



### **THE STORY SO FAR...**

You're a novice magician at the end of his studies. During a course on the opening of doors at the temple of the Great Wizard, you have clumsily caused the disappearance of all the phials and scrolls that he had so carefully classified over many years.

Needless to say, the rage of the Very Great Wizard is as big as your chances of failing the final exam. Therefore, if you want to obtain your magician's diploma someday, you will have to recover the majority of the scattered phials and scrolls... This will not be easy because they have been thrown into parallel worlds dominated by unscrupulous gods, jealous of the magician's power.

Despite his intense anger, the Immense Wizard will allow you to use the potions contained in the phials or the magic words inscribed on the scrolls to defend yourself. Then, he will follow you throughout your whole adventure and use his limitless powers to transport you from one world to another and to give you life again should circumstances prove to be fatal.

Nevertheless, his patience is much more limited than his powers. That is why he will only give you new life twice after which you will be open to his most dreadful punishment.

### **OBJECT OF THE GAME**

The Magician's goal is to collect as many phials and scrolls as possible while trying to reach the final stage of each world. That is where he'll find a god who has taken all of the magic for himself and who will not hesitate to use it. Once this god has been defeated, the player will be projected into another dimension.

### **PRINCIPLE**

The Magician advances in a setting that scrolls vertically. Many different characters attack him. He must avoid them or clear them out of his path by casting a spell. Along the way, he will try to recover the phials, scrolls, and other magical objects.

There are three stages in each world and 4 worlds of different settings. At the end of each stage, the scenery stops scrolling and the Magician must place himself on the pentacle (5 pointed star) and wait to be projected into another stage. At the end of each world, a god will forbid him the access to the pentacle.

**Note:** Perhaps you realize after 12 stages that the journey you just made was only a

rehearsal for what lies ahead? That's your Masters will in order to preserve your life.

## COMMANDS

### TWO-PLAYER GAME

With two players at least one joystick is needed.

At the beginning of the game, the Magician (controlled by player #1) is followed by another character called the Golem. When the Golem is flashing, player #2 must press the FIRE button on the joystick or the SHIFT key if he plays with the keyboard, to signal that he wants to play, before the Golem disappears.

**Note:** The Golem is a magical character who goes with the Magician. When the Golem gets weak (less than 10 life points), he turns into a mole and digs himself in the ground. After some time, when he has got enough energy, he becomes the Golem again and is able to help the Magician...

### MOVEMENTS

You can move the Magician and the Golem using the joystick or the cursor keys.

The Magician: To fire (if you have a spell that can be fired), press the FIRE button or SHIFT key.

The Golem: Press the FIRE button (or SHIFT) to jump. As he falls on enemy creatures, he crushes them. The Golem can neither cast nor stock spells.

### STOCKPILING A SPELL

To store a phial or a scroll, place the Magician on it and press the space bar immediately. You will see that one of your pouches contains something. The pouches are represented by 8 notches in the screen's upper margin.

### SELECTING A SPELL

To select one of the spells stored in the pouches, press the space bar. In the upper margin of the screen, the red dot moves one notch to the right each time you press. In the left margin, a symbol indicates the type of spell it is (see LIST OF SPELLS).

### CASTING A SPELL

To cast a spell, there are two possibilities:

- Either the Magician passes over it and you don't store it, after a few seconds he will cast the spell,
- Or you select a spell already stored in the pouches (space bar), then press the small ENTER key on the number pad to cast it.



### CASSETTE VERSION

If you see this symbol at the end of a game, you must rewind the tape to the beginning so that the program can re-load.

### OTHER COMMANDS

PAUSE: .....P key.

ESC: .....to stop the current game.

### INVENTORY (except cassette version)

At the end of each stage you access the inventory screen enabling you to organize your pouches for the next stage.

A screen appears showing the scrolls and phials.

- Using the joystick, place the cursor on them. In the left margin you will see what kind

of spell it is (the scrolls above, the phials below). In the right margin, a feature indicates the number of spells of this type.

- Press the FIRE button or SHIFT to put the spell designated by the cursor in a pouch.
- Once you've finished selecting, press the space bar to go on.

**Note:** If you press the space bar without selecting a spell, you will be given a default selection. You must select a minimum of one spell.

Cassette version: You will keep the spells that you have just collected for the next stage.

## SCORES

If you have a good score, it will be displayed on the scoreboard. Type your name on the keyboard and hit ENTER.

**Note :** The disk must not be write-protected if you want your score to be saved.

## MYSTICAL SPECTRUM

### ADDITIONAL INFORMATION

#### Disk version:

Switch on the computer and monitor, connect the joystick(s).

Insert the game disk into the drive.

From the SPECTRUM header, select "LOADER". The program will load.

#### Cassette version:

Switch on the computer and monitor, connect the joystick(s).

Insert the cassette into the recorder.

Type LOAD"" and press ENTER key. The program will load.

### GAME COMMANDS

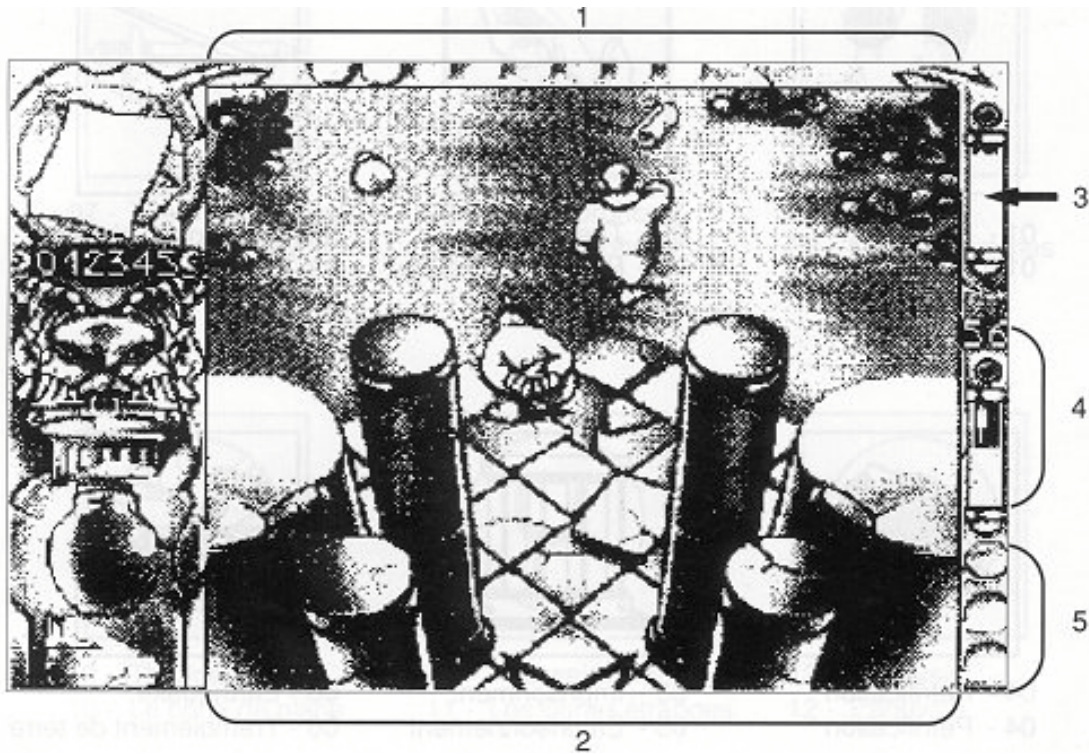
To play you can use either the joystick or keyboard. Each player has to set his game mode in the menu "OPTION PLAYER".

PLAYER 1: THE MAGICIAN		PLAYER 2: THE GOLEM
Direction keys,		( Direction keys,
FIRE to cast a spell,		(FIRE to jump.
SELECT to select (or reserve) a spell,		
USE to use a selected spell.		
PAUSE to freeze the game.		

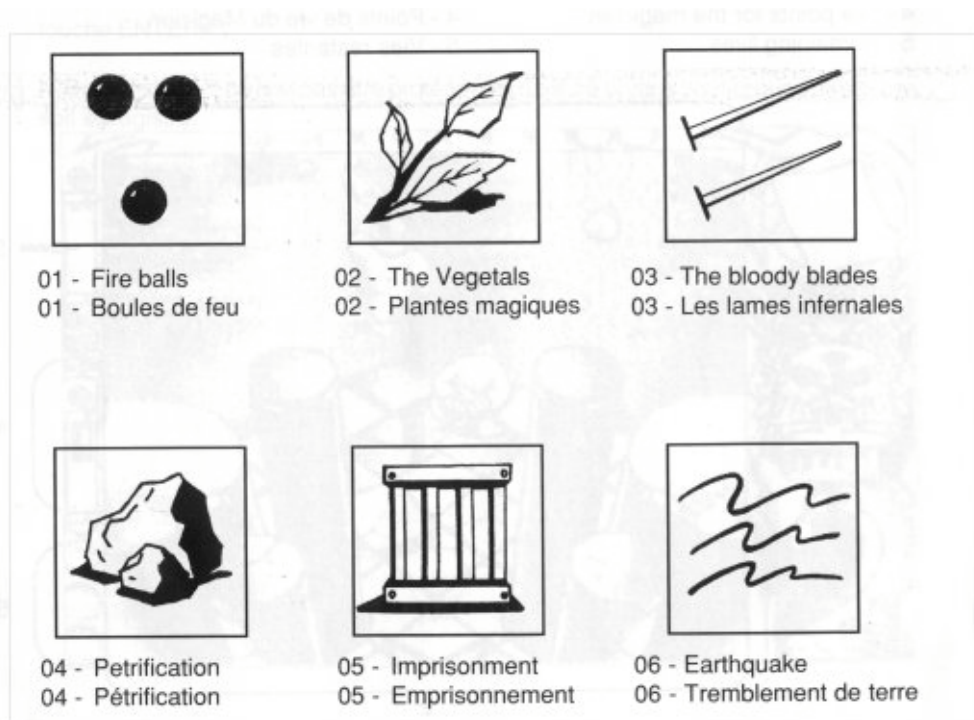
To quit the game, press the PAUSE key, then BREAK (on Spectrum 48K, CAPS SHIFT and SPACE bar simultaneously). With regard to other play instructions, please refer to the AMSTRAD version manual.

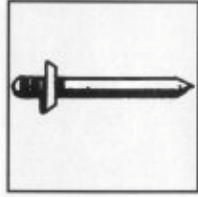
### SCREEN DESCRIPTION

- 1 - Pouches containing spells
- 2 - Game zone
- 3 - Life points for the Golem
- 4 - Life points for the magician
- 5 - Remaining lives.



### SCROLLS





07 - The magic sword  
07 - L'épée magique



08 - Metamorphosis  
08 - Métamorphose



09 - Fire wall  
09 - Mur de flammes



10 - The Ice Storm  
10 - Le cône de glace



11 - The weird signs  
11 - Les signes étranges



12 - Paralysis  
12 - Paralysie

## PHIALS



13 - Multiply vision x3  
13 - Triplement



14 - Multiply vision x2  
14 - Dédoublement



15 - Fear  
15 - Peur



16 - The genius  
16 - Le génie



17 - Fire aura  
17 - Aura de feu



18 - Improve fire x 2  
18 - Tir double



19 - Improve fire x 3  
19 - Tir triple



20 - Lightning  
20 - Foudre



21 - Vampiric bullets  
21 - Balles vampires



22 - Poisonous cloud  
22 - Nuage empoisonné



23 - Shoot  
23 - Tir



24 - Buckler of reflection  
24 - Bouclier réflecteur