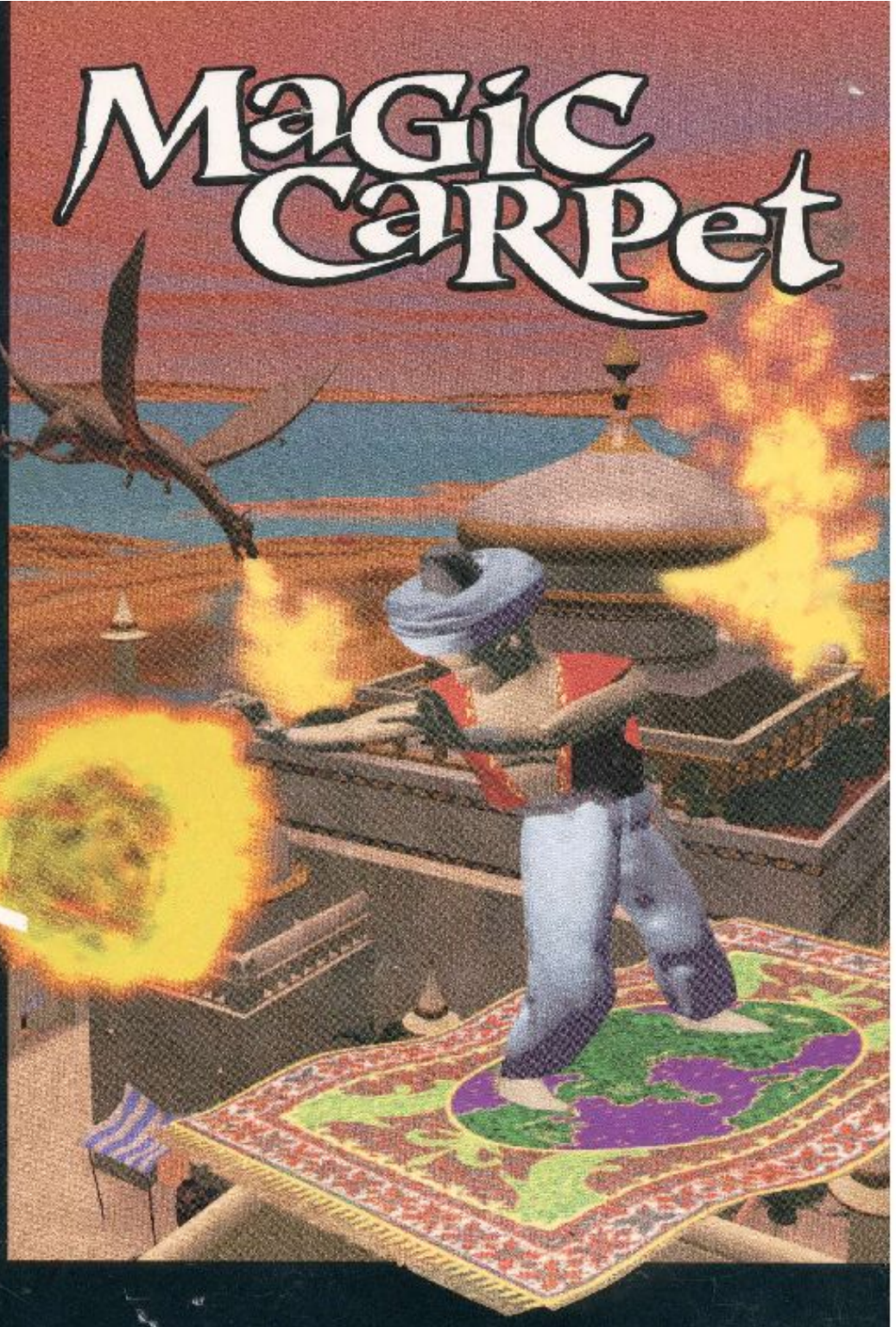
PlayStation

NTSC U/C

PlayStation™

Magic Carpet



KIDS TO ADULTS

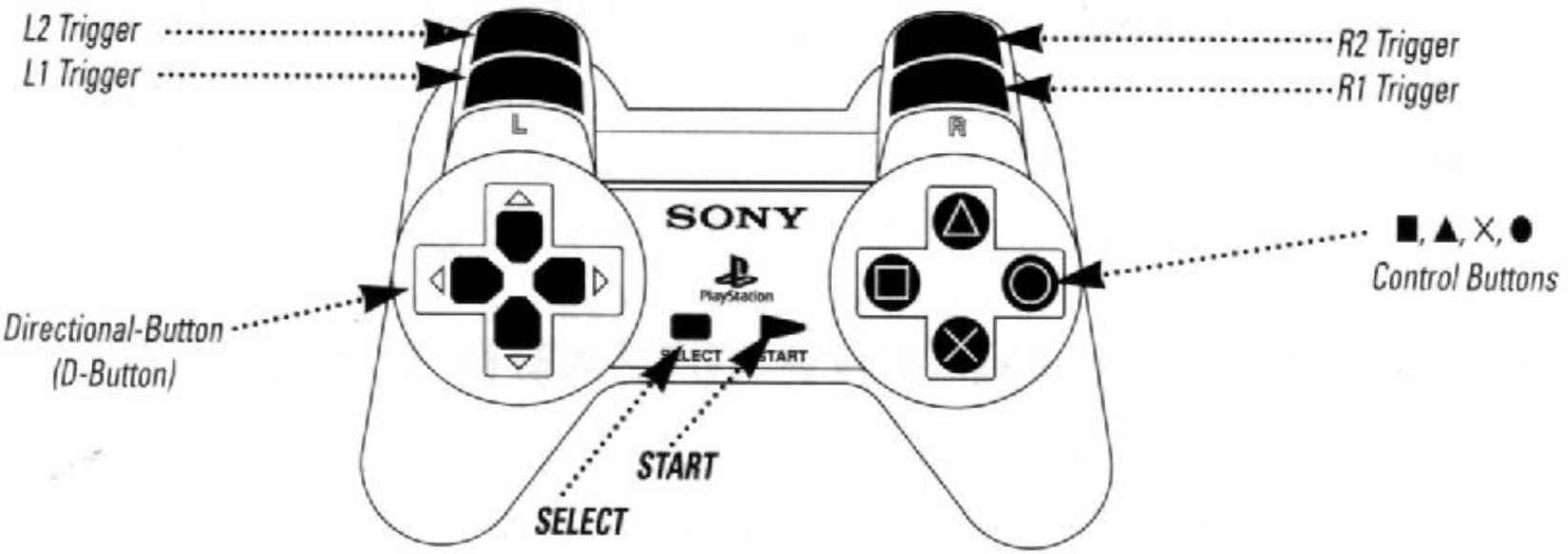
K-A

AGES 6+

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BULLFROG PRODUCTIONS LTD

KEY COMMAND SUMMARY



D-Pad **Up**: .....Dive
D-Pad **Down**: .....Climb
D-Pad **Left**: .....Bank left
D-Pad **Right**: .....Bank right
Press ■: .....Cast Left spell
Press ●: .....Cast Right spell
Press ▲: .....Accelerate forwards
Press **X**: .....Accelerate backwards
Double press button opposite to direction of travel: .....Stop dead
Press **L1**: .....Toggle Spell Menu
Press **L2**: .....Strafe left
Press **R2**: .....Strafe right
Press **L1** + **R1**: .....Lower castle
Press **START**: .....Pause
Press **SELECT**: .....View Map Screen

In Spell Menu mode

D-Pad **Up/Down/Left/Right**: .....Move cursor around spells

Press ■: .....Assign Left spell

Press ●: .....Assign Right spell

Press **L1**: .....Close Spell Menu without assigning a spell

THE HISTORY OF THE WIZARD WAR

Within the covers of this leather-bound volume, its ancient pages coated by dust and time, is contained the History of the Wizard War. It was the great historian Molenubar the Chronicler who collected these many fragments of myth and legend, preserving them for posterity in one weighty tome. His was the labour of a lifetime. Writing in the ink of squids on pages of dried papyrus, Molenubar worked day and night to complete the task. But the Old Gods were jealous of the immortality that the completed work would grant him, and took Molenubar before the story could be finished.

And so for the last 5,000 years the History of the Wizard War has remained incomplete. This much at least of the history is known:

When the Old Gods created the world, they invested all living things with a powerful energy force – mana. In time, man learnt of the existence of mana and those skilled enough to harness its incredible energy became powerful wizards. It was an age of magic. Sorcerers amazed the populace with their feats and toiled to unearth more of the precious mana. But healthy competition soon turned to bitter rivalry, and the most powerful of these sorcerers learned black arts so that they might overcome their adversaries. Then, in a mighty cataclysm, the world was shattered by one wizard's misguided hand...



However, of the apprentice wizard who was charged with restoring the world to equilibrium Molenubar tells us nothing. All that is known of him is that his mastery of the Magic Carpet was unsurpassed. It now falls to you to complete the chronicle, gather the power of the wizards to yourself and take a Magic Carpet ride to glory.

RESTORING EQUILIBRIUM

Your quest is to restore equilibrium to the shattered worlds. You do this by possessing mana, whether it be found floating free, contained within some dreadful demonic beast, or in the possession of an evil rival sorcerer. Once possessed, the mana is gathered by hot air balloon into your home castle.

This quest is fraught with danger. The skies are alive with evil. Birds and beasts under the spell of the black arts assail you from all sides. Your castle is a target for all those who would take your mana for their own nefarious ends. Lose the power held there and it won't be long before you perish in the deep, blue waters that encompass each world. Fortunately, there are spells concealed throughout your quest that will assist you. It is vital that you gather these and use them wisely.

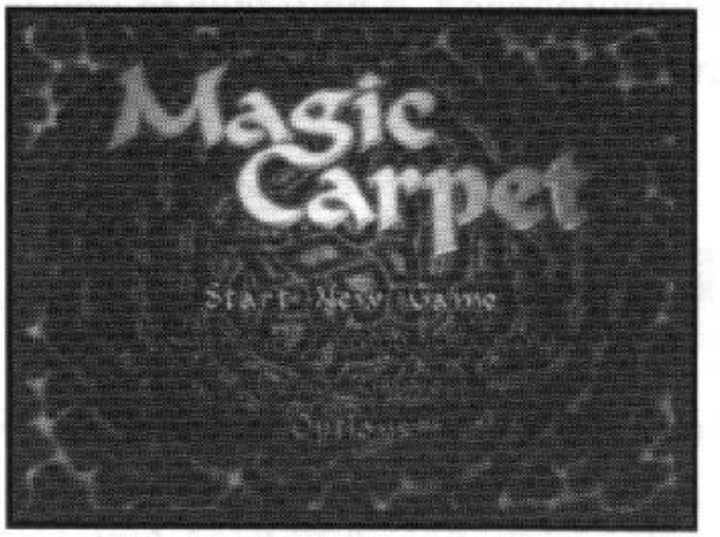
Be wary, fly well and cast evil forever from the world.

PLAYING MAGIC CARPET

After the Bullfrog logo screen, the voice of Molenubar reaches down through the ages, relating to you the History of the Wizard War.

To leave the introduction, press **START** at any time; the Magic Carpet title screen appears. Press **START** again and you arrive at the Main Menu (see *The Main Menu*).

THE MAIN MENU



To highlight any of the Main Menu options, use the D-Pad to move the pointer. To select an option press **X**.

Start New Game

You're instantly transported to the world of Magic Carpet, rug at the ready.

Continue Previous Game

It is possible to return to the Main Menu while in the middle of a game, to allow you to review the game Options. Continue Previous Game is then highlighted – selecting it returns you to the thick of battle.

Load Game

Select Load Game to access previously saved games. The game checks that you have a memory card inserted and that there are saved games available on it. If there are, a menu appears below the 15 save game slots. Select Load and then press **X**. Now use the D-Pad to select a save game slot and press **X** to load the game. The game continues from the point at which it was saved.

Note: You can select between two separate memory cards, inserted in card slots 1 and 2, by selecting Card 2 from the menu and pressing **X**.

Options

Press **X** for the Options Menu. Game Options consist of (defaults in **bold**):

Key Assign: Press **X** for the Key Assignment screen. Here, all of the game's key-controlled actions are listed; use the D-pad to highlight the action you wish to redefine and press **START**. Now press the control pad button you wish to assign to the selected action. Repeat the process until all of the buttons are configured to your satisfaction and press **X** to accept the configuration. To return to default keys, press ▲. To cancel all the changes, press ■.

Note: Lower Castle keys are always **L1 + R1** pressed simultaneously.

Difficulty: D-Pad **left/right** to choose between Easy or **Normal** difficulty levels. Easy mode reduces the hit points required to kill each creature and the mobility of the more difficult creatures. The additional Hidden World levels are only available if the game is completed in Normal mode.

Language: D-Pad **left/right** to choose whether to run the game in **English**, French, German, Spanish or Swedish.

Sound: D-Pad **left/right** to choose between Mono and **Stereo** sound.

Music Volume: Press the D-pad **left/right** to adjust the length of the Volume bar and decrease/increase music volume.

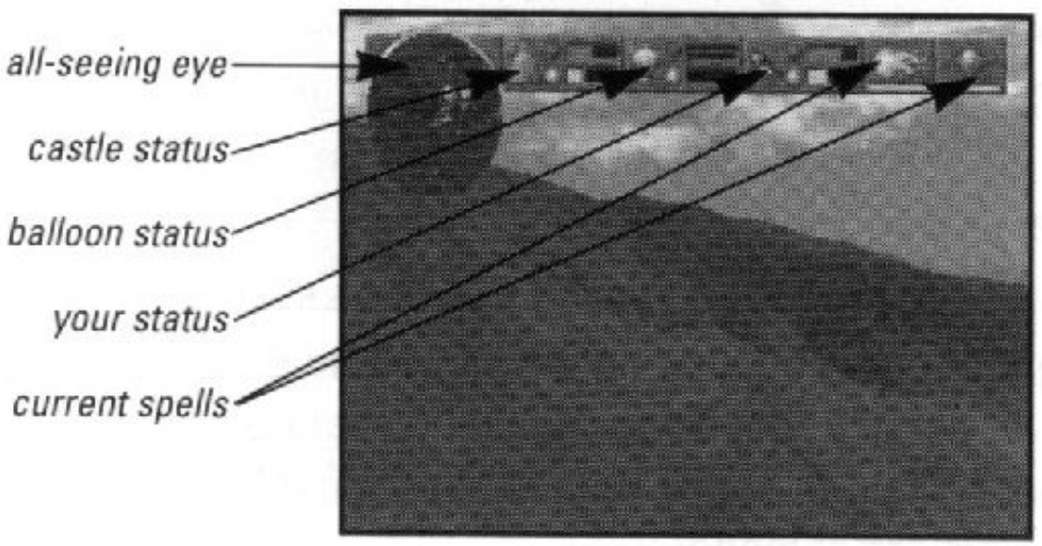
Effects Volume: Press the D-pad **left/right** to adjust the length of the Volume bar and decrease/increase effects volume.

Danger Music: D-pad **left/right** to toggle danger music **On**/Off. With this option turned Off, the game music plays in the background but you aren't alerted to any approaching peril.

Damping: D-Pad **left/right** to turn damping On/**Off**. With damping On, momentum is reduced when you take your thumb off the accelerator when flying.

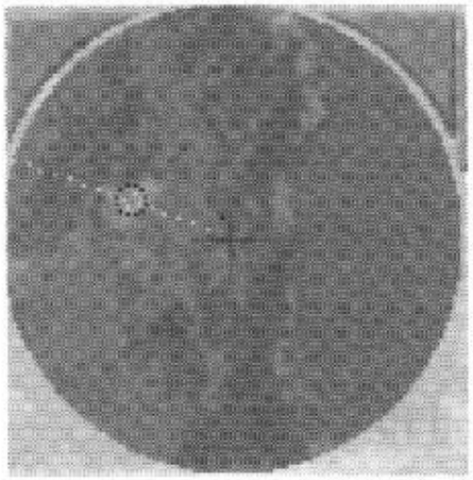
Exit: Press **X** here to return to the Main Menu.

THE GAME SCREEN



When you leave the Main Menu, the next world appears before you. Your quest is to restore each world to equilibrium, which can only be done by possessing mana and collecting it in your home castle.

THE ALL-SEEING EYE



This displays everything in the current world. You and your carpet are always at the centre of the eye, where your position is marked by a cross. Other objects are colour-coded as follows so that you can recognise where danger lurks and where mana can be collected:

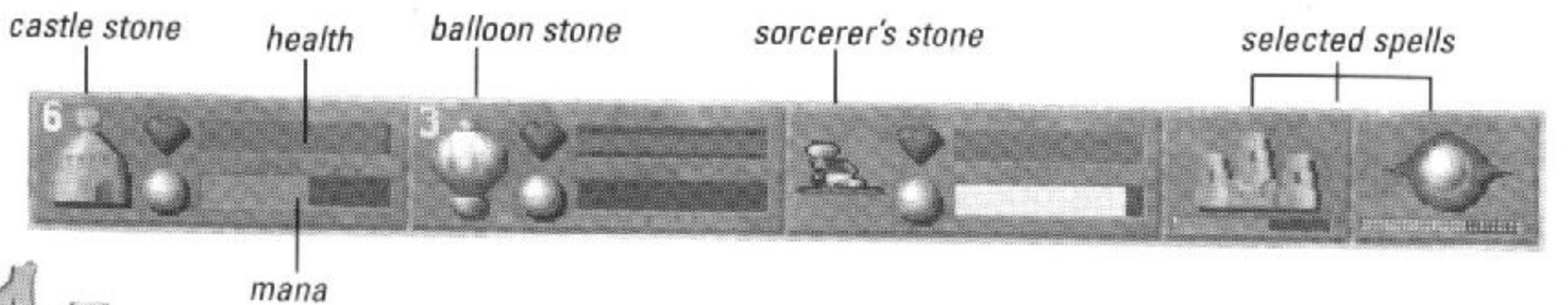
Dragon – light green dot
Vulture – red dot
Bee – orange dot
Worm – yellow dot
Archer – brown dot
Crab – pink dot
Kraken – dark green dot
Troll – light grey dot
Griffin – white dot
Skeleton – dark red dot
Emu rider – dark blue dot
Genie – light blue dot
Castle archer – brown dot
Wyvern – dark grey dot

Free mana – gold dots
Your mana – white dots
Enemy mana – enemy colour
Spells – red spell jar icon
Civilians – blue dots
Your castle – white flag
Teleport – mirror icon
Stones – flashing black dots
Enemy castle – enemy coloured flag
The broken line marks the route from your present position back to the castle.

Hot air balloons collect mana (see *Mana*) and are marked on the eye by balloon icons. Your balloons are coloured white and enemy balloons are displayed in the same colour as enemy mana.

Teleports are windows to other parts of the current world; they are marked on the all-seeing eye as mirror icons. Just fly through a teleport and you're instantly transported to a new location.

THE STONES OF KNOWLEDGE



The Stones of Knowledge at the top of the Game Screen are engraved with mystic runes which display your status. The white marks on the mana bars of the Castle and Sorcerer's stones show the point your power needs to achieve to restore the world's equilibrium. All three stones flash red to let you know when your mana is under threat:

The Sorcerer's Stone

This shows your status, with the red bar displaying your health and the white bar beneath your mana.

The Castle Stone

The red health bar lets you know how near your castle is to destruction. On the mana bar the grey area shows the maximum amount of mana the castle can hold, and the white area is the proportion of this space currently occupied.

The Balloon Stone

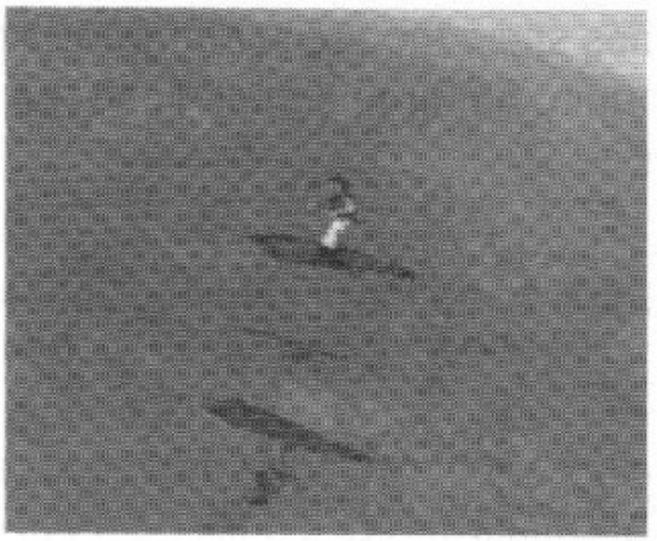
Keep an eye on your balloon's health. If the balloon bursts, all the mana it's carrying is lost; the castle then immediately dispatches another balloon. The thin white line in the mana bar indicates how much precious mana your balloon is currently carrying.

> **Note**: The Castle and Balloon stones (and this is a really obvious point but I'll make it anyway) remain blank until you cast the Castle spell (see *Spells*).

The Spell Stones

These two smaller stones show the currently selected spells, and the mana bar indicates whether you have the power to cast the spell and how often (see *Spells*).

CONTROLLING THE CARPET



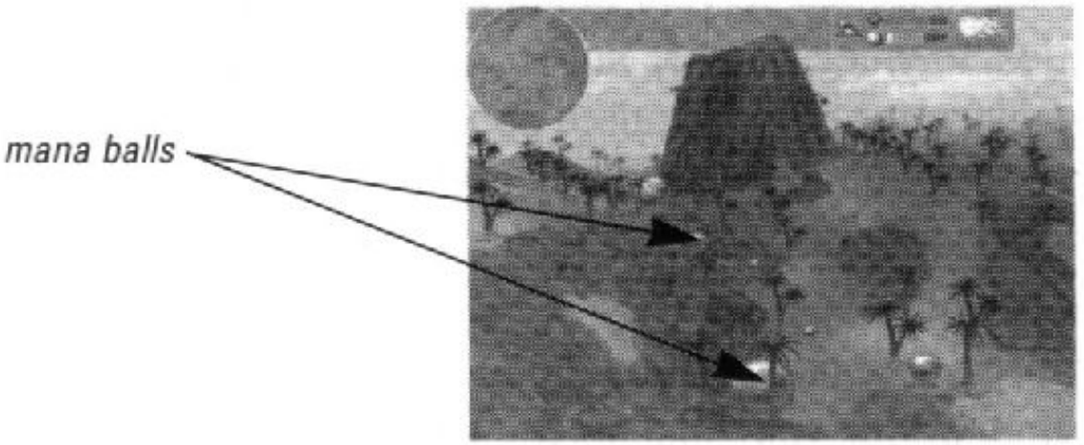
The skilled manoeuvring of the eponymous carpet is absolutely essential to your continued survival. You control the Magic Carpet with a combination of D-Pad and button presses.

The D-Pad controls the altitude of your magic mount and the carpet's direction; press the D-Pad **up** to sink to earth and **down** to soar skywards. Use the **left** and **right** keys to dodge incoming spells by banking the carpet quickly to either side.

Speed is controlled with the ▲ and **X** buttons. Press ▲ to fly forward; repeat presses increase your speed. Press **X** to reverse; press **X** repeatedly to get out of trouble even faster. A double press on the key opposite to the direction of travel brings you to a dead stop.

> **Note**: Luckily, however hard you try and however bad you fly, it's impossible to crash into the ground.

COLLECTING MANA

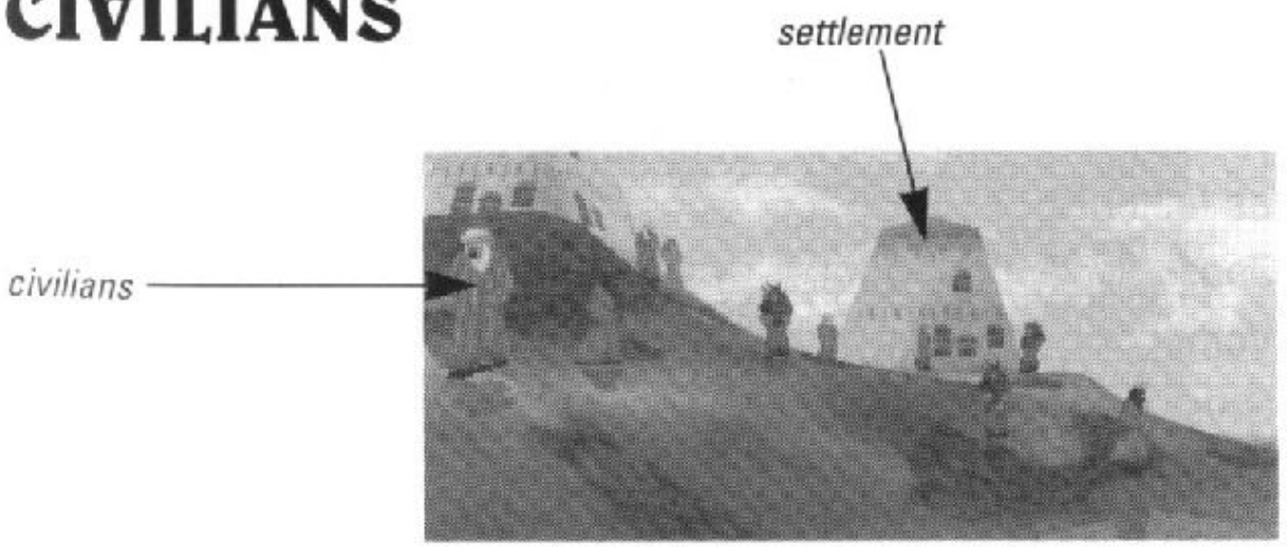


A fixed amount of mana exists in each world, hidden along with spells and used by your enemies to possess people, animals and demonic creatures. Destroying aggressors frees the mana, which is then yours to claim. Mana cannot be destroyed, no matter how hard you try.

Mana exists in three states: yours (white), enemy (enemy colour) and neutral (gold).

To change the state of mana, you must cast a possession spell (see *Spells*). Mana boosts your power as soon as you've possessed it. However, it only counts toward the total mana needed to complete the level once returned to your castle.

CIVILIANS



When you possess a house or tent, the occupants' mana comes under your control (although you can't move it back to your castle). The people who live in towns come in three varieties: townies, traders and builders. Townies stay put, builders construct new dwellings for the expanding population, while traders wander from town to town pedalling their wares. Once a town reaches a certain size, it creates its own army of archers to protect it, and if the town is in your possession they will aid your cause.

However, all this potential for good can be ruined if you fire on defenceless townsfolk. The occupants then attack you, costing you mana rather than boosting your power. It might be tempting to fire off a few spells just to test the water, but resist the urge – it'll cost you.

WASTED WIZARDS

If you're killed without restoring a world to equilibrium, you can replay the world (and hopefully do a little better than the first time). Press **START** to return to the beginning of the level. However, the mana stored in your castle regenerates your personal energy when you're near death, so if you get out of harms way you're able to continue the level.

Enemy wizards have an energy bar above their heads to let you know their strength relative to your own. This is colour coded to match the wizard's colour. Wizard colours are as follows:

Zanzamar (you): White
Vodor: Red
Gryshnak: Purple
Mahmoud: Blue
Syed: Green



Raschid: Pink

Alhabbal: Orange

Scheherazade: Black

The wizard's colour can also be uncovered by using the Beyond Sight spell (see *Spells*). The name of the rival wizard appears on the All-Seeing Eye in the appropriate colour.

If you kill a rival wizard you can cast a possession spell at the wizard's skeletal remains and claim all his mana as your own.

COMPLETING THE LEVEL

When you've completed your task and restored a world's equilibrium, the on-screen message 'world restored' appears. Press **START** to leave the current world for the Completion screen, or continue collecting mana and spells you may have missed. When you begin the next world, all the spells you've collected so far are still at your disposal.



The Completion screen tells you the world name and number, and lets you rate your performance with % scores in the following categories: creatures killed, accuracy, spells found, mana and overall performance.

You can now choose to Save (see *Saving Games*), Continue or Exit the game. Use the D-Pad to highlight one of these options and press **X**. Selecting Exit returns you to the Main Menu (see *Main Menu*) while Continue propels you into immediate action in the next world.

Saving Games

Before you do anything, make certain you have a memory card inserted when attempting to save the current game. At the Save Game screen, select Save and press **X** to access the save game slots. Use the D-Pad to highlight one of the available slots and press **X** to select it. When saved, select Exit and press **X** to return to the Completion screen.

If the memory card has already been used, some slots may contain the words In Use. This means that these slots already contain save data from another game. You cannot save to or load from these slots. If you do not mind losing this data, select Format from the menu and press **X** to format the memory card.

> **Note**: Selecting the Format option erases ALL data, not just that from Magic Carpet, from the memory card.

Pausing the Game

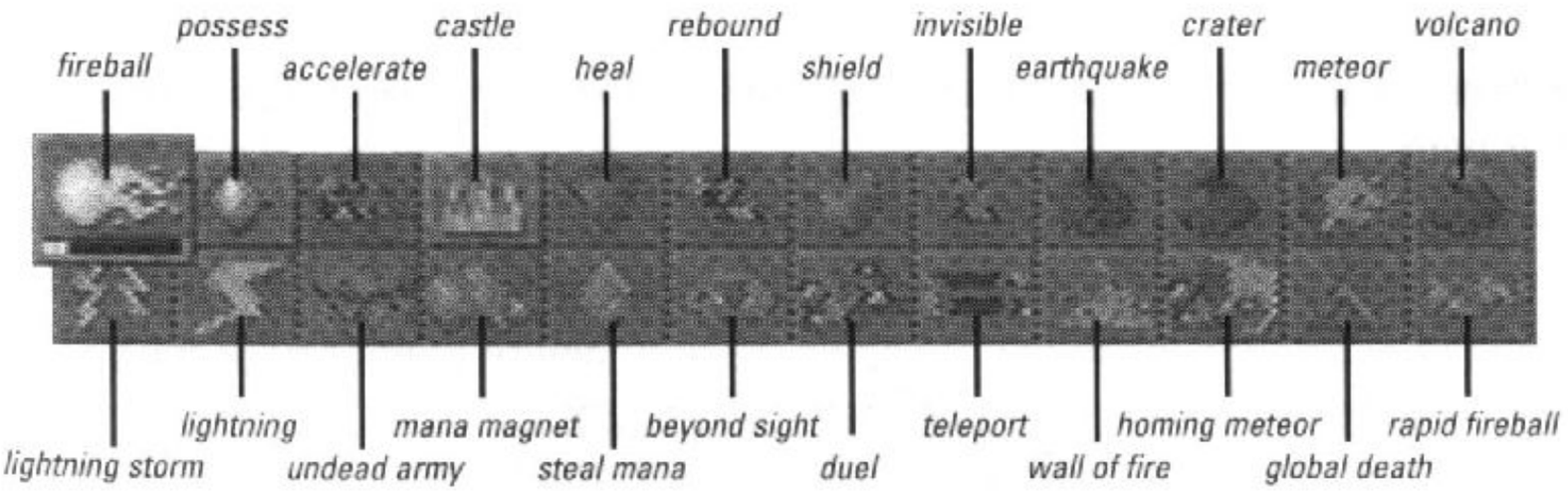
Any time you need to take a breather, press **START** to pause the game. The Pause Menu has two options, Continue and Quit, with Continue highlighted; press **START** again to resume battle. Alternatively, D-Pad **down** to Quit and press **START**; you're taken to the Main Menu.

THE SPELLS MENU

A place in the Spells Menu is reserved for each of the 24 spells to be found in Magic Carpet. A spell automatically homes in on the nearest aggressive target when cast, so the real trick is not aiming the spell but selecting the right one for the occasion.

To access the Spells Menu, press **L1**; action continues on the game screen while you're selecting spells and you can still control your carpet using all the available keys other than the D-Pad. The menu disappears automatically after a spell has been chosen.

The 24 spells are:



Fireball – Launch a ball of destructive fire at your enemies.

Possess – Take control of any building or mana.

Create Castle – Use this spell to build a fortress to protect your mana. When cast, a hot air balloon is launched that gathers your mana. Additional castle spells can be cast on the same site, expanding the castle and launching more balloons.

Accelerate – Propel yourself out of trouble at breakneck speed in the direction of travel.

Heal – If you have enough mana available, this returns your health bar to maximum whenever it's depleted by an enemy attack.

Shield – Absorbs three-quarters of the energy of the spells launched by your nemesis.

Rapid Fireball – Makes the fireball spell look like a cheap card trick. Unleash multiple balls of flame in rapid succession to devastating effect.

Beyond Sight – Gives the All-Seeing Eye greater power than before, revealing the location of all the other wizards.

Mana Magnet – Gathers all the mana in the immediate vicinity into one large ball, making it all the easier for your balloon to collect.

Lightning Bolt – This spell's electric, shooting bolts of electricity from your fingertips.

Meteor – Summon almighty rocks and hurl them at any hapless foe who crosses your path.

Invisible – Cloaks you in a mask of invisibility for a time. However, as soon as you cast a spell you can be spotted by both players and monsters.

Rebound – Deflects incoming fire spells back to where they came from, so that no harm is done to you and your opponent risks injury.

Steal Mana – Rob evil sorcerers of their hard-earned mana using this spell.

Duel to the Death – Locks two players together for some immortal combat. When you've a foe in your sights cast this spell and they can only escape by using the Accelerate spell.

Wall of Fire – Do I need to spell this one out? Create an impenetrable wall of flame to confound your enemies.

Teleport – This spell instantly transports you to your castle, for the purpose of defence or to recharge with mana power. Cast it again to return to your original location.

Crater – Not as powerful as the Earthquake spell, this adds a large crater to the landscape.

Undead Army – Raise an army of red-cloaked skeletons to attack rival wizards, their castles and balloons.

Earthquake – Cast this spell to confound land-based monsters by opening a huge crevice under their feet. But don't waste your time trying to cast this spell in water.

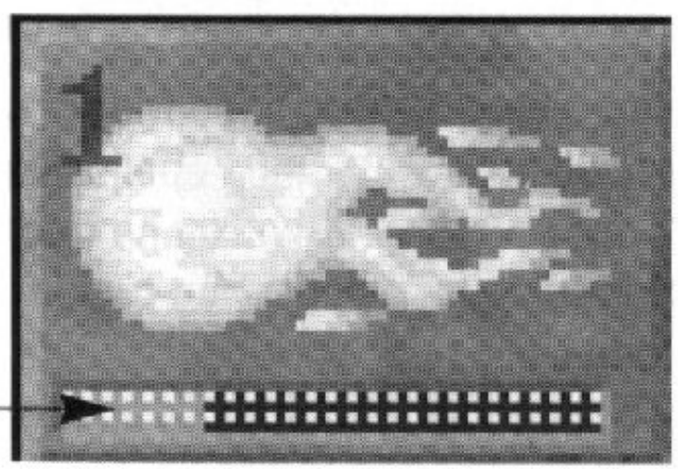
Lightning Storm – Unleash a storm of white hot electricity, which shoots off in all directions and destroys everything within its radius.

Volcano – Creates a gigantic eruption of red hot lava from the bowels of the earth, destroying everything in the vicinity. An extra advantage of this spell are the periodic eruptions which inflict further damage.

Global Death – Sends out a shockwave that proves fatal to anything caught within its influence.

Homing Meteor – Like the meteor spell, only more so. This deadly version relentlessly homes in on your enemy.

Spell Mana

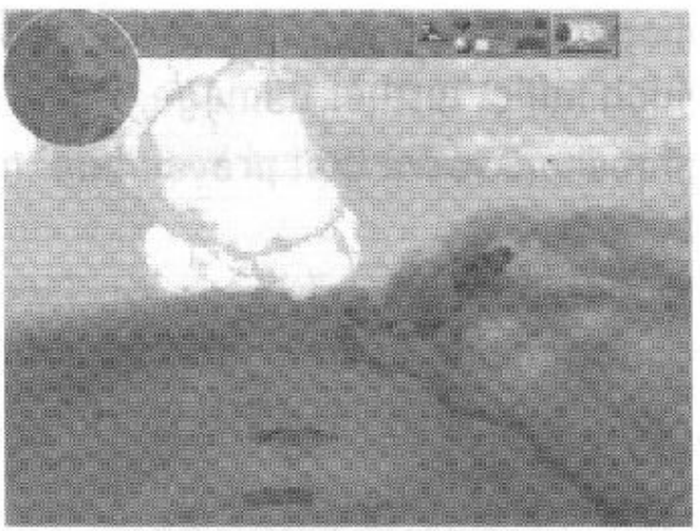


When an occupied spell box is highlighted, a mana bar is revealed. A small white dot is added to the bar for every time the spell can be cast; the whole bar must be filled in grey before a dot is added. Some of the higher spells remain inactive in the spells menu until you have built up a large amount of mana in your castle.

Assigning Spells

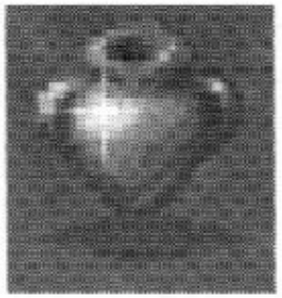
To assign a spell, simply highlight the spell and press either the ■ or ● button. On the Game Screen you can cast these spells by pressing either the ■ or ● button.

CASTING A SPELL



Having invested most of your power bringing the Magic Carpet to life, you begin the game with only the Fireball and Possession spells. Fortunately, you can pick up more spells along the way. A spell can usually be found within a stone circle, but isn't revealed until you've flown past and broken the invisibility lock which keeps it hidden.

Note: A horde of mana is often hidden along with a spell, or it can be protected by some fiendish demon – so watch your back.

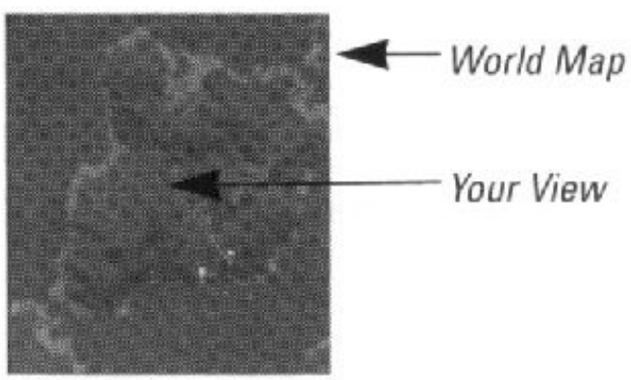


Spells are held within urns and only appear in the magic eye once the invisibility lock has been broken. To collect a spell, simply fly into it; the new spell is added to your inventory. Spells held in blue urns are special. They can only be used on the current level and don't carry over into the next world. Also, you can cast these spells depending upon the amount of mana in your possession, rather than the amount in your castle.

Spells are cast using the ■ and ● buttons. You can assign any spell from your inventory to either button (see *Assigning Spells*).

> **Note**: The effect of some spells only lasts for a limited time before the spell must be re-cast.

THE MAP SCREEN



This is where you can take a look at the whole of a particular world. To access the Map Screen, press **SELECT**.

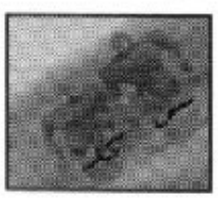
Rather than the small area revealed in the All-Seeing Eye, this map shows the entire world currently being played. You are still displayed as a cross in the centre of the map and the colour-coding system is the same as the All-Seeing Eye.

Note: Gameplay pauses while in the Map Screen.

APPENDIX I: THE MAGIC CARPET BESTIARY

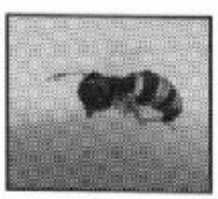
Molenubar tells us that every one of Magic Carpet's shattered realms contains monstrous creatures who are driven by an insatiable desire for mana. These unthinking beasts are without remorse and know no reason; your only hope is their destruction.

The Magic Carpet bestiary includes:



Apes

Twice the size of Trolls but similar in behaviour and likewise armed with boulders, which they sling at you and your castle like confetti.



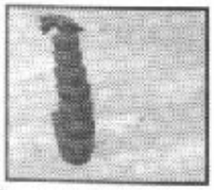
Bees

Swarm together and attack both you and your castle. Bees are armed with stings, so must get close to inflict damage. They are more harmful than vultures and harder to kill.



Crabs

When a Crab egg hatches, the small crustacean which emerges is already armed with fireball spells. But Crabs are voracious feeders, and as they consume mana they grow larger and more powerful. A medium-sized Crab will attack you with lightning bolts, and an adult hurls meteors. When full-grown, Crabs can lay eggs, propagating another generation of this pincer-clawed peril.



Dragons

An airborne version of the Worm, similarly armed with fireballs but far quicker and more agile, and therefore that much more difficult to kill.



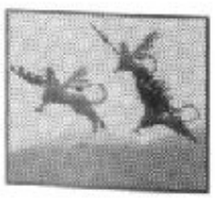
Emu Riders

These flightless birds carry archers at incredible speeds across the landscape, raining volley after volley of arrows down upon you before disappearing into the distance.



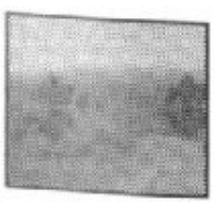
Genie

Less of a threat more a monumental pain in the pants, genies cast fireballs and steal your mana. While unlikely to destroy you, they have the annoying habit of teleporting out of combat situations only to turn up later with their powers restored.



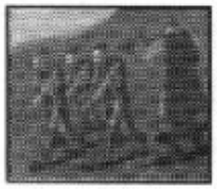
Griffin

The Griffin is unique in two ways: it can penetrate the cloak of your invisibility spell, and only attacks if you're rash enough to fire first. Armed with lightning bolts, the Griffin becomes a formidable foe when roused.



Kraken

When the Kraken wakes, this sea-bound Behemoth emerges from the icy depths firing bolts of lightning. The Kraken is also armed with the Duel spell, and once caught in its vice-like grip you'll be lucky to escape with your rug in one piece.



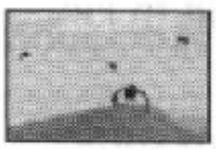
Skeletons

Unless stopped, this skeletal scourge launch volley after volley of arrows at you and your castle. They hate the human archers who guard towns and villages, killing them to swell the ranks of this undead army.



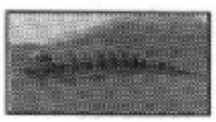
Trolls

Slow and stupid but very strong, Trolls are armed with boulders. They have the enviable ability to regenerate after an injury, so a little bit of overkill might be required to make certain a troll stays dead.



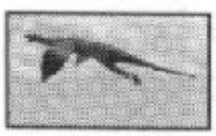
Vultures

These flockers will attack you and your castle. They use their claws to attack, so need to get very close to do any damage.



Worms

Earthbound, but armed with fireballs that are capable of downing you and your carpet in double-quick time.



Wyvern

This flying nightmare makes a Dragon resemble a spring lamb. The Wyvern is armed with rapid fireballs and is immune to the Rebound spell. It attacks castles, eats mana and even when beaten half to death can regenerate its power in a very short time.

APPENDIX II: A WORD ON EACH WORLD

In his History of the Wizard War, Molenubar hints at the nature of the challenge contained in each world. Forewarned is forearmed, so here for your benefit are a few facts that might help keep you and your carpet in one piece. However, some the realms remained hidden even to the all-powerful wizard. These Hidden Worlds contain many obstacles the nature of which remain entirely unknown; be especially wary when you enter these, for here be dragons and many even mightier terrors. The additional Hidden World levels are only available if the game is completed in Normal mode.

Al Jahan
The peaceful island dwellers of Al Jahan are in dire need of your aid.

Khallabad
Traders from Khallabad speak of coiling horrors bringing down death from the skies.

Sulghir
Ancient warriors from the realm of Sulghir have risen from their graves.

Akrir
The evil sorcerer Vodor has unleashed chaos in the land of Akrir.

Cessecca
Settlers on the island of Cessecca are plagued by swarms of giant bees.

Qazziel
The Seer of Qazziel has forseen the destruction of his city by undead hordes and other terrors.

Ar Ulnan
The port of Ar Ulnan is under seige by air and sea.

Gillah
Evil trollish tribes have returned to Gillah for the first time in a thousand years.

Rannaxior
Griffins have invaded the sacred mana grounds of Rannaxior.

Zanzandria
Would-be sorcerers have been lured to Zanzandria by rumours of great magic there.

Mehkhel
Magical mirrors provide a route through Mehkhel - land of exile. Seek and you shall find.

Dullighir
The maze of Dullighir guards its secrets well.

Nazzajahn
Follow the endless path of the stones of Nazzajahn to unleash great power.

Al Saumam
Beware, the shores of Al Saumam habour scuttling nightmarish creatures.

Aflahkstahn
The key lies in unlocking the four ways of the fortress.

Jan Tabar
A great wyvern has been sighted near the mountains of Jan Tabar.

Ar Vilim
Devilish traps spring from every corner of this realm.

Jondd Warr
The island of Jondd Warr is infested with dragons... and other things.

Khaghabal
Mana guarded in the watchtowers of Khaghabad has attracted many scuttlers to the realm.

Ul Ramin
Banish evil from Ul Ramin and beware your adversaries for their skills are increasing.

Naqual
The souls of the fallen heroes of Naqual have been possessed by necromancy.

Quaddimar
Of those who have ventured beyond the borders of Quaddimar, few have returned.

Ottommia
Zimbaliza, greatest of the original warlocks fell here centuries ago and his magic still remains, so they say.

Xikhypt
Restore order to this land and you will be well prepared for the realms beyond.
BE WARNED. BEYOND THIS POINT YOUR JOURNEY WILL TAKE YOU TO REALMS GUARDED BY MANA VAMPIRES WHO WILL STEAL MANY OF YOUR SPELLS.

Shebbahn
Seek the sacred forest of Shebbahn to recover spells stolen from you - but beware the consequences.

Hazzanjahn
The isles of Hazzanjahn are linked by magical mirrors but not all of them take you where you want.

Banahstur
Your adversaries have never conquered this realm. Can you?

Idirya
Do not anger the griffin of the Idiryan Sea until you have the spell to defeat them.

Thammon
The impassable walls of Thammon guard great power and great danger.

Khatoud
Plagues of giant bees have rendered this once beautiful land barren.

Shai Yulim
The city of Shai Yulim is under attack but to save it you must first defeat the genie at the gate.

Moorrok
Your enemies await you in the hills of Moorrok.

Quahahn
All who practise the magic arts must be tested in the ancient training grounds of Quahahn.

Yoggohr
The pools of Yoggohr are an enigma only the worthy will unravel.

Ar Zaljan
Merchants returning from Ar Zaljan say that all is lost but one must never abandon hope.

Ooramesa
Many turn back at the sight of the walls of Ooramesa but you must persevere.

Ghabbaladan
Great evil lurks in and around Lake Ghabbaladan.

Tekumir
To restore order to this realm, one must first find an order to restore.

Zantor
Zantor has already been utterly destroyed but the creatures which remain must be banished forever.

Dubbahn
Dubbahn, isle of exile is under attack and the capricious imps guarding it will steal most of your powers.

Ephieria
Ephieria must not fall to the forces of evil - you are their only hope.

Innixxia
Innixxia was once a fertile land. Now death is the only harvest.

Meebir
See Meebir and die.

Shal Kazan
Be warned, several sorcerers already claim this territory as theirs.

Volcania
Steer a careful course, for in this place the land itself spews death into the skies.

