



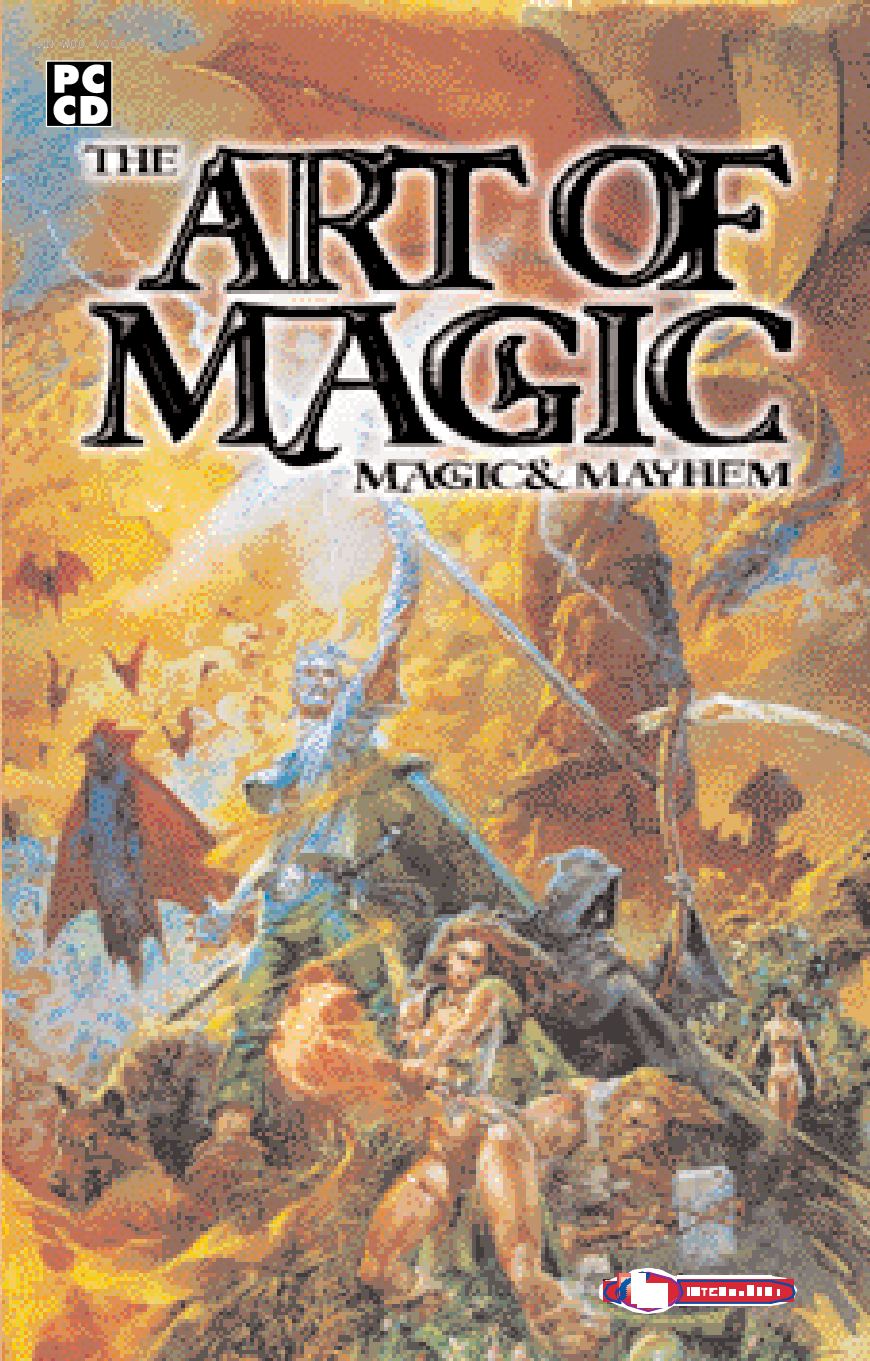
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PC
CD

THE ART OF MAGIC

MAGIC & MAYHEM



THE ART OF MAGIC

MAGIC & MAYHEM

Introduction	2	The Screens	10
About this manual	2	The Main Menu	10
Installation	2	1 new campaign	10
System Requirements	2	2 battle	10
Required specification	2	3 load game	10
Recommended specification	2	4 options	10
Multiplayer requirements	3	5 quit	10
Performance Note	3	The campaign	10
Background Story	3	The Portmanteau	11
Quick Start	4	1 Talisman stack alignment indicator	12
Reference	4	2 Player alignment indicator	12
The Controls This section will change	4	3 The Portmanteau Timer	12
Using the mouse	5	4 The Cancel button	12
Queuing commands		5 The Proceed button	12
using the <Shift> key	6	6 The Magic Item display	12
Modifying selection		7 The talisman stack	13
using the <Shift> and <Alt> keys	6	8 Empty talisman	13
The cursors	6	9 The magic item shelf	13
The hotkeys	7	10 Fill talisman	13
The Wizard Portrait	8	The Realm View	13
Playing the game	8	The Start Mission Menu	14
Places of Power	8	The Tactical Combat View	14
Mana Sprites	8	1 Wizard icons	14
Enchanted items (or statues) may change	9	2 The Crystal Ball	14



3 The Roof Removal Button	15	Control limit (fixed only)	19
4 The Party Member icons	15	6 Cancel button	19
5 The Creature Count	15	7 Change map button	20
6 The Wizard Portrait.	15	8 Configure spells (Proceed) button	20
7 The inventory	15	Multi player battles	20
The Level Complete Screen	15	Scoring	20
The Campaign Character Screen	16	Loading and Saving	20
1 Experience points indicator	16	Options	20
2 Health	16	The Screen Options Menu	21
3 mana	16	1 cancel	21
4 control limit	16	2 OK	21
5 Continue button	16	3 Change option screen	21
The in-game menu	17	4 Brightness	21
1 options	17	5 Screen resolution	21
2 load game	17	The Sound Options Menu	21
3 return to realm map	17	1 cancel	21
4 Quit game	17	2 OK	21
5 save game	17	3 Change option screen	21
The battles	17	4 Spatialisation	22
Single player battles	18	5 True 3D sound	22
1 Wizard selection	18	6 Sound sample quality	22
2 Initial Portmanteau	18	7 Music volume	22
Same ingredients per player	18	8 Sound effect volume	22
Random ingredients	18	The Model Options Menu	22
As selected characters	18	1 cancel	22
3 Statistics and Talismans	18	2 OK	22
Fixed	18	3 Change option screen	22
Configurable	18	4 Creature models	23
4 Win conditions	19	5 Special effects	23
last man standing	19	The Game Options Menu	23
timed score	19	1 cancel	23
5 Game settings	19	2 OK	23
Experience points (configurable game only)	19	3 Change option screen	23
19		4 Game speed	23
Ingredients (always available)	19	5 Fog of war updates	23
Lives (last man standing only)	19	6 Maximum number of lights	23
Game time (timed score only)	19	7 Particle effects	23
Selection time (always available)	19	The Spells	24
No. of chaos talisman (fixed only)	19	The Creatures	24
No. of neutral talisman (fixed only)	19	Credits will change	25
No. of law talisman (fixed only)	19	Technical Support	27
Mana level (fixed only)	19	HELP VIA FAX:	27
Health level (fixed only)	19	HELP VIA EMAIL:	27
		HELP VIA POST:	27
		HINTS AND TIPS:	



Introduction

The Art of Magic is the result of two years of development by a dedicated team from Climax Ltd in collaboration with Virgin Interactive and Julian Gollop. It is the latest in a series of games that started 14 years ago when Julian Gollop created Chaos for the Spectrum. The series has developed and improved through systematic improvements and changes.

The Art of Magic fully integrates role-playing and real time tactical combat into a rich and compelling 3D world. Great care has been taken to ensure that the move to three dimensions complements the excellent gameplay.

We trust you will enjoy playing it as much as we have enjoyed making it.

About this manual

All keys on the keyboard are named by enclosing them in angle brackets. For example <Esc> refers to the Escape key found on the extreme top left of most keyboards and <A> refers to the key marked A.

Installation

Insert the CD into your CD/DVD drive.

If autoplay is enabled on your PC then a splash dialog will appear with the "install" option. Select the install option.

If the dialog fails to appear or you have disabled autoplay then right-click "My Computer" and select the "open" option; right-click your CD drive and select the "open" option; finally right-click the "autorun.exe" program and select "open". Once the splash dialog appears select the "install" option.

System Requirements

The Art of Magic requires a Pentium PII or 100% compatible computer that meets or exceeds the required specification shown below.

MINIMUM

Pentium II 300 with Voodoo 2 or better DX8 compatible 3D acceleration
64 Mb RAM
1GB Hard drive space
8x CD ROM

RECOMMENDED

Pentium III 500 with DX8 compatible 3D Accelerator supporting hardware T&L

128Mb RAM
1GB Hard drive space
8x CD ROM

MULTIPLAYER
56k or better internet connection or
LAN supporting TCP/IP

Multiplayer requirements

To play multiplayer you should have the recommended specification or better. The Art of Magic may be played over the Internet if you have a 56k dial-up or better Internet connection. The Art of Magic can also be played over a LAN supporting TCP/IP or IPX protocols.

PERFORMANCE NOTE

If you experience poor performance and have a system that meets or exceeds the required specification then you should first ensure that you do not have other processes running on your computer when the game is running. If performance remains poor you can improve it further by altering the game's visual and auditory quality by altering the options (Options, page 26).

Background Story

In the beginning, man used magic against man. Wars ripped the earth apart as mankind stood on the brink of his own destruction.

And then he came... the Magistrator.

An all-powerful Wizard, the Magistrator held the magics of the earth in balance. He forged three magic Orbs to harness the powers of Law, Neutral and Chaos.

The Chaos Orb was presented to the chaos lords of the Southern deserts

The Lawful Orb to the Elven people who lived on the Western Isle of Azoria.

The Neutral Orb was given to the druids that ruled the forestlands of Albion to the North.

Peace, at last, prevailed each Orb balanced by the other two. No nation was all-powerful. Each respected the strength of the other. For many glorious years this balance remained intact and many kingdoms lived peacefully and flourished, but the Magistrator was mortal, and old age finally took its toll. When he died, the Orbs remained his legacy.

The following autumn, in the forestlands of Albion, a huge magical explosion killed the Neutral Druid leader and the Neutral Orb that he held was lost. With the Neutral Orb

destroyed, Albion's protection and the balance of the world were at an end.

The Elves, seeing the unbalance that this brought withdrew to the Azorian Isle, severing all contact, while the Chaos barbarians, led by the Necromagus, looked to the newly exposed lands of Albion with greedy eyes.

It is now 18 years since the Magistrator died, and rumours are afoot that Chaos forces have entered the fair land of Albion.

In the North, the villagers of Olicano still go about their business in calm. And this is where our story begins, on the day a young man named Aurax comes of age

Quick Start

The best way to get started is to run the game and start playing. You do not need to read this manual, although some of the information here may come in handy if you are having trouble winning, particularly on the higher difficulty settings or against human opponents

To begin, run the game by putting the CD into the drive. If autoplay is enabled then a window with an option to Play the game will appear automatically after a short delay. Otherwise, select either the optional desktop icon or the Art of Magic option in the Start menu.

The key to playing the game is the mouse. Use the left button to select things and the right button to act with or give commands to the selection.

Move the mouse to the edge of the screen to scroll in the direction of the mouse movement.

That's it! Select new campaign or "battle" (for a skirmish game) and have a go! It is possible to complete the campaign without altering the camera view but for added

entertainment you can zoom in or out for a better view by using the mouse wheel or

the <PageUp> or <PageDown> keys and you can rotate the view by holding down

mouse button 3 (usually the mouse wheel button) and moving the mouse to the left and right

Reference

THE CONTROLS

The main control you will use when playing The Art of Magic is the mouse. The mouse makes selections with the left button and uses the selection with the right button. Think left to select and right to act.

~~Once a selection is made, the cursor will reflect the action that you are most likely to want to carry out by pressing the right mouse button at the cursor location (Table 2).~~

~~For example, if you select one of your creatures and move the mouse over an enemy~~

~~creature the attack cursor will come up whereas a move cursor will appear over empty ground.~~

Occasionally you may wish to override the default command explicitly (if you want to attack one of your own creatures or follow an enemy creature for example). In such

~~cases you will need to force the command using one of the hotkeys.~~

Using the mouse

The mouse is the main control for The Art of Magic. The game requires at least a two-button mouse to work and is best played with a mouse that includes a mouse-wheel and mouse-wheel button.

TABLE 1

Name	Operation	Explanation
Selection	Left click	The item under the cursor will be selected if it is selectable. The current cursor (Table 2) is ignored when using the left button.
Group selection	Left drag	Holding the left mouse button down and dragging it will create a rectangle across the tactical view in the game. When the mouse button is released, all of the player-controlled units within the rectangle will be selected. This is one of the easiest ways to select a heterogeneous (mixed) group of creatures.

Queuing commands using the <Shift> key

Holding down the <Shift> key allows you to queue up commands. In this way you can order creatures to take routes that avoid danger or to pick up multiple enchanted

items one after the other. As long as the <Shift> key is held down, commands issued

to the selection are added to the queue of commands it already has. The moment you

issue a selection that has a queue of commands a normal command (without <Shift>

pressed down) the queue of commands will be forgotten.

Modifying selection using the <Shift> and <Alt> keys

<Shift> and <Alt> are special hotkeys that are used to modify the way that you select units

When <Shift> is held down any new selection is added to the existing selection. This

applies however you make the selection so you could, for example, create a selection

containing all of your creatures in group 1, all of your dragons and your wizard by holding down shift and pressing <1>, double left clicking on your dragon spell icon, and left clicking on your wizard portrait.

When <alt> is held down any new selection is toggled. That means if it is already selected it will be deselected whereas if it is not selected it will become selected.

For

example, it is quite common to have your wizard in the thick of battle along with a lot

of your creatures. You might want to order all of the creatures in the fight to attack the enemy wizard but want to pull your wizard out of the fight. You can drag select all of the creatures and then <alt><left-click> on your wizard portrait to deselect your

wizard before ordering the selection to attack. Another common problem is where you have created a numbered group of creatures and they are mixed in with lots of other creatures that you would like to put on a different number. You can select the entire group and then press <alt><n> to deselect the creatures in the numbered group

allowing you to designate just the creatures you want to the new group.

TABLE 2

Name	Cursor	Explanation
Default game		This is the default cursor. When you start the game it indicates that you do not yet have a selection.
Toggle Select when		This is the toggle selection cursor. It appears when you hold down the <alt> key and indicates that the selection you make will be toggled (Modifying selection using the <Shift> and <Alt> keys)
Attack		The target under the cursor will be attacked by the current selection when you right click.
Move under		The selection will attempt to move to the point under the cursor when you right click.
Pick up		The selection will attempt to move to the point under the cursor and pick the targeted item up.
Follow under		The selection will attempt to follow the target under the cursor when you right click.
Cast Spell		The selected spell will be cast at this point.

The hotkeys

TABLE 3

Name	Key	Explanation
Extend (Queuing)	<Shift>	The Shift key has to be held down to either queue commands or extend the current selection commands using the <Shift> key, Modifying selection using the <Shift> and <Alt> keys)
Toggle selection and	<Alt>	The <Alt> key has to be held down to toggle actions (Modifying selection using the <Shift> <Alt> keys)
Designate group	<Ctrl>	If the <Ctrl> key is held down and a number

The Wizard Portrait

In addition to providing valuable feedback on the status of your health and mana reserves, the wizard portrait is a valuable functional part of the interface. You can select your wizard by selecting the portrait and you can cast spells on or around yourself by casting them on the portrait. This can be particularly useful if your wizard is not in the main screen and you wish to summon a bodyguard or perhaps heal yourself.

Playing the game

Most of the game is played in the tactical view (Figure 6). For information on the on screen interface and on the other areas of the game consult the relevant section below.

The objectives in the tactical scenarios you encounter as you play the game will vary.

However, you are generally endeavouring to defeat other wizards who wish to do you harm. To do that you will need to cast spells. Spells cost mana so in order to cast spells you will need to make sure that you have mana. There are only two ways to get mana:



Places of Power

Places of Power (PoPs) are the areas where Earth's natural magical energy is tapped in the form of a magical well. They generally appear as round stone plinths that show up on the map as white circles. Usually there is a glow of crackling energy around them as well. To tap the mana from a PoP, a wizard must stand on it or place one of his creatures on it in order to

channel the mana to him. As long as the PoP is tapped it will generate a small but continuous mana income for the wizard.

Mana Sprites

Mana sprites occur where the Earth's magical energy bubbles up to the surface in a form of magical spring. The mana collects to form a mana sprite that can be picked up by a wizard. It may be stored in a wizard's inventory and used for a quick burst of mana. A good horde of mana sprites can often be decisive if two wizards encounter each other on the open battlefield.

When an experienced wizard enters any region, his first priority is to explore and locate the possible sources of mana. Exploration is most easily accomplished by using fast cheap creatures such as eagles or wolves. These creatures can quickly pay for themselves by capturing free PoPs early on and locating mana sprites. Although somewhat slower, some players prefer to use creatures such as harpies or elves for exploration because they have hands and can pick up any enchanted items (p12) that they find.

Once all PoPs have been discovered, begin re-enforcing those you can defend and abandon those you can't. You will not be able to hold them all. If a large army attacks one of your PoPs it can pay to leave a forlorn defence to occupy them and take the rest of your army to capture one of the enemies lightly defended PoPs.

Focussing excessively on winning one fight while losing the war is the most common error made by apprentice wizards (whether human or AI controlled). The important thing is that you must win the war. For example, if three dragons attack a PoP you have guarded with a few skeletons then be ruthless! Start re-enforcing your other PoPs with elves, knights or something else capable of dealing with dragons rather than worrying about saving your skeletons. Also send an army at one of the enemy's PoPs because they have probably left it lightly defended if they spent all that mana on the dragons. Then you can look to sending some troops to recapture your PoP and take revenge.

Always keep track of your wizard and try to stay out of the enemy's sight until you are ready for him. Use spells such as morph, invisibility or haste to make your wizard hard to detect.

If possible, keep enough mana back to protect yourself. While a full mana ring means you are wasting mana (because you can't store any more), an empty mana ring means that you are very vulnerable to attack.

You can win the war by finding and killing the enemy wizard, no matter how many creatures or PoPs they have occupied. Apprentices often underrate spells such as Totem of light and Magic eye. Use these and scouting creatures to track the enemy wizard.

Enchanted items (or statues)

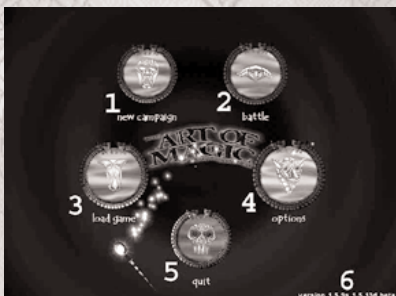
There are usually a number of enchanted items scattered around that can be collected by any creature that has hands and magically transported back to the wizard. These can be very useful when mana is in short supply and they may provide spells that the wizard would not otherwise have access to.

The Screens

The Main Menu

FIGURE 1

Once the game has loaded, the introductory movie will play automatically. If you wish, you can skip this by pressing <Esc>. Once the movie has finished you will see the Main Menu (Figure 1). The text (6) in



the bottom right hand area of the screen refers to the version of the game. This is only of interest if you have an enhancement or modification to the game. The Main Menu options are:

1 NEW CAMPAIGN

Selecting this option will start a new single player campaign (page 13).

2 BATTLE

Selecting this option will allow you to choose between playing single player skirmish (one of f battle) or multiplayer (page 23).

3 LOAD GAME

Selecting this option will bring up the load game screen (page 26) allowing you to load

a game that has been automatically saved for you or one that you have saved yourself.

4 OPTIONS

Selecting this option brings up the options screen (page 26) allowing you to change the game options to improve performance or suit your personal taste.

5 QUIT

Selecting this option will bring up a confirmation window that allows you to return to the desktop.

The campaign

The campaign does not require a tutorial. Use the left mouse button to select things and the right button to do something with the thing that you have selected.



Once you have selected new campaign from the main menu you will be presented with the start campaign screen. Click on the centre button (1) to start the campaign or on the return button (2) to go back to the main menu.

FIGURE 2

You will be introduced to spells and creature control in the first few missions of the game. The following reference sections include all of these features so don't worry if you do not see all of these items on the screen in the early missions.



The Portmanteau

FIGURE 3

The Portmanteau is the single most important tool for a wizard. Two things are stored in the Portmanteau. The Talismans (8,10) that focus the mana onto a magic item allowing a particular spell to be generated depending upon the alignment of the talisman and the magic items (9,10) that are either on the shelf (9) ready for use or already in a talisman (10) where they provide a specific spell.

There is no time pressure when you are using the Portmanteau unless you are playing in a skirmish or battle game. Both these game types have a time limit for the Portmanteau screen which can be from 1 to 4 minutes (indicated by 3). Once you return to the Portmanteau screen (by dying and choosing to re-enter the game) you will have either a minute to re-select your spells if playing a last man standing game or until the game finishes if playing a timed game. Consider your spells carefully based upon what you know of your opposition and on how the spells work together.

When you move the mouse over items in the Portmanteau you will find there are

extensive tooltips to help you make your choice. As you move the mouse over magic items on the shelf (9) or in talismans (10) you will see the item and the spells that it can generate displayed at 6. Each Item can generate one of three possible spells: Chaos (red, leftmost), Neutral (green, centre) and Law (blue, rightmost). The spells are shown in the talisman images along with their cost (the yellow partial ring). The cost is shown relative to your current maximum mana level. If you cannot afford a particular spell because you cannot store enough mana, the spell will have a large red cross placed over its icon. There is no point in taking a spell that you cannot afford to cast into battle.

To move the magic items around depress the left mouse button over the item and drag it to where you want it. If you drop an item into a talisman that already contains an item then the existing item will pop back onto the shelf.

If you are playing a configurable game (24) you can also pick up and drag the talismans from stack to stack by selecting the talisman ring.

The areas of the Portmanteau are described in more detail below:

1 TALISMAN STACK ALIGNMENT INDICATOR

This shows the alignment of the talismans below it. Normally the left stack is Chaos, the middle stack neutral and the right stack Law. However, in a configurable multiplayer or skirmish game (24) the entire stack can have its alignment changed by clicking on this indicator. The indicator will cycle through Chaos, neutral and Lawful alignment as it is pressed repeatedly.

2 PLAYER ALIGNMENT INDICATOR

This shows the current alignment of the player. It can be manually altered in a configurable multiplayer or skirmish game allowing the player to selectively reduce the cost of spells of a particular alignment while increasing the costs of the spells of other alignments. In non-configurable games the alignment cannot be changed.

3 THE PORTMANTEAU TIMER

When this appears there is a limit on the amount of time available for spell selection in the Portmanteau. This only occurs if playing a skirmish or multiplayer game.

4 THE CANCEL BUTTON

This takes the player back to the previous screen.

5 THE PROCEED BUTTON

This takes the player into tactical combat with the selected spells.

6 THE MAGIC ITEM DISPLAY

This shows the magic item that is currently being carried by the mouse or the magic item that is under the mouse. It also shows each of the possible spells that the item could possibly generate.

7 THE TALISMAN STACK

There are three stacks of talismans each containing up to six talismans. All of the talismans in a particular stack are of the same alignment as indicated by the Talisman

stack alignment indicator above the stack.

8 EMPTY TALISMAN

An empty talisman shows its alignment by its background colour. It is only of any use in combat if it has a magic item placed in it (10).

9 THE MAGIC ITEM SHELF

Magic items that are on this shelf are not in use. They are only of use in generating a spell if they are placed in a talisman.

10 FULL TALISMAN

A full talisman displays an icon reflecting the spell that it is currently generating. If you move the mouse over it you can see the item that is being used and the other possible spells in 6. The spell will be available in tactical combat. The partial yellow ring around the icon indicates the cost of the spell relative to your current maximum mana level.



The Realm View

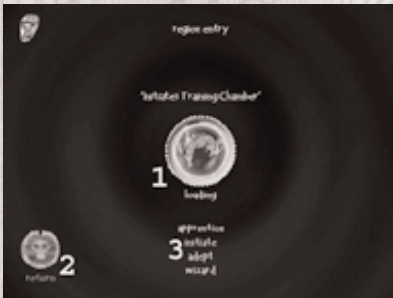
FIGURE 4

When you are between missions during the campaign you will see the Realm View.

This is a map of a large part of the world showing the major locations (2) that you know about. You can decide where to go next here. If you hold the mouse over a location it will be highlighted in red if you have yet to complete the objectives there.

Your character (1) is always selected so you do not need to select him. If you lost

track of where you are then clicking on the portrait icon on the bottom right will re-centre the screen on your character. Right click on the location you wish to visit next and your character will go there.



You may sometimes need to visit locations more than once to complete all of the objectives although it is not necessary to complete every objective in order to complete the game successfully. There is a button (3) that will take you to your character screen where you can spend any remaining points or review your inventory. The other button (4) will take you to the

in game menu.

The Start Mission Menu



FIGURE 5
The Start Mission Menu is very similar to the Start Campaign Menu. Clicking on 1 will launch the mission, clicking on 2 will return to the Realm View. You can also alter the difficulty level before starting the mission by selecting it (3). The difficulty settings are in ascending order with

wizard being the most difficult.

The Tactical Combat View

FIGURE 6



This is where the action is! All combat takes place in the tactical view. Once you are here you can only use the spells that you have set up in your portmanteau so hopefully you have chosen wisely. The mouse controls are described on p7 and the keyboard shortcuts are described on p10. The following paragraphs describe the tactical view interface:

1 WIZARD ICONS

When hostile or unknown wizards are spotted, their portraits will appear here allowing you to centre the screen on them by selecting the icon or attacking them with the current selection by right clicking on the icon.

2 THE CRYSTAL BALL

You can see the whole tactical combat area in this map but the areas that you have not explored will generally appear black. You can move instantly to any location by left clicking on the map and you can issue commands using the map. This is particularly useful when scouting out an area.

3 THE ROOF REMOVAL BUTTON

This button allows you to remove the rooftops and treetops to get a better view of the action on the ground. It may pay you to put the rooftops back now and again if you find yourself wondering why your dragon cannot attack an enemy wizard hiding in a building!

4 THE PARTY MEMBER ICONS

These icons show you the state of your party members and may be used to select and/or centre the screen on them in the same way as your Portrait (6). Sometimes a Party Member button will be transparent. That means that the party member cannot currently be controlled by you. These buttons will flash red and you will hear a gasping sound when the party member comes under attack.

5 THE CREATURE COUNT

The creature count shows you how many creatures you have under your control and how many you are able to control given your current experience. Note that the use of enchanted items or Totems of Resurrection will sometimes allow your creature count to exceed your control limit.

6 THE WIZARD PORTRAIT

This shows you your status. Health is reflected by the portion of the face that has a red background and skull. When you are losing health the portrait will flash and you will hear a gasping sound. The surrounding yellow ring shows you how much mana you have as a proportion of your total mana level. When a spell is selected a shadowed area on the mana ring shows you the cost of the spell as a proportion of your total mana level. You can select your wizard by selecting the portrait and you can cast spells on or around yourself by casting them on the portrait. This can be particularly useful if your wizard is not in the main screen and you wish to do

summon a bodyguard or perhaps heal yourself.



7 THE INVENTORY

This shows all of your currently equipped spells as circular icons. The yellow band around each icon is complete if there is enough mana to cast the spell and incomplete if there is not yet enough mana available to cast it. The selected spell is highlighted and has a glowing multi-coloured ring around it.

You will also find or be given enchanted items. These appear in your inventory in square boxes and require no mana to use. However, their uses are generally limited and this is indicated by a

number that will appear in the top right of the icon.

The Level Complete Screen

When you complete a level you will see a level complete screen. The screen tells you how much experience you gained while playing the level and where you got the experience. Once you are happy with this information you can press continue to go on to the Campaign Character Screen which is where you get to spend your rewards.

The Campaign Character Screen

This is where you get the pleasure of spending all those hard earned experience points.

The screen will appear automatically after the Level Complete Screen or may be entered at any time from the Realm View.

1 EXPERIENCE POINTS INDICATOR

This shows the experience points that you have to spend.



2 HEALTH

This is where you spend points to improve your constitution. You can add points

using the small right pointing arrow next to the cost of an increment or subtract any

points you've just added using the left pointing arrow.

A strong constitution (high health) is essential for wizards that like to be in the thick of the fight using damage dealing spells like lighting or meteor shower.

3 MANA

This is where you spend points to increase your maximum mana level. This is important to allow you to cast the more expensive spells and affects the start of a mission a lot too because you usually start with a full mana ring so the more you can hold the more you start with.

4 CONTROL LIMIT

This is where you spend points to increase your ability to control large numbers of creatures. The more creatures that you can control the easier it is for you to take Pops giving you more mana income. More creatures also makes it easier for you to attack and defeat the enemy wizard.

5 CONTINUE BUTTON

This button will take you back to the game.

The in-game menu

1 OPTIONS

Selecting this option brings up the options screen (page 26) allowing you to change the game options to improve performance or suit your personal taste



2 LOAD GAME

Selecting this option will bring up the load game screen (page 26) allowing you to load a game that has been automatically saved for you or one that you have saved yourself.

3 RETURN TO REALM MAP

Selecting this option will take you back to the realm map (or to the tactical combat screen).

4 QUIT GAME

Selecting this option will exit the current game, losing it if it is not already saved, and will return you to the main menu.

5 SAVE GAME

Selecting this option will bring up the save game screen (page 26) allowing you to save the current game.

The battles

On entering the battle menu you will have to choose between multi-player and single player. Choose multi-player to play against a combination of human opponents and computer opponents over the Internet or network. Choose single player to play against computer opponents only. Cancel will take you back to the main menu.

Single player battles

Single player battles are great fun and are very good practise for the multi-player

game. The option screen may look confusing at first because there are many things that you can customise to suit your own tastes. It is best to start playing using the default settings and then adjust the options once you have spent some time playing the game. Only items and characters that have already been encountered in the game will be available to you or to the AI opponents

FIGURE 7

1 WIZARD SELECTION

Up to 8 wizards may take part in the battle. To remove a player, click on the padlock. The padlock can lock and unlock the slot preventing additional players from using it as desired by the host.

2 INITIAL PORTMANTEAU

The Initial portmanteau options affect the way that the portmanteau is set up:

SAME INGREDIENTS PER PLAYER

This means that all players will have the same ingredients to choose from.

RANDOM INGREDIENTS

This means that players get different random ingredients to choose from.

AS SELECTED CHARACTERS

This means that the players will play as the chosen character using their full spell set from the single player campaign.

3 STATISTICS AND TALISMANS

The Statistics and Talismans options affect the way that the player can vary their alignment, talismans and spell costs

FIXED

This is the default and means that the player uses the talismans as specified by the host in the game settings. Their alignment is central so all spells cost the same for all players.

CONFIGURABLE

This allows players to spend their experience points to define their character and then to alter their alignment in the portmanteau to make law, neutral or chaos spells vary in cost. Thus a player may take an extreme alignment and make spells of that alignment

very cheap. However this will have the disadvantage of making the spells of other alignments very expensive.

4 WIN CONDITIONS

LAST MAN STANDING

This is the default mode where the last wizard left alive at the end of the game wins.

TIMED SCORE

In this mode the game will last a predetermined amount of time. When it ends the player with the highest score will win. See Scoring on page 26.

5 GAME SETTINGS

The game settings sliders allow the host to vary the game parameters to suit the taste

of the players. These are greyed out if they are invalidated by the settings for the 2 Initial Portnanteau, 3 Statistics and Talismans, or 4 Win conditions.

EXPERIENCE POINTS (CONFIGURABLE GAME ONLY)

This lets the host set the number of experience points to allocate to each player. It will be up to the player how the experience points are allocated)

INGREDIENTS (ALWAYS AVAILABLE)

This sets the number of ingredients available for spells up to the maximum of 18. When the number of ingredients is less than 18 they will be selected at random.

LIVES (LAST MAN STANDING ONLY)

The maximum number of lives that each player possesses. Once a player has lost all of their lives they may spectate until the game is complete.

GAME TIME (TIMED SCORE ONLY)

This is the amount of time that the game will last for. Once the time has expired, the player with the highest score will win.

SELECTION TIME (ALWAYS AVAILABLE)

This defines the amount of time that players may spend selecting their spells in the

portnanteau. It only effects the amount of time in the portnanteau at the start of the

game. Once the player has been killed and re-enters the portnanteau so that they can

select more spells the time limit will depend on the game type being played either a

minute for a last man standing game or until the game ends in a timed game.

NO. OF CHAOS TALISMAN (FIXED ONLY)

This sets the number of Chaos talismans available for each player.

NO. OF NEUTRAL TALISMAN (FIXED ONLY)

This sets the number of neutral talismans available for each player.

NO. OF LAW TALISMAN (FIXED ONLY)

This sets the number of law talismans available for each player.

MANA LEVEL (FIXED ONLY)

This sets the maximum mana level for each player.



HEALTH LEVEL (FIXED ONLY)

This sets the maximum health for each player.

CONTROL LIMIT (FIXED ONLY)

This sets the number of creatures that each player will be able to control.

6 CANCEL BUTTON

This exits back to the main menu.

7 CHANGE MAP BUTTON

This will allow the host to select alternative multiplayer maps. It also allows the host to set the frequency of places of power on the map, the

availability of food, enchanted items and mana sprites.

8 CONFIGURE SPELLS (PROCEED) BUTTON

This takes the player forward into the game, entering either the character screen or the portmanteau depending upon the game settings.

Multi player battles

Multiplayer battles are essentially similar to single player battles. On entering multiplayer type in an appropriate player name and select either IPX (network only) or TCP/IP for network or Internet play.



Internet play is supported through the matchmaking services of Gamespy and should be launched using the separate command in the Start menu.

SCORING

Players score one point for each wizard killed. If a player commits suicide a point is deducted from their score.

LOADING AND SAVING

You can reach the Load game screen from either the main menu (p12) or from the in-game menu (page 22). On this screen you are presented with a list of save games.

These games are in the order that they were saved with the most recent save appearing at the top of the list.

You can reach the Save game screen from the in-game menu (page 22). You can type a

name for your save game or use the default provided. If you select a game and choose

delete you can delete the save game from your hard drive to save some space.

OPTIONS

It is unlikely that you will need to adjust the options because these are set to a reasonable default when you install the game. The screen options allow you to adjust the resolution which has a significant effect on performance and on the game's appearance. The game options allow you to adjust the game speed, slowing down or speeding up the game to suit your personal taste and playing style.

When you select Options on either the Main Menu (p12) or the In game menu (page 22) you will go directly to the Screen Option Menu below. Each Option Menu has a Cancel button (1) which will ignore any option changes you have made and return to the previous menu and an OK button (2) which will confirm the changes you have made and return to the previous menu. You can switch between the option screens using 3. All of the changes you make on the screens as you switch between them will be confirmed or cancelled as one block of changes.



The Screen Options Menu

FIGURE 8

1 CANCEL

Ignore any changes to the options and return to the previous game screen.

2 OK

Confirm any changes to the options and return to the previous game screen.

3 CHANGE OPTION SCREEN

Click on the category of options that you want to change. Any changes on any of

the screens are temporary until you select

OK .

4 BRIGHTNESS

Adjust the brightness using the slider bar from dark to light. The image shows the effect of the change. You can click on **reset** to restore the brightness to its default setting.

5 SCREEN RESOLUTION

Screen resolution is one of the main ways to improve performance. If you find that the game is running slow at any time, try reducing the resolution. It won't look as good but the gameplay will be much smoother.



The Sound Options Menu

FIGURE 9

1 CANCEL

Ignore any changes to the options and return to the previous game screen.

2 OK

Confirm any changes to the options and return to the previous game screen.

3 CHANGE OPTION SCREEN

Click on the category of options that you want to change. Any changes on any of the

screens are temporary until you select

OK .

4 SPATIALISATION

This affects the amount of processing that is carried out to make the sounds appear separated in space by imitating the effect that your ear and head have in muffling sounds that come from behind you. High quality should only be used on high specification PCs because it involves a lot of processing. Medium is a good default for most systems but if you are trying to squeeze a few more frames per second and are willing to sacrifice those sounds that make you jump because they are behind you then set this to low or even switch it off completely.

5 TRUE 3D SOUND

Software will emulate the sound attenuation for sounds placed anywhere in 3 dimensions if this is switched on. Try it and see if you like the effect if you have a

high performance system.

6 SOUND SAMPLE QUALITY

Low is 11KHz samples and will sound fine on cheaper loudspeaker systems. High sound quality offers 22KHz samples which sound much better on higher quality systems. There is a slight performance benefit when using low quality samples.

7 MUSIC VOLUME

Allows you to change the music volume.

8 SOUND EFFECT VOLUME

Allows you to change the sound effects volume.

The Model Options Menu

FIGURE 10

1 CANCEL

Ignore any changes to the options and return to the previous game screen.

2 OK

Confirm any changes to the options and return to the previous game screen.

3 CHANGE OPTION SCREEN



Click on the category of options that you want to change. Any changes on any of the screens are temporary until you select

OK .

4 CREATURE MODELS

These are the models for the summoned creatures and the characters that you meet in the game.

Credits

Developed by Climax Ltd.

DESIGN

Lead: Mark Hardisty

Hal Angseesing

Jon Jansen

Andy Smith

Ceri Staggs

Paul Twynholm

based on an original
design by Mythos Games

STORY & SCRIPT

Piers Blofeld

Nick Reed

SOFTWARE

Lead: Hal Angseesing

Larry Binks

Iain Cantlay

Jon Green

Alex Hogg

Jon Jansen

Rocco Loscalzo

Andy Sime

Daniel Slaney

Edward Hodd

Ceri Staggs

Yueai Liu

Additional framework coding

Neil Armstrong

EXTERNAL SOFTWARE by
GamesWorld7

Sam Brown

Graeme Baird

GRAPHICS

Lead: Mark Hardisty

Charles Machin

Josh Pickering Pick

Jacqui Wright

Philip Rowe

Mark Steele

Josh Taylor

Technical: Steve Norris

EXTERNAL GRAPHICS by COYOTE

Landscape Art

Emma Denson

James Vale

Richard Sinnett

Diane Rodgie

Level Design

Matt Nagy

Kerry Reynolds

Creature Skinning

Dave Kite

Errol Gale

Pietro Lantrua

MUSIC & SOUND DESIGN

Jim Croft

ADMINISTRATION

Wendy Chambers

PRODUCERS

Executive Producer: Matt Sansam

Producer: Andy Smith

Assistant Producer: Steve Norris

THE ART OF MAGIC BABIES

Thomas Glynn Angseesing

Eve Rene Jansen

Gabriella Angelina Loscalzo

Haydon Paul Whipp

PUBLISHED by VIRGIN
INTERACTIVE ENTERTAINMENT

Executive Producer: Paul Whipp

UK Product & PR Manager
Jon Brooke

Marketing Manager (Germany)
Christina Eitelbr ck

New Media Manager
Dan Taylor

Marketing Services
Caroline Bruce-Brown

Packaging Design
Mick Lowe

Marketing Manager (Germany)
Christina Eitelbr ck

Product Manager (Germany)
Tahsin Avci

PR Manager (Germany)
Mike Hesse

Product Manager (Spain)
Ana Lafuente

Marketing Manager (France)
Philippe Gota

Product Manager (France)
Sebastien Pensivy

European Localisation Manager:
Harald Simon

Lead Test
Steve Frazer

Testers
Time Wileman
Roy Gay
Carlos Gesto
Drew Waldegrave

US Publisher - Bethesda Softworks
Pete Hines
Todd Vaughn

Cover Illustration
Greg Staples

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Clive Gorman
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Ken Hurley
Haydon Farrar
Joost Schuur

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(please use the game title as your subject heading)
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Address : Customer Services Department
Virgin Interactive Entertainment (Europe) Ltd
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London
W1T 4QN

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- Make & Model of your Sound Card. (Creative Labs etc..)
- Make & Model of your Video Card. (GeForce, 3dfx etc..)
- Make & Model of your CD-ROM drive. (Panasonic, Creative etc..)
- Amount of RAM present. (64mb, 128mb etc..)
- Any additional Hardware and Peripherals. (Webcams, Scanners etc..)
- Information contained in your Config.Sys & Autoexec.Bat files.
- Direct X information*

*To obtain information relating to Direct X on your system, simply click on Start and then Run. Next, type in DXDIAG in the open box and then click OK to bring up the Diagnostics window. You should be primarily interested in the information concerning your Sound card and Display (video) card. A copy of your DXDIAG information at hand is also useful.

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