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Introduction

Magic & Mayhem is the result of three years of development by Mythos Games in collaboration with Virgin Interactive. It is the realisation of a dream that started over ten years ago when Julian Gollop, co-founder of Mythos Games, created Chaos for the Spectrum. That dream was to develop a Wizard based real time tactical combat game that would be truly realistic in its combat, simple to control and deeply involving.

From the creators of Chaos, Rebel Star, Laser Squad, and the X-COM series comes the realisation of a dream: A fantastic tactical combat game that is easy to pick up and hard to put down.

Getting Started

This section tells you everything you need to know to get the game up and running. The tutorial is built into the game so we recommend you install the game as described below, start the game, select 'New game' and start playing. If you begin playing the game at 'Initiate' level then you will get tutorial help from Hermes in the first few scenarios.

System Requirements

Magic & Mayhem requires an IBM PC or 100% compatible computer that meets or exceeds the required specification shown below:

Important

If you intend running the game in 16 meg, please note that you will need to enter the 'Preferences' section of the main menu and change the 'Animation' setting to 'Cut'

Required

· Pentium P133
· 32 Mb RAM
· 8x speed CD-ROM
· Windows 95 or Windows 98
· Windows 95 or Windows 98 compatible sound card
· DirectX 6.0 or higher (DirectX 6 is included on the Magic & Mayhem CD)
· 100Mb free hard drive space

Recommended

· Pentium P200
· 64Mb RAM
· 12x speed CD-ROM
· Windows 95 or Windows 98
· Windows 95 or Windows 98 compatible sound card
· DirectX 6.0 or higher (DirectX 6 is included on the Magic & Mayhem CD)
· 275Mb free hard drive space

Installation

· Insert the CD in the drive
· If AutoPlay is enabled select 'Install' from the menu which appears after a short delay
· If AutoPlay is not enabled then Open or Explore the CD and double click the file called Setup.exe
· Follow the on screen instructions

Starting the game

If you are starting a single player game or hosting a multi-player game you must insert the CD into your drive. If AutoPlay is enabled then select Play from the menu that appears when you insert the CD. If AutoPlay is not enabled then Use the Start Menu shortcuts set up during the installation process.

If you intend to play in a multi-player game and do not have the CD then you can launch the game from the Start Menu. You will only be able to join a game that has been created by someone else.

The Game Screens

The Following sections describe each of the game screens that you will encounter when playing the game.

Main Menu

When you first play the game you will see a movie that sets the story and then be taken to the Main Menu:

The options are as follows:

- New Game
- Load Game
- Quick Battle
- Internet Battle
- Preferences
- Quit

New Game

This will start a completely new game that picks up where the video introduction left off.

Load Game

Allows you to select a game to load from a list of saved games.

Quick Battle

Allows you to start a network, null modem multiplayer game or a one off battle against computer opponents.

Internet Battle

Allows you to start or join a multiplayer game operating over the Internet. Please note that you will need to have access to the Internet via a Service Provider and call charges will apply

Preferences

Allows you to change your game preferences.

Region Entry

This screen appears when you select a region on the Realm View:

You can change the game difficulty to suit your preference. Initiate is the easiest setting. On this setting the early scenarios will include help on playing the game. This setting is recommended when you play the game for the first time. As you progress through the game you may want to increase the difficulty setting in order to have even more fun and achieve a better score.

There are three buttons on the top right of the screen:
As with all buttons in Magic & Mayhem, these buttons cannot be selected when they are grey.

The Portrait will take you to the Character Development screen where you can spend any experience points you have accumulated.

The Book will take you to the Grimoire that contains all of the knowledge you accumulate as you go through the game.

The Box will take you to the Portmanteau where you can set up your spells.

Tactical Combat

This is where the action is. When you select enter on the Region Entry screen there will be a brief delay while the scenario is loaded. Then you will enter Tactical Combat:

The Portrait and Mana Ring

The portrait shows Cornelius, the character you play in the game. The current health level is shown by the amount of skull versus face showing. Surrounding the portrait is the mana ring that shows how much mana you have (out of your current maximum). If a spell is selected, the shadowed area shows the amount that you will spend if you cast the currently selected spell.

The Spell icons

These round icons show each spell that you have currently set up in the portmanteau. If the ring around the spell is complete you have enough mana to cast the spell. If you don't have enough the ring gives you an indication as to how close you are to having enough mana. When the spell is selected ready for use it will be highlighted and will also appear in the last used spell icon which is to the right of the inventory button. The last used spell icon can be used to quickly access the spell you used most recently.

The artifact icons

These square icons show the artifacts you currently have in your possession. If you have more than one then a number will appear on the icon showing how many you have. Some artifacts can be used more than once. When this is the case, the border will be shaded to show how many more times the artifact can be used.

The inventory button

The inventory button is used to show or hide your full set of artifacts and spells. The tab key can also be used to show/hide your inventory.

The creature count

9/15

This shows the number of creatures that you currently have under your control out of the total number of creatures that you could control. If you wish to control more creatures you must spend your experience points to increase your creature control limit on the character screen.

The countdown timer

In some scenarios you will have a limited amount of time to solve a puzzle or reach an exit portal. When this is the case the countdown timer will appear to give you an indication of the time remaining. If you fail to enter the portal or solve the puzzle before the timer reaches zero then you will be trapped in the magical realm and will fail the scenario.

The Scanner

The scanner shows the unexplored territory as parchment. The explored area shows your creatures in green and will show other creatures that you can see as dots, coloured according to their alignment. Wizards appear as crosses. You can use the scanner to rapidly scroll the map to any desired location by simply left clicking the mouse where you want the view centred. You can also use it to set a movement destination for the currently selected creatures by right clicking the mouse on the desired destination.

The Creature Spotted icons

These oval icons show the portrait of a creature you or one of your creatures has just spotted. Selecting the icon will centre the view so that you can see the spotted creature and the allied creature which spotted it. The tri-coloured face shows that a wizard has been spotted. These icons disappear after a brief interval.

The Creature under attack icons

These diamond shaped icons show the portrait of the creature in your army which is under attack. Selecting the icon will centre the view on that creature.
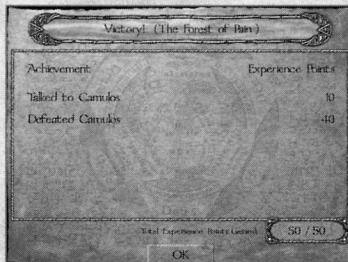
The Ally Icons

When you have one or more allies in the scenario, an icon for each ally will appear at the top left of the screen that shows the current health of your ally. Clicking on the icon will centre the display on the ally.

Region Complete

When you complete a region successfully or when you are killed you will be presented with the Region Complete screen.

This screen lists your achievements within the region. If you have missed any objectives within the region then you will not have achieved the maximum possible number of experience points for that region. It is not necessary to achieve all of the objectives but later regions will be more difficult if you miss a lot in the earlier regions.

Realm View

The Realm View is where you choose which region you wish to enter next and can see how far you have progressed through the Realm.


The Realm view allows you to choose which region you want to do next. You can only visit regions which are adjacent to ones you have already conquered. Before entering a region it is a good idea to check on the spells you are using in your portmanteau and to spend any experience points you have gained in previous regions using the Character Development screen.

This button will bring up the options menu allowing you to change your preferences, load, save or quit.

Character Development

The development of your character is very important if you are to succeed in becoming a master of Magic & Mayhem. The Character Development Screen allows you to spend experience points improving your character:
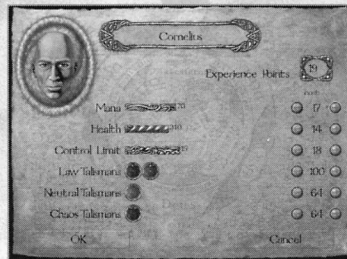

How you choose to spend the experience points is up to you and will depend upon your playing preferences.

- Mana . . . . Adding points to your Mana will increase your maximum mana level. This means that you will take more starting mana with you into battle and you will be able to store more mana.
- Health . . . . Adding points to your health will increase your health making you harder to kill.
- Control limit. . . . . Adding to your control limit will increase the number of creatures that you can control in combat.
- Chaos talismans . Adding a chaos talisman will allow you to take an additional chaos spell into battle.
- Neutral talismans. Adding a neutral talisman will allow you to take an additional neutral spell into battle.
- Law talismans . . . Adding a Law talisman will allow you to take an additional Law spell into battle.

Portmanteau

The Portmanteau or 'spell box' is a vital tool for any wizard:
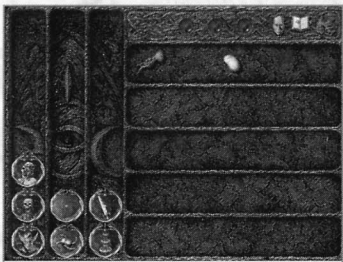
Here you can place the magic items that you have collected in the scenarios into talismans so that they can be used to cast spells by clicking down with the left mouse button over an item and dragging it to a talisman. Talismans are either Chaos (red), Neutral (green), or Law (blue). To ready a magic item's chaos spell it must be placed in a chaos talisman etc. When you select a magic item it is shown at the top of the box along with each spell it can generate. The ring surrounding the spell shows the spells cost as a proportion of your current maximum mana. If you hold the mouse over a spell, the ToolTip text will give a brief description of the spell. If you want to know more then you can check the Grimoire entry for that spell.


Select the realm view icon to return to the previous screen.

Preferences

You can use the preference screen to
- adjust the sound and music volumes
- adjust the game speed
- adjust the amount of memory needed for animation -
  Set to Cut to allow the game to run in 16Mb RAM
- change the dialogue scrolling speed
- change the resolution
- add an opaque border under the spell buttons and portrait
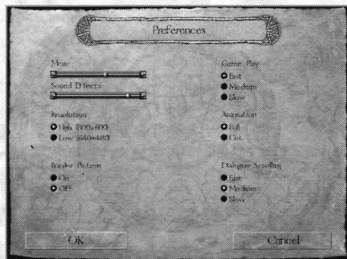
If you are using a slow PC, you may find it helps performance to use Low resolution and switch the Border Picture on.

The Grimoir
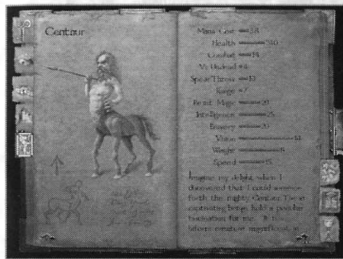
The Grimoire is your book of knowledge. As you encounter new regions, spells, and artifacts entries are added to the book. You can use the tabs to quickly move from chapter to chapter:

 Gives you an index to the realms

 Gives you an index to the Celtic Regions

 Gives you an index to the Greek Regions

 Gives you an index to the Medieval Regions

 Gives you an index to the creatures

 Gives you an index to the spells

 Gives you an index to the magic items

 Gives you an index to the artifacts

 Turns the page

 Closes the Grimoire returning you to the previous screen

Battle Setup Screen

You will be presented with this screen when you create a multi-player game or a single player quick battle:

The player list on the left-hand side of the screen allows you to

- Change the army colour by clicking on the colour button
- Change the portrait and sprite used in the game by clicking on the face button
- Change the handicap level.
The handicap is expressed as a percentage and adjusts the maximum mana, health and number of magic items received by the selected percentage.
- Remove other players using the boot icon (if you created the game).

You can click on the word 'MAP' to change the map sections and tile sets used to create the random map you will play on.
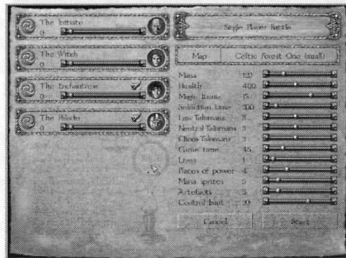
The sliders on the right-hand side of the screen allow you to adjust the starting parameters for all players:

Mana . . . . The amount of mana and maximum mana level for each wizard
Health . . . . The maximum health level for each wizard
Magic items . . . . The number of magic items that each player can select from
Selection time . . . . The amount of time in seconds allowed for each player to make their spell selection
Law talismans . . . . The maximum number of law talismans that the player can take into battle
Neutral talismans . . . . . The maximum number of neutral talismans that the player can take into battle
Chaos talismans . . . . . . The maximum number of chaos talismans that the player can take into battle
Game time . . . . The game length in minutes – when this has expired the game will end and the player with the highest score will win.
Lives . . . . The number of lives each player has. When a player is killed and has lives left they will rematerialise at a random position on the map.
Places of power . . . . . . The number of Places of Power present on the map
Mana sprites . . . . The number of Mana sprites present on the map
Artefacts . . . . The number of artefacts present on the map
Control limit . . . . The maximum number of creatures each wizard can control

When you enter either a single player quick battle or a multiplayer battle you will be presented with the portmanteau. Each player has the same magic items to choose from (although a handicapped player will have less items). The magic items available are chosen in a 'pseudo-random' manner ensuring that there is always a balance of the different types of spell available.

The Controls

Apart from entering your name and the name of saved games, it is not necessary to use anything other than the mouse to play Magic & Mayhem. The left button is used for selection and the right button is used to 'act' with the current selection. The actions are determined by what is under the mouse when the right button is clicked. The action that will occur when the right mouse button is clicked is indicated by the mouse cursor. The control <Ctrl> and alt <Alt> keys can be used to force attacks or to 'follow' when appropriate. The following mouse cursors are used in the game:

Cursor Icon	What it means
	The default cursor. Select something by left clicking.
Creatures Selected	These cursors appear depending upon what is under them when you have one or more creatures selected.
	Pick up the item under the cursor. Only creatures with hands will be able to do this.
	Move to the position under the cursor. Flying creatures may choose to fly there.
	Attack what is under the cursor. You can force an attack on a non hostile creature using <ctrl><rclick>.
Spell Selected	These cursors appear depending upon what is under them when you have a spell selected.

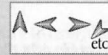| Cursor Icon	What it means
	Cast the spell at this point
	The spell cannot be cast under the cursor because it is either too far away or the target is not accessible.
	The spell cannot be cast because there is not enough mana available.
	A valid target for the spell cannot be seen under the cursor.
Miscellaneous	
	Follow the creature under the cursor. This can be set by using <alt><rclick>.
	Scroll the screen in the indicated direction. There is no need to click the mouse – just move it in the desired direction.

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The Almighty Pause

If you pause the game you can still scroll the screen and give orders to all of your units as if the game were still running. In multi-player mode this is disabled. If the action is getting too frantic you can use the pause mode to survey the situation, issue commands and cast spells before continuing.

Keyboard Shortcuts
Battle interface Mouse Commands

Left mouse button - Selection
Select creatures or spells. Click and drag to create a selection box that will select all creatures within.
'SHIFT' + Left mouse button
Toggle selection - add creature to current selection, or remove it if it is already selected.
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)
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.

Right mouse button - Actions

Move selected creatures, attack an enemy creature or cast a spell.
'CTRL' + Right mouse button on any creature.
Force attack - if you have a creature selected you can make it attack another creature. This allows you to target your own creatures.
'ALT' + Right mouse button
Guard/Follow Creature.
'SHIFT' + Right mouse button
Add waypoint for selected creatures (a double right click will add a flying waypoint for flying creatures).
Artefact icon + Right mouse button
Drop artefact on the ground.

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
'W' - automatically selects wizard, pressing it twice centres display on the wizard
'T' - Track selected unit. The view will follow the creature as it moves.
'SPACE' - Hit the space bar to pause the game. Press it again to release the pause. You cannot pause multiplayer games; instead the space bar toggles between creature selection mode and spell mode.
'Page Up' - Adds layers back to the roof removal system.
'Page Down' - 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 any number key ('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.
'V' - centres the view on the next selected friendly creature
'C' - centres the view on the previously selected creature
'TAB' - toggles spell list open/closed
'ESC' - displays battle options menu

'RETURN' - Bypass a dialogue sequence. If you do not want to read a conversation between several characters you can skip it by pressing the return key instead of clicking the mouse button.

Advanced control tips

If you wish to add a creature to an existing group already on a number key then select the group and <shift> select the creature you wish to add. Use <ctrl><number> to designate the new group to the desired number.

If you wish to remove a creature from an existing group already on a number key then select the group and <shift> select the creature you wish to remove. Use <ctrl><number> to designate the new group to the desired number

If you are selecting a large group of creatures where your wizard is in the middle and you do not want him included - select the creatures and then use <shift><click> on the wizard's portrait or <shift><w> to deselect the wizard.

Rotating the map can be disorientating. It is possible to complete the game without using map rotation but it is often helpful when trying to spot hidden creatures or artifacts. It helps to use one rotation as your 'standard' view and then to use rotate left and right for brief checks if you think you might be missing something.

When moving over long distances use the <t> key to keep the screen centred on the wizard or group.

A note from Simon Emerson of the Afro Celt Sound System

We were approached by Virgin Interactive to do the music for Magic & Mayhem back in 1997 in the middle of a 41 date world tour. As you all know, computer games are the new rock and roll so being a devoted gamester, the thought of getting paid money to spend hours in front of a computer screen composing music and playing a state of the art game was too big an incentive to turn down.

The Mythos team were drawn to The Afro Celt Sound System because our last record (Vol. I: Sound Magic, Real World Records CDRW61) had the slow builds and epic soundscapes they felt would work wonders in a multi-media context. Our task was to create a soundtrack subliminal enough to provide good background atmospheres as well as performance pieces and themes for the respective realms.

The Greek and Medieval realms feature our French Breton Harp player Myrdhin/Merlin (it is his real name, and yes, we know it's a coincidence!). Apparently, for the Greek realm he used the authentic Greek six note Byzantian scale. I'm more interested in hard core techno beats myself.

The opening Celtic air features the ancient roots sounding Uilleann pipes of Ronan Browne. The weird buzzing instrument that provides the trancy-dancy tune for the Celtic Realm is a hurdy gurdy played by Nigel Eaton who had just come off the road touring with Page and Plant from Led Zeppelin.

James McNally, our multi-instrumentalist, provides the rhythmic textures with bodhran (the irish drum) and accordion, as well as some top line whistle melodies.

Thanks to Martin Russell, my trusty co-producer/engineer, Paul Whipp at Virgin Interactive for getting us the gig, Tetley at Mythos Games for providing all the amazing sound effects.

Simon Emerson, producer/musician, Afro Celt Sound System

Credits

VIRGIN INTERACTIVE

Producer
Paul Whipp

Product Manager
Louise Gaynor

Lead Tester
Dave Casey

Testers
Jerry Kevern
Dave Isherwood
Chris Arnsby
Leila Bokei
Jonathan Stocken
Robert Paul

Quality Assurance
Llewellyn Ligas
Graham Archer

MYTHOS GAMES

Game Design
Julian Gollop · Ian Terry

Senior Programmer
Nick Gollop

Lead Programmer
Ian Tory

AI Programmer
Andy Greene

Programmers
Thad Frogley · Billy Leverington
Dave Bostock

Tools/Sound Programmer
Simon Watson

Sound design
Garry Taylor

3D artists
Charles Abrahams · Jon Tyler · Mark Simmons

Artists
Matthew Jeffery · Daniel Havardi
John McAleavy · Wendy Buscall

Creature models
Alan Friswell

Art Direction
Ian Terry

Lead QA & Mapping
Mark Simmons

QA & Mapping
Steve Moorhouse · Jason Grace

Music
Simon Emerson · Martin Russell
...and the Afro Celt Sound System

Wizard Voices
Brandon Maher · Tim Clark · Pete Clark

Character Dialogue
Andy Diggle (2000AD) · Wendy Buscall
Julian Gollop

Mythos Testers
Dave Moore · David Abrahams · Lewis Terry
Rebecca Terry · Liam Mongelard-Edlin
Pat Edlin · Chad Winton

Project Management
Julian Gollop · Helmut Watson

Office Management
Sonia Lewis

Financial Management
Peter Gollop

Moral Support
Sue Gollop

Thanks to
Peter Fehervari · Sally Anderson · Roger Lee.
The Sandwich Bar · CBI Radio/Model Shop

MYTHOS FILM CREW

Director
Greg Boulton

Animator/Camera
John McAleavy

Producer
Sonia Lewis

Models
Richard Brown · Pablo Bach

Set Construction
Dave Moore · Andy Lee · Connie Stevenso
Charles Abrahams · Beth Abrahams
Melanie Findlay

Sound
Garry Taylor · Martin Russell

Voices
Pete Clark · Lucy Clark

Technical Support

Thank you for purchasing Magic & Mayhem. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give gameplay hints through our Technical Support number.

Technical Support : 0171 368 2266
Fax :   0171 468 2003
Internet :   customer_support@vie.co.uk

WorldWide Web :   http://www.vie.co.uk

Address :   Customer Services Department
                Virgin Interactive Entertainment
(Europe) Ltd.

                2 Kensington Square
                London
                W8 5RB
                England

In the unlikely event of a software fault please return the complete package, with your receipt, to the original place of purchase.

As mentioned above the Technical Support number is for technical assistance only, however if you find yourself experiencing gameplay difficulties, then you may want to send a large self-addressed envelope to the address below:

Magic & Mayhem hints
Virgin Interactive Entertainment
(Europe) Ltd.
2 Kensington Square
London
W8 5RB
England

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:
· Speed and Manufacturer of your Processor.
· Make & Model of your Sound Card and Video Card.
· Make & Model of your CD-ROM drive.
· Amount of RAM present.
· Any additional Hardware and Peripherals.
· Information contained in your Config.Sys & Autoexec.Bat files.

Note: If you have any problems in obtaining any System Information please consult your System supplier.

When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.