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**PC Wizardry from Virgin Interactive
Magic & Mayhem sequel to spellbind PC owners in January...**

Virgin Interactive's continuing quest to deliver innovative and entertaining PC titles continues in January 2001, with ***Magic & Mayhem: The Art of Magic*** – Charybdis' eagerly awaited sequel to *Magic and Mayhem*.

Ironically, ***The Art of Magic's*** January 2001 release heralds the beginning of a new era for the dungeons and dragons genre. Effortlessly mixing the real-time strategy, role-playing and adventure genres, ***The Art of Magic*** sets its stall as a game that will enthral and entertain PC owners.

Set within a lush, 3D environment, players control a novice spell-caster who is stranded in a world beset by chaotic forces. Each faction is attempting to seize control of the game world, using their inhuman armies to fight raging battles through the game. Armed only with a limited supply of spells and powers, players must master their magical abilities in order to survive and progress through the war torn landscapes. As they do so, new skills will be learned and the game's twisting plot gently unravelled to reveal an altogether more potent force, which will force players to take a side in the battle.

Thus, as the player's powers grow a decision must be made to form a pact with one of the three factions. Players must become a master of Law, Chaos or Neutral spells as they attempt to fight for good, evil or themselves. Each caste offers an arsenal of over 60 spells, including the ability to summon hellish creatures. In total, 30 worlds await the player in their quest for mastery of magic – each of which is fully interactive. For the first time in such a game, players can use the landscape to their advantage. Trees can be set alight, for example to ward off enemy forces – opening up hundreds of new offensive possibilities to the quick-witted magician.

Despite its complexities and the wide range of spells it offers, ***The Art of Magic*** is a remarkably simple game to play. Charybdis' expertise within the genre is apparent, with the control system offering players quick access to the many spells to ensure they are not hindered in the game's many battles. In trying to find peace, you will find many battles need to be fought and won as you attempt to unite a divided world. Depending upon how the plot unravels you will face more than 30 epic confrontations before you come to the ultimate challenge.

Once you have mastered the single player game, you can engage in combat with up to 3 other wizards on the Internet to find out who has truly mastered ***The Art of Magic***.

The ***Art of Magic*** will astound even the most jaded PC user. Magic has never been so entertaining.

Magic & Mayhem : Art of magic will be released on the PC in January 2001.

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