

MAGIE BOY

INTRODUCTION

Little Hewlett is an apprentice wizard. He is top of his class in Sorcery School and has passed all of his Magic Exams. One evening Hewlett stayed behind after his classmates had gone home in order to finish off some work. As he rummaged through the spell cupboard he tripped over the trap door that leads to the basement where the Grand Wizards' crazy assortment of magic creatures are kept, and they all escaped into the magical landscape surrounding the Sorcery School.

Hewlett must scour the area and return all the creatures to the basement. This will involve searching through different terrains apprehending all the creatures and returning to the school via the back door; all this before the Grand Wizard returns in the morning! Good luck, it's going to be a long night!

THE GAME

You are Hewlett, an apprentice Wizard. You need to search through four worlds (Sand Land, Wet World, Plastic Place and Future Zone), each of which is made up of eight levels. You will visit each world twice, and there will be a different set of levels to explore on the second visit, when you begin a world, you will only have access to four levels initially. Once you complete levels one to four, you will be permitted to access levels five to eight. You can complete the available levels in any order you choose.

Each level is represented by a numbered sphere on the compass screen and the desired level can be accessed by selecting the corresponding number. Pressing 'P' to pause the game will return the player to the compass screen. Here a new level can be selected by rotating the spheres, the current level can be re-entered by pressing fire or reset by moving up and down on the joystick. If a level is reset, Hewlett will not receive any Magic bonuses.

Complete each level by finding all the creatures and stunning them with spells from your magic wand. Pick up each monster as soon as you stun it and send it back to the basement at the bottom of the screen. If any creature touches you when it isn't stunned, Hewlett will forfeit one attempt to reach his goal. Some of the creatures can also fire shots which will bring an untimely end to Hewlett's quest.

Hewlett starts out with three attempts to apprehend all the creatures and three continues. The continue option enables the player to return to the game at the stage at which it was left. Extra lives and continues are hidden throughout the levels.

GAME CONTROLS

You can use a joystick or the keyboard to control Hewlett. He can walk left and right, jump in the air and shoot magic from his wand. Push the joystick left or right to move Hewlett, move the stick up to make him jump and press the button to make him shoot magic. Pulling down on the joystick will send any captured creatures to the basement. A creature is captured by first stunning it, and then netting it in Hewlett's magical sack as it is passed. If down is continually pressed on the joystick it will enable the player to see what platforms there are further down the screen.

THE PANEL

The basement is divided into sections with each monster having its own room where it lives. The number of empty rooms with a light on at the bottom of the screen represents the number of creatures remaining on a level. These rooms will be filled when a creature is apprehended.

The panel also shows your score, how many E,X,T,R,A, tokens you have collected (Spelling out EXTRA will give you another try), how many Star tokens you have collected (five of these will give you another 'continue' option), how many attempts Hewlett has left, and how much extra magical power (if any), Hewlett has remaining.

FEATURES OF THE LEVELS

Littered throughout the Magical Landscapes are many features which range from the helpful, to the inconvenient, to the fatal...

DISSOLVING PLATFORMS - These are thin and blue and when Hewlett walks on them they fade away. Once they've gone they will never come back, so plan your route with care!

ICE PLATFORMS - These cause Hewlett to slip uncontrollably in the direction he is facing. This could cause Hewlett to slip into an oncoming creature, or alternatively Hewlett could use the extra speed this type of platform provides to jump higher or further to avoid a marauding creature.

STICKY BLOCKS - These are green with a clear top. Hewlett can walk on and off these but they slow down his progress and prevent him from jumping, making him vulnerable to shots and oncoming creatures.

CONVEYOR BELTS - These carry Hewlett along them.

SPRINGS - A variety of springs allow Hewlett to bounce to higher platforms. Green springs bounce higher than blue ones. Horizontal springs push Hewlett from side to side and can be useful for jumping over hazards.

PISTONS - These activate automatically as Hewlett walks on them and shoot him into the air.

TOXIC POOLS - Always avoid them!

TRAP SQUARES - The red ball traps trigger after Hewlett walks on them revealing deadly skulls. The spike traps release spikes when they are shot which stun any creature above them. The twin spike traps are safe to walk on but deadly if Hewlett falls onto them.

BONUSES

Bonus squares light up red when Hewlett walks on them and then back to blue if Hewlett walks on them again. A bonus will be awarded if a level is finished and all the bonus squares are lit red.

The blocks with an exclamation mark on them hold bonus fruit, extra magical powers for Hewlett's wand and trips to secret bonus levels, which are released by shooting the block.

HINTS & TIPS

1) There are extra hidden features within the game which need cunning and dexterity to find. Throughout the game some regular looking platforms have secret bonuses hidden in them which are released if the platform is shot, this also may allow Hewlett to access areas which were previously blocked.

2) One of the blocks contains a magic rainbow wrap which enables Hewlett to finish a level immediately and go on to the next.

3) In every world there are hidden bonus rooms which can be reached by grabbing one of the Grand Wizards spell books which are concealed along the way.

4) Don't take too long to finish a level or the creatures will start to escape from the basement!

5) Hidden bonuses could be anywhere, leave no stone unturned!

6) Be sure to use the compass screen if you think you've taken too long or if you can't get back to a part of the level you need to return to.

7) Those crazy creatures won't stay stunned for too long so make sure you send them back to the basement as soon as you can otherwise Hewlett could be in for a nasty shock! However the more creatures Hewlett has in his sack when a creature arrives in the basement - the more points that will be awarded.