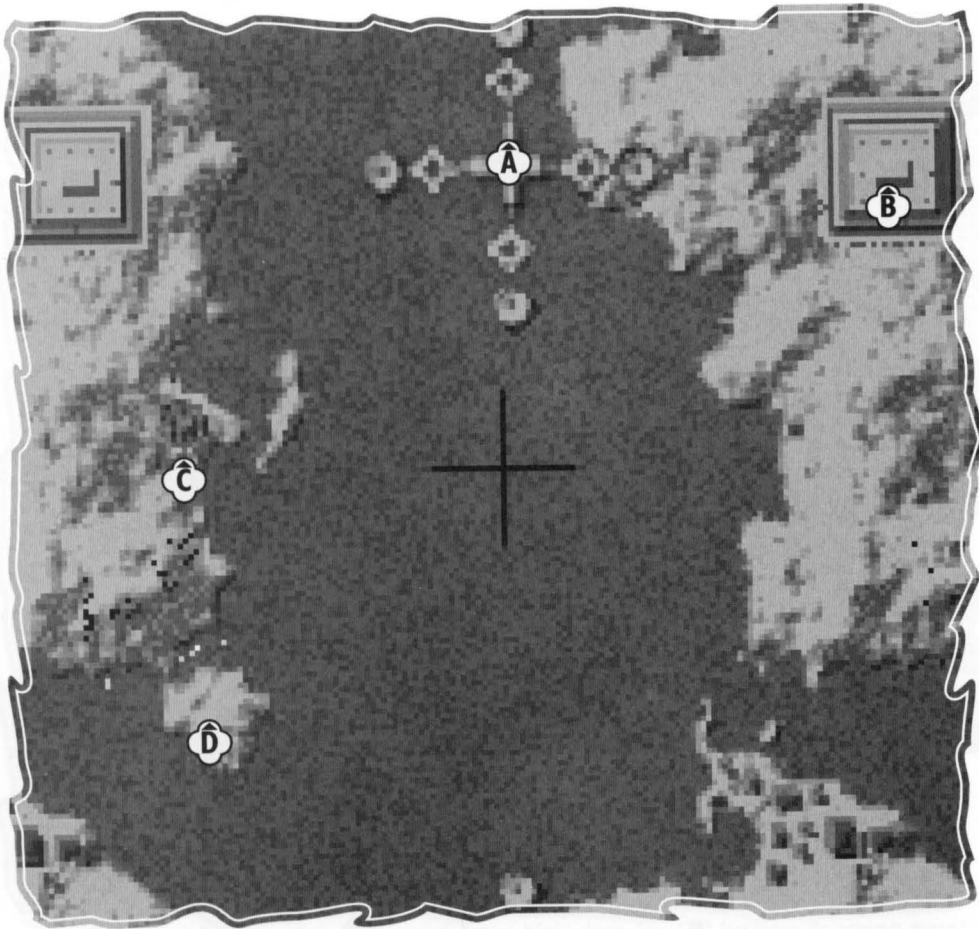
Some bees appear on the island.

Good work! Quickly, go to the ruins of Payahandra's tower.

The tower can be found at **(C)**. You have to actually fly over the topmost point to accomplish this objective. Two buildings appear nearby when you do. At this point four archers appear at the entrance to **(B)**.

Payahandra's spells are hidden inside these vaults. Raze them to the ground.

Pound the buildings with *Fireballs* until they're leveled. The one closer to **(B)** yields some skeletons, a worm and the *Shield* spell, while the other yields the *Invisible* spell guarded by a *Meteor* trap. You can easily avoid the meteor by just standing off a short distance to fire your *Fireballs*.



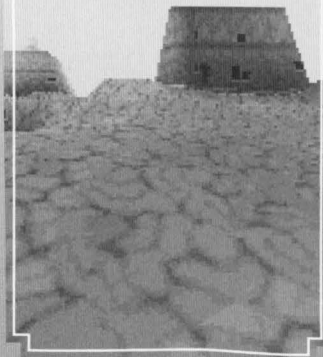
New Spells *Shield, Invisible, Beyond Sight*

NYPHVR				A243, R139, P90, L79								
1	2	4			7						12	13

When you have recovered the spells, make your way to the portal. Your work here is done.

When you accomplish the final objective, a ring of trees holding experience scrolls appears at (D).

Chapter 3



~ MYRNAN GOR ~

Nyphur is a shapechanger. I will send you to his lair to seek the source of his power. I warn you; he will not have left his domain weakly defended.

Oddly enough, Nyphur himself never appears on this level.

The people of Nyphur's netherworld are doomed to swell the ranks of his undead army unless you slay the skeleton horde.

A squad of skeletons starts marching down from the fortress at (A) and through the town. Unfortunately, they're not in an open area so you can't take them out with your castle.

You must defeat Nyphur's guardian dragons.

Two dragons appear near the entrance to Nyphur's fortress. When they're dead, archers and goats appear throughout the city.

The entrance only reveals itself to the most powerful wizards.

Kafkar's telling you that you need to build a castle and put some mana in it. You may not get this message if your castle's already of sufficient size. When you have enough mana in your castle, the fortress gates come down. Harvest archers and goats and Possess buildings. The three points all marked (B) will each yield some loose mana when you fly over them.

Behold the way! Quickly, my friend.

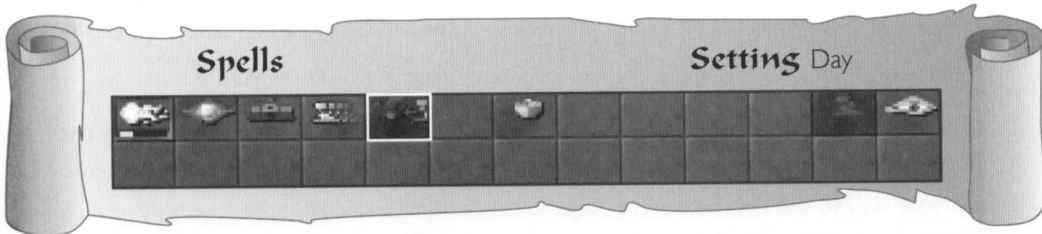
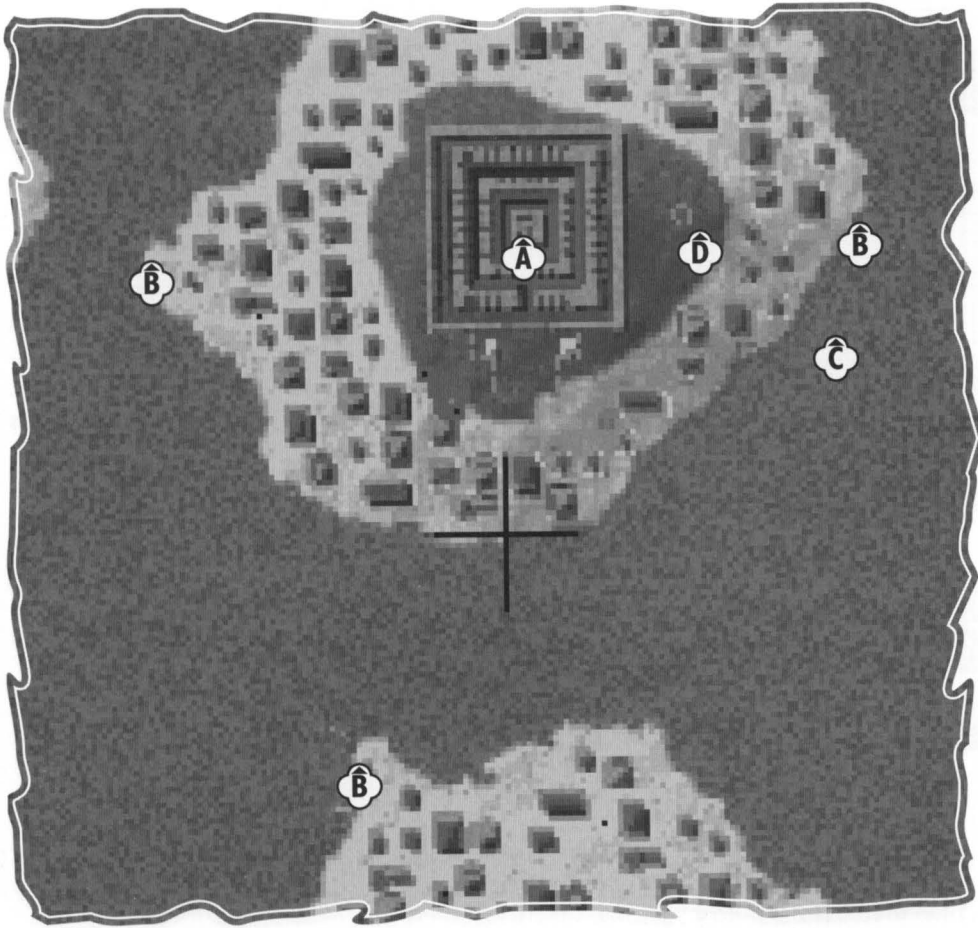
Time to fly to (A) and get the *Metamorph* spell. There should be nothing to block your way.

Dispatch this evil!

When you get to the middle of the fortress, six bees appear between you and the gates.

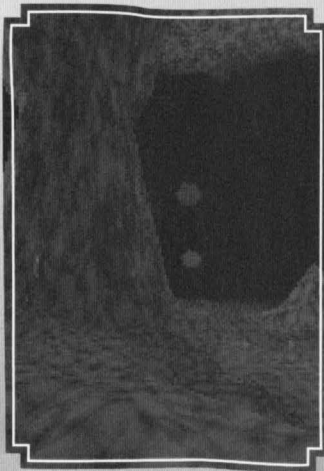
Take the secret of the shapechangers and let us begone.

Five buildings guarding the exit appear at (C). When all the objectives have been met, three dragons appear at the fortress entrance. If you kill all four of the worms that are on the level when you arrive, some experience scrolls appear at (D).



New Spells *Metamorph*

Chapter 4



ARACHNIVM

A gift from the gods! Alas, it falls towards the realm of the spiders.

The “gift from the gods” is a meteor that contains, logically enough, a *Meteor* spell-jar.

You must find the star that fell.

At the start of the chapter the cavern (**A**) that holds the spell-jar is sealed off. Build a castle (right in the middle of that big swarm of fireflies is the obvious choice — yes, you can build a castle in a lake of lava) and start filling it with mana. When you have enough mana, a series of *Craters* will automatically open up a route to the spell.

This is a good time to attack the spiders. But beware their webs.

You need to kill all the spiders in the caverns, including the ones guarding the now-accessible *Meteor* spell.

Although this is a level that you can get through quickly and easily, there’s lots of interesting stuff to explore if you’re not in too big a hurry to get out.

You can *Possess* the buildings in the underground city at (**B**), and it also contains entrances to a couple of interesting sub-caverns.

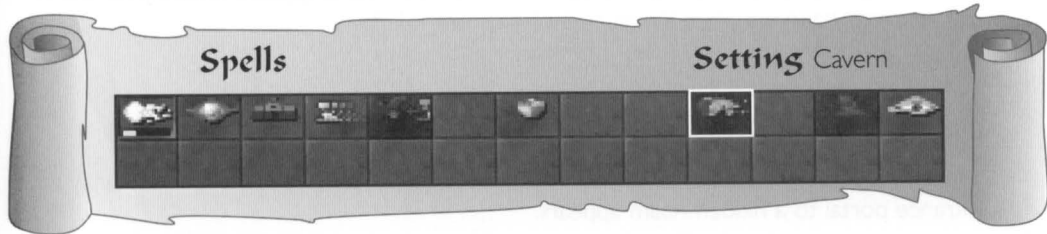
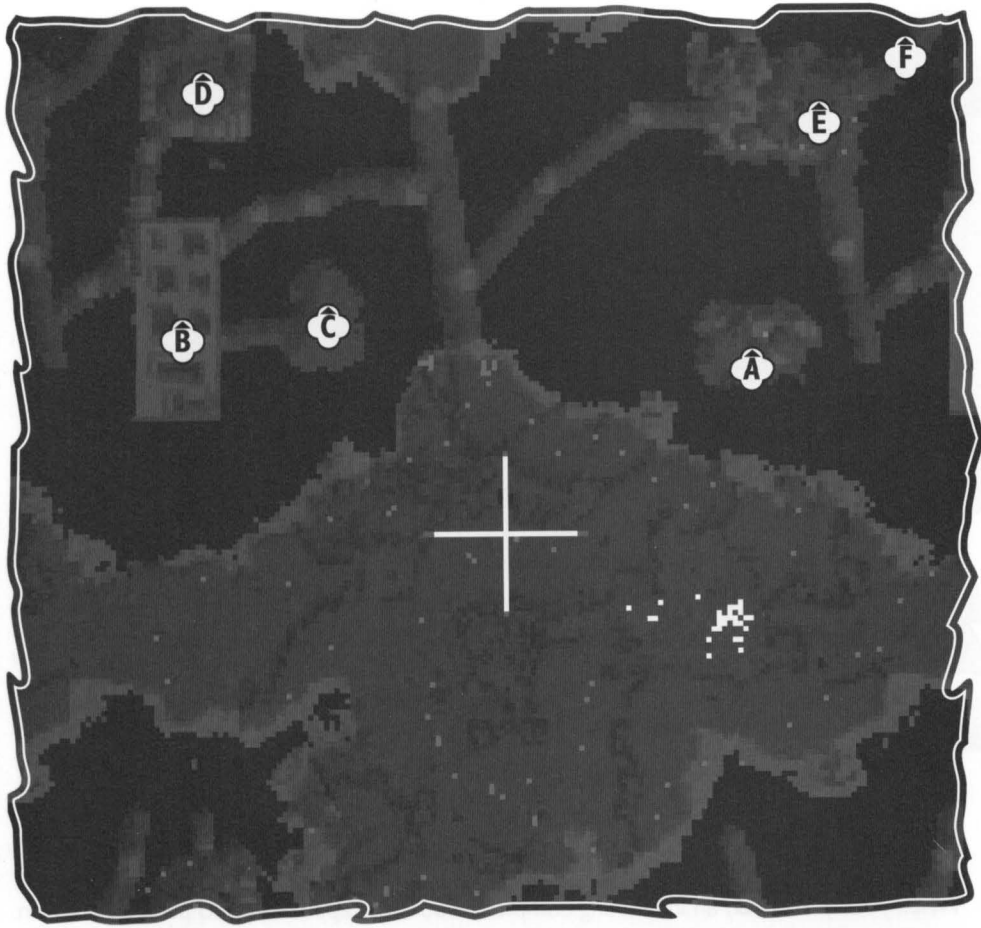
There are fireflies at (**C**), and entering here will set a switch in the main cavern that will summon even more fireflies if you return there.

At (**D**) are triggers that will reveal spiders and fireflies. If you have fulfilled the objective, there will be skeletons here as well. When the skeletons are dead, experience scrolls appear here.

A dragon is released when you go through the passage from (**B**) to (**D**).

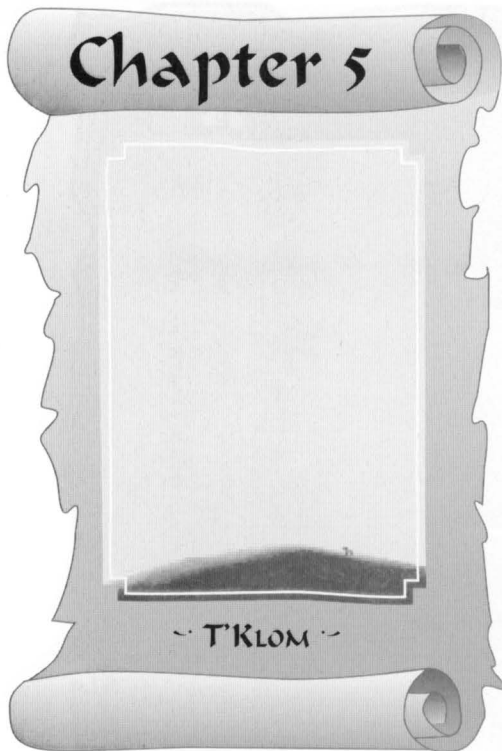
Once more your determination proves its worth. Make your way to the portal. We must press on.

On your way to the exit, take some time to explore (**E**), a cavern loaded with switches that release loose mana. The exit is at the end of corridor (**F**), and as you fly along it, it will fill with fireflies and spiders. Clearing this passage is an excellent excuse to test your nice new *Meteor*. Just watch out for the switches that cause monsters to appear *behind* you in the passage.



New Spells *Meteor*

Chapter 5



The outcast, Nyphur, wages war against Rahn the Destructor, in the outer netherworld of T'Klom. Neither is fit to rule.

You materialize on a peaceful island with some loose mana and a few goats — a perfect place to build a castle. Nearby, at (A), some archers and skeletons (the armies of the two wizards) are preparing to cross the causeway and go at it. Worms and dragons are scattered at various places around the map.

Rahn is weaker. Challenge him and banish him.

Your only explicit goals in this chapter are to find and banish the two wizards.

Defend yourself against Nyphur.

Order is optional. If you kill Nyphur first, you'll never get this message.

I hope your taste for victory over Vissuluth's lieutenants is not yet sated. Already they plan their revenge.

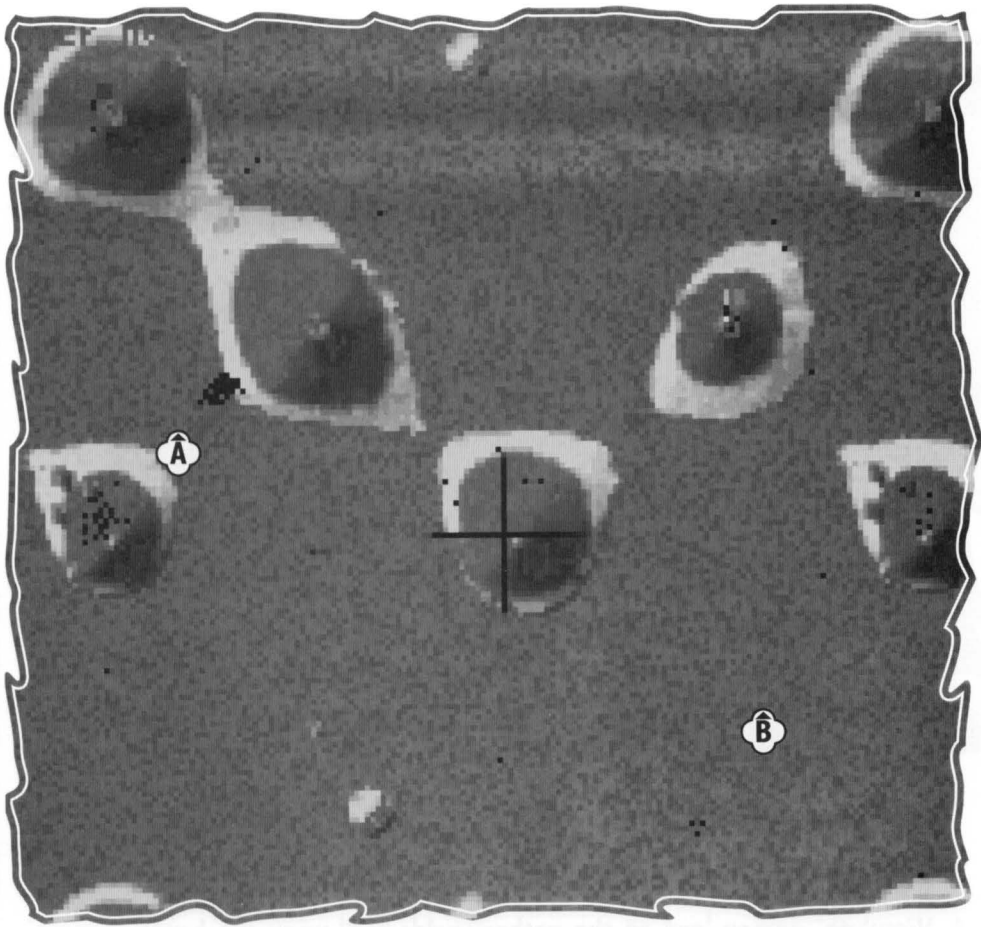
When all the skeletons are dead, the *Summon Army* spell appears.

When you fly over (B) an interesting complex of buildings appears for no particular reason.

When all the worms on the map are dead a new set of worms appears to take their place, and the same happens when the first lot of bees are killed.

Secret World

When you kill all the dragons on the world, more dragons appear; but more importantly an entrance portal to a hidden realm appears.

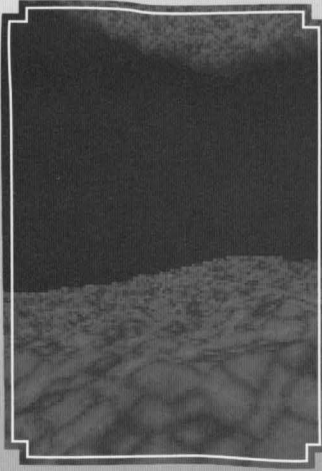


Spells **Setting Day**

New Spells *Summon Army*

NYPHVR (C1)	A243, R80, P130, L89	RAHN	A160, R70, P120, L82
1 2 3 5		1 2 3 7	
			20

Secret World 1

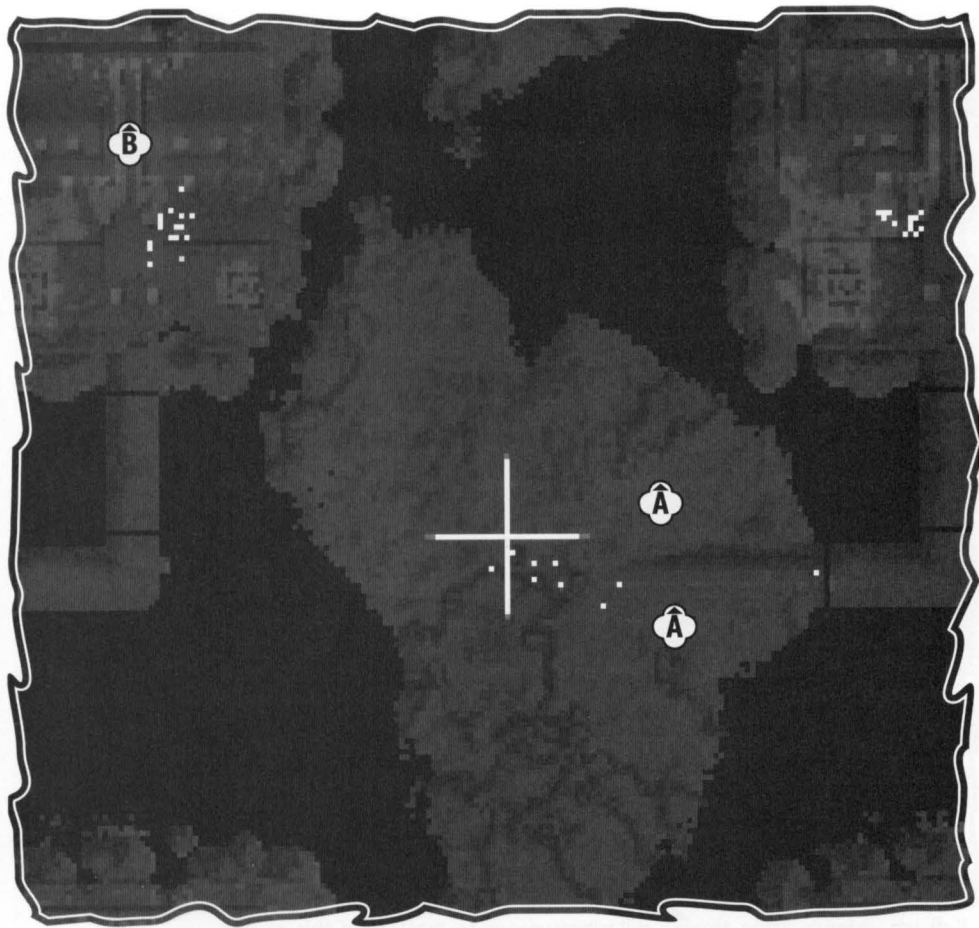


KARAKIR

You materialize in a big cavern with several fireflies behind you. Moving reveals spiders, but also causes some loose mana to appear. When the fireflies are all dead two caches of loose mana appear. Watch out for the fool's mana that may also appear. Killing all the spiders opens the tunnel to the next room.

In the next room two squads of archers are waiting. There are two buildings (both marked **(A)**) which reveal experience scrolls when destroyed, but which also release spiders. Experience also appears all along the runway at **(B)**.

l, Vissuluth, demon lord of the netherworlds, call upon the battle dead. Ancient warriors, rise and march upon the domain of man. Kill them! Burn their cities to the ground! And as their armies fall before us, let them rise again as slaves of darkness.



Spells **Setting** Cavern

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New Spells None

Chapter 6



~ PHRYDIA ~

Others have entered the Labyrinths of Lost Souls, seeking powers which are said to lie in the netherworld of the undead. I warn you, none have ever returned.

You materialize in a sealed-off cavern with one zombie in with you.

Send this creature to the grave, where it belongs.

Kill the zombie, and several more appear.

I fear you have attracted some unwanted attention.

Kill the rest of the zombies, and a ring of mushrooms appears.

There must be a way out of this cave. Look for a hidden sign.

Fly over the mushrooms to trip the trigger that will get you out of the cavern.

Defend yourself! Now is not the time to fade into legend.

In the main cavern, you have to fight off yet another group of zombies.

Get out of here! Get out while you can.

Kafkar's urgency aside, there's still plenty more to explore in this cavern.

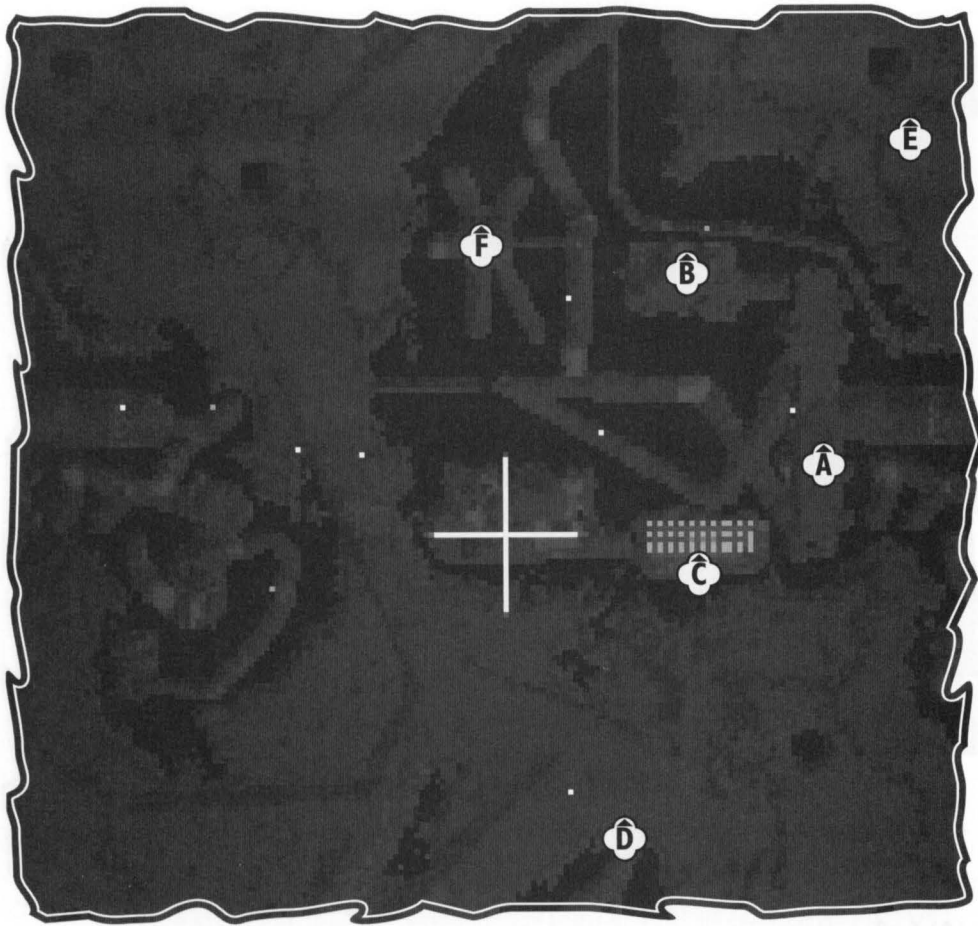
When all your objectives are complete, experience scrolls will appear at random points around the map. Many of these scrolls are guarded by switches that summon sentinels, and there are also a number of hidden triggers in corners or corridors that summon sentinels. Do not, under any circumstances, try to fight the sentinels until you have the *Rebound* spell. When the last of the zombies is dead, a teleport to **(A)** also appears nearby.

The cave at **(B)** will fill up with skeletons when you enter it. When all the skeletons are dead a teleport mirror appears that takes you to **(C)**, the cavern with all the mana in it. You'll also find the *Whirlwind* spell-jar here.

(D) is a trigger that will call a square formation of columns to appear in the main cavern with zombies inside.

(E) is a hidden trigger that summons dragons and worms elsewhere in the level. The trigger at **(E)** also creates a teleport mirror that will take you back to the entry cavern, if you left any unfinished business there.

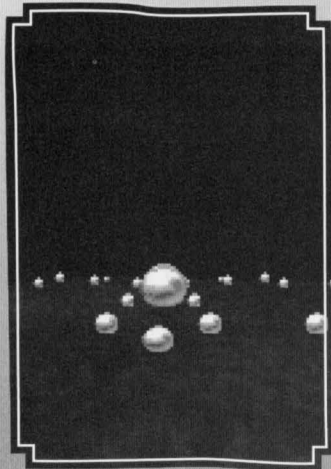
The exit is at **(F)**, and if you've completed all your objectives, its approach is guarded by spiders. Also at **(F)** is some loose mana, and if you fly over the mana the *Rebound* spell, guarded by a spider, will appear in one of the other "arms" of the cave.



Spells **Setting** Cavern

New Spells *Rebound, Whirlwind*

Chapter 7



~ PERILIVM ~

The way through the mountains of Perilium is guarded by the three outer guardians, each of whom shares power with the others by possessing one spell that no other has. All are deadly.

You emerge over water, right in front of some loose mana. This is a good place to build your castle.

To win, you must fight like a demon yourself.

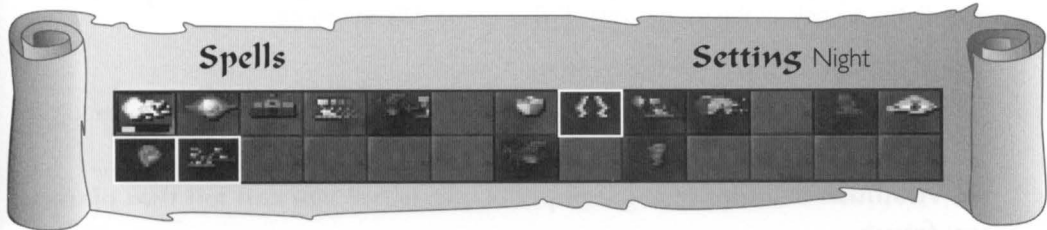
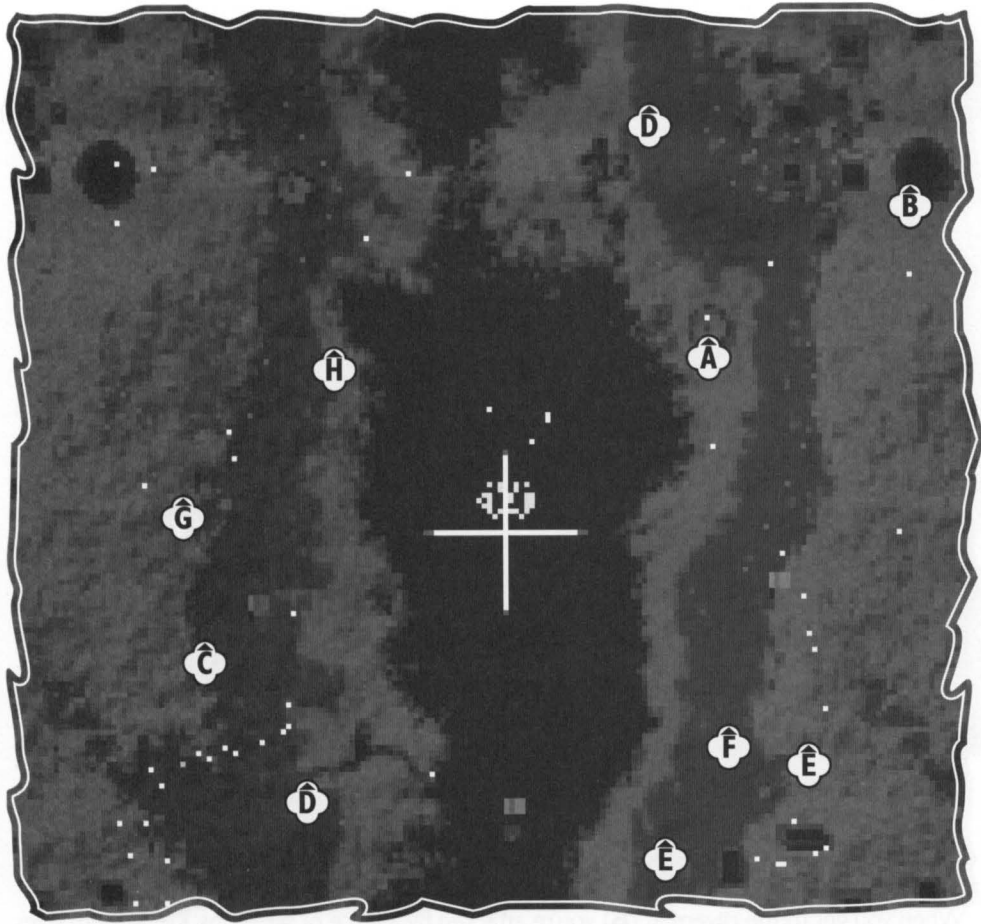
You only have one objective this time, and that's to destroy Vissuluth's three lieutenants on this level. You'll need to claim the three spells you don't already have from them.

I knew you had the strength. Now it is time to depart this forsaken place.

When you achieve your objectives, two mana worms appear and three *Earthquakes* go off in the middle of the land.

Just to keep things interesting, there are several triggers around the map that produce monsters and other effects. In addition to a couple that just detonate some pyrotechnics, they include switches that reveal:

- (A) fireflies,
- (B) fireflies and spiders,
- (C) a dragon,
- (D) a worm,
- (E) a ring of skeletons,
- (F) a volcano, and
- (G) a mana worm and some loose mana.

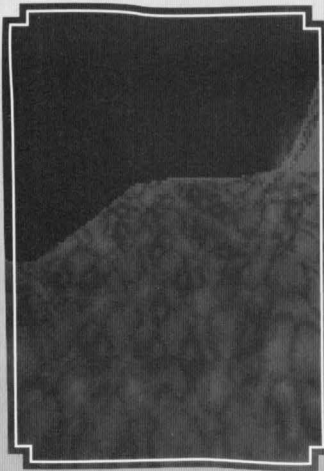


New Spells *Steal Mana, Duel, Lightning*

NYPHUR (C1)					A243, R29, P70, L99				
1	2	3	4	5	8	10			
BELIX									
					A234, R35, P255, L80				
1	2	3	4	5	10				13
15									

RAHN (C1)			A170, R26, P67, L89						
1	2	3							
14									

Chapter 8



VL BUTHNAN

To reach the Black Plains you must first find your way through the tunnels beneath the mountains.

I wonder what Vissuluth has in store for us here.

You materialize in a small, closed cavern with some spiders.

The fiend has sprung a trap! Fight, wizard, fight!

There are some high crevices in the cavern where you can shoot at the spiders, but they can't get to you. Try to back into one of these. When all the spiders are dead, a *Heal* spell-jar appears and the exit opens.

Follow my sign. I will try to find a way.

You can't get straight to Kafkar's beacon. Instead, you have to head for the glowing circle of standing stones near the lake at (A). When you get there, fireflies will appear and another ring will appear on the lakeshore. Go to this ring and

worms are revealed, along with the third ring, which produces dragons and also reveals the teleport you need to get to the beacon (B), with the route marked by a shiny trail of mana.

Is there no end to this rock?

When you get to the cavern at (B) you're attacked by a force of skeletons. Killing them gives you the teleport out. At this point spiders, fireflies and worms in great numbers will appear outside the tunnels, in the main cavern. Kafkar tries a different route.

These zombies guard a hidden way.

When you get to the indicated beacon, at (C), you're attacked by zombies. Sure enough, when they're dead, a route opens to (D).

So, Vissuluth is building an army of devils, is he? You can foil that plan, my friend.

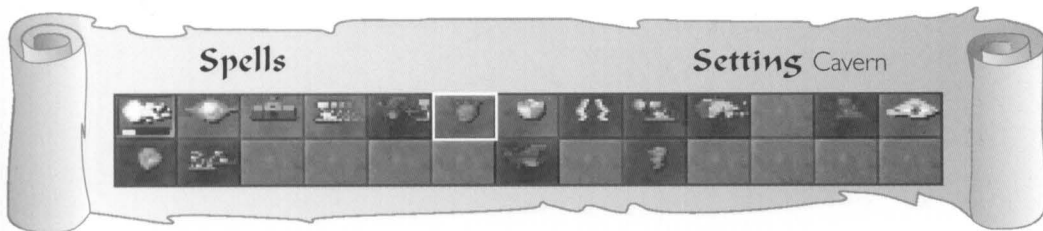
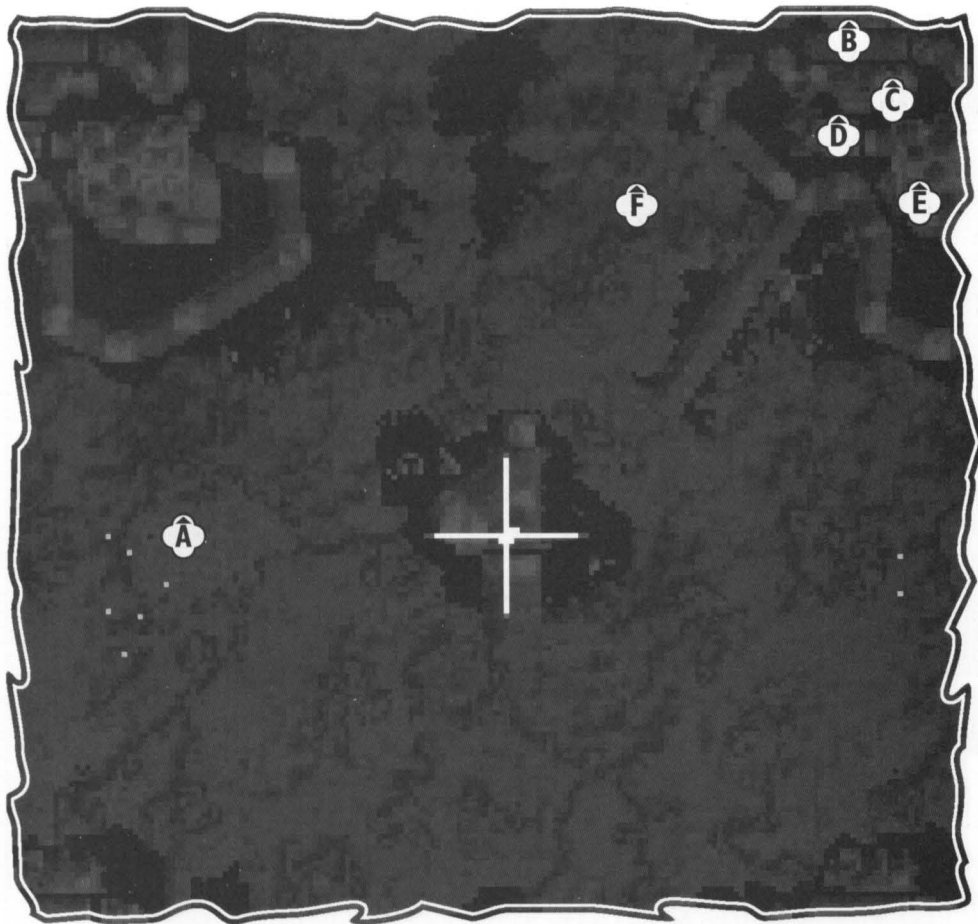
A whole mob of devils is waiting for you inside (D).

Devils built these structures to block the portal to the Black Plains. Obliterate them.

When you get through the devils to (E), four pylon-shaped buildings appear, guarded by spiders and dragons. You can take them out with offensive spells.

You can now return to the surface.

Some experience scrolls appear at (E) at the same time as the entrance.

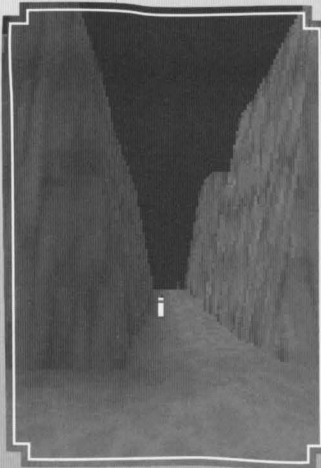


New Spells *Heal*

Secret World

If you don't take the exit, but instead return out to the main cavern at (F), a building will grow when you arrive. Destroy the building and you discover a portal to the second of the hidden levels.

Secret World 2



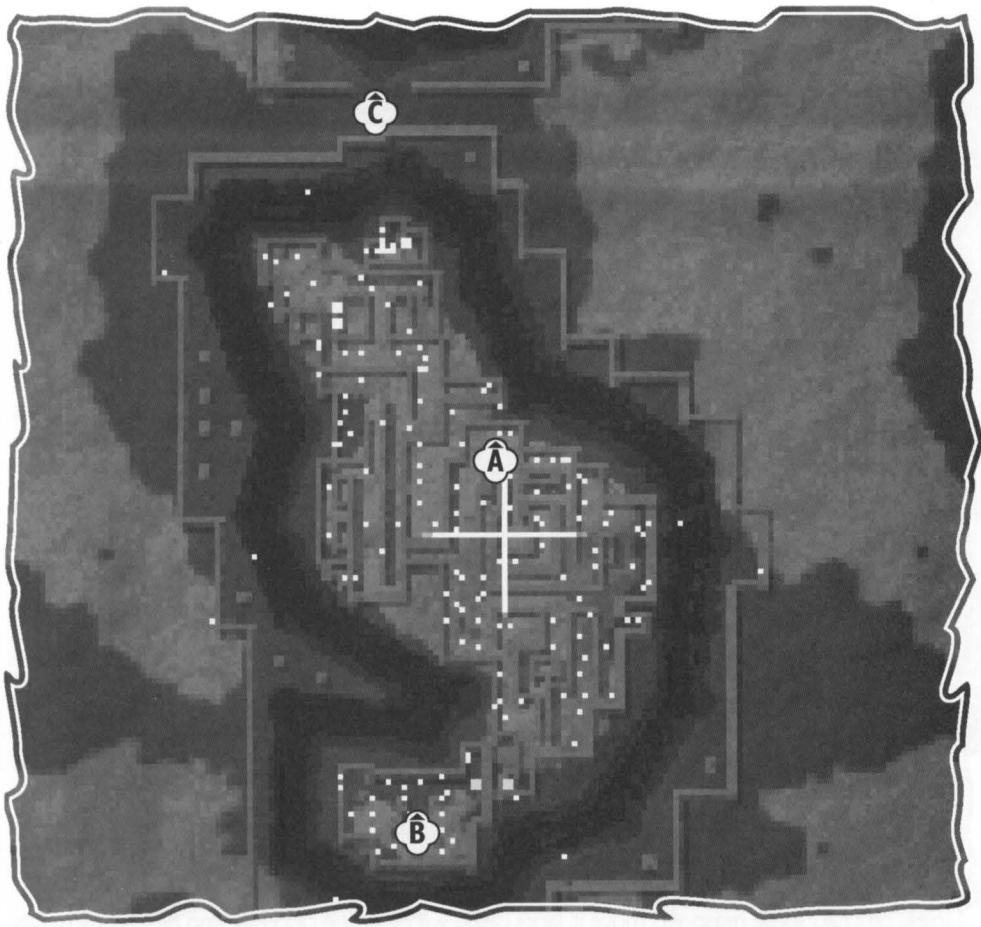
YMBVL

This is an enormous maze containing massive quantities of mana and experience, but also lots of dragons and worms. The maze is surrounded by a moat (where one leviathan lives), which is surrounded by yet another impassable wall. You have to get out of the maze before you can build a castle.

The exit to the maze is at **(A)**. **(B)** is a large, self-enclosed area with more mana and experience. You can get back and forth between **(A)** and **(B)** by using two teleport mirrors located where the areas are closest to one another. There are three smaller self-enclosed areas on the opposite side of the maze.

When you go through the gate to the outer wall of the maze, at **(C)**, a force of archers and another of skeletons appears on the plains outside the wall. When all the skeletons are dead, a teleport appears on the other side of the moat, leading into one of the sealed areas. When the archers are dead two more teleports appear into the remaining areas.

If you manage to clear out all the worms on the level, three caches of experience appear outside the maze. Three more appear if you kill all the dragons.



Spells **Setting** Night

New Spells None



Chapter 9



EVIRITH GOR

The manticores of the Black Plains are ruled and hunted by Jark the Hunter, Lord of the Middle Netherworlds. Now he defends his secret lore from your defeated adversaries.

You materialize on an arid plain inside a ring of hills.

A manticore comes this way. It can smell an intruder.

Actually, the manticore is still a long ways off. Your more immediate problem is the band of zombies and devils you materialized in the middle of. Get some distance away, out of range of the zombies' mana drain, then turn and plant your castle on top of the monsters. Flying over the lake reveals a mana worm, and you're well advised to Possess it as soon as possible after building your castle.

Finish it!

There are two manticores active at the start of the level. Your first task was to kill one; this task is to kill the other. If you kill them in the wrong order, you

won't get this objective at all. When both manticores are dead, bees appear around the map, and when all the bees are dead you get more manticores, some worms and a skeleton army.

Destroy Jark.

Unless he's had some reason to move it, Jark's castle will be at the opposite end of the ring of hills from (A). You're well advised to do some monster hunting to build up your power levels before picking a fight with Jark. Try flying over the two spots both marked (B) — they release loose mana.

Jark's Loretower is revealed to us. His ancient secret lies within.

The Loretower is the walled building at (A), one wall of which disappears when Jark is dead. Your task is to level the building. The ancient secret is the *Tremor* spell, which you probably already picked up when you killed Jark.

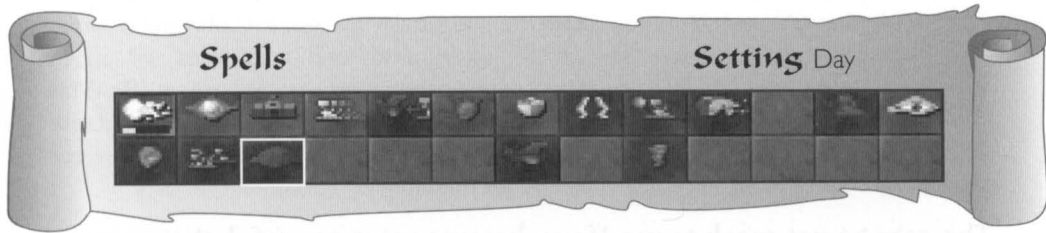
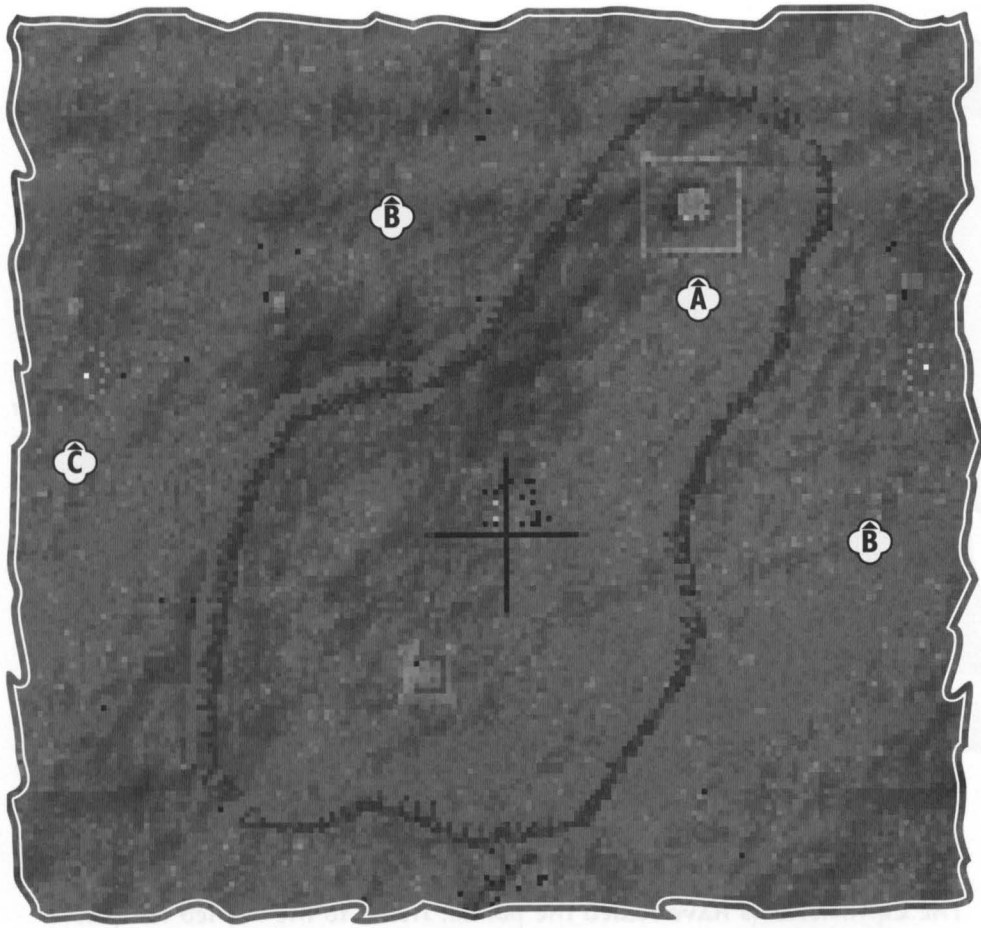
These are your hunting grounds now. Make sure no manticore ever leaves this netherworld.

Lots more manticores appear. Your task is to hunt them all down.

Every one of the beasts has perished. Nothing remains for a wizard to rule!

Before you leave this world, make sure you pick up the experience scrolls at (C). A dragon will appear when you approach.

Heed my call, winged legions of Cymmeria. The time has come when the skies of man are filled with your kind. Leave your mountain haunts and follow the march of chaos. Let the beating of your wings carry this message to the world: Despair and bow down before your new God, Vissuluth.



New Spells *Tremor*

NYPHVR													A243, R29, P70, L99				
1	2	3	4	5			8				12	13					
						20											

RAHN													A170, R26, P67, L89				
1	2	3		5			8		10		12	13					
14																	

BELIX													A234, R35, P255, L80				
1	2	3	4	5			8	9	10		13						
	15																

JARK (C3)													A235, R50, P128, L111				
1	2	3	4	5		7	8	9	10	11	12	13					
14	15	16															

Chapter 10



~ CYMMERIA ~

The greatest challenge of your journey awaits you in the jagged wastes of Cymmeria. Guard your castle well, wizard.

You materialize in front of six sinister-looking buildings.

Vissuluth's army maintains barracks here. Send them crashing to the feet of the mountains.

Five of the six buildings yield skeletons when you send them crashing to the feet. The sixth (the one in the far right corner; looking from the starting point) explodes. Unless you're sitting right on top of the building to attack it, you should be out of range of the blast.

The black winged swarm finally emerges.

This is a flight of more than 20 cymmerians attacking your castle. Your best bet, before you finish off the last barracks, is to fly around the

map and kill all the monsters to get your power levels up as high as possible. Then, once the cymmerians attack, sit on top of your castle and blast them with lightning or meteors. As Kafkar said, "Guard your castle well, wizard."

The Cymmerians have sealed the portal. Travel to the ruined temple. Perhaps the gods may help us again.

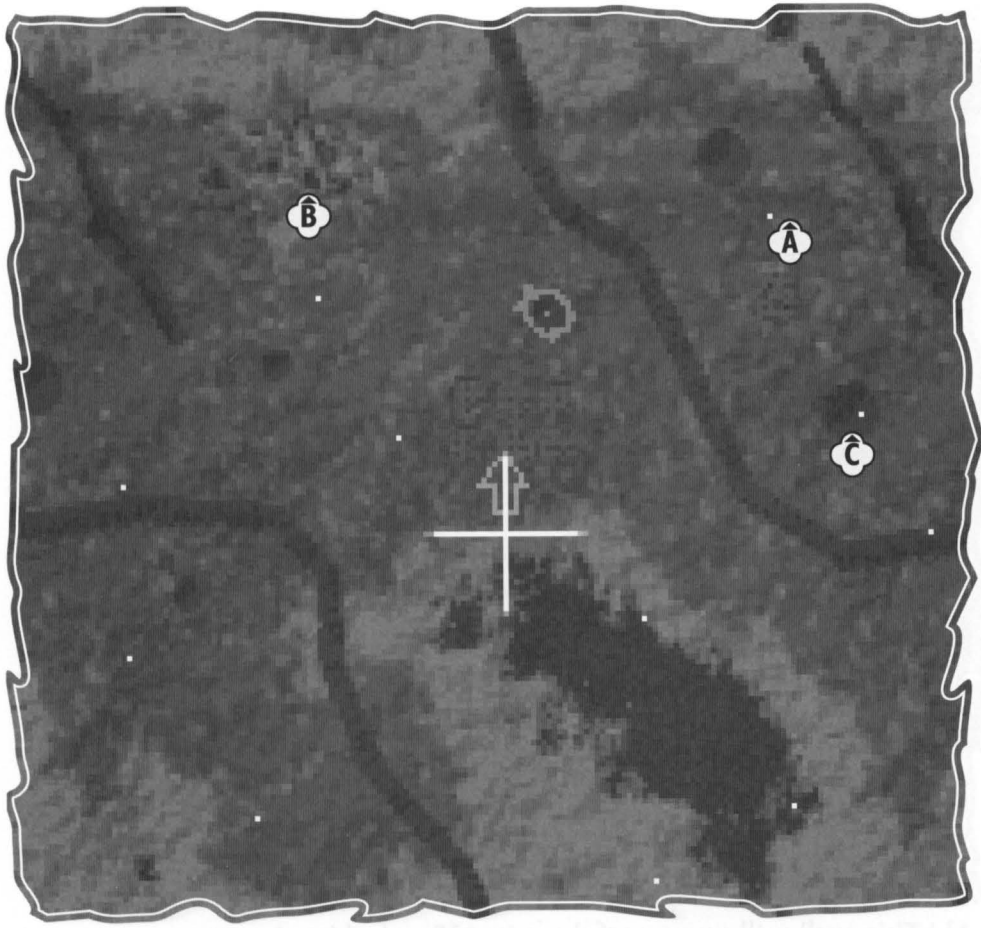
The temple is at **(A)**, and when you arrive the gods, obligingly, send lots of mana down for your benefit. When you leave the temple, some devils and manticores will appear. Unfortunately, the arrival of the mana stirs up some zombies around the town at **(B)**. When you approach the town, more zombies will appear; and several *Steal Mana* traps will be set in the immediate area. There's also an accumulation of false mana at **(B)**, presumably contributed by some god with a questionable sense of humor.

The gods do not speak to me. If you become more powerful, they may speak to you.

You need to gather mana and build up your castle. If your castle is already big enough, you won't get this message.

Indeed, the gods are watching you.

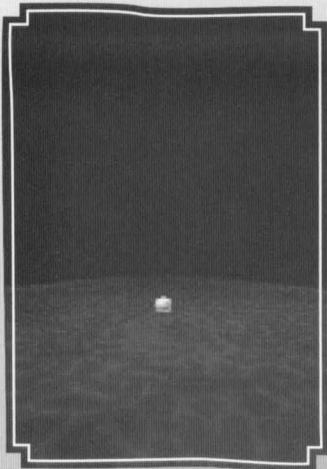
If, at any time, you approach the crater at **(C)** a false mana ball will appear at the bottom of the crater. This mana ball is permanent — any time you set it off, it will re-appear as soon as you leave. How many times will you fall for it?



Spells **Setting** Night

New Spells None

Chapter 11



~ TROPOLOS ~

You must cross the Cymmerian Sea, home of the leviathan. Beware that which lurks beneath the waves.

You materialize in a ring of mana on the ocean, near a medium-sized island. Dragons and leviathans haunt the sea, while the island is occupied by spiders and a skeleton army. You can wipe out the skeletons with your castle, but if you do, expect to have to rebuild several times during the chapter. The most secure place for your castle is out to sea.

Navigate by my sign. The storm will hide you.

There's actually no "storm." Try to avoid flying over the smaller island at (A) — it's guarded by permanent volcano traps.

You have discovered Yujan, the lost city of devils. You must destroy this place.

The six buildings that make up Yujan are guarded by a wall. You must attack through the gate. Each building you destroy releases more devils.

Wipe out every trace of this evil plague.

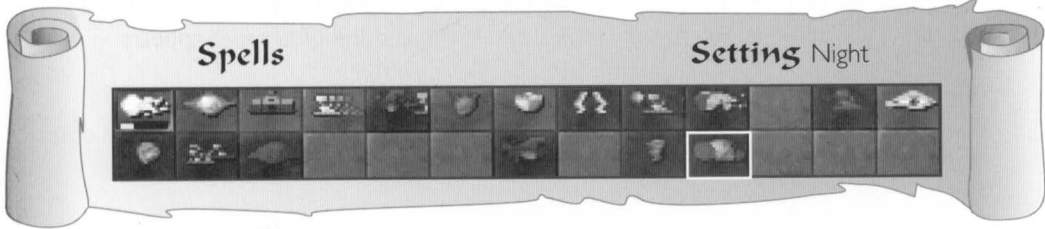
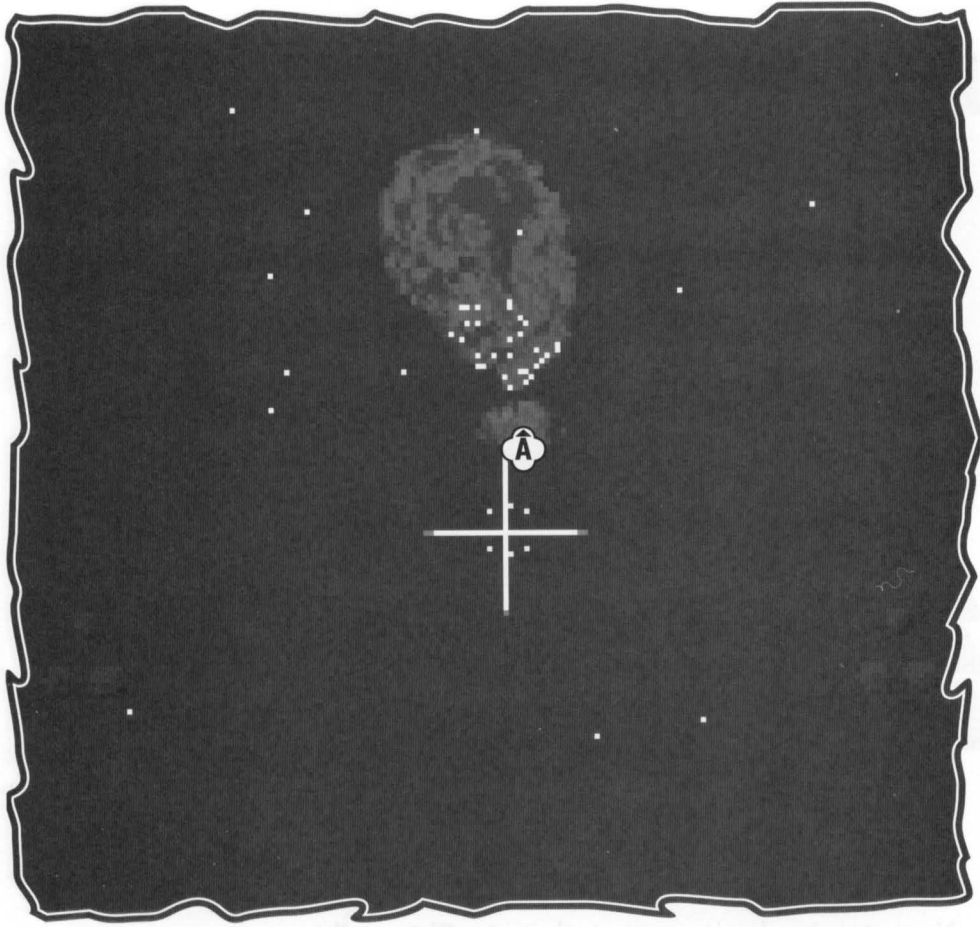
When all the buildings are destroyed, a final horde of devils appears on the island.

Ah! This spell will prove useful against Vissuluth's wizards.

Kafkar helpfully leads you straight to the *Fool's Mana* spell.

This has been a profitable stage of your journey.

If you go to the trouble of killing all the leviathans, some experience scrolls will appear near (A).



New Spells *Fool's Mana*

Chapter 12



Centuries ago, the demon lord entombed an army of wizards that had risen against him. Forever trapped in giant stone faces, they are known as the sentinels. It would be best to avoid disturbing them when you make your way through these tunnels.

You emerge in a sealed cavern with some devils. You can only build a level-one castle in this area, but go ahead and do so, so you have someplace to resurrect to.

These tunnels all return to each other. You must find a way to blast out.

You have to kill all the devils before the way out opens. This fight-to-open scenario is repeated with archers at (A), fireflies at (B), zombies at (C), spiders at (D), and finally with sentinels at (E).

When you reach (E), tear down your castle and rebuild. Make sure none of the sentinels are in position to ambush you while your castle is

down. With proper positioning, you can build your castle up to fifth level here. Stay over your castle to snipe at the sentinels until your balloons collect enough mana for your *Rebound* spell to come into effect, after which you can go hunt down the sentinels in the deep corners.

Your stamina has impressed the gods. This spell is your reward.

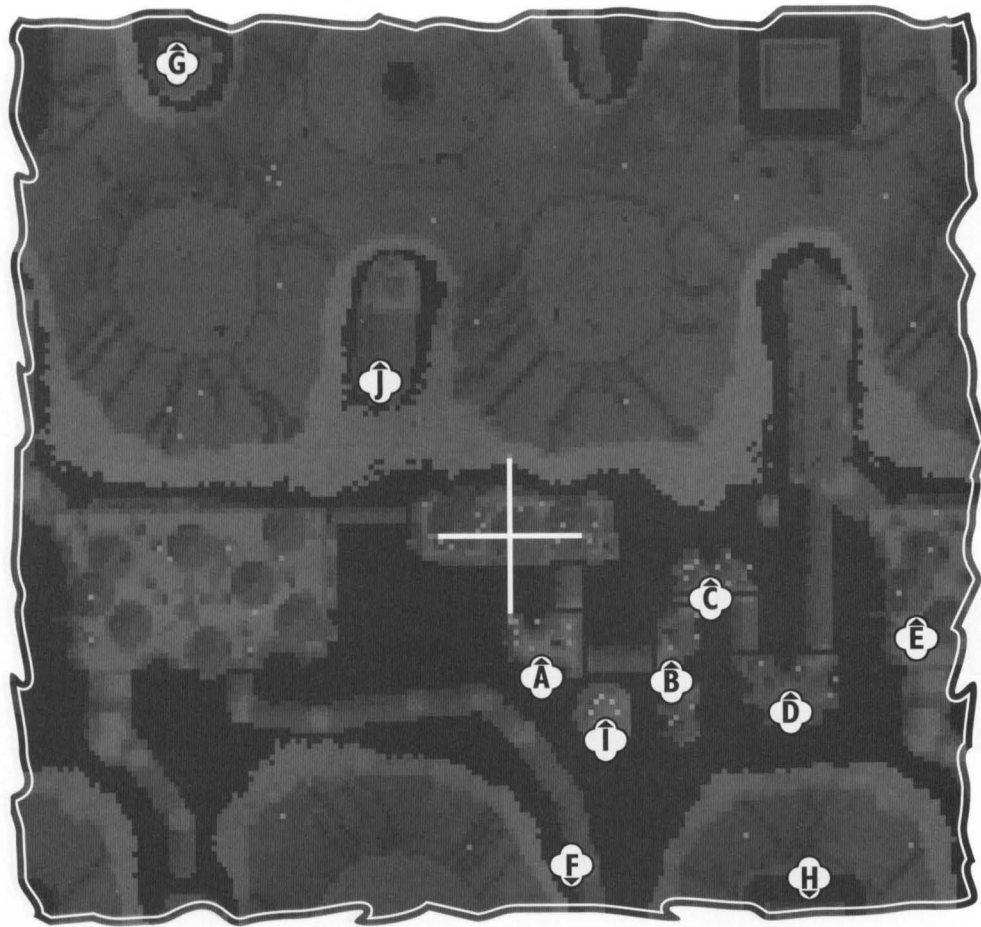
When all the sentinels are dead, the long passageway leading to (F) opens up. Mana balls appear in your path as you fly down the shaft. At the end the *Crater* spell appears.

It is time to leave this place.

With the *Crater* spell you can get out into the main cavern. From there, you can go collect the lone mana ball at (G), or break through to the lava lake at (H) to leave.

Secret World

If you break through to the ring of statues in the cavern at (I), a teleport mirror will appear to take you to (J), where some mana and the entrance to a hidden level appear.



Spells **Setting** Cavern

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New Spells *Crater*

Secret World 3



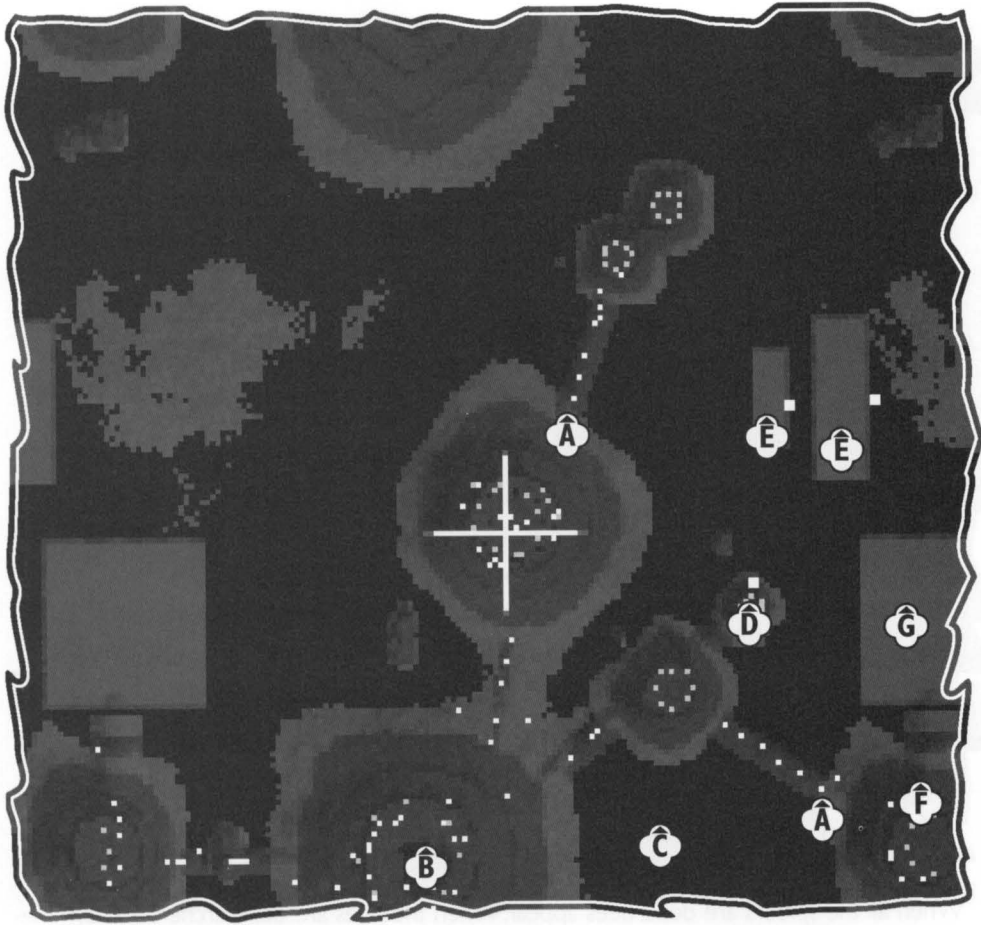
~ PAV DURIVUM ~

You materialize in a cavern complex filled with mana and experience. Spiders and dragons surround you. One zombie, one worm and one firefly each guard the approach to the two small caves at **(A)**. You can only build a first level castle here, but you should anyway, to give yourself some place to resurrect to.

The large cave at **(B)** is full of devils, and flying over the center of the cave will create a completely new cave at **(C)** filled with experience. The only way to get to this room is to use the *Crater* spell to carve a tunnel. Also in the room is a *Magic Mine* spell-jar; a spell that won't be available in the normal levels for some time yet.

The teleport mirror at **(D)** leads to the two experience- and mana-rich areas both marked **(E)**.

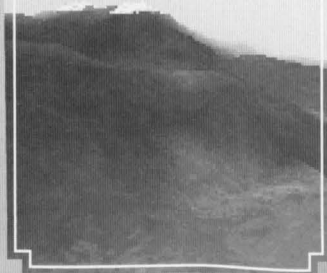
The large room at **(F)** is guarded by troglodytes. For now, fly through it to **(G)**. Cymmerians will appear as you enter, but ignore them and quickly tear down and rebuild your castle. In this room you can easily get it up to the fifth level. Clean out **(F)**, then return to **(G)** to deal with the trogs.



Spells **Setting** Cavern

New Spells *Magic Mine*

Chapter 13



~ GALIPHUR ~

The once-beautiful netherworld of Galiphur is being ravaged by the war between the wizards you have displaced. Yet, by fighting among themselves, they make easier prey for you.

You materialize in a snowy, mountainous wilderness near a small town. You share the level with goats, devils, spiders, zombies and four wizards.

The battle goes badly for Nyphur. His mana could easily be yours.

I think it's time for Rahn to pay for his crimes.

Belix, scourge of the outer netherworlds. Attack him!

Only Jark stands in your way now.

As always, if you don't finish off the wizards in the order Kafkar suggests, you'll miss some of the above messages.

As convincing a display of sorcerous skills as I have ever beheld.

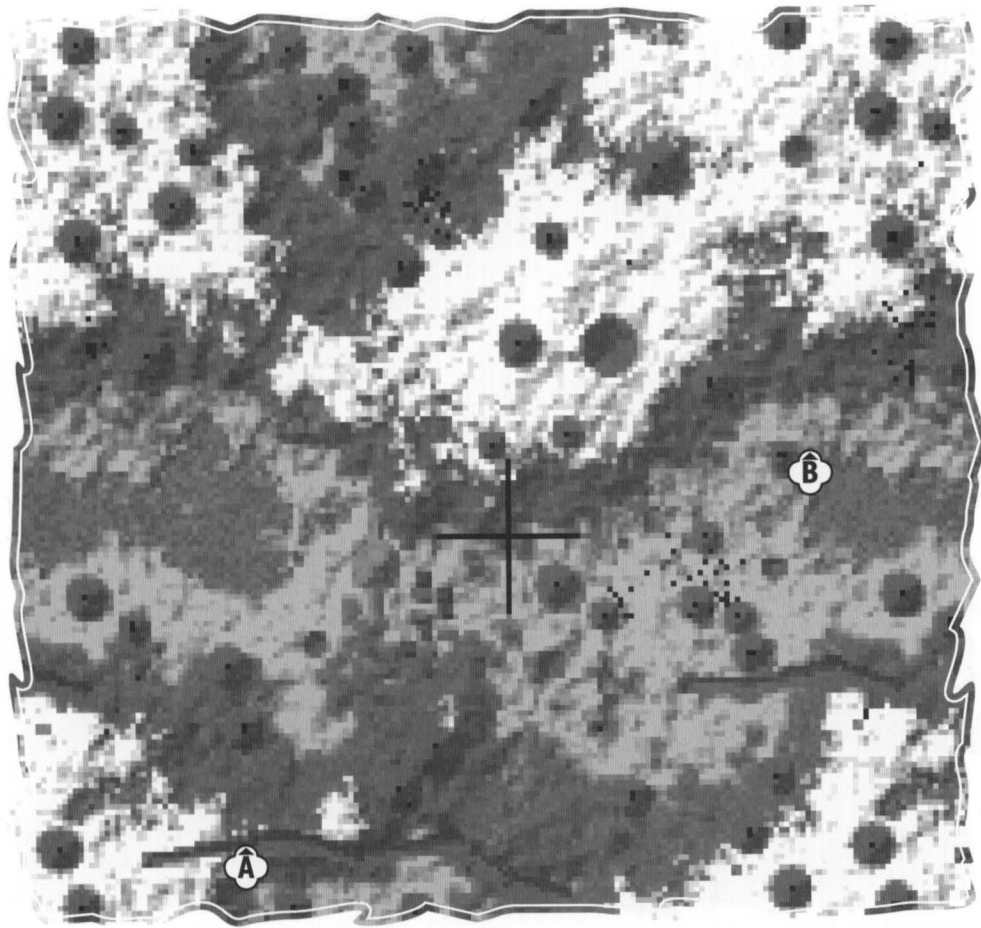
While you and the other wizards are all stalking one another, the monsters keep replenishing themselves in the following order:

When all the spiders are dead, bees appear. When the bees are dead, archers and cymmerians appear. When the archers are dead, more cymmerians appear.

When all the devils are dead, lots of manticores and some dragons appear, along with some experience in the long gorge at (A). When the dragons are dead, worms appear. When the manticores are dead, some experience appears near the entrance. Approaching this mana reveals some spiders.

There are also booby-traps scattered all over the map — *Earthquakes, Whirlwinds, Craters*, etc. The most dangerous single trap is a nest of Volcanoes at (B).

I summon the demons who dwell beyond the sky. Gather mana for me, cold nameless ones. Strike my enemies down with lightning. Come!
I command you to do my bidding.



Spells **Setting** Day

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New Spells *Volcano*
All NPC spells to 2nd level

NYTHVR					A243, R99, P190, L104									
1	2	3	4	5		8	9	10	11	12	13			
14	15	16												

RAHN					A170, R92, P180, L93									
1	2	3	4	5		8	9	10		12	13			
14														

BELIX					A234, R125, P255, L110									
1	2	3	4	5		7	8	9	10	11	12	13		
14	15	16												

JARK					A235, R160, P208, L134									
1	2	3	4	5		7	8	9	10	11	12	13		
14	15	16	17											

Chapter 14



~ TUNUK ~

You must return to the underworld soon. But the way to the netherworld you seek has been lost in the violent eruptions of the Fire Peaks.

You materialize in the courtyard of a large building, with devils and fireflies on all sides. The *Earthquake* spell is right at your feet. You'll have to get clear of the town before you can build your castle.

Even here, humans strive for survival. Give them hope by keeping at bay the evil that has taunted them for so long.

Build a castle and start stockpiling mana. A pair of hash marks on your castle display tell you how much you need.

The chiefs of the Fire Peaks tribes pray that you can save them from the terror of the moon dwellers.

The first moon dweller appears over the spire of the building complex at (A). When he's dead, mana appears all over the map.

If we cannot help the people here, those back in your world are doomed.

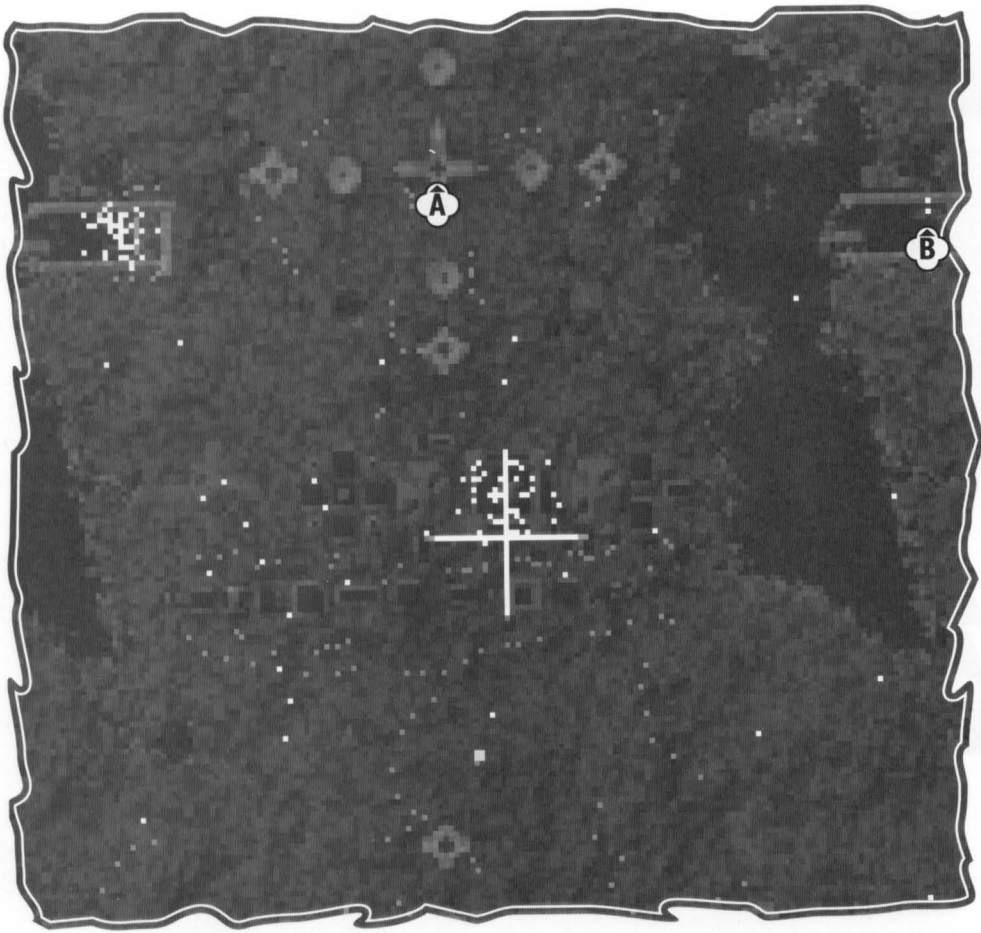
A few more moon dwellers appear around the map, as do fireflies, leviathans and sentinels around the lake.

Ye gods, behold! Coming from the sea!

It's just three cymmerians; Kafkar really needs a vacation. Some spiders appear at the same time.

I hope you remember who taught you the sorceror's way. Hurry, time is our enemy.

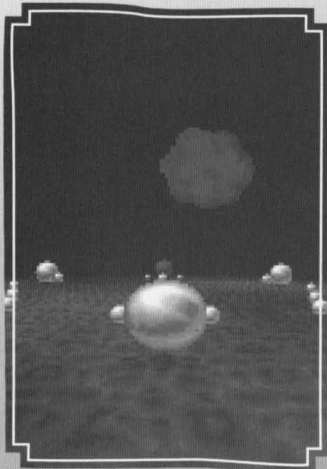
The walled enclosure on the lake at (B) contains experience, and a lot of devils. The seaward side is open. When you get about halfway in a sentinel appears, and when you get a little farther in the entrance seals behind you and several zombies appear. When the zombies are all dead the other side opens up and you can collect your experience and leave.



Spells **Setting** Night

New Spells *Earthquake*

Chapter 15



~ ZYGGOGG ~

Beneath you lies the underground netherworld of Zyggogg. From this place, Vissuluth selects the strongest creatures to join his army. It is time to deal our adversary a truly serious blow.

You materialize over a lava lake in the middle of a pool of mana.

Exterminate them all!

There are several cymmerians around the map. Note the one in the sealed-off-cavern at (A). You'll have to take the tunnels and teleport in to get him. He has spiders in there with him.

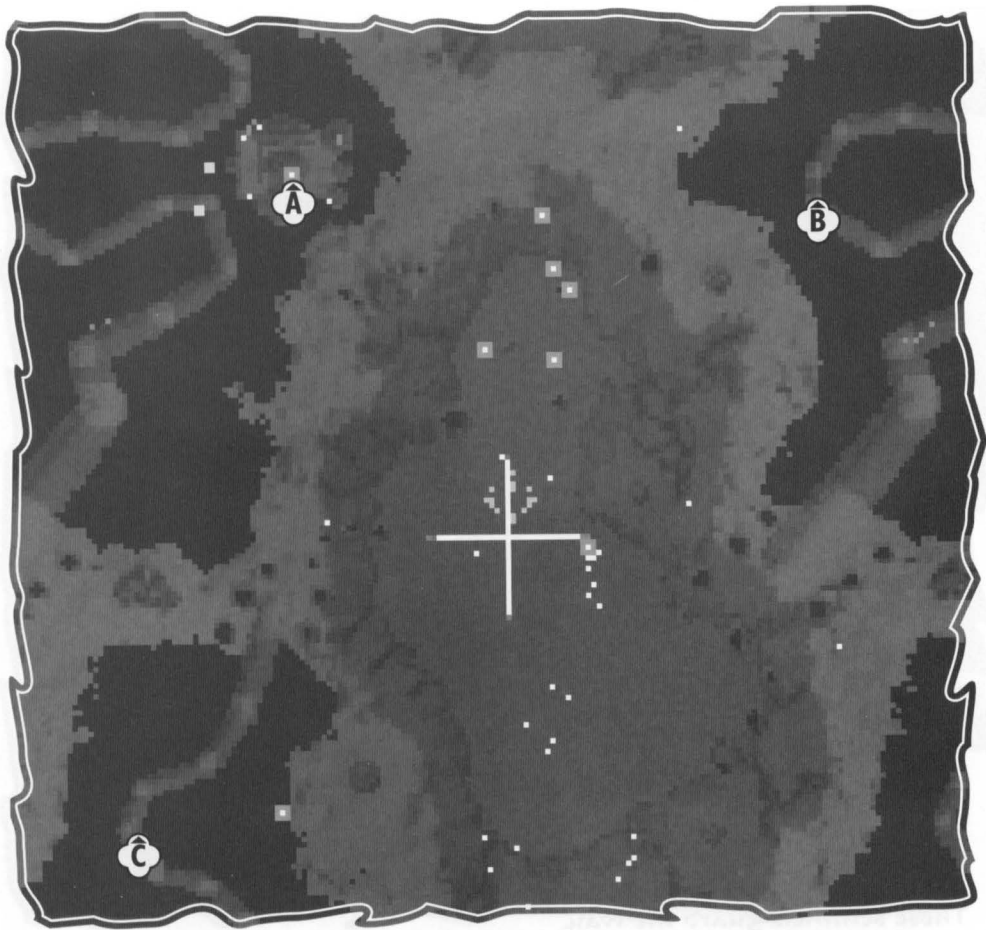
The trigger at (B) summons skeletons and the one at (C) summons spiders.

Vissuluth has found some new allies. What they are or where they come from, I do not know.

Troglodytes fill up the tunnel. Spiders, fireflies and manticores appear out in the main cavern.

I fear our task may be too great. Yet we have no choice but to try.

Several of the little craters around the lava lake produce loose mana when you fly over them. There's only one experience scroll in the whole chapter. It appears when you teleport in to (A).

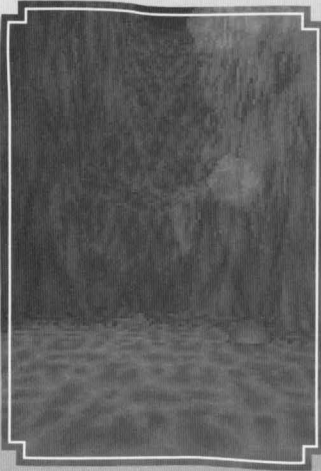


Spells **Setting** Cavern

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New Spells None

Chapter 16



~ DARKLAVA ~

You must find out where the troglodytes are coming from and find a way to stop them. I suspect the deep netherworld of Darklava, the mining city of the ancient ones.

You materialize at the end of an underground tunnel. If you've missed any spells along the way, you'll be able to pick up several key spell-jars at **(A)**. If you've already got every spell you could find, you'll see nothing.

Fireflies are released at **(B)**.

The gates will open for you all the way to **(C)**, which is occupied by spiders and fireflies, and a couple of experience scrolls. You can build your castle here. In the middle of the room is a trigger that releases lots of mana and a mana worm.

When you leave **(C)** a cymmerian will appear in the outer door. **(D)** will be full of devils. **(E)** contains lots of experience, plus a force of skeletons and some spiders.

Vissuluth has re-opened the mines. Destroy this outpost. We must get inside.

Once you've gotten through all that other stuff, you can finally make it to **(F)** and destroy the building. It's guarded by skeletons, who will be reinforced once as you fly around the room.

Those sentinels guard the way.

You have to kill a sentinel to get through the room once you destroy the building.

A little more rubble for you.

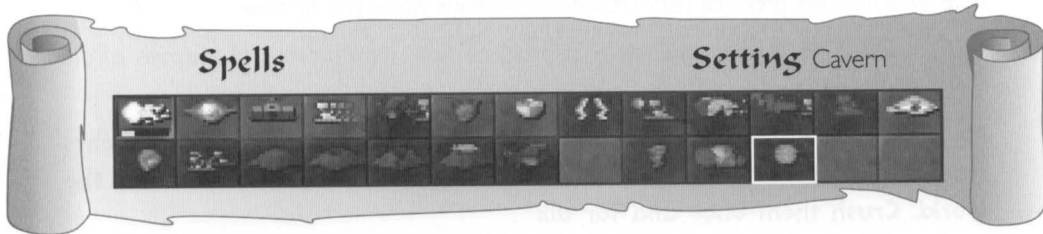
And another one. Presumably this one is the reason Kafkar referred to "those sentinels" in the last objective. Some cymmerians and zombies appear a little further down the corridor.

Quickly, to the mines. Destroy the smelting houses.

This is a good time to notice how close the spiral room **(C)** and the smelting houses **(G)** are to one another. A quick *Earthquake* spell and you can have your own private "back door" that leads directly from your castle to the smelting houses. You'll need it, because this is a tough fight. Each building you destroy either pours more troglodytes or an army of skeletons into the room. There are also triggers for spiders and fireflies. You'll find the *Magic Mine* spell at the center of the room, but it's guarded by a *Meteor* trap.

Fiends! Annihilate them!

When you finish up the smelting houses, a large force of troglodytes appears and stretches from the smelting room all the way down the hall. There's also a trigger for skeletons and a sentinel between you and the exit.



New Spells *Magic Mine*

Let us leave what remains of Darklava in peace.

When you reach the end of the hall a gate opens before you, and you exit from the point where you entered.

Chapter 17



~ C'LANNESH ~

The arenas of the C'lannesh are infamous across the netherworlds for the deadly sport which they provide. Your enemies have called upon Elyssia the Trainer for aid. She will see how well you have learned your skills.

The training grounds are the two big gray areas. (A) will release sentinels and *Whirlwind* traps when you approach it. When all the sentinels are dead, it will produce some zombies and one moon dweller. When the zombies are dead, that activates (B).

Approaching (B) will produce *Firestorm* traps, cymmerians and a spider. Killing all the cymmerians will open the gate to (C).

The dolman between (A), (B) and (C) is guarded by *Meteor* traps.

Give these evil-doers a display of real wizardry!

Your only stated objective is to kill all players. Of course, there's more to it than that.

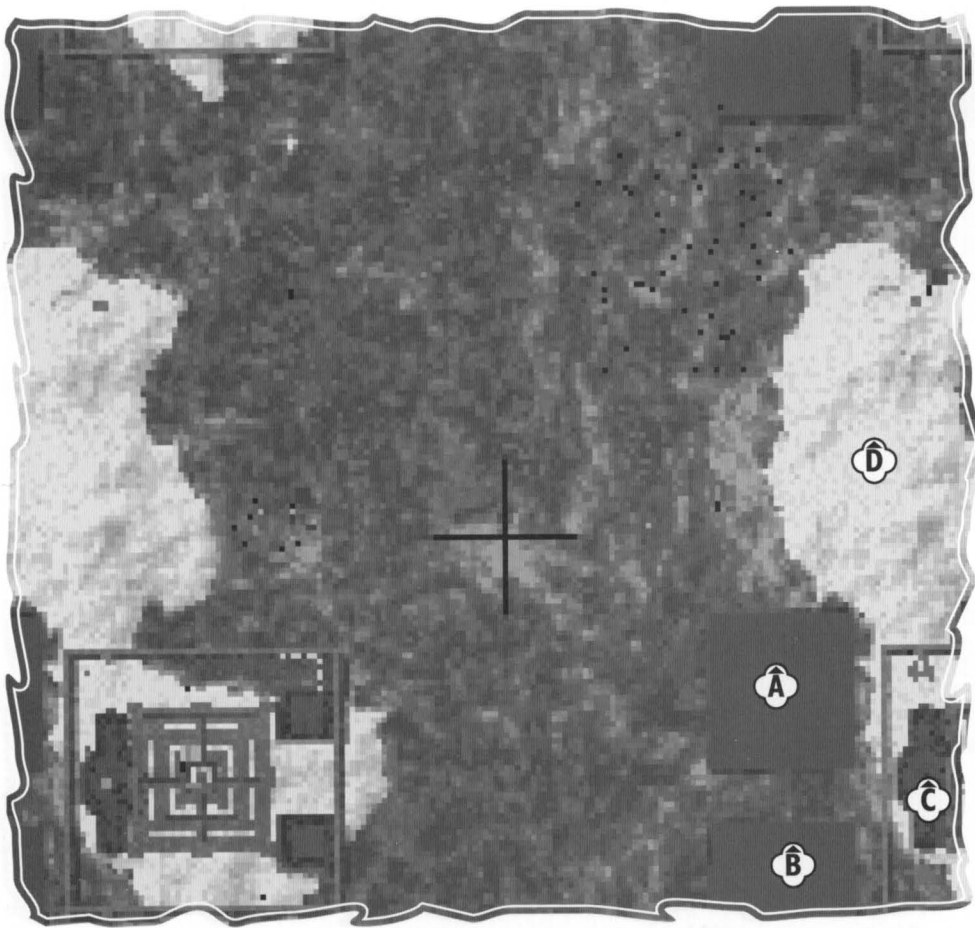
Soon you will have finished them for good.

The *Gravity Well* spell-jar is in with some barrels, in the corner of (C) closest to (B).

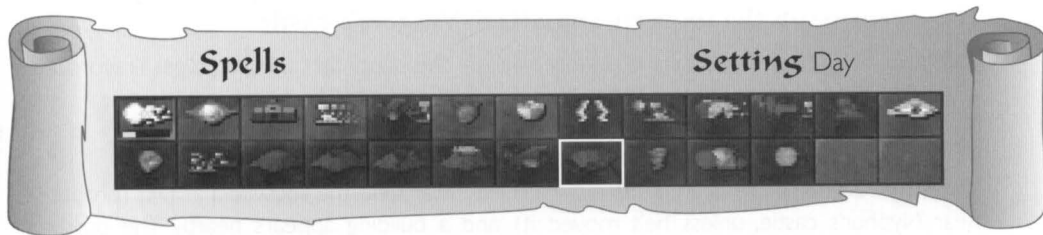
The land is inhabited by manticores and spiders when you arrive, and most of the little lakes have switches that produce very crowded leviathans when you fly over.

The snowfield at (D) has switches that produce two mana worms, and armies of devils and dragons.

My patience is exhausted. From Mount Firestorm, let the wyvernflights ride. Seek out the cities of man and blast them from the face from the world. Crush them once and for all!



(A) New Spellcasting Site



New Spells Gravity Well

NYPHVR	A243, R225, P230, L216
1 2 3 4 5 7 8 9 10 11 12 13	
14 15 16	

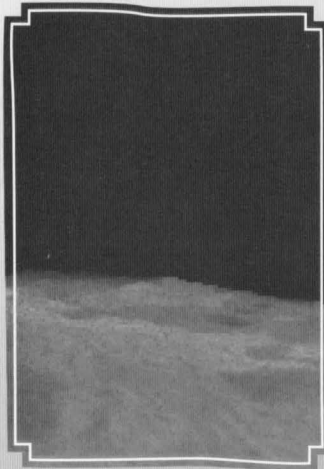
RAHN	A180, R210, P220, L205
1 2 3 4 5 6 7 8 9 10 11 12 13	
14 15 16	20

BELIX	A234, R222, P255, L230
1 2 3 4 5 6 7 8 9 10 11 12 13	
14 15 16 17	

JARK	A232, R234, P235, L235
1 2 3 4 5 6 7 8 9 10 11 12 13	
14 15 16 17	20 21 22

ELYSSIA (C7)	A210, R235, P244, L238
1 2 3 4 5 7 8 9 10 11 12 13	
14 15 16 17	20 21 22 23

Chapter 18



~ GLEPH ~

The Wyvernflights of the Firestorm Mountains are commanded by Yragore, one of the most powerful wizards to serve the demon lord. Yet a rival of Yragore stole the spell of creature command. The thief perished but Yragore does not know what happened to the spell.

You materialize on a wasted plain with six wizards, one moon dweller, five zombies, lots of manticores and a large flight of cymmerians.

Yragore is extremely powerful. Do not attack him until you are ready.

Build a castle, harvest some monsters.

Beware! A wyvern approaches!

Find and kill the wyvern. Once it's dead, another will eventually appear. When it's dead, another will appear. This will continue until you've worked your way through several wyvern. The first one is the only one you have to kill to accomplish the objective.

Your battle with the wyvern will attract more of its kind. Be ready.

Stockpile more mana. When you have enough, some more wyvern appear, and the *Alliance* spell-jar appears near **(A)**.

Now, command the wyvern and attack Yragore's castle.

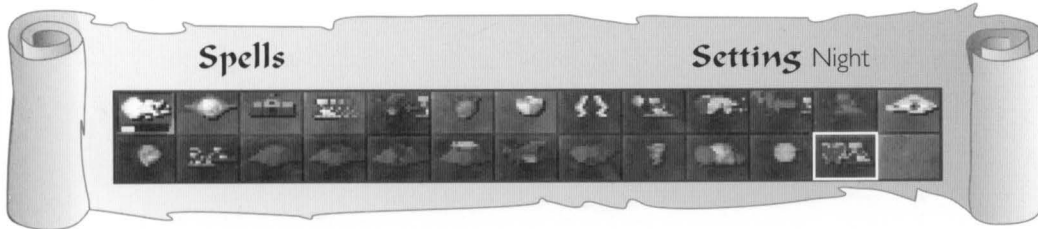
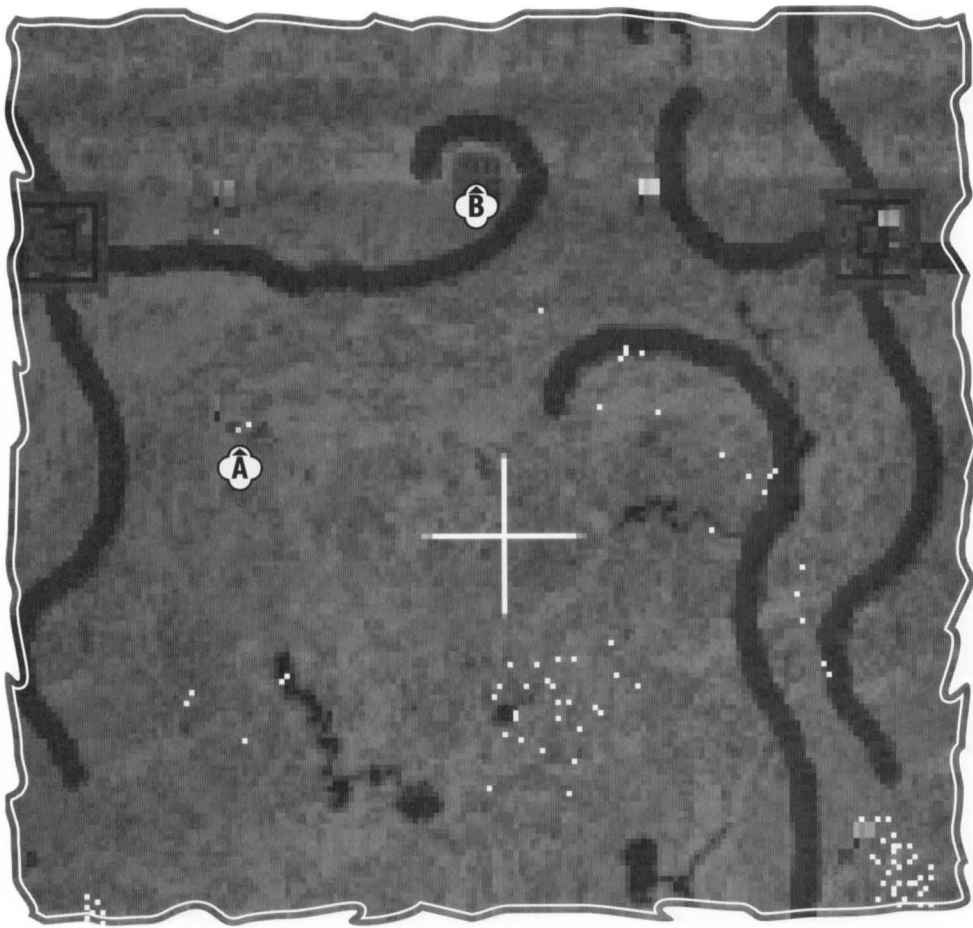
You don't actually have to use the *Alliance* spell — the important thing is to get Yragore. As usual, you might not see this objective if Yragore's already dead.

Your foe surely fears you now.

When the zombies are dead, sentinels are released around the snowfield at **(A)** (probably near Nyphur's castle, unless he's moved it), and a building appears nearby. The building releases some loose mana guarded by zombies and spiders when it's destroyed. When all the sentinels are dead, experience scrolls appear along all the ridge lines.

Secret World

When Yragore is dead, a building will appear at **(B)**. When the building is destroyed, a skeleton army will be revealed on the surrounding ridge, and the entrance to a hidden world will appear.



New Spells *Alliance*

NYTHVR													A243, R241, P244, L224			
1	2	3	4	5		7	8	9	10	11	12	13				
14	15	16	17			20		22	23							

RAHN													A180, R225, P235, L228			
1	2	3	4	5	6		8	9	10	11	12	13				
14	15	16					20		22	23						

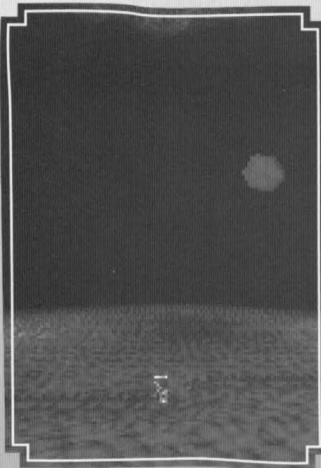
BELIX													A243, R241, P244, L224			
1	2	3	4	5		7	8	9	10	11	12	13				
14	15	16	17	18	19	20		22	23							

JARK													A235, R244, P246, L245			
1	2	3	4	5	6	7	8	9	10	11	12	13				
14	15	16	17	18	19	20	21	22	23							

ELYSSIA													A235, R244, P246, L245			
1	2	3	4	5	6	7	8	9	10	11	12	13				
14	15	16	17	18	19	20	21	22	23	24						

YRAGORE (C5)													A199, R249, P251, L250			
1	2	3	4	5	6	7	8	9	10	11	12	13				
14	15	16	17	18	19	20	21	22	23	24						

Secret World 4



BELEEM

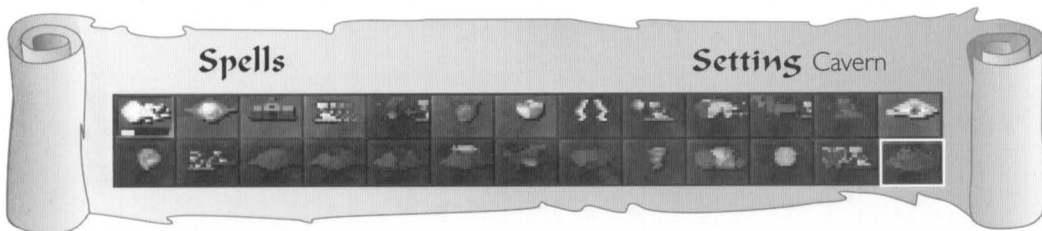
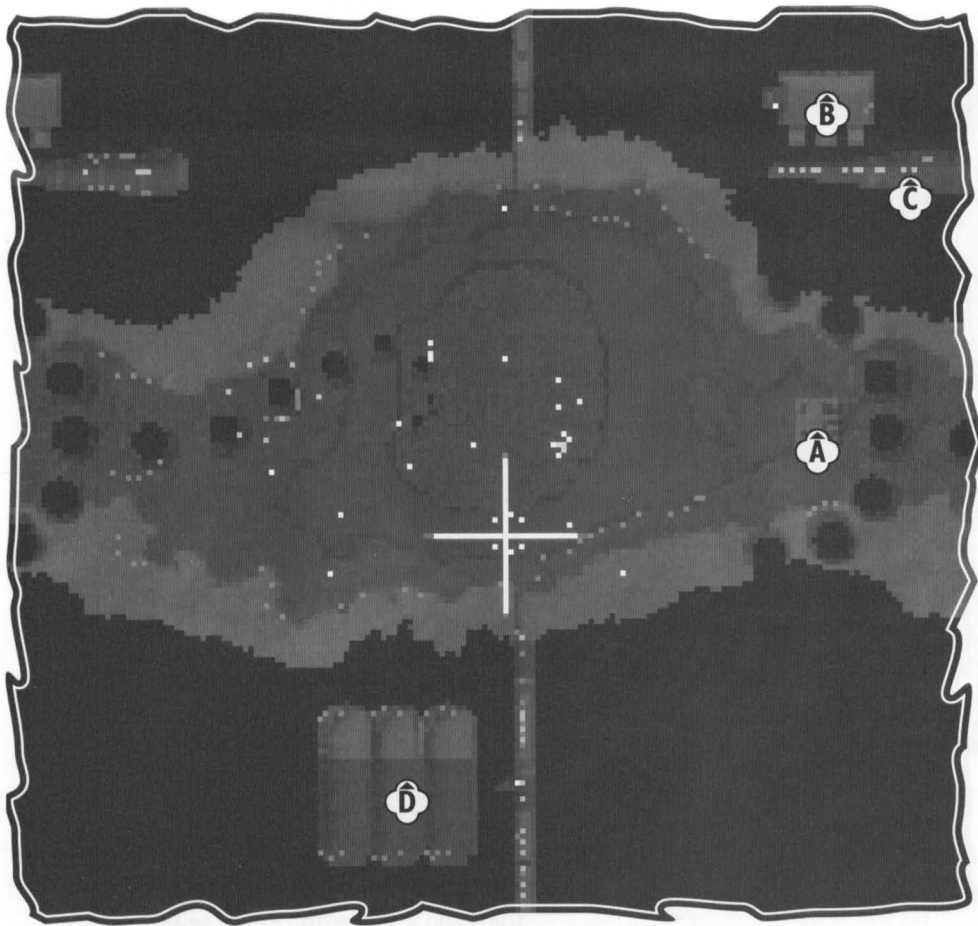
You materialize in a cavern containing experience scrolls and loose mana. Flying around are dragons, cymmerians and several wyvern.

There's a building at **(A)**, with a switch in front of it to summon a skeleton army. Destroying the building will reveal a *Cave In* spell-jar.

The mana-filled tunnel is guarded by sentinels. There's a switch midway along the tunnel to summon a large swarm of fireflies.

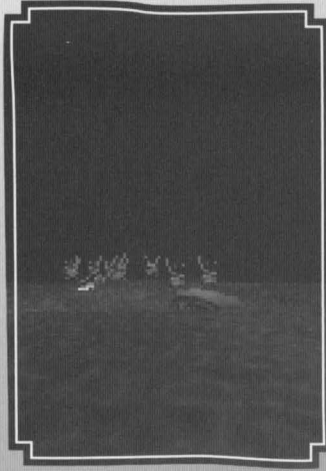
When the sentinels are dead a teleport mirror to the chamber at **(B)** appears. When you teleport into **(B)** it fills with experience and more mana, and a teleport mirror appears at the other end to take you to **(C)**.

(C) fills with devils when you arrive. When all the devils are dead, the wall opens to the chamber at **(D)**, and you can fly through to collect the mana and experience inside. A teleport mirror appears at **(D)** to take you back to the main cavern.



New Spells *Cave In*

Chapter 19



~ BARAGHAN ~

You have brought chaos to the demon lord's domain. His wizards regroup in the wilderness below.

You materialize over a lake between four mountains. Fireflies, spiders, leviathans and six wizards lurk nearby.

When all the leviathans are exterminated, more leviathans come to replace them, experience scrolls appear at **(A)**, and triggers are set to release cymmerians and moon dwellers.

When the fireflies are dead, several mana worms appear.

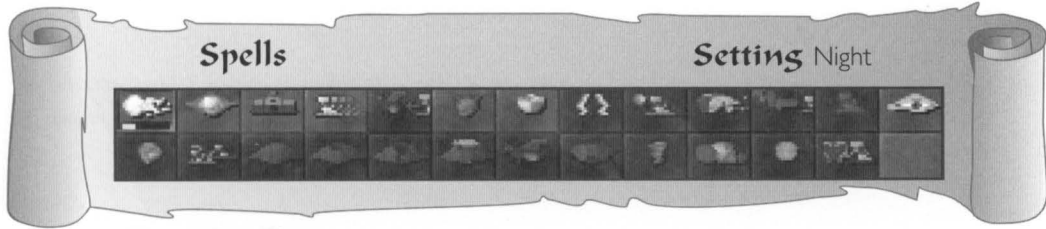
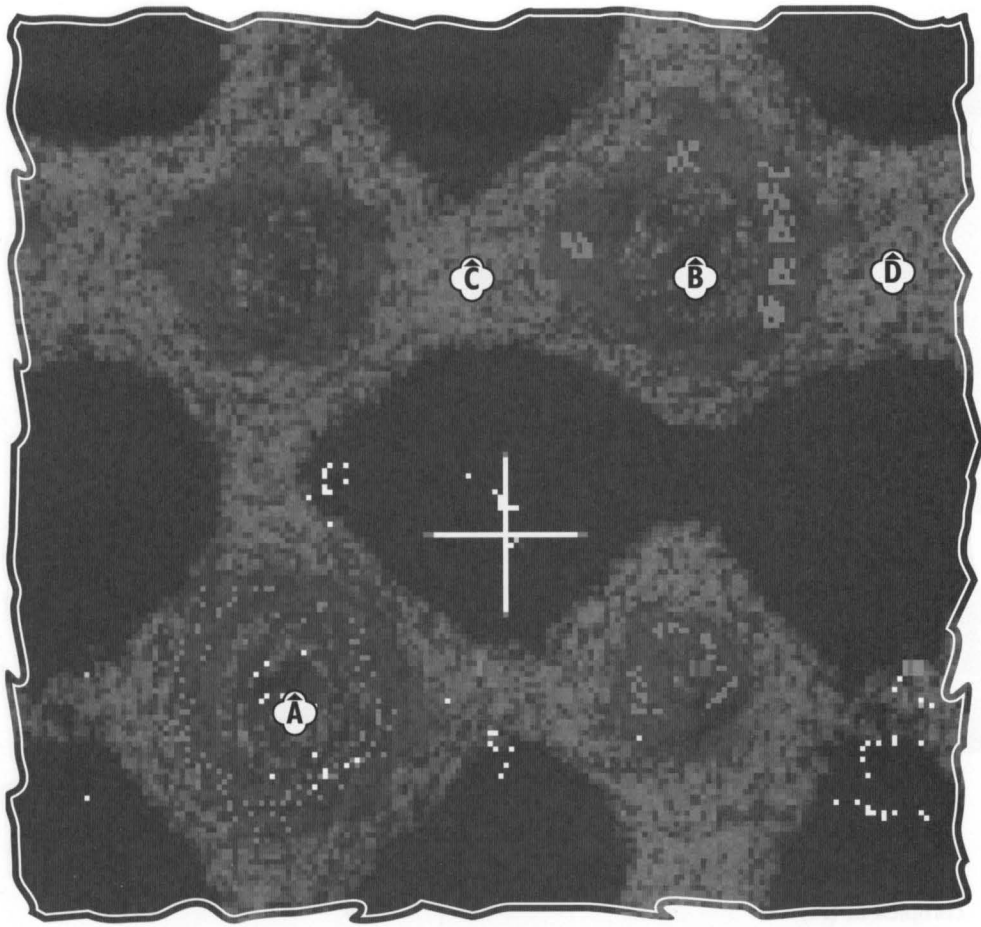
When all the spiders are dead, devils appear all around the shoreline.

Battle is joined. Success, my friend!

Once again, the only objective is to kill all the other wizards.

You triumph at last.

There are a number of dangerous switches around this world, including several volcanoes just for starters. Wyvern appear when you fly over **(B)**, manticores appear when the trigger at **(C)** is thrown, and **(D)** has numerous *Gravity Well* traps and a trigger to release several sentinels.



New Spells None
All spells to 3rd Level

NYPHVR													A243, R251, P251, L252			
1	2	3	4	5	6	7	8	9	10	11	12	13				
14	15	16	17	18	19	20	21	22	23							

RAHN													A227, R222, P250, L240			
1	2	3	4	5	6	7	8	9	10	11	12	13				
14	15	16	17	18	19	20	21	22	23	24						

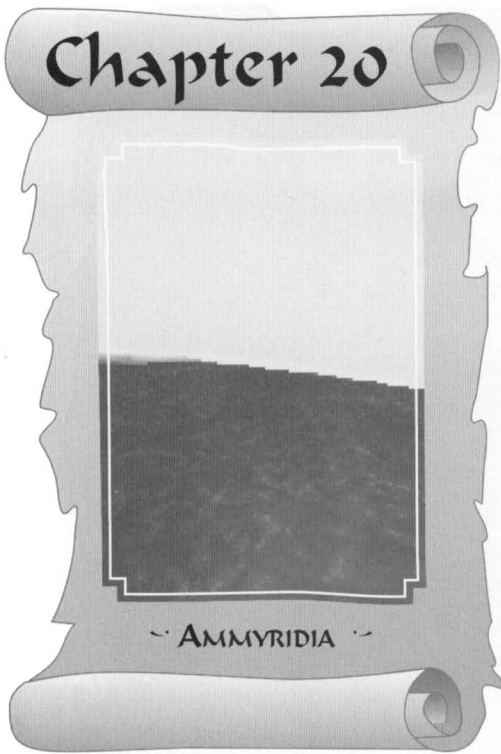
BELIX													A234, R252, P255, L249			
1	2	3	4	5	6	7	8	9	10	11	12	13				
14	15	16	17	18	19	20		22	23	24						

JARK													A235, R253, P253, L253			
1	2	3	4	5	6	7	8	9	10	11	12	13				
14	15	16	17	18	19	20	21	22	23	24						

ELYSSIA													A225, R251, P253, L253			
1	2	3	4	5	6	7	8	9	10	11	12	13				
14	15	16	17	18	19	20	21	22	23	24	25					

VRAGORE													A199, R255, P255, L250			
1	2	3	4	5	6	7	8	9	10	11	12	13				
14	15	16	17	18	19	20	21	22	23	24	25					

Chapter 20



The people have nowhere to run to, nor any place to hide. And Vissuluth has turned his army on them. We must go to the aid of the innocent.

A flight of four wyvern is attacking a city defended by a force of archers. Some zombies are wandering around the countryside.

Protect the people. Rid the netherworld of the demon lord's twisted creations.

You have to kill the wyvern. Needless to say, the surviving archers will not be appreciative of your efforts on their behalf.

He has summoned a hydra! Destroy the beast before it lays waste to the entire netherworld.

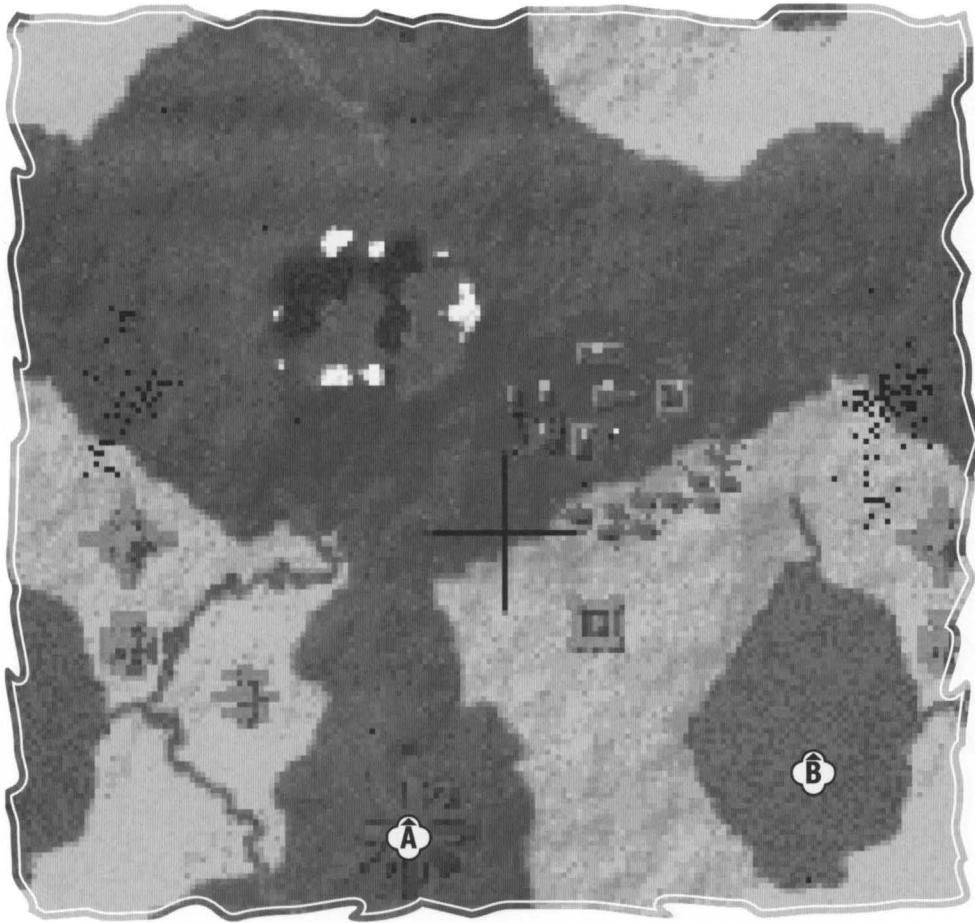
The hydra appears along the coast of the lake, heading towards the city.

I fear there will be more of these creatures to slay before your journey is done.

When the hydra is dead, experience scrolls appear on top of the main building of the temple complex at **(A)**.

Secret World

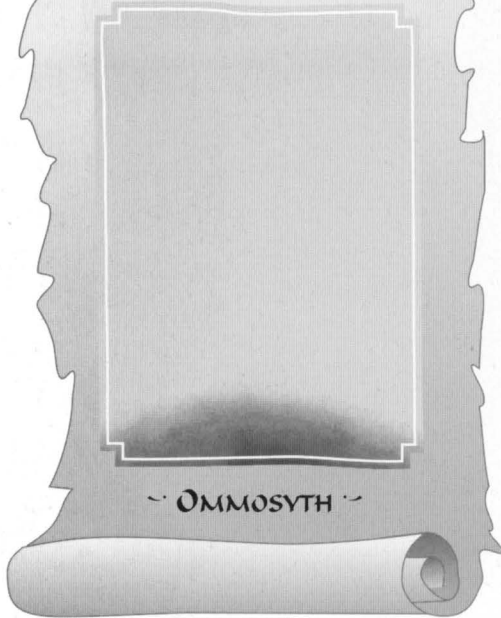
Also, when you kill the hydra, a building appears at **(B)** in the middle of the lake, surrounded by standing stones guarded with *Fire Storm* traps. Destroying the building opens the way to a hidden world.



Spells **Setting** Day

New Spells None

Secret World 5

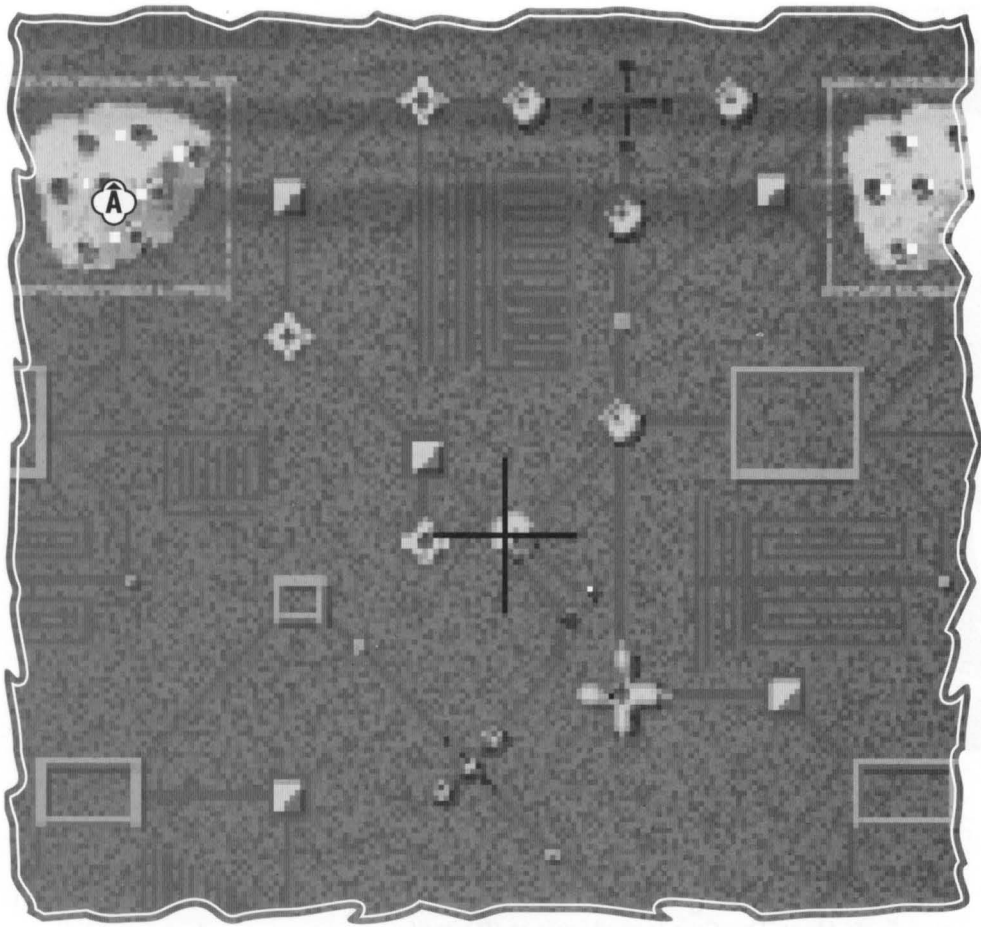


You materialize on a strange seascape covered by elaborate paths and artificial islands. There's a wyvern at 5 o'clock, but unless provoked, it stays near the cross-shaped island it's circling. There's some loose mana lying around. Fly away from the starting point, and the level fills with cymmerians, bees, leviathans, devils, dragons and even a couple of sentinels guarding small islands.

Mana and experience are everywhere. Some of the small islands have triggers that will summon a few monsters (bees, devils, dragons, worms, etc.) as you fly over. There are numerous mana magnet switches all over the level, that simply gather all nearby mana together when they're activated.

As you approach the wall surrounding the big island at **(A)**, the wall vanishes, and mana and a spell-jar for any spell you don't have already (except *Cave In*) appears on it as you fly over.

A teleport mirror to one of the three enclosed areas appears when all the bees are dead, another when all the dragons are dead, and the mirror to the final area appears when all the devils are dead. Each enclosure fills with experience and mana when you enter.



Spells **Setting** Day

New Spells None

Chapter 21



~ CRESIDAN ~

Nyphur's armies return. They gather here in a maze of tunnels and unstable caverns. You must enter the tunnels and hunt down the enemy.

Emerge in a huge cavern populated by spiders and troglodytes. There are several *Volcano* traps all around the map. There are a few leviathans inhabiting the waters of the caverns, plus triggers that reveal more when you fly over them.

These caverns are infested! Make this place the tomb of the troglodytes.

Infested is right. The map is covered with dozens of triggers that each release a troglodyte when you approach. Since the map has to be completely trog-free before this objective is complete, this means that the more trogs you hunt down, the more there'll be that you have to hunt down. This one will take a while. When you've cleared the cave of trogs (at least temporarily) a teleport mirror appears at **(A)**.

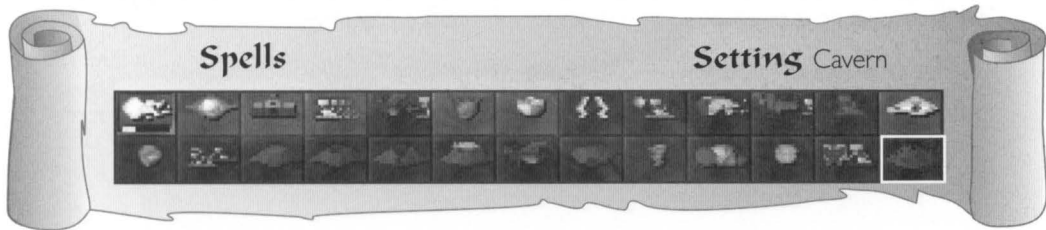
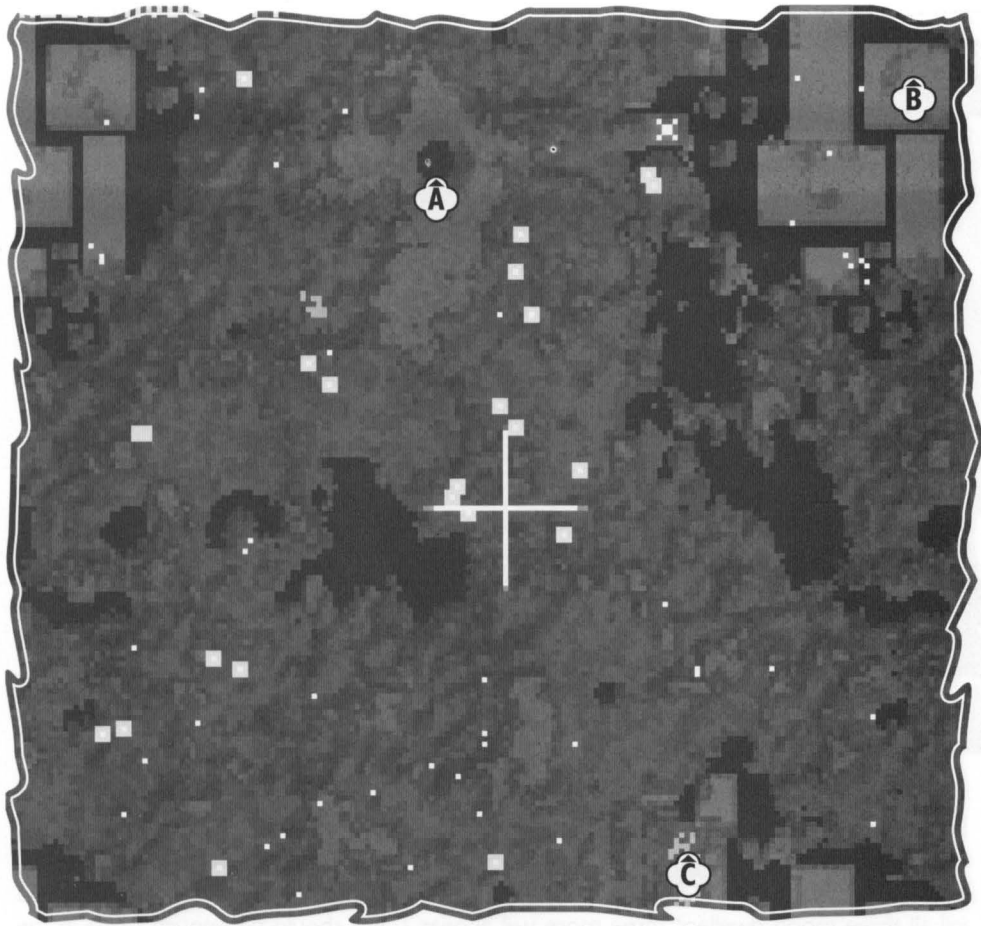
Beyond lies the zombie horde. Now is your chance.

The teleport mirror takes you into the crumbling rooms around **(B)**. In addition to lots of zombies, you'll have to fight sentinels and cymmerians as well, as well as putting up with some *Fool's Mana*. The *Cave In* spell-jar is at **(B)** itself.

I still sense evil. Do not dally here.

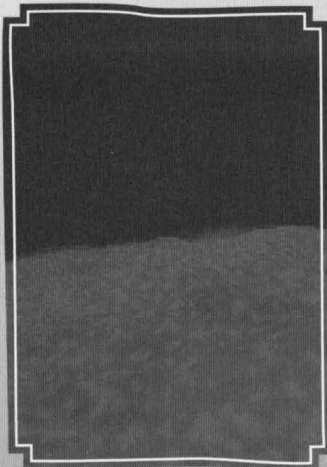
When you kill the leviathans in the main cavern, lots of experience scrolls appear in the little caves around **(B)**. You'll have to drill through with the *Earthquake* spell to get most of these.

Watch out for the area around **(C)**, which has lots of triggers to reveal troglodytes, sentinels, *Fire Storm* traps and other dangers.



New Spells *Cave In*

Chapter 22



~ HODOR ~

We are nearing Vissuluth's citadel. On the other side of the valley of the hydra is Jathnar, the capital city. I am certain that the valley beyond will be suitably defended. Take care, master wizard.

You materialize in a verdant river valley, right next to a disgruntled hydra. Also in the valley are a flight of cymmerians and a herd of goats. Spiders live in the hills ahead, and some leviathans swim around in the lake. There are several large *Volcano* traps around the landscape, so fly carefully.

You have been discovered.

Just for starters, you have to kill the hydra. Dropping your castle on top of him should do it. Killing him will cause devils, mana worms and two more hydras to appear, and set a trigger over the river that will call leviathans and fireflies to appear when it's switched.

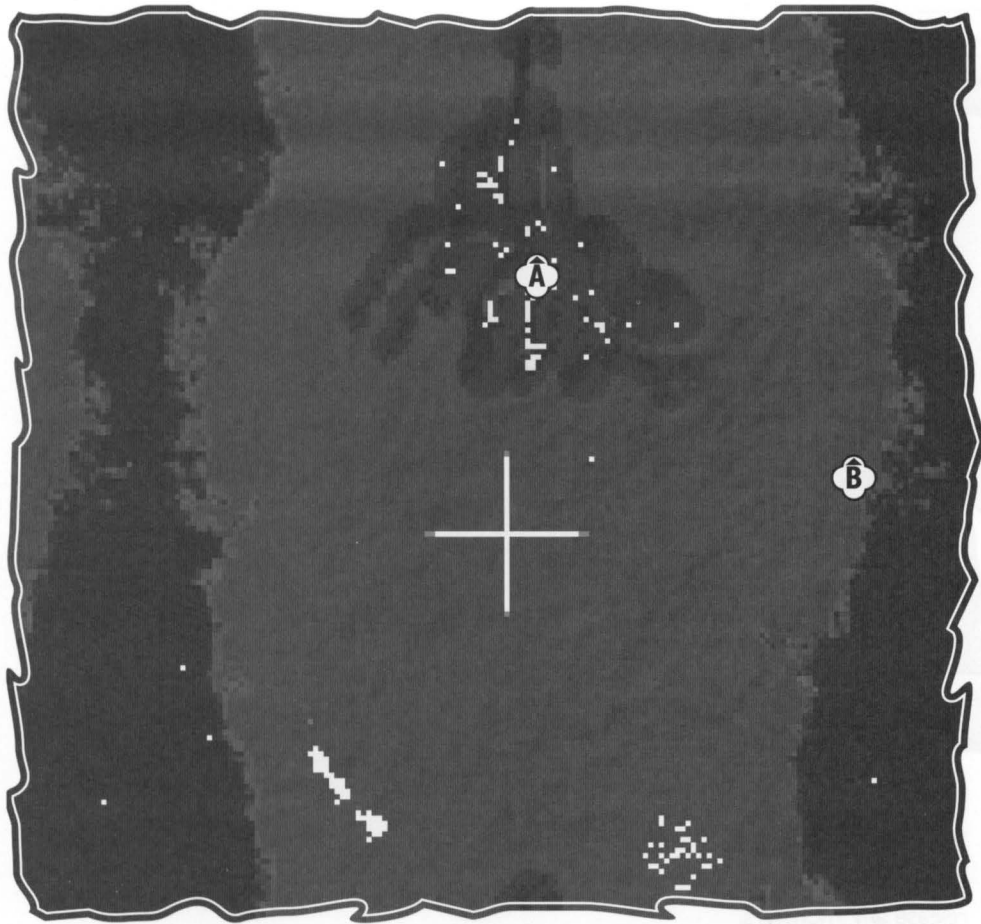
Gain all the strength you can while there's still time.

Tomorrow we fly to Jathnar.

You need to gather mana and build up your castle. There's lots of mana in the hills and gorges ahead of you at **(A)**. When you approach, three moon dwellers will appear and start to munch on the mana, so try to claim it all fast, then get back to build up your castle. If you kill all three moon dwellers, three more will appear. There should be enough mana in the hills to get your castle all the way up to maximum size. A pair of hash marks on your castle display shows how much mana you need to achieve the objective.

Night is almost over. You make good time.

Destroy the large building at **(B)** for some experience scrolls. Watch out for the four meteors that go off when the building goes down.



Spells **Setting** Night

New Spells None

Chapter 23



~ JATHNAR ~

Dawn rises over the city of Jathnar, the iniquitous den from which the lackeys of the demon lord do his bidding. Leave nothing standing here. Let nothing live.

The entire map is covered by a massive city. You are in the middle of the only space large enough to contain your castle. Archers, skeletons, bees, spiders, devils, cymmerians and a few mana worms swarm around the buildings.

Destroy the war council tower.

This is the square building at **(A)**. Destroying it releases moon dwellers and zombies.

Good. Now reduce the barracks to rubble.

These are the five buildings at **(B)**. Their destruction releases sentinels, bees and devils.

Make sure that not one spell ever leaves Vissuluth's apothecary again.

Jathnar's drugstore is the small building at **(C)**. Destroying it releases more cymmerians.

Bring down this temple of evil.

This time it's the large building in the middle of the snowfield at **(D)**. Destroying it doesn't release any monsters.

Smash the weapons vaults.

The four buildings at **(E)**. When they're down, five wyvern and one hydra appear.

Now destroy the wizard lords. This time they will perish.

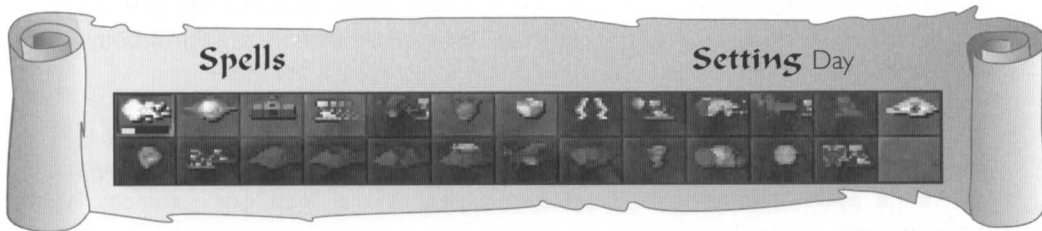
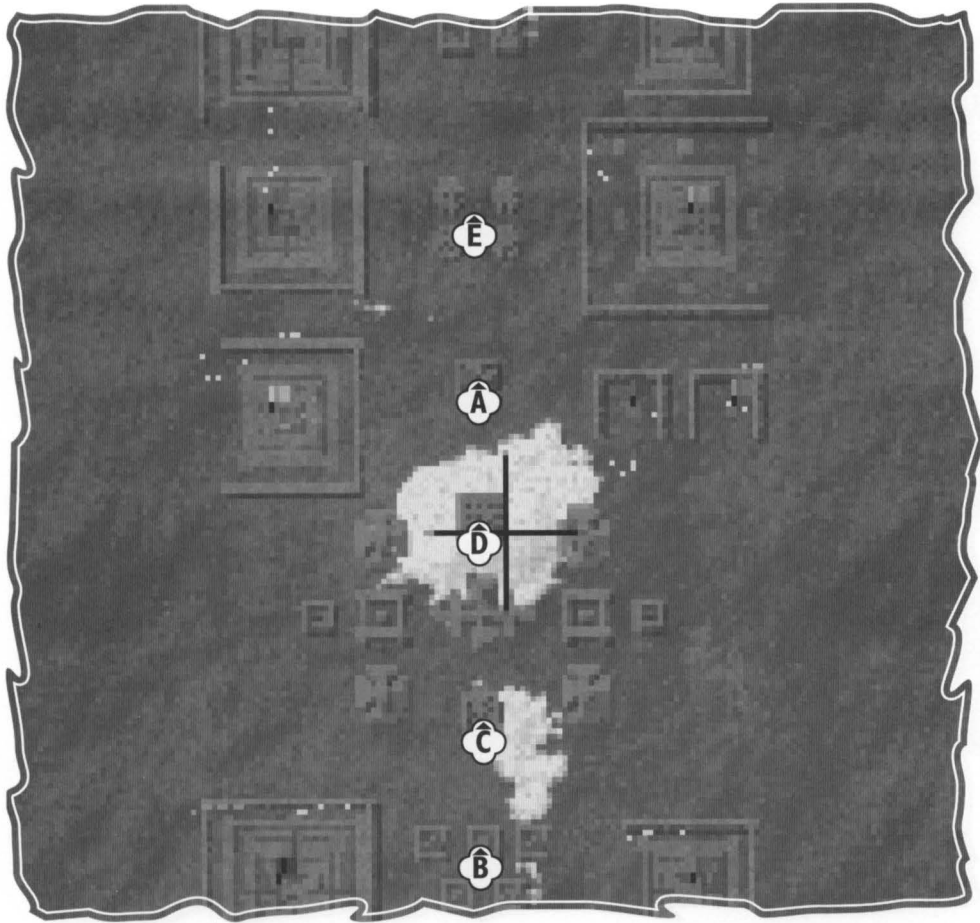
If you haven't spent any time deliberately picking fights, the other wizards have probably been spending more time fighting each other than you. Now it's time to finish them off.

Cleanse this netherworld of the evil spawn.

General clean-up. Hunt down the monsters and Possess their mana.

The catacombs beckon you.

Surprisingly, there are no traps, triggers or experience scrolls anywhere on this level.



New Spells None

NYPHVR (C2)													A250, R255, P254, L254											
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

RAHN (C1)													A228, R253, P250, L239											
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

BELIX (C5)													A240, R255, P255, L252											
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

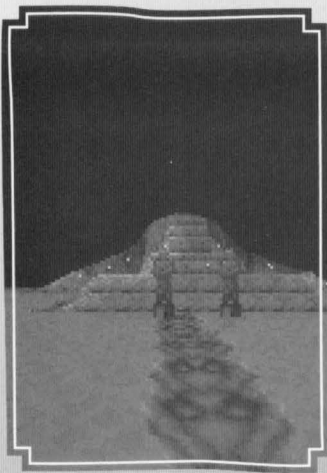
JARK (C5)													A245, R255, P255, L252											
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

ELYSSIA (C5)													A249, R254, P255, L253											
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

YRAGORE (C6)													A239, R254, P255, L254											
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

PRISH (C7)													A245, R255, P255, L255											
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

Chapter 24



MALAK

Vissuluth's citadel generates a shield which none of your spells can penetrate. But the catacombs beneath the ruins of Jathnar should still provide a way.

You materialize in a large cavern with zombies and dragons. Build your castle on some zombies.

This chamber appears to have been a temple.

Fly through the gate to the central building at (A). The gate will close behind you.

Lots of experience scrolls are sitting on its battlements. Your arrival will release zombies and sentinels. When the zombies are dead, the gate will re-open, but flying back through it to your castle you'll have to deal with a trigger just inside that activates a *Fire Storm* trap, and one farther back (probably over your castle) that summons more sentinels and one wyvern.

We seem to have incurred the wrath of the faithful. Let us settle this here.

You have lots of sentinels to kill.

Find out what now lies before us.

At this point the experience-lined tunnel at (B) should open. There's a switch just outside that will summon troglodytes — by now you may have already tripped it. The gate will re-shut behind you, locking you in with sentinels on either end. You'll have to destroy both sentinels before you can leave.

This is some kind of device.

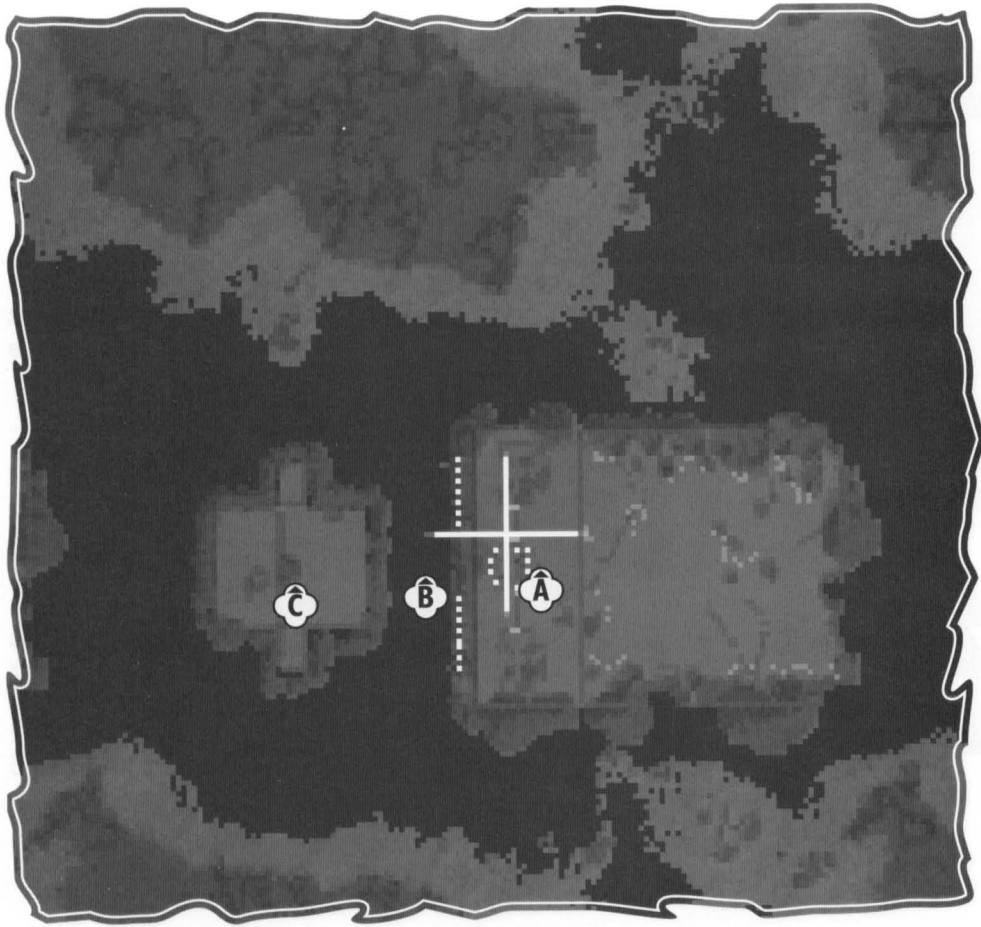
You have to destroy a total of five pylons at (C). As you destroy them, more will appear. When the pylons are demolished, meteors appear, and at least one summons four more sentinels.

En garde, mage. The foe is upon you.

When the pylons are all down, the side-rooms open revealing two pits full of cymmerians. You have to clear the room of cymmerians, at which time the exit appears in this room.

Do not tire, my friend. You have nearly completed your task.

The large natural cavern visible nearby contains absolutely nothing except some *Volcano* traps — no monsters, no mana, no experience, no nothing.



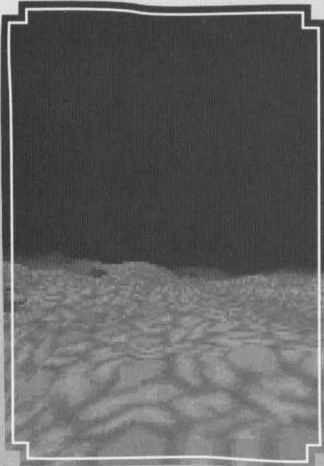
Spells **Setting** Cavern

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New Spells None

Who is this who would thwart my plans? What mortal fool would challenge the will of a God? What name does he go by, this one, who will pay for what has been done here with eternal torment?

Chapter 25



VLVTH

You found the way. I have asked so much and you have never faltered. But you must be ready to use everything you have learned in the battle ahead, for you have reached the citadel. And Vissuluth has returned.

You materialize on a small, rocky island scattered with *Fool's Mana*. No monsters are visible except a single wandering hydra (although there are about a dozen *Volcano* traps scattered about).

There's a teleport mirror right in front of you — build your castle before you go through it. It takes you to the enclosure at **(A)**, which is full of fireflies and a single spider.

When the fireflies are all dead, the enclosure crumbles (a *Meteor* trap goes off where it was) and a larger enclosure rises around it. This space is full of skeletons, worms and zombies. When all these monsters are dead the enclosure vanishes, and the area is flooded with zombies, spiders and manticores. The area where the enclosure used

to be also fills with traps combining *Whirlwind* and *Steal Mana*.

When the spiders are all dead, a *Volcano* erupts at **(A)**.

When all the manticores are dead, a moon dweller is released.

When the zombies, spiders and manticores are all dead, more spiders and zombies are released, along with a flight of cymmerians and a couple of sentinels.

When this batch of spiders is all dead, another moon dweller is released.

When all the zombies, spiders, cymmerians and sentinels are dead it releases devils, manticores and moon dwellers all over the map.

When all the manticores are dead some wyvern are released. When all the devils are dead two more hydras are released.

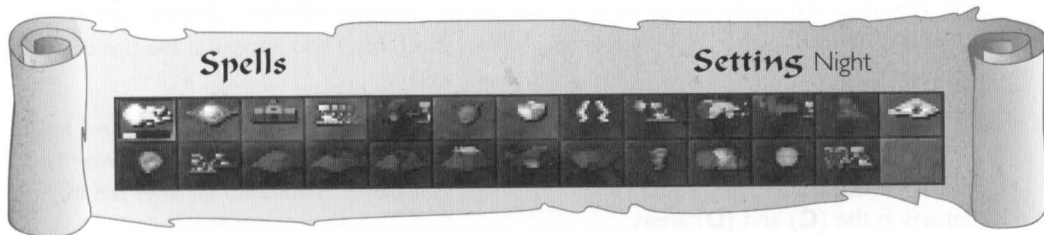
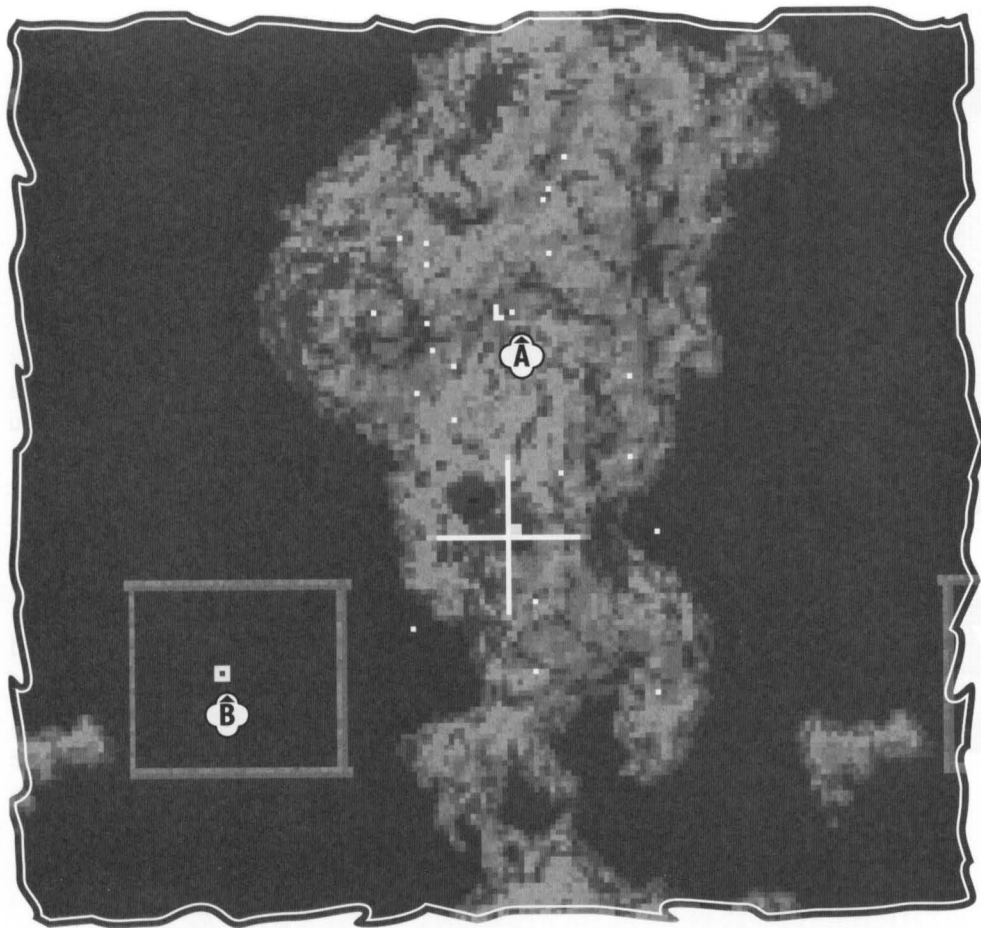
When all the monsters are dead Vissuluth himself appears.

You, invader of my realm, pretender to the shadow throne — prepare to die!

Vissuluth's citadel is at **(B)**, and it progressively dissolves as you dispose of more and more of his guardian monsters. Approaching the citadel will release four leviathans.

There's nothing tricky about killing Vissuluth (stats on p. 238), it just requires persistence — come in with your best defensive spell on and your best offensive spell ready, and blast away until he's gone. Be ready to retreat to your castle if you start to take too much damage.

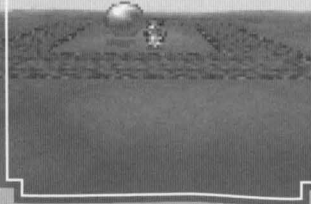
You have done it! Ye gods, you have done it. Master, it is I who shall serve you, henceforth.



New Spells None

Denizens of the netherworlds, hear me!
Vissuluth is dead. All hail the new lord
of the netherworlds!

World 1



~ THRULL ~

There is a game, which the children would play in the country of my birth. It involves moving pieces around in little boxes, until at last only one piece is left to rule the board. A battle in the netherworld of Thrull is much like this game, albeit the stakes are somewhat higher.

Start. This world is a puzzle of sorts, and starts everyone out in their own little square of sea water with *Castle* and *Possession* spell jars (you already have *Speed Up*) and a large ball of mana in the central area. For Player (1), once you pick these up, the next trick is to fly to the Dolmen at (A). This opens up a gate into the outside world. (If you want to close this gate later, approach the standing stone (B) at the mouth of the entrance.) All of the eight entryways to the island section have similar switches.

If your health drops to low levels, visit some of the dolmen you run across — some will restore your health. (The first one appears in your start area.)

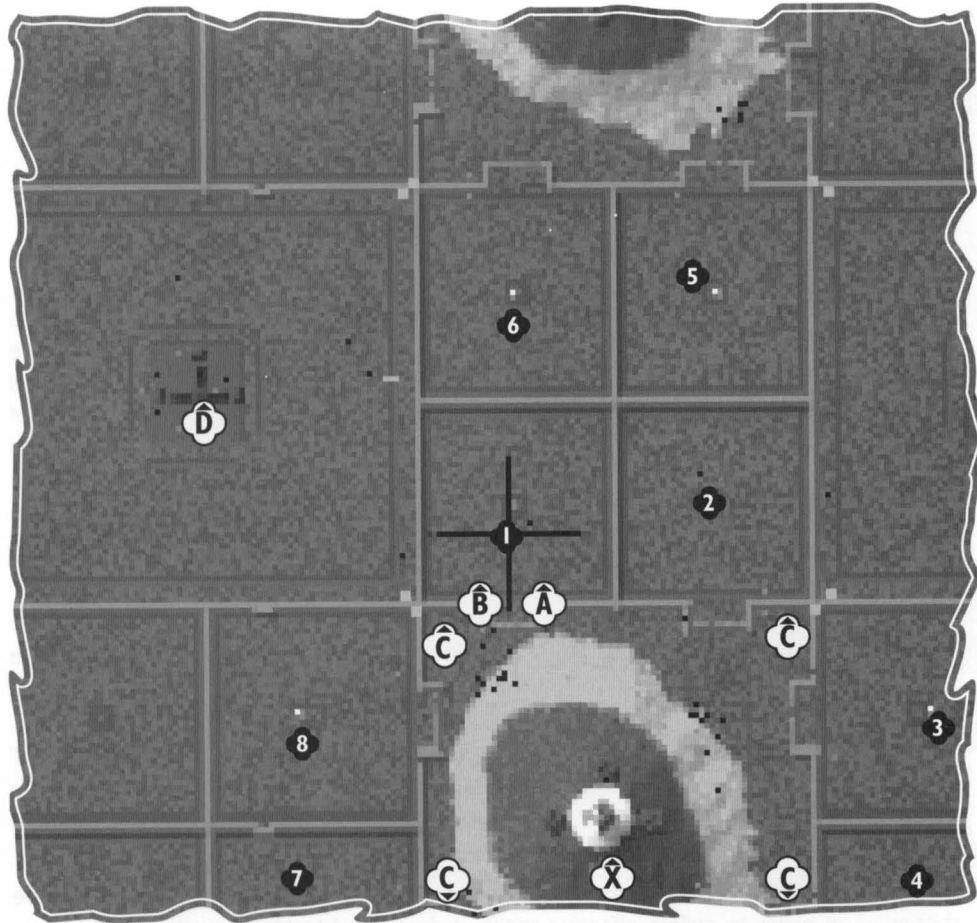
Teleports. Once you exit your immediate surroundings, head for one of the four teleports in the corners of the island section marked (C). Devils and a few cymmerians await on the snow-capped island, but you can deal with them later after you've collected some offensive spells.

Once you've teleported from any (C) to (D), flying toward the structure in the middle triggers a building and explosion on each corner, but also releases *Whirlwind*, *Beyond Sight*, *Fool's Mana* and *Alliance*. Spell jars for *Meteor*, *Heal*, *Shield* and *Fireball* also appear at the tips of the stone slabs.

What to Do Next. Once you've collected the spells, you can cast your *Castle* spell and start collecting mana to expand it. The recommended location for a castle on this world is in your home square, where you started the level. Your castle established, go after the cymmerians in the (C) and (D) areas.

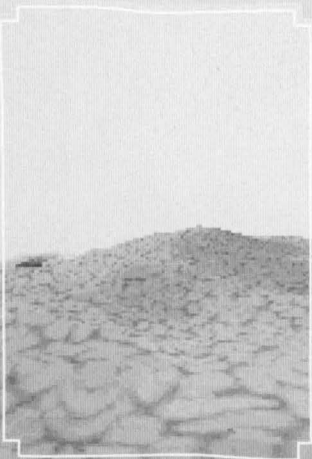
There's good reason for this — once they're all destroyed, a myriad of spells appear in the center structure at (D). These jars contain *Rebound*, *Lightning*, *Teleport*, *Steal Mana*, *Invisible*, *Magic Mine*, *Summon Army* and *Metamorph*. You'll get to put a few to immediate use, namely anything that will help you escape the four leviathans that are also activated after the cymmerians die. Try *Teleport* first — you'll end up back at your castle, safe and sound.

Leaving. When you're ready to leave the level, visit the exit portal at (X). (From this point on, all exits are marked with this designation.)



Spells **Setting** Day

World 2



KEEVUR

Often I've listened to the poets go on about the beauty and splendor of the spider's web, and I suppose they do have a point. I look at the web of the spider, and I see the purest evocation of the words "death trap" that the human mind is capable of conceiving.

Spiders. From the start (and throughout this level), you're plagued by spiders. Yes, you'll face other formidable beasts here, but the spiders control the world and will annoy the heck out of you. In fact, the main structure in the world resembles a giant web. Luckily, they're unable to fly, and you can steer clear of them if you keep an eye on your world view. Unless, of course, they're lounging out by a spell-jar you want to pick up.

Your first task is to collect the experience scrolls around the perimeter of the "web" that are marked **(A)**. They'll help boost your spell-casting abilities once you've added spells to your book. Whatever you do, avoid the standing stones for

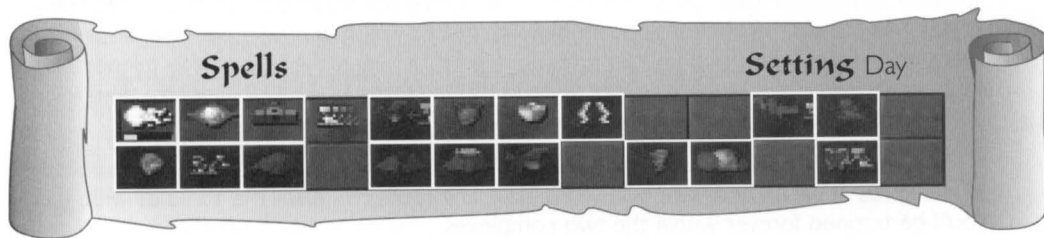
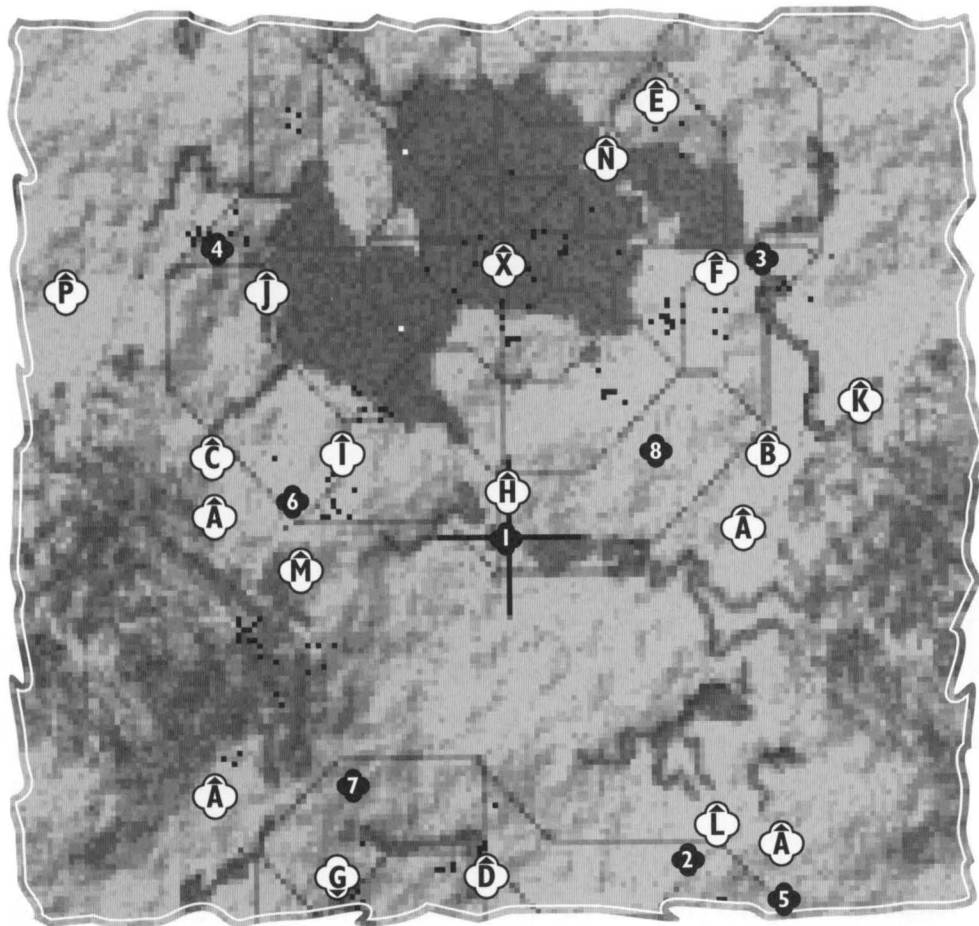
now. You can use them to trigger spells, but they also reveal wild manticores that immediately start growling and attacking you. You should probably stay away from the lake until later as well, since it's well-stocked with leviathans and a conglomeration of spiders.

Switches. Up to this point, your only spell is *Speed Up*. The next task will test your evasive abilities — in order to collect offensive spells, you're forced to trigger switches on certain intersections between the spokes and the web lattice. Each breeds a single sentinel and a few manticores.

To make things a little easier, trigger them in the order given below and pick up the corresponding spell on the exact opposite side of the web (at 180 degrees). Or, just plant yourself wherever you expect a spell to appear, and wait for someone else to pull the trigger.

- (B) Creates *Castle*
- (C) Creates *Fireball*
- (D) Creates *Possession* (and also *Teleport*, *Duel*, *Tremor*, *Steal Mana*, *Earthquake* and *Whirlwind* near the center of the web)
- (E) Creates *Lightning*
- (F) Creates *Heal*
- (G) Creates *Shield*
- (H) Creates *Metamorph*
- (I) Creates *Invisible*

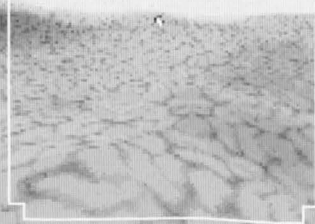
Population boom. Once you finish off all the spiders, several clusters of manticores **(J)** and armies of skeletons appear **(A)**, along with more spiders at the center of the web. If you manage to kill all of these spiders, you'll be rewarded by *Teleport* at **(K)** and *Alliance* at **(L)**. Killing off the manticore population creates *Gravity Well* and *Duel* in the general vicinity of **(M)** and adds a few wyvern for your hunting enjoyment.



By the way, you should leave at least one wyvern alive on this level — their extinction creates two hydras, and they're nearly impossible to kill without a full spell book. If you do happen to destroy all the wyvern, you'll at least gain *Tremor* and *Summon Army* on the perimeter of the web, and *Volcano* at (N).

Leaving the Level. You're going to have a tough time reaching the exit portal in this world. It's at the center of the web (X), right in the middle of all the leviathans and spiders. You can't activate the portal until you've eliminated all other wizards.

World 3



BRAAK

All wizards are, by nature, claustrophobes. It is, I believe, an impulse towards freedom, a refusal to accept boundaries which fuels the will which powers our spells. There is no greater hell to a wizard than to be trapped with no way out — and I speak as a certified expert on the subject of hells.

Start. All fliers start out dangerously sandwiched between a line of marching skeletons and a line of devils. Luckily, there's a *Speed Up* spell-jar sitting directly in front of you that everyone can grab on the run. The other important spells — *Possession*, *Fireball* and *Castle* — are waiting patiently on top of the buildings at (A). Once you collect them and Possess the structures, you'll have enough mana to cast *Castle*. It doesn't really matter where, since the devils' and skeletons' sole purpose in this world is to search out and attack your dwelling.

Dynamic Spires. As you're exploring the world, you're bound to spot a pile of loose mana and a few spell-jars at (B). Though they look invit-

ing, you won't be able to get to them. Every approach sprouts spires to form a square compound that is impassable by carpet. You'll have to fly around the entire structure to unveil a teleport that leads into the area.

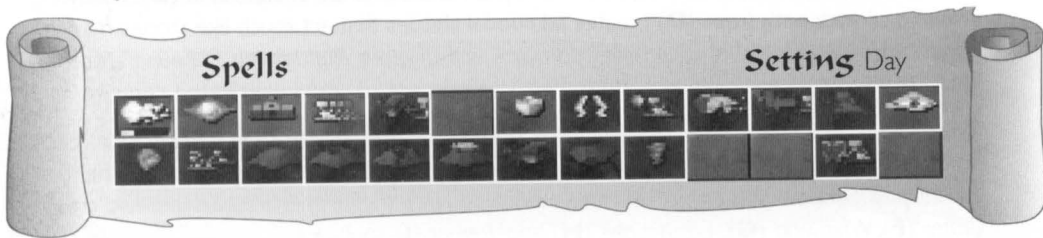
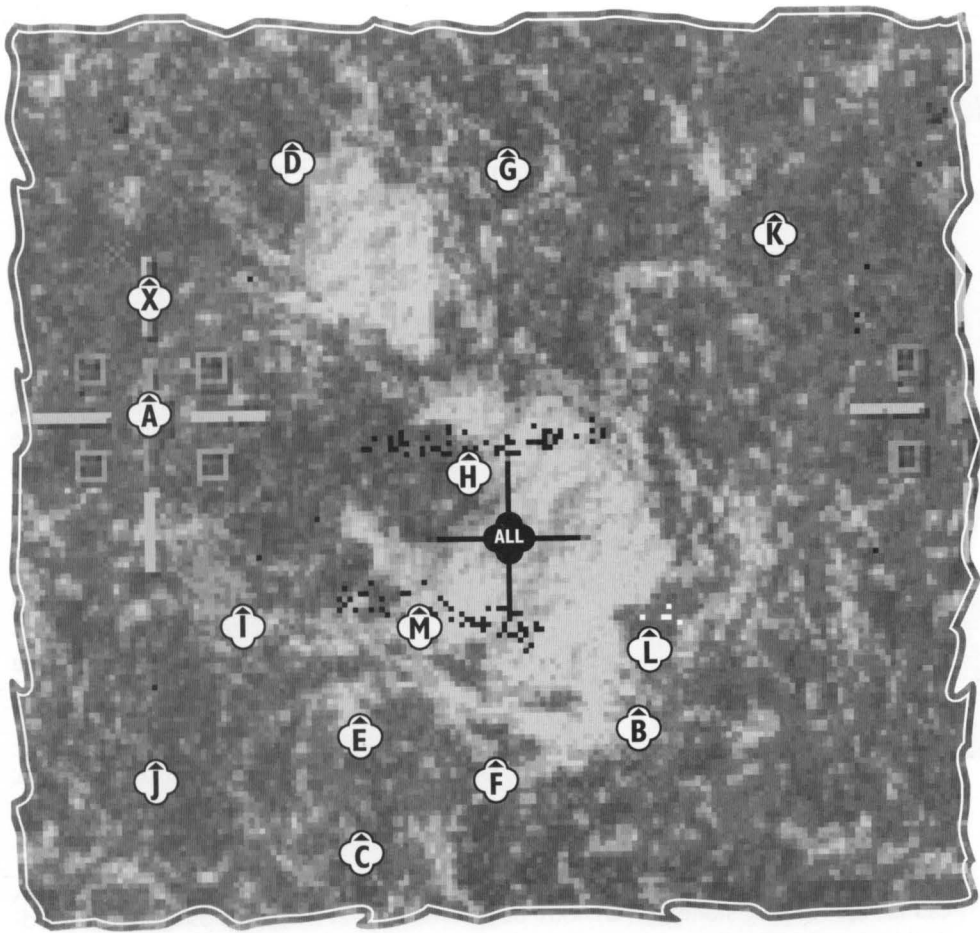
Teleports. The teleport mirror at (C) appears only after you touch all of the switch areas around the compound at (B) and cause the spires to materialize. When you use it, it takes you directly into the spire compound back at (B). Once you travel through this mirror, however, a large, impassable wall appears around the origin of the teleport and traps you between the two walled compounds. You can jump between them using the teleports as many times as you please, but you must kill the zombie that lurks in (B) to open a third teleport inside (C) that leads outside the spires.

An important word of advice to follow here is to avoid using any teleports until you collect all the spells at (A). Otherwise, you won't have any spells to defeat the zombies with, and you'll be trapped forever within the two complexes.

Death Switches. At first glance, this world is deceptively empty. Don't let it fool you — the beauty of this level is that when you start wasting the creature population, spell-jars and more enemies appear.

When the sentinels are eliminated, more of them are created to guard the four corners of the city. You won't gain any useful spells by killing them, so leave them for last. Killing the first batch of skeletons results in more skeletons, *Metamorph* at (D) and *Shield* at (E). Destroying all of these creates *Invisible* at (F), *Teleport* at (G), *Beyond Sight* in the city and a single wyvern. (Be forewarned that this particular wyvern has a lot of family members who will seek reprisal if you destroy him.)

When you nullify the devil population, bees and even more devils appear in the same vicinity. This also places several spell-jars in the world — *Lightning* at (H), *Rebound* at (I) and

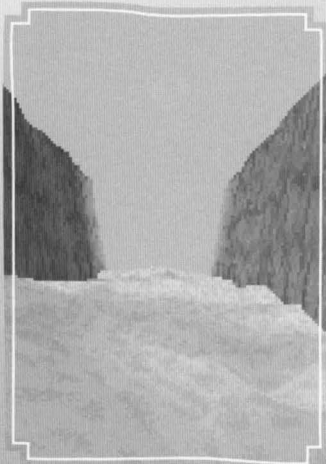


Meteor in the city. Offing the second army of devils produces *Steal Mana*, *Duel* and *Tremor* near (J), more devils, bees and spiders. Killing all devils yet again creates cymmerians and dragons near your start position and places *Crater* and *Earthquake* spells at (K) and (L), and *Volcano* in the city.

Destroying all the dragons, in turn, places *Magic Mine* at (K), *Gravity Well* near (L), *Summon Army* in the city, and *Alliance* and *Whirlwind* at (M). It also creates a hydra and causes various craters and earthquakes in the world.

Leaving. The exit portal is at (X), in the city. Be especially careful when you're collecting spells at the beginning of the level. It's fairly easy to run into the exit point by mistake.

World 4



TRAPOX

Are you familiar with the expression, “a Judas Goat?” It refers to an innocent, who through sheer ill luck brings about the downfall of the good or the mighty. It’s a curious expression, and I’ve long searched for its origins. I still don’t know the story, but I have reason to believe it originated in Trapox.

An Amazing Start. Deviating from the norm, this level starts all fliers out in the middle of a large maze, with *Fireball*, *Possession*, *Castle* and *Speed Up* spells. This complex maze has five teleports. However frustrating this may seem on your first couple of tries, you only need to use two of them — (A), and then (B). Whoever exits the maze first will create a dozen or so craters within the compound and pick up *Invisible* and *Beyond Sight* at the mouth of the maze.

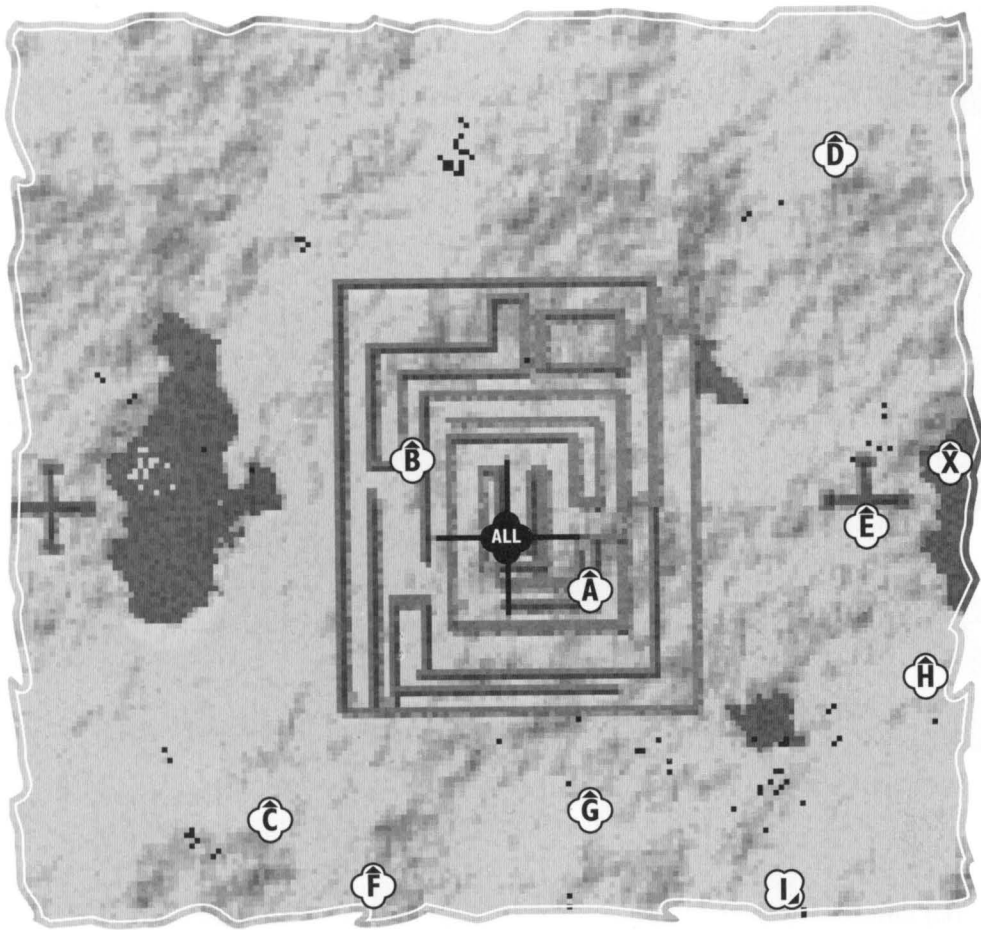
Watch out for the bees while you’re in the maze — since you have an offensive spell to start with, they’re highly aggressive and will kill you if you don’t move fast. The maze walls aren’t as high as castle walls, and they won’t hesitate to chase you through the labyrinth.

Standing Stones, Statues and Spells. After you exit and find some breathing room, head for the standing stones at (C). You’ll be pummeled with a few explosions, but rewarded with a small stash of mana. Possess it and fly toward the circle of statues at (D). Following a twelve o’clock path from (D) creates additional statues that act much like stones marking a path. Your destination is a large, flat complex with *Meteor*, *Metamorph*, *Rebound* and *Steal Mana* spell-jars on the four corners, and an arrangement of mana balls in the center.

Once all the other wizards are dead, the cross-like structure at (E) gains spell-jars at each protrusion — *Shield*, *Rebound*, *Beyond Sight* and *Lightning*. There’s an added bonus here as well. If you fly directly into the center of the cross, you’ll trigger mana balls there and create *Crater* (F), *Whirlwind* (G), *Earthquake* (H) and *Tremor* (I) spell-jars.

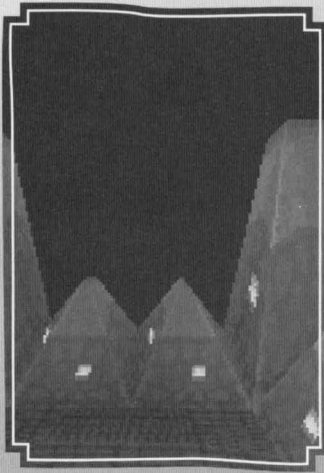
Beasts. Killing all the manticores on the level breeds more of the same. But whatever you do, don’t kill the single, defenseless goat you find — he’s pretty lonely (being the only one of his kind), and the resulting horde of creatures is simply not worth the trouble. If by chance you do accidentally destroy him, you’ll have nearly 70 zombies, several packs of manticores, some worms, archers, dragons, and lots of leviathans to worry about. And when they’re dead, you can expect more of them, along with sentinels and cymmerians.

Believe it or not, that’s about all that happens on this level. The most perplexing part about this world is the maze, and once you have that figured out (and avoid killing the goat), the rest is a cinch.



Spells **Setting** Day

World 5



~ HIBREN ZHOR ~

There are those philosophers who assert, "You create your own reality." I'm not sure if that statement really qualifies as a metaphysical absolute, though I suppose it does apply well enough to lands like Hibren Zhor, where nothing exists until movement brings it into actuality.

Start. The first thing you'll see in this world is a series of explosions directly in front of you, but nothing else will happen immediately. In fact, the level doesn't even have any creatures right now — at least not until you move. You're surrounded by switches, and armed with *Fireball* and *Speed Up* at the start. One drawback to this level is that it is a night-time mission, which means that your field of vision is limited.

Instant Town. The switches immediately surrounding you each activate a building and a single firefly. So, you have a choice for your first strategy — you can either fly fast and furiously in ever-

widening circles around your start position and deal with a ton of fireflies, or move slowly and activate one building and firefly at a time. Some of the building switches also create spells:

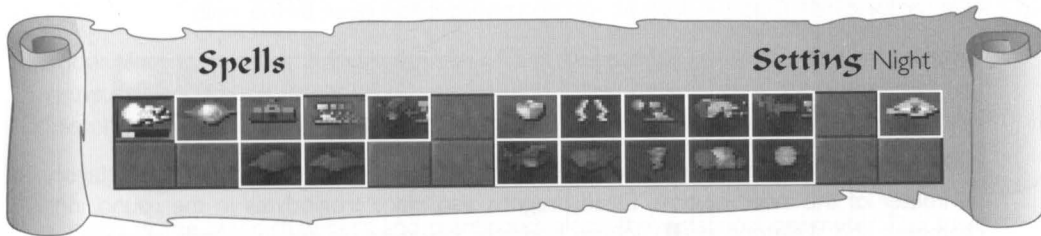
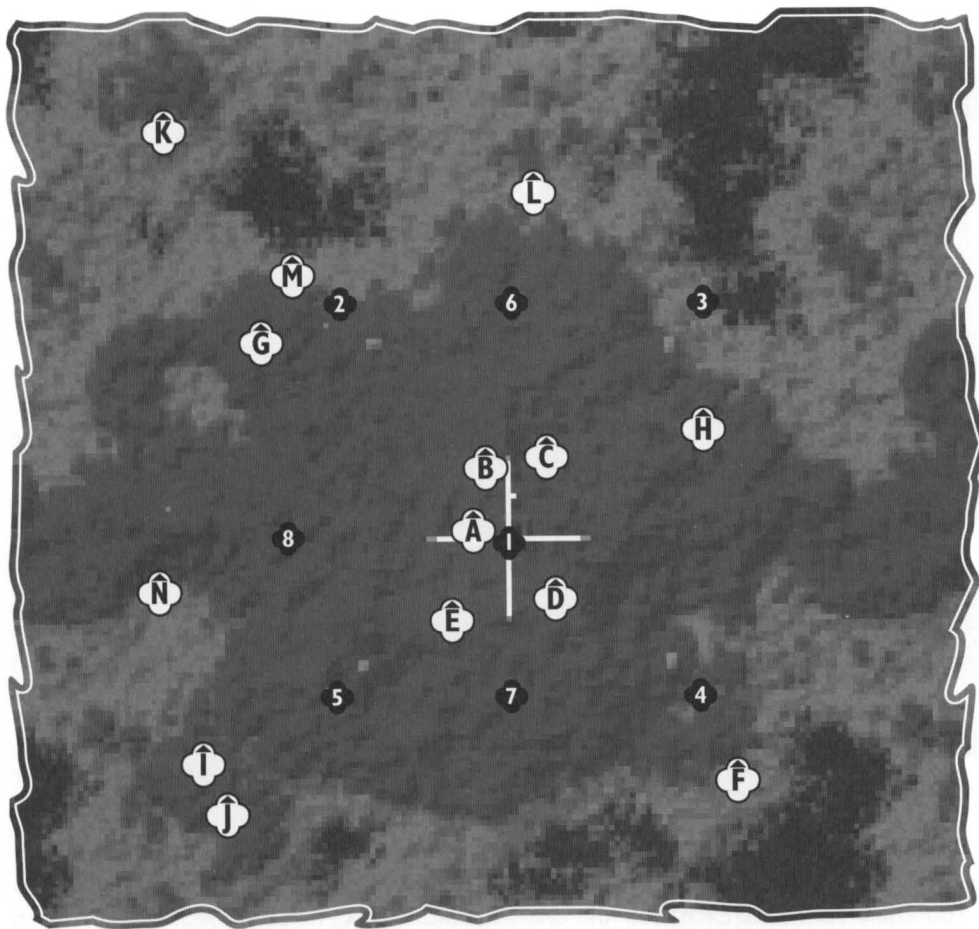
- (A) *Rebound*
- (B) *Possession*
- (C) *Castle*
- (D) *Speed Up*
- (E) *Lightning*

Fireflies. If you swat all the fireflies, *Meteor* and a group of zombies will appear at (F), skeletons appear at (G) and two leviathans rise from the lake. Three rings of trees also appear. Flying near the trees at (H) creates a ring of erupting mini-volcanoes; the set at (I) creates *Gravity Well* spells.

Whacking all the zombies will create more of them, but also gives you *Shield* at (J). Eliminating the skeletons creates *Teleport* and a wyvern between the lakes. Taking out the wyvern, in turn, brings spiders into the world and gives you *Magic Mine*, *Tremor*, *Fool's Mana*, *Crater*, *Summon Army* and *Gravity Well* at (K).

Goats and Other Critters. Flying directly to twelve o'clock of your start position (beyond the town) creates two large herds of goats on the level. If you harvest every last one of them for their mana, you can pick up *Whirlwind* at the standing stones (L) and then *Beyond Sight* at (M). Be aware that this creates a cluster of dragons around the standing stones, and archers around the second spell.

Keep in mind that if you kill all the dragons, you'll have four hydras in the general vicinity, and they'll be more than happy to have you for dinner. If you have guts enough to take out the dragons and stamina enough to take out all the hydras as well, the world will be rocked by craters.



Standing Stones. If you fly near the trees at **(N)**, two standing stones will rise. Travel to them and follow the new ones that appear before you. Eventually, you'll end up finding a slew of mana balls, *Crater*, *Fool's Mana*, *Summon Army* and *Metamorph* spell-jars. Check the map to make sure you find the right standing stones — there are six other pairs on this level that create nothing but smoke and explosions.

A second "good" set of standing stones near **(M)** creates a path to another pile of big mana balls just to the north, in the second-largest lake. The stones also create three moon dwellers about the world and several dragons, a wyvern and a useless standing stone among the mana.

World 6



JINOPLE

I've often reflected on the wizardly fascination with the concept of the labyrinth. Why are so many of our oldest and greatest places of power laid out as mazes? Surely it is not to confuse invaders — it is a foolish wizard indeed who is capable of getting lost. I think it is simply an external reflection of the twists and turns of a mage's mind.

Start. You start out in the central area of the complex, where everyone scrambles to scavenge the mana balls and spells at the end of the four tunnels. For now, avoid the long tunnel at (A) — it triggers manticores within the central caverns. Although this switch also places *Beyond Sight* at your starting point, you're not yet ready to take on the creatures. A second problem with visiting (A) is that you may accidentally fly into the exit portal.

Once you've collected all the mana you can see, and *Fireball*, *Heal*, *Castle* and *Possession* in the four chambers, you can teleport.

Teleports. From the first room, take either teleport. Both lead to the outer, octagonal ring. By flying around the perimeter, you can teleport into the large, rectangular caverns that surround the start area. Except for the one that leads to (A), it really doesn't matter which ones you use — there aren't any creatures yet on the world. Any of the large caverns is suitable for building a *Castle*, as long as you don't build it too close to the walls.

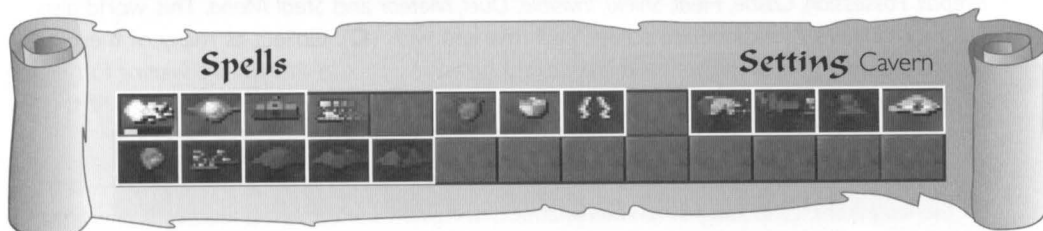
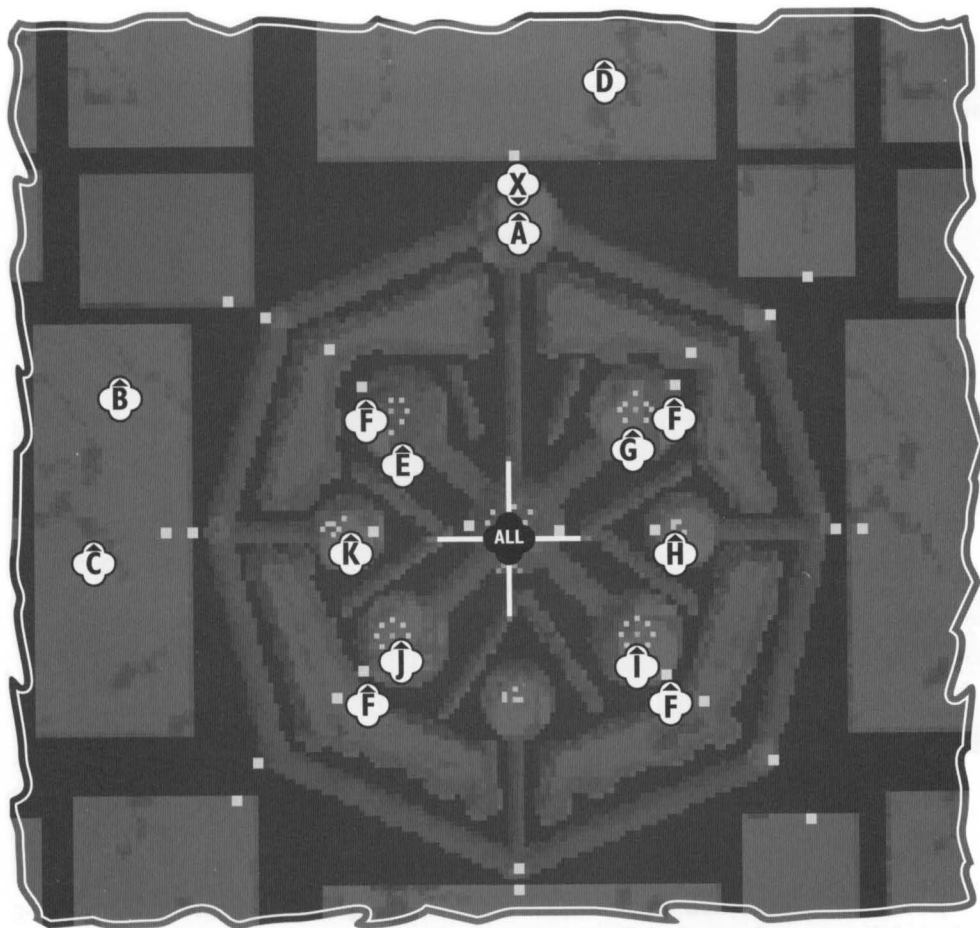
Creatures. Enemies start appearing when (A) is triggered. This places manticores, worms and a dragon in the inner caverns and creates a ton of switches in the rectangular caverns. Many creatures will eventually appear, and they all tend to breed new enemies upon death.

Killing all the original manticores will create troglodytes at each point along the octagonal perimeter of the inner caverns. Dead dragons also place troglodytes in the round, inner chambers and skeletons at (B). Worm slaughter, however, creates lone balls of mana and *Mana Magnet* and *Meteor* at the start position.

Cavern Switches. Once the "big switch" at (A) goes off, visiting the rectangular caverns creates cymmerians in each area. Besides breeding cymmerians, traveling to (C) also opens a teleport to (D) and creates *Shield* at the start position. Exploring (D) creates cymmerians, a teleport back into (C) and *Lightning* at (E).

Killing off Populations. Offing the cymmerian population in chamber (C) creates devils in the round, inner chambers and deposits *Duel*, *Tremor*, *Meteor*, *Lightning* and *Crater* spell-jars in the start cavern. An added bonus to this is the enormous spills of mana stored in each of the four elongated inner chambers. To Possess these stores, use the teleports marked (F).

Sending all the devils back to hell results in lots of spells for the taking, but also places



sentinels in the inner chambers and manticores along the octagonal perimeter. The spells created in the inner round chambers are *Invisible* (E), *Beyond Sight* (G), *Earthquake* (H), *Steal Mana* (I), *Teleport* (J) and *Crater* (K).

All cymmerians in (C) dead: devils (round, inner chambers) and *Duel*.

All sentinels dead: devils (octagonal tunnel) and spiders (interior chambers).

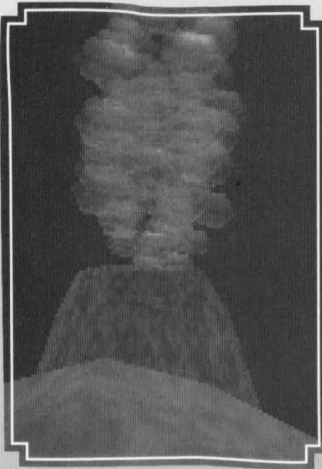
All spiders dead: cymmerians and wyvern (interior) and cymmerians (rectangles).

All cymmerians dead: zombies (octagonal tunnels).

All zombies dead: spiders (interior) and wyvern (large caverns).

Team Play. This might be a good level to team up with your friends and kill off the monsters first. Then, you can chase each other unhindered through the caverns (the teleports make catching enemy wizards more difficult than usual). And when you're through slaughtering all the other wizards, you can exit the level at (X).

World 7



~ DETHREM ~

Of all the endless variety of demonic creatures, the Leviathan is, for all its size and ferocity, a curiously diffident and retiring creature. It doesn't seek out trouble, it usually cannot even be seen. It simply wants to be left alone in its waters. Unfortunately, it's not in the wizardly nature to leave anything alone for long.

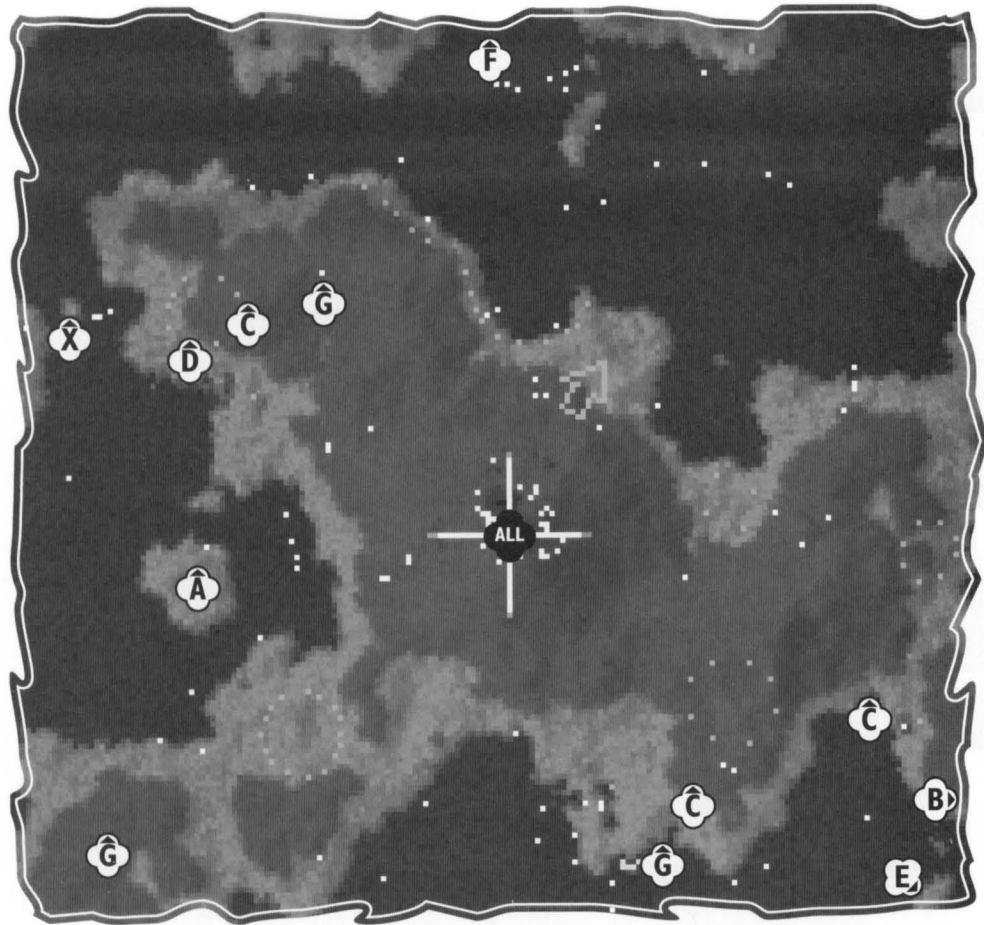
Start. All participants in this level start in a cluster in the middle of a ring of skeletons. Your first order of business is to escape the ring using the *Accelerate* spell you're given to begin with. You only have enough mana right now to cast this once, so wait until you can see the skeletons before using it. Since it's dark, it may be a little difficult to spot them until they've already shot a few arrows your way.

The rest of the world is fairly straightforward. Fireflies and leviathans haunt the lakes, and a few spiders are roaming the countryside. The most dangerous thing you'll face is a hydra at (A), although a few solitary wyvern might give you problems.

Spells and Experience Scrolls. You'll find a nice assembly of spells at (B), including *Fireball*, *Possession*, *Castle*, *Heal*, *Shield*, *Invisible*, *Duel*, *Meteor* and *Steal Mana*. This world also has four clusters of experience scrolls, each marked with (C). Collect as many of these as you can — the ones away from the lakes might be easier, since leviathans are waiting for you to venture over the water. You may want to forego the experience scroll at (D) — it triggers a small explosion and a large splash that can damage you.

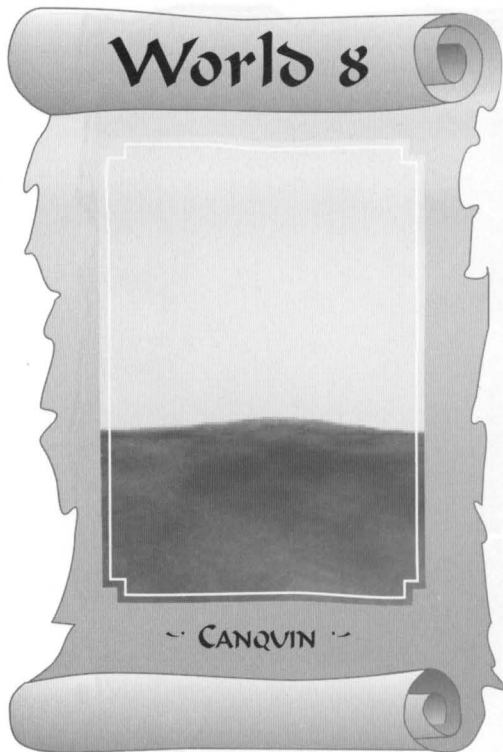
Creatures. Your primary task in this world — besides ridding it of other wizards — is to kill the leviathans. Disposing of all the leviathans brings on scattered manticores and worms on land, a few moon dwellers at (E), more skeletons at the start position, zombies on the beach at (F) and another cluster of spells at (A) with the wyvern. These useful jars (if you can get them) hold hefty spells — *Magic Mine*, *Rebound*, *Beyond Sight*, *Summon Army*, *Teleport*, *Metamorph*, *Lightning* and *Crater*.

Upon the exodus of the manticores, a single sentinel surrounded by a ring of fire breaks out at each point marked (G), and a dozen or so dragons appear in the lake. There's not much more to speak of in this world, once you've conquered the leviathans and their successors.



Spells **Setting** Night

World 8



I've often listened to my colleagues curse the monsters that interfere with what they consider the serious business of vendetta. Personally, if I must contend against fellow wizards, I'd far prefer to do so on some noisome plain crawling with beasties. I welcome all such distractions, when the alternative is to simply slaughter — or be slaughtered by — other wizards.

Start. This multi-player level is even easier than the one before it. All the fliers start out along the perimeter of a peninsula, where quite a few dragons and a pack of manticores are eagerly waiting for you to wander inland. You start the level with the basic package of spells — *Fireball*, *Possession*, *Castle* and *Speed Up*, but you also get *Shield* and *Lightning*.

Ignore the dragons and manticores for a few moments and travel down the coast to (A), where you'll find a spell-jar containing *Metamorph*. Pick it

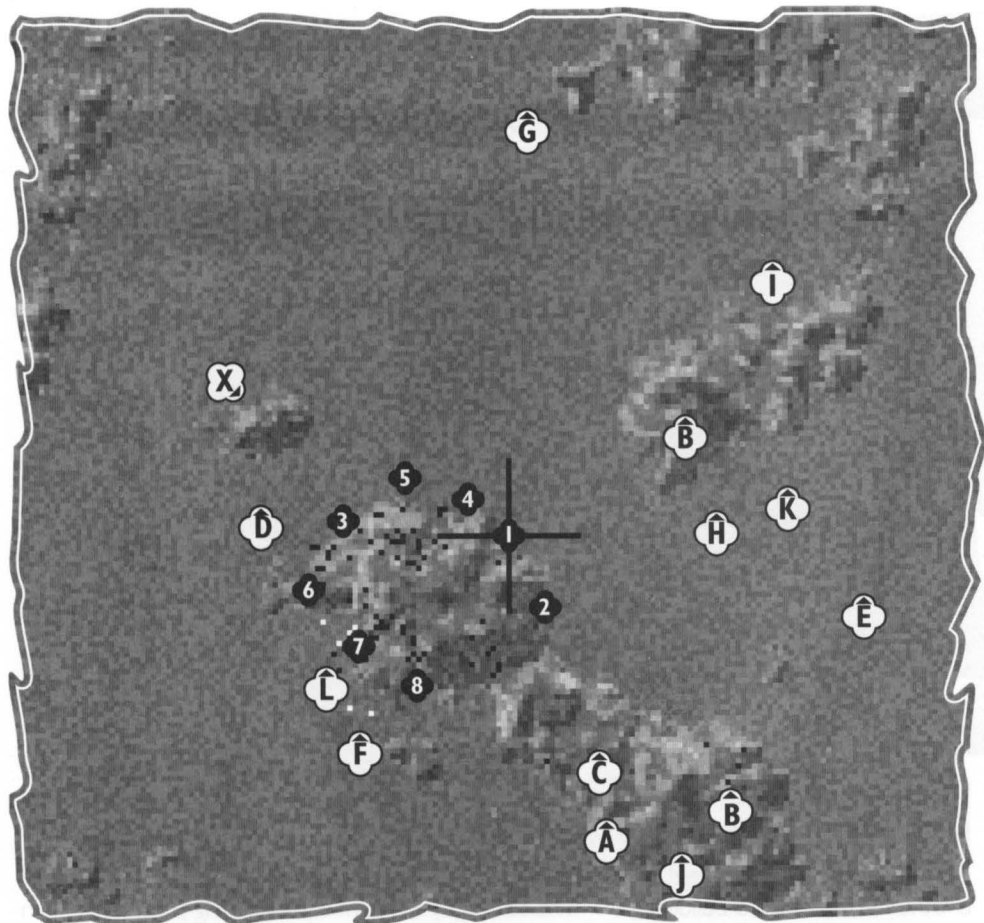
up, then set out to find a suitable place to cast *Castle*. Over water is a safe location (especially since manticores can't swim), even though you'll still be plagued by bees and dragons. Building your castle early is a good idea, since moon dwellers are roaming the area and will gobble up free deposits of mana.

The most effective way to tackle the enemies on this level is to eliminate them one by one. Fly around the perimeter of a group of beasts and pick the one that's furthest from the group to attack. This works especially well with the moon dwellers. You can usually outrun most creatures that gang up on you (besides bees), but the best attack method is to back away from your target and move from side to side as you blast away with your *Fireball* spell.

Switches. Once you destroy all the dragons, you'll be able to take advantage of three major mana stashes at (B). Unfortunately, this also means that several packs of manticores will be stampeding toward you from (C) and that two sentinels and more spiders will wander the islands. The preferred move when this happens is to head for water and pick up the spells triggered by the last dragon's death. You can find *Rebound* at (D), *Teleport* at (E), *Invisible* at (F), *Meteor* at (G), *Shield* at (H) (not that you need it) and *Fool's Mana* at (I).

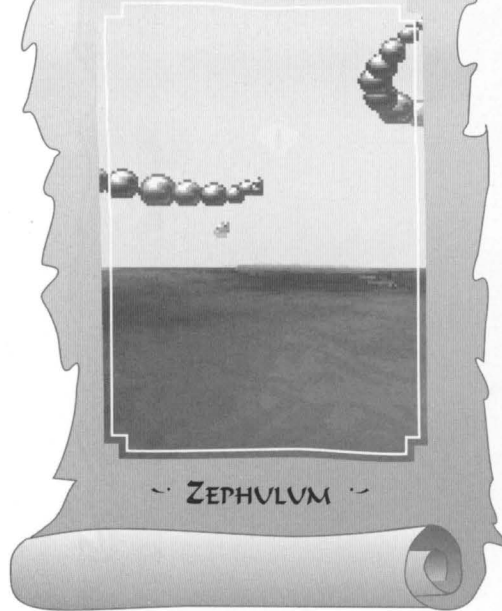
A side-effect of killing all the dragons is that four standing stones appear at (J). Flying in the center of the stone arrangement causes a large number of experience scrolls to appear randomly throughout the world.

Other Pests. Two other creatures to watch out for in this world are the bees at (K) and the cluster of fireflies at (L). Even though they're small, both travel in swarms and can shave off your health points faster than you can blink your eyes. *Meteor* and *Shield* are good spells to use when you face these pests, or you can try casting your *Castle* on top of them.



Spells								Setting Day							

World 9



Off all the worlds and lands I've battled in, the ones I fear the most are the ones that give me things. When I have to wrest each spell and scintilla of mana ruthlessly from the soil, well, that's a challenge I can deal with. When the spells and mana just lie around for the taking, that's what sets me to trembling.

Start. There's nowhere to run to and nowhere to hide at the start of this level. Cymmerians, manticores, bees, spiders, sentinels and an occasional wyvern are spread out pretty evenly across the landscape (not to mention the leviathans in the lakes). And to make matters worse, you don't have any offensive spells. *Speed Up* is your only choice until you can maneuver your way to (A).

Collecting spells is surprisingly easy in this level — you pick them all up at one location upstream from your start position. Follow the river, and as soon as you see the four-headed hydra, kick in

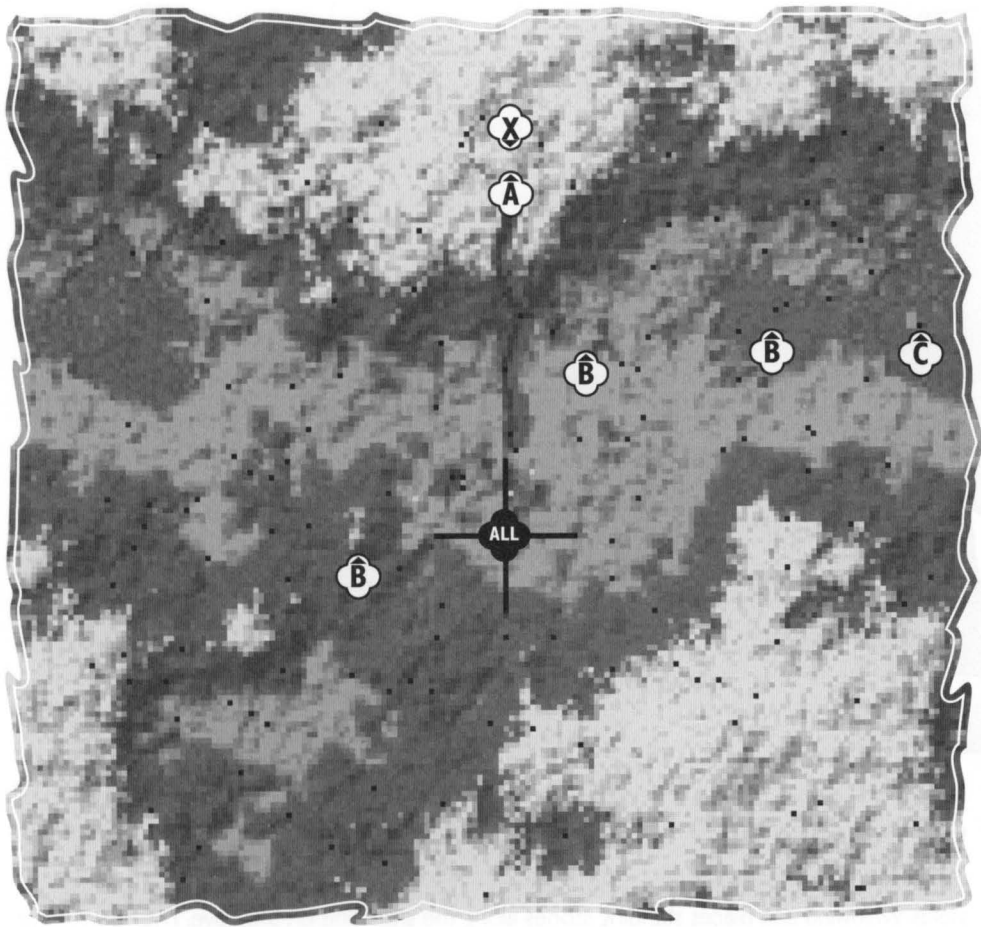
your *Speed Up* spell. You'll soon reach a welcome sight — a circle of spells at (A). The only problem you'll have then is dodging fire from all directions as the world gangs up on you.

Castle. You'll have to sweat this decision — there's not really any spot that's better than another as far as castle-building goes. One strategy you might try is building your castle, then sticking around to defend against whatever attacks it. This can result in rapid castle growth where the monsters are thick, though the risks are obvious.

Switches. Most of the switches in this world are location-based and trigger whenever you fly over a body of water. The ones marked (B) release mana worms and plumes of white smoke. The one at (C), on the other hand, turns all the bodies of water into swimming holes for hordes of devils. (Needless to say, you'll want to avoid (C). If you accidentally trigger it, however, save up your mana and cast a large spell.)

Just in case you're wondering what creatures to kill off first, spiders are a good bet. An interesting thing happens once you kill all of them — the world turns into a mana farm. Row after symmetrical row of large mana balls are spaced out over the land, along with a few sentinels and moon dwellers.

Leaving. The chances are very good on this level that your opponent wizards will be killed off by something other than you. Once this happens, you'll find an exit portal at (X), near where you found your entire spell book.



Spells **Setting** Day

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World 10



~ VERVNE ~

Have you ever wondered at the fact that the more monsters we destroy, the more there are to be destroyed? It's so seldom that we ever see everything a world's capable of putting out right on first glimpse. I feel the message here is simple — the worlds simply want us to leave them alone.

Start. All wizards start their quest in a cove bordered by a large town and inhabited with mana worms. The human population has long since deserted the place, and devils have assumed control of the city. You've got several viable options at this point. One, you can hang around and fight the other wizards early on. Two, you can go Possess the town buildings to build up your mana. Three, you can go somewhere and build a safe haven (until you have a castle, you can't collect any mana or permanently Possess mana worms). If you opt to build your castle first, try the outskirts of the island at (A) — it's a lot safer than building one in the ocean among the leviathans,

and it's the only land mass with enough room for expansion. (But don't build it directly in the middle of the island — you'll see why later.)

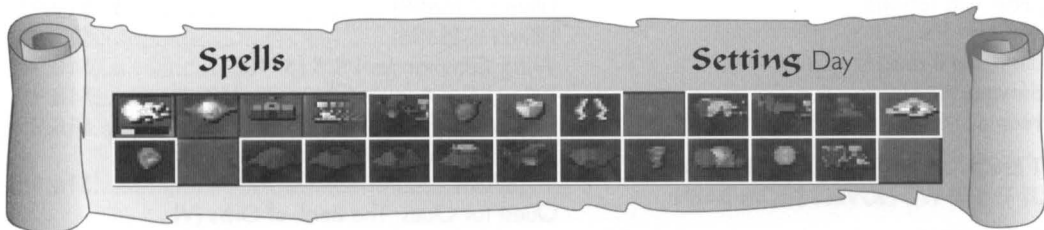
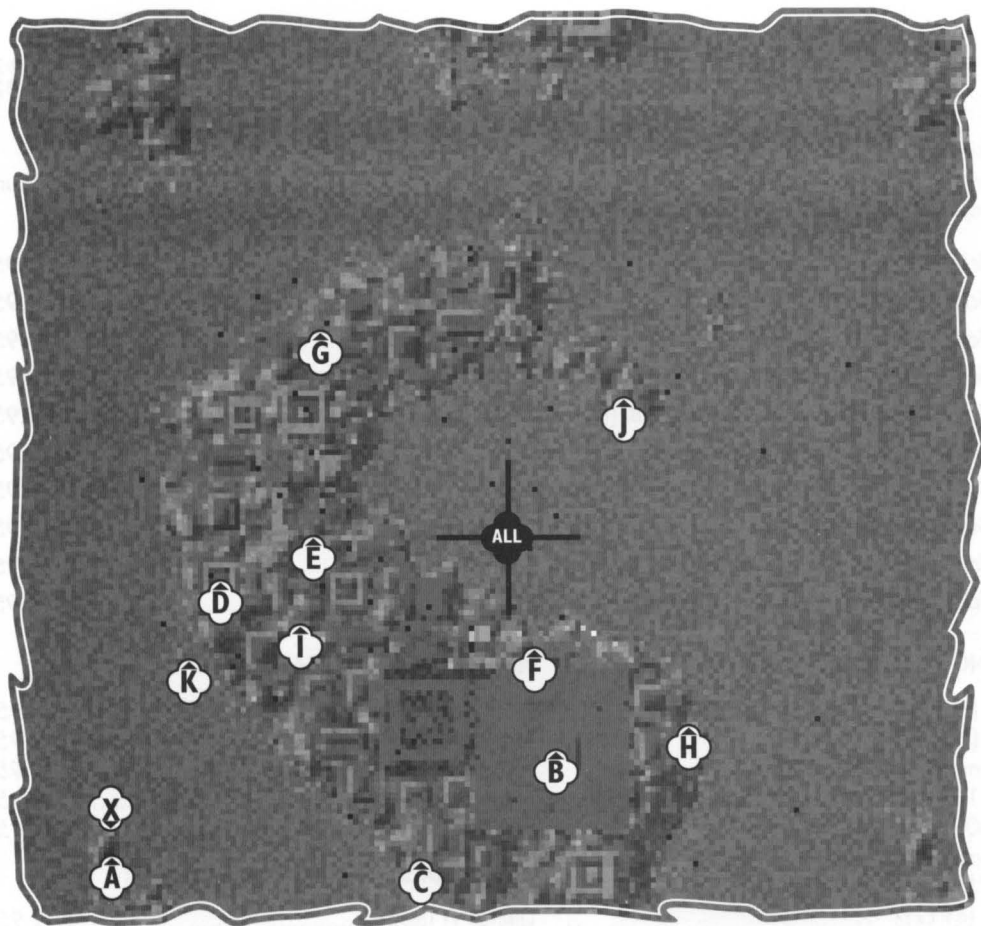
Whichever option you choose, leaving the cove area and returning to your start position yields *Whirlwind* and places standing stones along the shoreline on the cove. They don't have a specific purpose, but they do add a nice, aesthetic touch to the town.

Spells. During your first trip over the city, fly to the center of the large, square, stone surface located on the fattest portion of the island (B). Then, cruise the perimeter of the structure to pick up *Lightning*, *Heal*, *Shield* and *Metamorph*. This does add two swarms of bees to the general creature population, so keep an eye on them in your world view. If worse comes to worst, you can high-tail it back to your castle when the bees attack you.

When the bees are gone, manticores take over the island. If you prefer fighting bees over battling manticores, resist knocking off the entire swarm. If manticores don't bother you terribly, go ahead and kill the bees. You'll then be able to pick up *Magic Mine* (C), *Whirlwind* (D) if you missed it before, *Gravity Well* (E), *Fool's Mana* (F), *Summon Army* (G) and *Alliance* (H).

Once all the mana worms are possessed and have migrated to their owners' castles, mana balls appear in the cove (at your start position). *Teleport*, *Meteor* and *Invisible* will also appear on the large stone slab at (B), along with a few more experience scrolls. And since nothing is free here, a few cymmerians are chunked into the ocean for good measure. (Killing them off, by the way, doubles their population — but only once.)

Killing all the devils creates a bundle of experience scrolls at (B) and places *Steal Mana* and *Beyond Sight* in the general vicinity of (I). It also deposits two sentinels on the main island and a wyvern or two over the open water. Go after the sentinels first — their extinction



produces *Tremor*, *Earthquake*, *Crater* and *Volcano* around (J), and creates a few real volcanoes in open water. You can also acquire a number of experience scrolls at (A). Finally, knocking off the wyverns spawns five swarms of bees at (K).

Leaving. After all the opposing wizards have been eliminated, a great firestorm appears at (K), and the exit portal appears at (X), on the small island.

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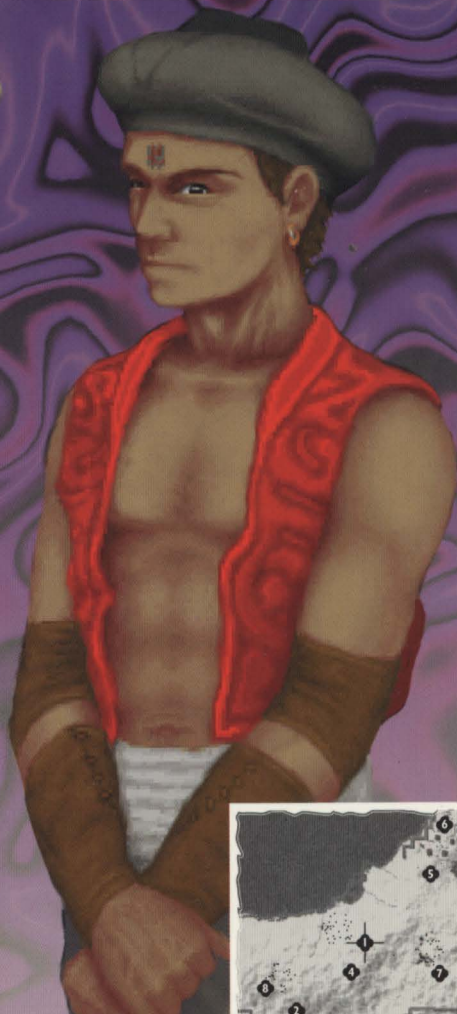
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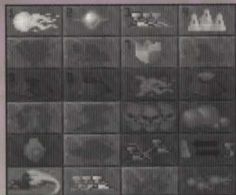


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