

The logo features the word "MAGIQUEST" in a stylized, serif font. The letter "Q" is uniquely designed, incorporating a circular element that resembles a globe or a magical orb. The entire logo is enclosed within a decorative, rectangular border with ornate corners.

MAGIQUEST

THE
Ancient Book
OF Wisdom

WELCOME TO THE KINGDOM OF MAGIQUEST

Greetings Dear Magi,

Allow me to formally welcome you to the kingdom of MagiQuest. Within the pages of this small, meager looking book, contains vital information that will help you on your journeys and teach you about the many wonders that exist within the mystical and mysterious kingdom that is MagiQuest. Having a complete understanding of the information presented within these pages is critical in not only your survival within the kingdom, but in the successful completion of the many quests and adventures you will undertake.

Best of luck dear magi on your magical adventures!

*Sincerely,
Quest Master*

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YOUR MAGIQUEST JOURNEY

PART ONE: YOUR WAND AND MAKING MAGIC

YOUR WAND

YOUR MAGIC WAND IS THE KEY TO BECOMING A MAGI AND YOUR JOURNEY THRU MAGIQUEST. IT GIVES YOU THE ABILITY TO FOCUS YOUR IMAGINATION AND INNER POWER, OR MANA, TO PERFORM INCREDIBLE MAGIC FEATS THROUGHOUT THE KINGDOMS. YOUR WAND WILL REMEMBER EACH AND EVERY FEAT YOU ACCOMPLISH IN MAGIQUEST, ALLOWING YOU TO CONTINUE YOUR JOURNEY AT ANY TIME IN THE FUTURE, EXACTLY WHERE YOU LEFT OFF.



MAKING MAGIC

ONCE YOU HAVE YOUR WAND AND IT'S BEEN POWERED UP, YOU ARE READY TO EXPLORE MAGIQUEST TO OPEN CHESTS AND DISCOVER SECRET MAGIC ITEMS. LOOK FOR THE Q SYMBOL TO MAKE THE MAGIC HAPPEN BY POINTING AND TAPPING YOUR WAND TOWARD THE OBJECT YOU WISH TO ENCHANT.

EACH TIME YOU USE YOUR MAGIC YOU WILL RECEIVE **GOLD** AND **EXPERIENCE POINTS** OTHERWISE KNOWN AS **XP**. GOLD ALLOWS YOU TO BUY CERTAIN RUNES IN THE GAME. XP ALLOWS YOU CLIMB THE RANK OF MAGI FROM APPRENTICE TO THAT OF MASTER MAGI. YOU CAN CHECK YOUR RANKING AGAINST OTHER MAGI AT MAGIQUEST ON THE MAIN SCOREBOARD.

YOUR MAGIQUEST JOURNEY

PART TWO: QUESTS AND ADVENTURES

QUESTS

ONCE YOU HAVE EXPLORED, YOU ARE READY TO EMBARK ON A QUEST. SUMMON THE QUESTMASTER AT ONE OF THE QUEST STONES WITH A WAVE OF YOUR WAND AND HE WILL GIVE YOU YOUR CHOICE OF QUESTS. EACH QUEST WILL CHALLENGE YOUR WIT AS YOU MUST SEARCH FOR MAGICAL ITEMS AND THEN A DENIZEN OF THE KINGDOM TO COMPLETE THEIR QUEST. COMPLETING A QUEST WILL EARN YOU A VALUABLE RUPE.

RUNES ARE THE MOST VALUABLE COMMODITY IN MAGIQUEST. THESE ANCIENT SOURCES OF MAGIC WILL GIVE YOUR WAND ADDITIONAL POWERS ONCE YOU POSSESS THEM.



ADVENTURES

AFTER YOU HAVE EARNED SEVERAL RUNES, YOU WILL THEN BE READY TO EMBARK ON AN ADVENTURE. THIS IS WHERE YOU WILL MEET AND INTERACT WITH THE CREATURES AND PEOPLE THAT LIVE IN MAGIQUEST. IF YOU PROVE YOURSELF TO THEM, THEY WILL REWARD YOU WITH EVEN MORE MAGICAL ITEMS.



YOUR MAGIQUEST JOURNEY

PART THREE: THE WORLD OF MAGIQUEST

THE WORLD OF MAGIQUEST AT PIGEON FORGE IS DIVIDED INTO SEVERAL REALMS: THE ENCHANTED FOREST, DARK FOREST, VILLAGE AND DRAGON'S REALM. OTHER AREAS ARE FOUND BEHIND SECRET HIDDEN DOORS. BECOME FAMILIAR WITH WHERE EACH REGION IS LOCATED, WHO LIVES IN EACH AREA AND THE MAGIC ITEMS GENERALLY FOUND THERE IN ORDER TO AID YOU ON YOUR QUESTS AND ADVENTURES. THE HINTS AND TIPS IN THIS BOOK WILL HELP GUIDE YOU TO THE RIGHT AREA FOR EACH ITEM YOU SEEK.



VISIT ANY OF THE **STATUS STATIONS'** CHARACTERS TO FIND OUT WHAT ITEMS YOU HAVE FOUND AND WHAT YOU MIGHT BE MISSING WHILE ON ANY QUEST OR ADVENTURE.



A QUEST WALK-THROUGH

PART ONE

STEP 1:

APPROACH THE STONE CIRCLE



STEP 2:

CAST AT PORTAL IN STONE



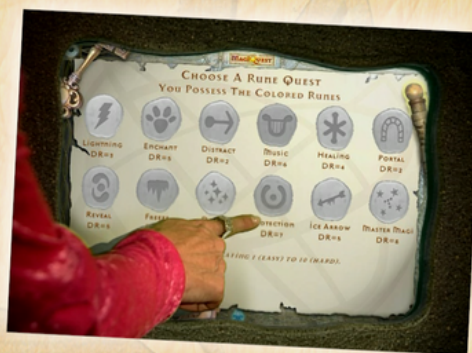
STEP 3:

SELECT (TOUCH) THE "QUEST" BANNER (WITH YOUR FINGER)



STEP 4:

SELECT A QUEST BY TOUCHING A RUNE



STEP 5:

LISTEN AS THE QUESTMASTER TELLS YOU WHAT ITEMS YOU MUST LOCATE ON YOUR QUEST. WHEN HE IS FINISHED, YOU MUST TOUCH "ACCEPT".



A QUEST WALK-THROUGH

PART TWO



STEP 6:

TURN TO THE QUEST YOU HAVE SELECTED IN YOUR ANCIENT BOOK OF WISDOM.

STEP 7:

USE THE CLUES IN YOUR BOOK TO LOCATE THE OBJECTS. EACH OBJECT WILL SPEAK OR LIGHT UP WHEN YOU CAST YOUR WAND AT IT. YOU CAN CHECK YOUR STATUS AT THE QUEST STATION AT ANY TIME TO CONFIRM THAT YOU HAVE FOUND IT IN WHICH CASE IT WILL HAVE CHANGED FROM LIGHT GREY ON THE SCREEN TO FULLY COLORED.



STEP 8:








ONCE YOU'VE FOUND ALL THE OBJECTS ON YOUR QUEST, YOU MUST GO TO THAT QUEST'S ENDING PLACE (SPECIFIED IN YOUR ANCIENT BOOK OF WISDOM) AND THE CHARACTER LIVING THERE WILL REWARD YOU WITH YOUR MAGICAL RUNE!



HELPFUL HINT

IF THE SCREEN DISPLAYS THE STATUS BANNER, YOU MAY NOT HAVE COMPLETED YOUR LAST QUEST. CHECK TO SEE WHAT YOU ARE MISSING, COMPLETE YOUR QUEST, AND THEN START A NEW ONE AT THE STONES!

MAGIQUEST HELPFUL TIPS

-  LOOK FOR YOUR MAGI NAME AT THE TOP OF THE QUEST STONE SCREENS TO KNOW IT BELONGS TO YOU.
-  ONCE YOU RECEIVE YOUR QUEST INSTRUCTIONS, PRESS THE "ACCEPT" BUTTON SO THAT YOUR WAND WILL KNOW WHICH ITEMS YOU MUST FIND.
-  TAKE TURNS CASTING AT ITEMS THROUGHOUT THE KINGDOM. IF TWO MAGI CAST AT THE SAME ITEM, ONLY ONE OF THEM WILL TAKE CREDIT FOR IT.
-  ITEMS HAVE A LIMIT ON HOW MANY TIMES THEY CAN BE CAST ON. ONCE YOU'VE REACHED THIS LIMIT, THEY WILL SAY "YOU'VE ALREADY COMPLETED THIS TASK."
-  SELECTING "STATUS" AT A QUEST STONE OR SPEAKING WITH A CHARACTER STATION WILL SHOW YOUR PROGRESS ON THE QUEST YOU HAVE ACCEPTED.
-  WHEN YOUR TIME IS UP, YOU WILL SEE AND HEAR THAT "YOUR WAND'S MAPA HAS BEEN DEPLETED." IF YOU ARE IN THE MIDDLE OF A QUEST, YOU MAY FINISH IT, BUT YOU WILL NOT BE ABLE TO START A NEW ONE.
-  IF YOU NEED ASSISTANCE AT ANY TIME, FEEL FREE TO APPROACH ANY MASTER MAGI IN THE KINGDOM, AND THEY WILL BE HAPPY TO HELP YOU!

YOUR FIRST QUEST

THE LIGHTNING RUNE EASY VERSION

TO GET FAMILIAR WITH HOW TO PLAY MAGIQUEST, YOU SHOULD TURN TO **PAGE 11** AND BEGIN FINDING THE ITEMS USING THE POEMS. IF YOU FIND THAT TOO DIFFICULT, YOU CAN USE THE FOLLOWING TO AID YOU IN YOUR FIRST QUEST.



THE BOOK IS FOUND NOT FAR FROM THE QUEST STONES BESIDE THE VILLAGE PORTAL ENTRANCE.



THE SHIELD IS FOUND JUST INSIDE THE VILLAGE PORTAL TO YOUR RIGHT.



PROCEED TO THE ARMORY IN THE VILLAGE, STAND AT THE HALF DOOR AND CAST AT **THE SUIT OF ARMOR** INSIDE THE ROOM.



PROCEED TO YOUR LEFT AND FIND THE HERO'S PODIUM WITH TWO BLUE COLUMNS, FIND **THE SWORD IN THE STONE** TO THE LEFT OF THAT.



NOW TO COMPLETE YOUR QUEST, EXIT THE VILLAGE PORTAL WHERE YOU JUST CAME IN AND FIND THE MAN IN THE MIST TO YOUR RIGHT BY THE STAIRS. AFTER YOU AWAKE HIM HE WILL REWARD YOU WITH YOUR **FIRST RUNE - THE RUNE OF LIGHTNING** THAT CAN BE USED TO BATTLE THE GOBLIN KING AND HELP THE PRINCESS.

CONGRATULATIONS! YOU HAVE JUST FINISHED YOUR FIRST QUEST! NOW RETURN TO THE QUEST STONES AND **CHOOSE YOUR NEXT QUEST.**

LIGHTNING RUPE QUEST

NORMAL VERSION



Seek out the tools of the Warrior trade:
The armor, the shield and the Warrior's blade.
A Magi Warrior's Code Book,
a book of great size,
Then report to the Man in the Mist
who will grant you your prize.

AROUND THE VILLAGE...



IF YOU BE THE TYPE
TO SEEK OUT A WARRIOR'S BOOK,
QUITE NEAR THE **QUEST STONES**
I'D ADVISE YOU TO LOOK.



WALK THROUGH THE **VILLAGE PORTAL**
WHERE THE SHIELD IS KNOWN TO ALL.
THEN TRAIN YOUR EYES DIRECTLY ABOVE,
THE RIGHT-SIDE GARDEN WALL.



A SUIT OF ARMOR STANDS ON GUARD
IN THE **VILLAGE ARMORY**.
FINDING IT SHOULD NOT BE HARD,
IT'S THE FIRST THING YOU WILL SEE.



TREK DEEP INTO THE VILLAGE
OF THESE BRAVE AND WONDROUS LANDS.
THE **HERO'S PODIUM** STANDS BESIDE
WHERE THIS FABLED SABER STANDS.



THE **MAN IN THE MIST**,
IF YOU CHOOSE TO PERSIST,
CAN BE FOUND WHERE THE QUEST STONES
STAND TALL. THEN YOU CERTAINLY MIGHT,
IF YOU LOOK TO THE RIGHT,
FIND HIM THERE JUST BEHIND A LOW WALL.



ENCHANTED CREATURE RUNE QUEST



Three hide in chests in the woods overgrown,
The fourth can be found
at the base of a wall made of stone.
Once you've found all
and to the Pixie returned,
Claim the reward which you've certainly earned.

IN THE FOREST...

THE **ENCHANTED FOREST** BECKONS,
NEAR THE PIXIE START YOUR QUEST.
KEEP A LOOKOUT AND I RECKON
YOU WILL SURELY FIND THIS CHEST.

DEEPER INTO THE FOREST YOU'LL GO,
SO PAY CLOSE ATTENTION,
WHERE **CRYSTALS LIGHT AND TORCHES GLOW**
NEAR THIS CHEST OF ACQUISITION.

○ CHEST NUMBER THREE,
TELL US WHERE CAN YOU BE?
WHAT WONDERS YOU HOLD? WHAT SURPRISES?
YOU WILL FIND IT, YOU'LL SEE,
IF YOU LOOK CAREFULLY
WHERE A **LARGE WOODEN ARCHWAY** RISES.

HAVE YOU SEEN THE DARK FOREST
WITH VINES ALL A-TWIST?
I'M AFRAID THAT YOU'LL HAVE TO GO THROUGH IT.
IF **RUNE ROCK** YOU SEEK THEN I HAVE TO INSIST
IT'S THE FOREST FOR YOU. NOW GO DO IT!

SERENA'S CRYSTAL TURNS GREEN
WHEN ALL HAS BEEN COLLECTED.
THEN CAST AT HER, IF YOU'RE KEEN
ON REWARDS YOU ARE EXPECTED!



DAZZLE RUNE QUEST



Seek out the crystals with colors so bright,
Red, yellow, blue, purple, and white.
The Lady in the Leaves, in the forest so deep,
Will grant the Dazzle Rune. It's all yours to keep.



THROUGH THE FOREST ENCHANTED
TREAD EVER SO LIGHTLY.
IT'S HERE THAT **RED CRYSTALS**
ARE SEEN TO SHINE BRIGHTLY.



NOW STRIKE UP YOUR COURAGE
AS THE STORY UNFOLDS.
FOR SECRETS AND **BLUE CRYSTALS**
THE DARK FOREST HOLDS.



THE DAZZLING **YELLOW CRYSTALS** SHINE
SO LIKE THE SUN IN SUMMERTIME!
YOU WISH TO FIND THEM? BE MY GUEST!
THEY GROW WHERE YOU BEGIN EACH QUEST.



SEE HOW THE **PURPLE CRYSTALS** FLICKER
MAJESTICALLY AND ALIVE!
YOU'LL FIND THESE ROYAL GEMSTONES QUICKER
IN THE VILLAGE WHERE THEY THRIVE.



BY TOOTH, BY CLAW, BY TAIL AND JAW,
THE SCARIEST CREATURE YOU EVER SAW
DEFENDS THE **WHITE CRYSTAL**, SO SAVAGE AND RAW,
WITHIN ITS DARK LAIR WHERE IT LAYS DOWN THE LAW!



WHEN YOU HAVE ALL FIVE CRYSTALS
WITHIN YOUR POSSESSION
YOU'RE READY TO MAKE QUITE A DAZZLING IMPRESSION!
IT'S INTO THE FOREST YOUR PATHWAY NOW WEAVES,
FOR THERE LAYS YOUR DESTINY:
THE LADY IN THE LEAVES!

HEALING RUNE QUEST



Shadow moss and castle fungus,
root of forest fern,
Dungeon slime, find all in time
then quickly, Magi, return
To the princess fair and she'll prepare
a potion for the ill,
And very soon, the Healing Rune,
bestow on you she will.



TREE SLIME DRIPS FROM BRANCH AND LIMB
INSIDE THE FOREST PORTAL.
IT'S SICKENINGLY SLIM AND GRUESOMELY GRIM,
NOT FIT FOR ANY MERE MORTAL!



TO COME ACROSS **PURE SHADOW MOSS**
SEARCH LANDS BOTH DARK AND SPLENDID,
WHERE GREAT BEASTS RAGE FROM SOME LOST AGE,
AND PETTING THEM'S NOT RECOMMENDED!



IF FOREST FERN YOU WISH TO EARN,
THE FOREST MIGHT BE BY IT.
THAT'S WHY THEY CALL IT **FOREST FERN**.
GET OUT OF HERE. GO TRY IT!



THERE'S A FUNGUS AMONG US! A KNOTHOLE FUNGUS!
JUST INSIDE **THE VILLAGE** I'VE SEEN 'EM!
IT SPREADS AND IT GROWS
LIKE THAT STUFF BETWEEN TOES
WHEN YOU DON'T QUITE REMEMBER TO CLEAN 'EM!



WITH ALL INGREDIENTS IN YOUR GRASP,
THE PRINCESS' CRYSTAL GLOWS GREEN.
CANDICE'S POTION BOTTLE, YOU NEXT
WILL ZAP, IF THIS RUNE YOU WOULD GLEAN.



DISTRACT RUNE QUEST



The Shadow Clan, the legend's told
Can only be appeased with gold.
Two thousand pieces, that should do it,
Then find the four pieces, snap right to it!
Next seek out a place of stone
It's where the Gargoyle calls his home.



"GOLD, GIVE ME GOLD!" THE GARGOYLE PROTESTS,
2,000 PIECES ALONG WITH THESE SPECIAL CHESTS!



I SWEAR! I SWEAR! THE **DRAGON'S LAIR**
IS WHERE IT IS! I SAW IT THERE!
SO IF YOU DARE, PRESS ON WITH FLAIR,
AND BRING SOME EXTRA SHORTS TO WEAR!



HE'S MEAN, HE'S GREEN, HE'S QUITE UNCLEAN!
AND YET THIS CHEST I KNOW I'VE SEEN
WITHIN THAT GRUESOME KING'S RAVINE!
I SURE HOPE THERE'S NO **GOBLIN QUEEN!**



THERE'S MAGIC AND TREASURES IF YOU JUST EXPLORE
WITH ALL THE RESOLVE YOU CAN MUSTER, THIS
TREASURE CHEST PIECE HOLDS BOLD RICHES GALORE,
AND IT'S QUITE NEAR THE GREAT **CRYSTAL CLUSTER.**



TO FIND THIS CRAFTY TREASURE CHEST
TO AID YOU ON THIS SPECIAL QUEST
AND WIN A RUNE REWARD,
YOU SIMPLY NEED TO READ THIS CLUE
AND VENTURE FORTH LIKE WISE MEN DO
WHERE **ANCIENT THINGS ARE STORED.**



FOUR PIECES OF TREASURE
YOU'VE GATHERED UP WELL!
IT'S OFF TO THE PLACE WHERE
THOSE LARGE CREATURES DWELL,
BREATHING FLAMES IN THE AIR!
BUT THE **GARGOYLE LURKS** THERE.
IF YOU MUST GO, ONE WORD OF ADVICE: BEWARE!



RUNE OF PROTECTION QUEST



Two-thousand gold pieces
require your collection,
Then seek out the chest
where the Crown of Protection
Is hidden; the Hour Glass
will give assistance
And lead, but be careful
and please keep your distance!



TO GATHER FINE **GOLD**
THAT WILL HELP ON YOUR QUESTS,
JUST SEARCH THROUGH THE LAND,
YOU'LL FIND PLENTY IN **CHESTS**.



WHEN YOU FIND IT IN THE VILLAGE, THINK FAST!
THREE MINUTES WILL GO BY IN A FLASH,
DON'T THINK YOU CAN PASS ON THIS HOURGLASS,
YOU MUST GO IN ORDER, NOW DON'T BE RASH!



THIS **SPECIAL CHEST**, YOU MAY HAVE GUESSED,
IS FAR SUPERIOR TO THE REST!
IT **BEARS A CROWN** AND CAN BE FOUND
IN A SECRET ROOM ON ROYAL GROUND.



WHEN ALL OF THESE OBJECTS
ARE IN YOUR COLLECTION,
THE **WIZARD BOOK** WILL GRANT
THE RUNE OF PROTECTION.
THAT BOOK IS SLY; WHERE IT IS I CAN'T SAY:
"LOOK IN THE VILLAGE BUT NOT FAR AWAY."

REVEAL RUNE QUEST



It's colors you'll add
to your growing collections,
So start with the Statue Fairy,
she'll give you directions.

The colors are hiding
in quite strange formations.
Make the Dungeon Eyeballs
your last destination.



TO FIND A **FAIRY STATUE**
ONE HAS SIMPLY TO BEGIN
TO FIND THE FAMOUS FOREST
THEN WALK RIGHT IN.



A **FLOWER BOX** WITH ALL THE FRILLS,
COMPLETE WITH ROSES, DAFFODILS,
PETUNIAS, ORCHIDS, HARDY MUM,
IS IN THE BLOOMIN' VILLAGE, CHUM!



A **MAP** CAN POINT OUT MANY THINGS
AND TELL YOU COUNTLESS STORIES.
THIS ONE IS FOUND AMONG STORED
GOODS AND LABELED INVENTORIES.
YOU NEED A MAP TO FIND A MAP?
THIS HINT'S ALL I'LL AFFORD:
YOU'LL FIND THIS MAP WITHIN
A HOUSE WHERE WARES ARE OFTEN STORED.



PRIMARY GOAL: SEEK OUT THE **BLACK HOLE**.
TO DARK WOODED REGIONS SET OUT ON PATROL.
THIS PLACE GROWS DARKER BY THE MINUTE,
GO FIND THE BLACK HOLE BUT DON'T FALL IN IT.



WHERE LIZARDS LOOM AND COURT YOUR DOOM
THESE ODDLY **EERIE EYEBALLS** BLOOM!
PRESENT YOUR GIFTS AND SATISFY,
THOUGH YOU MIGHT NOT SEE
EYE TO EYE TO EYE!

PORTAL RUPE QUEST



To conquer this task, be daring and bold.
Set out by first finding two thousand gold.
Then seek out the Portal Star right where it sits
And five times enchant with your wand and your wits!
Enchant next the Portal Chest hiding afar,
The five times again you'll enchant the same Star.
And if you achieve this, and if you stand tall
Your last destination is the Lady in the Wall.



TWO THOUSAND IN **GOLD** YOU
MUST FIND AND EMBRACE,
NO PROBLEM! IT'S LURKING
ALL OVER THE PLACE!



THE **PORTAL STAR** IS NEXT
WHERE ALL THE PORTALS CONNECT,
THEN FIVE TIMES CAST, IF YOU WISH
THIS STAR TO COLLECT!



IN THE DARKEST OF REALMS
THIS CHEST MAKES ITS NEST.
IN THE DIMMEST OF CORNERS
YOU'LL FIND THIS **PORTAL CHEST**.



RETURN TO THE
PORTAL STAR AND THEN
STAND TALL AND CAST
FIVE TIMES AGAIN.



ONCE YOU'VE COMPLETED
THESE VALIANT TASKS,
THE LADY IN THE WALL
MUST BE FOUND.
SHE'S NOT EASILY SPIED
BUT SHE'S KNOWN TO RESIDE
WHERE DARK,
TWISTED BRANCHES ABOVING.

RUNE OF FREEZING QUEST



In the Land of the Shadows a light you'll make glow,
In the forest a talking tree you'll come to know,
A book you will find by the garden's secret door,
and a village wall painting, in time will be yours.



YOU LIKE TO READ? WELL, FANCY THAT!
I KNOW JUST WHERE THE BOOK IS AT!
WALK THROUGH THE VILLAGE AND EXPLORE.
THE BOOK IS NEAR A **SECRET DOOR**.



SCALY BEASTS SLEEP WHERE
THIS **LANTERN BURNS BRIGHT**,
THIS ENTRANCEWAY'S
EVEN MORE SCARY AT NIGHT!
WHERE EVEN YOUR GOOSE BUMPS
ARE CHILLED TO THE BONE!
IF YOU'RE GOING, DEAR MAGI,
YOU'RE GOING ALONE!



TO FIND THIS OLD PAINTING
THROUGH THE **VILLAGE SHOPS** HIKE.
I MAY NOT KNOW ART,
BUT I KNOW WHAT I LIKE!



A TALKING TREE? WHY CERTAINLY!
NOW DON'T JUST STAND AND GAWK.
THAT **TALKING TREE** LIVES PEACEFULLY
WHERE DARK THINGS GROW AND TALK!



YOU'VE TREE, BOOK AND LANTERN,
THE OLD PAINTING TOO.
THE RARE RUNE OF FREEZING
IS WAITING FOR YOU.
JUST COMB THROUGH THE TREES
FOR THE **OLD MAN IN THE STUMP**.
APPROACH HIM WITH CAUTION;
HE'S KIND OF A GRUMP!

ICE ARROW RUNE QUEST



Iceicles, snowflakes, Ice Dragon scales
and mighty claw of hawk,
Gather them quickly; take them to
the cauldron that can talk.

Mix them together
till a bubbling potion you create,
Then seek the nesting owl
in whose talons lies your fate.



ICY COLD ICICLES, FROSTY AND CLEAR,
TO FIND THEM JUST FOLLOW THESE RULES:
FIRST BUNDLE UP TIGHT, TO THE FOREST TAKE FLIGHT,
FOR IT'S THERE THAT THEY GLISTEN LIKE JEWELS!



SNOWFLAKES, SNOWFLAKES SO FAR FLUTING!
TRY TO CATCH THEM ON YOUR TONGUE!
NOW TO THE COMMONS TAKE A HIKE.
REMEMBER, THERE'S NO TWO ALIKE!



YOU CAN'T FIND THIS ITEM? YOUR PARDON I BEG!
YOU'RE STUMPED BY THIS MISSION?
YOU'RE PULLING MY LEG!
YOUR POWER OF REASONING SUDDENLY FAILS.
WHERE ELSE WOULD AN **ICE DRAGON**
KEEP HIS ICE SCALES?



FOR **CLAW OF HAWK** YOU HAVE TO WALK
WHERE DARKNESS REIGNS AND SHADOWS STALK,
IN A SECRET ROOM NEAR A GREEN KING'S GLOOM.
BE CAREFUL, FOR HE PLOTS YOUR DOOM!



YOU'VE FOUND ALL THE INGREDIENTS AND
MIXED THEM FOUR TIMES AT GREAT EXPENSE.
HE LURKS BETWEEN BUILDINGS,
THIS **OWL** YOU'LL REVEAL,
WHERE SCURRYING MICE MAKE A MIGHTY NICE MEAL!

MASTER MAGI RUPE QUEST PART ONE



Five stars in the sky
and their powers beyond
Need your help to light
with a wave of your wand.
Then find the great Book of Stars,
and with my best regards,
You'll earn the most masterful
Magi rewards!



TWINKLE, TWINKLE **LITTLE STAR**,
HOW I WONDER WHERE YOU ARE.
IN A PLACE OF **LEAFY TREES**,
THERE IT SPARKLES IN THE BREEZE.



TWINKLE, TWINKLE **LITTLE STAR**,
HOW I WONDER WHERE YOU ARE.
WITHIN A SPECIAL ROOM IT'S KNOWN
TO SHINE UPON A **SPECIAL THRONE**.



TWINKLE, TWINKLE **LITTLE STAR**,
HOW I WONDER WHERE YOU ARE.
PAST **THE VILLAGE**, NOT TOO FAR,
IS WHERE YOU'RE APT TO FIND THIS STAR.



TWINKLE, TWINKLE **LITTLE STAR**,
HOW I WONDER WHERE YOU ARE.
A SECRET DOOR TO SECRET THINGS
IS NEAR WHERE THIS STAR SPREADS ITS WINGS.



TWINKLE, TWINKLE **LITTLE STAR**,
HOW I WONDER WHERE YOU ARE.
BY CLAW, BY TOOTH, BY **BATTLE SCAR**,
THEY CALL THIS ONE THE DRAGON STAR!



TWINKLE, TWINKLE **FIVE BRIGHT STARS**,
BRIGHT AS JUPITER AND MARS.
IN **THE VILLAGE** NOT TOO FAR,
IS WHERE YOU'LL FIND THE **BOOK OF STARS**.

MASTER MAGI RUNE QUEST PART TWO



Now, one final quest you must endeavor,
If you wish to rule forever
As a Magi, brave and bold,
Through sagas sung and legends told.
Find the Five Stones thus bestowed
As the sacred Magi's Code.



THE TRIXTER CLAN, AND THEY ALONE
POSSESS THE **CREATIVITY STONE**.
THIS STONE IS YOURS TO FIND AND WIN,
IF BY A CRYSTAL CLUSTER YOU CHECK IN.



THE WOODSY CLAN, AND THEY ALONE,
POSSESS THE **COMMUNICATION STONE**.
SO TALK IT UP AND MAKE A SCENE
WITHIN THE VILLAGE FORESTS GREEN.



THE MAJESTIC CLAN, AND THEY ALONE
POSSESS THE **COLLABORATION STONE**.
YOU'LL FIND THIS WORTHY TREASURE WHERE
CREATURES LIVE INSIDE THEIR LAIR.



THE WARRIOR CLAN, AND THEY ALONE
POSSESS THE MIGHTY **COURAGE STONE**.
IT'LL TAKE COURAGE AND BRAVE DERRING-DO
TO FIND THIS STONE WITHOUT A CLUE!



THE SHADOW CLAN, AND THEY ALONE
POSSESS THE RARE **COMPROMISE STONE**.
SO SEARCH WHERE DRAGONS PLY THEIR ART,
AND JOURNEY TO THE DEEPEST PART.



NOW IN THE GRAND MAGI TRADITION,
COMPLETE ONE FINAL VALIANT MISSION.
THE **MASTER MAGI CHEST** IS LAID
WHERE LEGENDS RULE AND HEROES REIGN.



PIXIE ADVENTURE

You will need these Runes:



DAZZLE



HEAL



ENCHANT



REVEAL



Serena the Pixie cried out with a sigh,
"My crystal's gone missing and now I can't fly!"
Seek out the lost crystal, return it and then,
Her powers of flight will be whole once again!



TO START YOUR TASK AND SET THE STAGE,
FIRST FIND, AS YOU BOLDLY STRIDE OUT,
A **CREATURE TRAPPED HIGH IN A CAGE**,
AND THEN **TRIXIE PIXIE'S HIDEOUT**.

NOW FIND THE **SECRET HIDDEN CHEST**,
THE GREEN CRYSTAL LAY WITHIN IT.
SEARCH OUT THE LAND OF MAGIQVEST
TO FIND AND FREE AND WIN IT!

THE CRYSTAL'S POWER WITHIN YOUR MEANS,
BACK TO THE **TREEHOUSE!** HURRY!
CAST AT THE CRYSTAL OUTSIDE, IF IT TURNS GREEN,
INTO THE TREEHOUSE SCURRY!

ANOTHER CRYSTAL WAITS WITHIN,
CAST IT! MAKE IT GLITTER!
ALLOW **SERENA** TO BEGIN
TO FLY LIKE BIRDS A-FLITTER!

TWO TIMES YOU'LL **HEAL** THIS MAGIC GEM,
AND HELP HER TO RECOVER
THEN TWICE RESTORE ITS **DAZZLING** POWER
AND WATCH THAT **PIXIE HOVER!**

PRINCESS & GOBLIN KING ADVENTURE

You will need these Runes:



DISTRACTION



LIGHTNING



PORTAL

The Princess's jewels have been stolen by force!
Who did this despicable thing?
There's only one creature so lowly, of course,
And that's the corrupt Goblin King!

Confront this vile tyrant and play by his rules,
Then prove you've got smarts and connections!
Defeat him and win back the Princess's jewels,
Just follow these simple directions:



TO **BEGIN THIS ADVENTURE**, FIRST CAST THE CRYSTAL AT ENTRANCE TO THE GOBLIN GUARD GATE. IF YOU HAVE THE RYNES YOU NEED, IT WILL TURN GREEN. IF NOT, IT WILL TURN RED.



TO THE **GUARD'S ENTRY GATE** YOU MUST HASTEN FORTHRIGHT, WITH YOUR WAND AND YOUR MAGIC SET THAT TORCH ALIGHT.



YOU'VE GAINED PORTAL POWER SO GIVE IT A SPIN TO UNLOCK THAT **ENTRYWAY GATE** AND MOVE IN.



DISTRACT THAT OLD GUARD, LEAVE HIM LOOPY AND HEXED. THEN ENTER THE **CHAMBER**, THE GOBLIN KING'S NEXT!



IN BATTLE ENGAGE HIM! BEFORE HE STRIKES BACK YOU MUST STRIKE HIM FIVE TIMES WITH A **LIGHTNING ATTACK!**



FIND **CANDICE'S JEWELS**, GET HER **NECKLACE AND RINGS, TIARA AND BRACELET, BROACHES**, THOSE PRECIOUS THINGS. RETURN TO THE PRINCESS. WITH JEWELRY RESTORED, SHE'LL THANK YOU IMMENSELY AND **GRANT A REWARD.**





FIRE DRAGON ADVENTURE

You will need these Runes:



ICE ARROW



FREEZE



PORTAL



PROTECTION



Charlock the Dragon has just been released!
He aims to destroy MagiQuest!
Duel to the finish this fire-breathing beast,
And prove that your skills are the best!



A PAINTING OF DRAGONS, RUPES AND SYMBOLS
IN THE **VILLAGE**, YOUR PRESENCE AWAITS.

CAST AND WATCH AND MEMORIZE,
THEN REPORT TO THE DRAGON'S GATE.



HIS CRYSTAL NOW GREEN, IT'S TIME TO CAST
AND MATCH THOSE SYMBOLS, **THREE**.
THEN **PORTAL SPELL**, WITHIN THE GATE,
WILL GRANT ACCESS TO THEE.



THE ARENA IS SET, FACE TO FACE WITH **CHARLOCK**.
AT THE **PODIUM THERE**, GIVE A CAST TO UNLOCK,
AND THE BATTLE BEGINS.



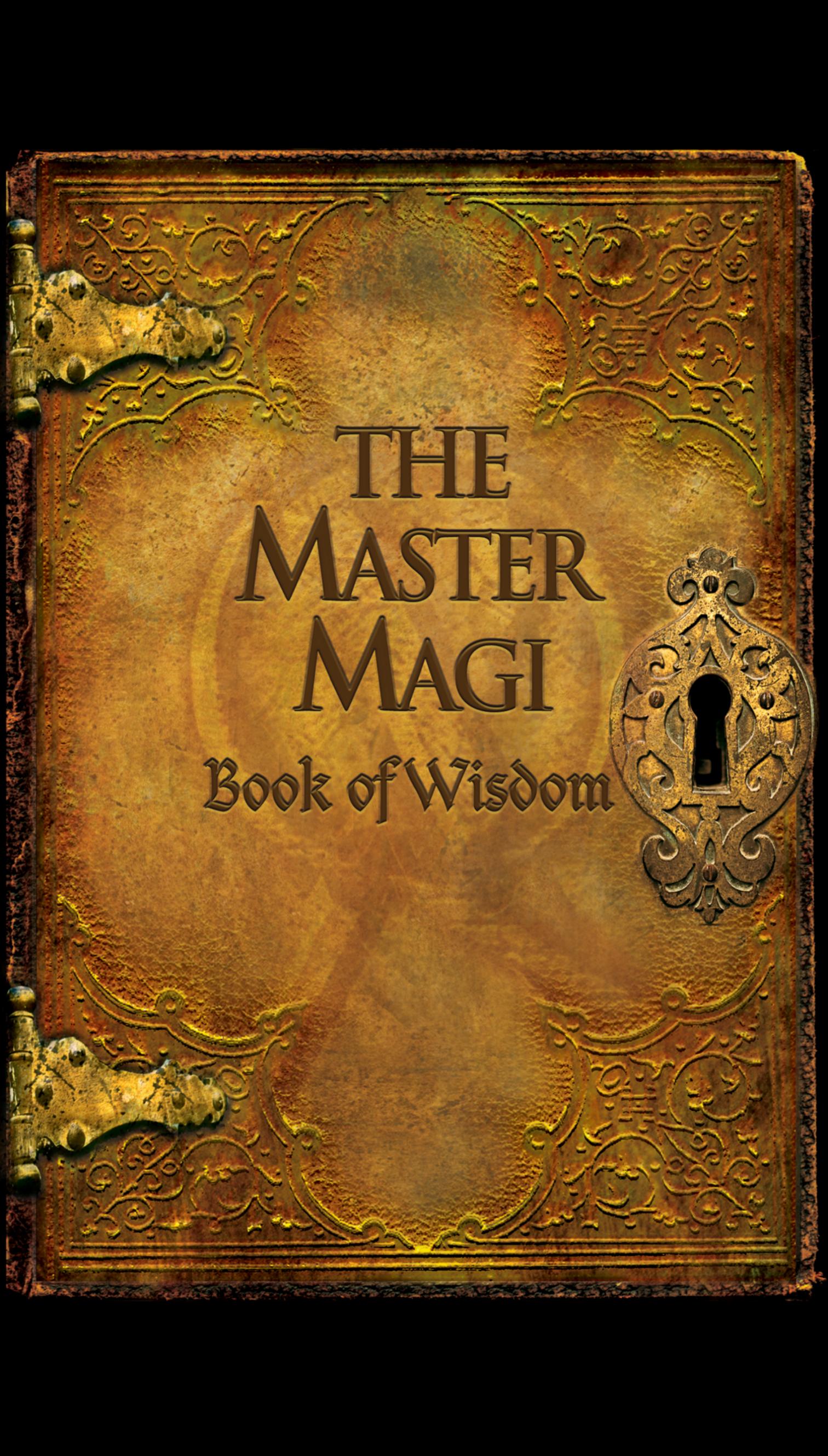
REMEMBER THE SPELLS TO BEGIN THIS ADVENTURE?
A HINT I'LL GIVE FOR YOUR AID:
PROTECTION DEFENDS, **FREEZE** WILL STOP,
AND WITH **ICE ARROW**, THE DRAGON IS UNMADE.



THE PROPER SPELL AT THE PROPER TIME
IS THE KEY TO YOUR SUCCESS!
SELECT YOUR SPELL, THEN CAST IT TRUE,
AT THE DRAGON, OR ELSE YOU WILL REGRESS!



WITH THE DRAGON DEFEATED, CAST YOUR WAND
AT HIS **TREASURE**, FOR IT'S YOURS.
YOU'VE EARNED IT!



THE
MASTER
MAGI

Book of Wisdom

Greetings, Master Magi

Congratulations on completing your first series of Quests and attaining the level of Master Magi. You now have the ability to embark on new and more challenging journeys into the world of MagiQuest!

The Council of Master Magi offer a challenge to you in the form of three new Runes to earn, and then as a test of your new abilities, the Council ask that you confront Wintera, the Ice Dragon, to prove your new skills. Defeating Charlock, the mighty Red Dragon, was a great feat indeed, and has given you access to the inner-chamber of Dragons, but we're all curious if you can overcome this new task.



We're expecting
great things.
With regards,

Carren



MASTER MAGI FIRE RUNE QUEST

THE EMBERS BURN BRIGHT, THE STARS
ARE ALIGNED, SIX SOURCES OF FLAME
YOU MUST SEEK OUT AND FIND:
WHEN THE FLAMES HAVE BEEN CAPTURED
TO THE THUNDER CAVE GO,
CAST THE LIGHTNING SPELL THERE
TO MAKE THE FLAMES GLOW.
THEN HASTE TO THE CRYPT
WHERE THE GARGOYLE LAYS CLAIM
AND HE WILL REWARD YOU
WITH THE POWER OF FLAME!



AS YOU ENTER THE VILLAGE, ALL LIGHTS ARE SUBDUED,
ONE LAMP YOU ARE CHARGED TO UN-SMOTHER,
ONE HANGS FROM A POLE IN THE DRAGON'S REALM
AND YOU WON'T HAVE TO FIND ANOTHER.



FOUR TORCHES YOU ARE CHALLENGED TO FIND,
TWO ARE NEAR THE MAJESTIC INN.
ANOTHER A LITTLE FURTHER BEHIND,
NEAR THE KEY, IF YOU SEARCH, YOU SHOULD FIND.
NOW COURAGE YOU MUST MUSTER,
TO WALK BEYOND THE TREES,
AND FIND THE FOURTH NEAR THE CLUSTER.



IT'S NOW IN THE DEPTHS OF THE DARK LIGHTNING CAVES
YOUR ULTIMATE DESTINY'S SHOWN.
THOUGH THE THUNDER MAY RAGE IN DEAFENING WAVES,
YOUR WAND WILL WIELD LIGHTNING OF ITS OWN.

WITH THE POWER OF LIGHTNING AND LIGHT CONTAINED, IN YOUR SASHES
DISCOVER THE GARGOYLE WITHIN.
IT'S JUST AROUND THE CORNER FROM WHERE THE LIGHT FLASHES
PROVE YOUR LIGHTNING IS WORTHY AND WIN.





MASTER MAGI SHIELD RUNE QUEST

WITH ALL THE COURAGE AND WIT YOU CAN MUSTER,
SUMMON THE POWER OF THE ORB AND PURE CRYSTAL CLUSTER,
THE FAIRY STATUE SO STRANGELY ATTIRED,
THEN ENCHANT THE SHIELD AND ARMOR WITH THE POWERS ACQUIRED.
FINALLY, THE SHADOW'S STAR PUTS YOUR ENCHANTMENTS TO REST,
AND THE WIZARD STATUE WILL COMPLETE THIS BOLD QUEST.



THE **CRYSTAL CLUSTER** FIRST EMBRACE,
IT'S AT THE ENTRANCE TO THIS PLACE.

NEXT GAZE INTO THE **CRYSTAL BALL**,
YOU SHOULD NOT LOOK TOO FAR AT ALL.



THE SHAGGY GREEN GRASS NEARBY DOES GROW,



AND YET THAT'S WHERE THE **FAIRY STATUE** IS KNOWN TO POSE.

YOU FOUND THE CRYSTAL CLUSTER FIRST, GAINED THE CRYSTAL BALL,
THE FAIRY STATUE NEXT YOU FOUND? WELL DONE, YOU'VE GOT THEM ALL!

NOW HURRY TO THE BOOK SHOPPE TO DO A LITTLE READING,



THE **SHIELD AWAITS** YOUR STEALTHY EYE, I'M SURE YOU'LL BE SUCCEEDING!

TO ADVANCE THIS MISSION, YOU MUST RETURN

TO THE FIRST THREE STEPS YOU HAVE LEARNED:

FIND THE CLUSTER, THE BALL, AND THE STATUE,
BUT DON'T LET TREES TRICK AND DISTRACT YOU.

TO WIN THE FIERCEST BATTLE, THE BRAVEST KNIGHT PREPARES
TO SEE **MAJESTIC ARMOR** IN THE ARMORY WHERE IT STARES.



THE **CASTLE STAR** FLICKERS ON IN THE DRAGON'S REALM.
WALK PAST THE MANY EYEBALLS, AND NEAR IT CAN BE FOUND.

ADVENTURE ON, BRAVE MAGI

WITH ALL THE SPIRIT YOU CAN SUMMON.

THAT **WIZARD BOOK** IF YOU JUST LOOK
YOU'LL FIND NEAR THE 'COMMUNICATION.'





MASTER MAGI POTION RUNE QUEST

TO CELEBRATE GREAT VICTORIES,
THE CAULDRON'S TASTES YOU MUST APPEASE.
EIGHT INGREDIENTS YOU'LL FIND WITH EASE,
BUT THEIR ORDER IS THE SIMPLE KEY.

THAT IS IF YOU KNOW A FROM Z.

REMEMBER NOW YOUR ABC'S TO FIND INGREDIENTS LIKE THESE!
INTO THE CAULDRON CAST ONE AT A TIME,
TO SOLVE THIS POTION-MAKING RHYME.



FERN AND SLIME ALL COVERED IN GRIME,
SEARCH LOW IN THE FOREST SUBLIME.



SNOWFLAKES AND FUNGUS CAN BE FOUND
WHERE INNS AND SHOPPES ABOUND.



ICICLES HANG AND HAWK'S CLAW HIDE
DEEP IN THE FOREST AND IN HIDDEN DOORS PRIED.



MOSS AND DRAGON SCALES ARE SEEN
IN DARKER PLACES, SO YOU MUST BE KEEN.



IN THE SKY NEAR THE SECRET DOOR
THE GREEN STAR STANDS,
NOW GATHER YOUR INGREDIENTS
AND GATHER UP YOUR PLANS.

THEN HASTEN TO THE DRAGON'S DEN
WITHOUT WORRY OR EMOTION,
AND THERE ONE WITH MANY EYES
WILL MIX YOUR MIGHTY POTION.





MASTER MAGI ICE DRAGON ADVENTURE

PART ONE

COLLECT YOUR FIRE ARROW,
CREATE YOUR FIRE SHIELD,
YOUR WAY TO THE DRAGON
WILL THEN BE REVEALED.

THEN GO FACE WINTERA,
THAT ICE DRAGON BOLD.
SO FRIGHTENINGLY FIERCE,
SO FROSTY COLD!

FIRST OF FLAME AND THEN LIGHTNING TAME,
CAST BOTH IN THE CAULDRON FOR THAT ARROW OF FAME.
REPORT BACK TO THE STONES FOR YOUR NEXT TASK TO CLAIM.



MORE FIRE IS NEEDED TO ENCHANT THE GREAT SHIELD,
TAKE IT TO THE CAULDRON FOR SOMETHING NEW TO WIELD.
ONCE MORE TO CARREN FOR THE PATH TO BE REVEALED.





MASTER MAGI ICE DRAGON ADVENTURE

PART TWO

THE ICE DRAGON SYMBOLS ARE TRICKY TO GUESS,
RIGHT, LEFT, RIGHT AND THEN PORTAL TO PROGRESS.



AS WINTERA ARRIVES BE QUICK TO DEFEND,
FOR SLUGGISH SPELL-CASTING WILL SPELL YOUR END.



HER WEAKNESS IS SECRET AND HIDDEN QUITE WELL,
THIS IS THE REASON YOU HAVE THE REVEAL SPELL.



YOUR POTIONS EFFECT IS KNOWN AT LAST,
YOUR ICE-POWERED SPELLS TRANSFORM WHEN YOU CAST!



CONGRATULATIONS MAGI! WINTERA WAS NO MATCH FOR YOUR FIRE.
WITH THIS VICTORY, YOUR SKILLS WILL SURELY CLIMB HIGHER!

PORTAL ADVENTURE SILVER DRAGON

You will need these Runes:



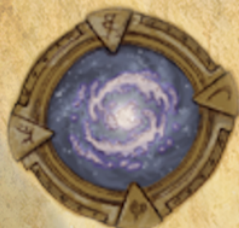
MASTER MAGI



MEDAL OF ARDAS



The Silver Dragon is loose
and the Kingdom's in danger!
Lokari and Willow do ask Your help
in defeating this large scaly stranger,
Are you up for this treacherous task?
The Dragon podium awaits with two choices presented,
Think carefully before you select.
A Shield you gain first then a Dragon demented
You'll fight and the kingdom protect!



CRYSTAL SHIELD

FIVE DIFFERENT RIDDLES EACH MAGI GETS,
FIVE DAZZLE CRYSTALS UPON YOUR PATH SET.
FIND THEM IN ORDER AND THEN RETURN,
WITH THE CRYSTAL SHIELD THAT YOU NOW HAVE EARNED.



SILVER DRAGON

AN ANCIENT CHALLENGE FOR THE FATE OF THE LAND:
MATCHING PATTERNS OF COLORS, A SIMPLE PLAN.
WHEN THE PATTERN'S COMPLETE THE PODIUM WILL LIGHT,
THEN TAP THOSE COLORS AND MATCH THEM RIGHT!
COMPLETE THE PATTERN; **TAP THE CENTER RUPE**,
THEN **CAST BEFORE HE RETURNS**, KEEP THOSE CRYSTALS IN TUNE!
PATTERNS OF THREE, FIVE, SEVEN AND SEVEN AGAIN YOU WILL STRIDE
EACH WITH LESS TIME TO COMPLETE TO HOLD BACK THE TIDE.



THE SILVER DRAGON'S DEFEATED, HIS GRUDGE NEVER ENDING.
TODAY'S VICTORY IS YOURS WITH YOUR FINE PORTAL DEFENDING!

DUELING GUIDE

RULES

WHAT IS A MAGI DUEL?

A MAGI DUEL IS A COMPETITION BETWEEN TWO MAGI IN WHICH THEY USE SPELLS AND ABILITIES THEY HAVE EARNED DURING THEIR JOURNEYS WITHIN THE KINGDOM TO BATTLE ONE ANOTHER. THE OBJECT OF A MAGI DUEL IS TO BE THE FIRST TO ELIMINATE AN OPPONENT'S MANA OR POWER. THERE IS A GREAT DEAL OF STRATEGY IN DUELING. KNOWLEDGE OF ALL OF THE SPELLS AND ABILITIES THAT EXIST WITHIN THE KINGDOM IS CRUCIAL IN BECOMING A MASTER DUELIST.

HOW TO DUEL?

EACH MAGI TAKES THEIR POSITION BEHIND ONE OF THE DUELING PODIUMS AND CASTS THEIR WAND AT THE "Q" SYMBOL TO ENCHANT OR ACTIVATE THEIR DUELING PODIUM. IF A MAGI DUELING PODIUM DOES NOT ACTIVATE UPON CASTING, THIS MEANS THAT THE MAGI DOES NOT HAVE A DUELING PASS ON THEIR WAND. APPROACH A MASTER MAGI IF YOU NEED A PASS.

WHEN BOTH DUELING PODIUMS HAVE BEEN ACTIVATED, A COUNTDOWN CRYSTAL WILL APPEAR IN THE PORTALS BEHIND THEM. WHEN THE CRYSTAL BECOMES YELLOW, EACH MAGI MUST SELECT ONE OF THE SPELLS GLOWING ON THEIR DUELING PODIUM. IF THE SPELL IS NOT GLOWING, THIS MEANS THAT THE MAGI HAS NOT ACQUIRED THE SPELL AT THIS LOCATION AND DOES NOT POSSESS THE SPELL.

WHEN THE COUNTDOWN CRYSTAL BECOMES GREEN, EACH MAGI MUST CAST THEIR WAND ABOVE THEIR OPPONENT AT THEIR PORTAL. THE EFFECT OF THE SPELL THAT WAS CAST BY EACH MAGI WILL APPEAR ON THE LARGE PORTAL BEHIND THE MAGI WHO CAST IT AND ON THE SMALL SCREEN IN FRONT OF THE MAGI'S OPPONENT'S PODIUM.

THERE IS A TIME LIMIT FOR A MAGI TO CAST A SPELL AT THEIR OPPONENT. IF A MAGI DOES NOT CAST A SPELL BEFORE THE COUNTDOWN CRYSTAL DISAPPEARS, A FIZZLE WILL APPEAR RESULTING IN A LOSS OF MANA POINTS, DEPENDING ON THE SPELL THAT THEIR OPPONENT HAS CAST. A MAGI DUEL IS OVER WHEN ONE MAGI LOSES ALL OF HIS OR HER MANA POINTS, WHICH IS INDICATED ON THE LEFT AND RIGHT SIDES OF THE DUELING SCREENS.

DUELING GUIDE

SPELLS

DUELING SPELLS:

DUELING SPELLS CAN BE PLACED INTO THREE DIFFERENT CATEGORIES: STANDARD SPELLS, CLAN SPELLS, AND ADVANCED/MASTER SPELLS.

STANDARD SPELLS: EVERY MAGI HAS USE OF THE STANDARD SPELLS.



FIRE | BASIC LEVEL = CAUSES 10 POINTS OF MANA DAMAGE
UPGRADE LEVEL = CAUSES 20 POINTS OF MANA DAMAGE



SHIELD | BASIC LEVEL = BLOCKS 10 POINTS OF MANA DAMAGE
UPGRADE LEVEL = BLOCKS 20 POINTS OF MANA DAMAGE

CLAN SPELLS:



LIGHTNING | BASIC LEVEL = CAUSES 20 POINTS OF MANA DAMAGE
UPGRADE LEVEL = CAUSES 30 POINTS OF MANA DAMAGE



HEALING | BASIC LEVEL = RESTORES 20 MANA POINTS
UPGRADE LEVEL = RESTORES 30 MANA POINTS



ENCHANT | CAUSES & BLOCKS 20 POINTS OF MANA DAMAGE



DISTRACT | CAUSES OPPONENT TO LOSE THEIR NEXT TURN TO CAST A SPELL. THIS CAN ONLY BE USED ONCE FOR EVERY OTHER TURN DURING A DUEL

ADVANCED/MASTER SPELLS:



RADIANT CRYSTAL | MAGI SUMMONS SERENA, QUEEN OF THE PIXIES
BASIC LEVEL = RESTORES 80 MANA POINTS
UPGRADE LEVEL = RESTORES 80 MANA POINTS & CAUSES 30 POINTS OF MANA DAMAGE



ANDOVER AMULET | REVERSES THE EFFECT OF THE SPELLS CAST BY OPPONENT. EXAMPLE: IF AN OPPONENT CASTS A SPELL THAT CAUSES MANA DAMAGE, THEY WILL RECEIVE THE DAMAGE. IF THE OPPONENT CASTS A HEALING SPELL, THE MAGI THAT USED THE ANDOVER AMULET WILL HAVE THEIR MANA RESTORED.
BASIC LEVEL = REVERSES THE OPPONENT'S SPELL
UPGRADE LEVEL = REVERSES & DOUBLES EFFECT OF SPELL



RUNE OF DRAGONS | MAGI SUMMONS CHARLOCK, THE RED DRAGON
BASIC LEVEL = CAUSES 50 POINTS OF MANA DAMAGE
UPGRADE LEVEL = CAUSES 70 POINTS OF MANA DAMAGE

LEVELING UP SPELLS:

TO UPGRADE A DUELING SPELL FROM WITHIN THE KINGDOM, A MAGI MUST ENCHANT ONE OF THE STATUS STATION CHARACTERS LOCATED THROUGHOUT THE KINGDOM AND PRESS THE "XP" ICON. THIS WILL DISPLAY ALL OF THE DUELING SPELLS THAT CAN BE UPGRADED AS WELL AS HOW MUCH XP WILL BE USED IN ORDER TO UPGRADE EACH ONE.



ONLINE

CONGRATULATIONS, MASTER MAGI! I'M IMPRESSED!
EACH BOLD CAMPAIGN, EACH CONQUERED QUEST,
I'VE WITNESSED YOU SHINE THROUGH SOMEHOW!
YOU'VE GOT THE MAGIC. DON'T STOP NOW!
WE WANT TO SEE YOUR ADVENTURES UNFOLD,
SO POST YOUR PICTURES AND EXPERIENCES
TO OUR SOCIAL MEDIA OUTLETS, IF YOU'D BE SO BOLD,
FOR TO US, WOULD MEAN A WORLD OF DIFFERENCES.

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