

Magic & Mayhem Demo

Minimum Requirements

Windows 95 or 98

DirectX 6

Pentium 133

4x speed CD-ROM

16 Mb memory

SVGA Graphics card

Tutorial and difficulty settings

The easiest difficulty level ('initiate') includes a tutorial that teaches you about the basic elements of the game. If you select a higher difficulty level ('apprentice', 'adept' or 'wizard') then the tutorial will not occur.

Battle interface

Mouse Commands

Left mouse button - Selection

Select creatures or spells. Click and drag to create a selection box which will select all creatures within.

Right mouse button - Actions

Move selected creatures, attack and enemy creature or cast a spell.

'CTRL' + Right mouse button on any creature.

Force attack - Forces the selected units to attack the target. This allows you to target your own creatures.

'ALT' + Right mouse button

Guard/Follow Creature.

'SHIFT' + Right mouse button

Add waypoint for selected creatures.

'SHIFT' + Left mouse button

Add creature to current selection

'CTRL' + Left mouse button

Toggle creature selection.

Wizard icon + Left mouse button

Select wizard. Subsequent click will centre the view on your wizard.

Spell icon + Left mouse button

Select spell for casting

Artefact icon + Left mouse button

Use artefact (some artefacts can be used more than once)

Artefact icon + Right mouse button

Drop artefact on the ground.

Roof removal icon + Left mouse button

Toggle roof removal in the map

Popup selector + Left mouse button

Toggle button to expand or collapse spell icon list.

Scanner + Left mouse button

Centre the map view at the location clicked on in the scanner.

Scanner + Right mouse button

Move selected creatures to location in map (waypoints also work by holding down shift).

SHIFT + Right mouse button on previous waypoint

Create a patrol loop by selecting several waypoints and then click on an earlier waypoint to close the loop.

General Keyboard Commands

'F11' – Toggles scanner on/off

'F12' – Toggles Spell Selection bar & Wizard Icon on/off

'H' – automatically selects wizard, pressing it twice centres display on the wizard

'T' - Track selected unit.

'P' - Pauses game.

'SPC' - toggles creature selection mode and spell mode.

'PgUp' - Adds layers back to the roof removal system.

'PgDwn' - Removes layers from the roof removal system.

'<' - Rotates the map left.

'>' - Rotates the map right.

'Z' - Selects previous friendly creature.

'X' - Selects next friendly creature.

'[' - Decreases the size of the screen.

']' - Increases the size of the screen.

'CTRL + 0 to 9' - Team Creation.

Holding the 'CTRL' key down and pressing '0' to '9' creates a group of creatures. Pressing any of the keys from 0 to 9 selects all the creatures assigned to that group

'0-9' - Selects a team

Subsequent presses will centre the view on each group member in turn.

'ALT + 0 to 9' - Select team and centre view

If the <ALT> key is held and pressing a number, the specified team will be selected and the view centred around the team members.

'HOME' - Centres the screen around the currently selected unit.

'V' - centres the view on the next selected friendly creature

'C' - centres the view on the previously selected creature

'TAB' - toggles popup open/closed

'ESC' displays battle mini menu

Realm View

This is the view of a realm, and the regions and wizards in it.

Mouse Commands:

Left clicking on the Spell Selection button goes to the spell selection screen

Left clicking on the Grimoire button goes to the Grimoire

Left clicking on the Character button goes to the Character screen.

Moving the mouse over a region highlights the region. Left clicking on a highlighted region moves your wizard into the realm

Portmanteau (Spell Selection Screen)

This screen is used to select spells to take into battle.

Keyboard commands:

'ESC' - Returns to the realm view

Mouse Commands:

Left click & drag with the mouse button held down to pick up and move magic items into or out of talismans.

Releasing the left mouse button drops any magic item carried onto the nearest talisman or shelf space, or back to where it was picked up from if nothing is nearby. Dropping a magic item onto another magic item will send the displaced item to where the original came from.

Info:

A magic item will generate a different spell depending on whether it is dropped into a chaos, neutral or law talisman.

The relative cost in mana for each spell is signified by a mark around the edge of the spell tips (the small spell icons at the top of the screen). The longer the mark the greater the cost in mana when casting that spell.

Grimoire

This screen shows a book containing information gathered during a game.

Keyboard commands:

'ESC' - Returns to realm view

Mouse Commands:

Left clicking on the buttons at the bottom left/right of each page turns the page.

Character Screen

This screen allows you to spend experience points earned during battles.

Left click on the arrow buttons to increase your attributes. Extra talismans allow more spells to be used and they will appear in the Portmanteau.