



# Magic Carpet<sup>TM</sup> PLUS

REFERENCE CARD



E3295CEY



## Epilepsy Warning

**PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing the game, IMMEDIATELY discontinue use and consult your doctor.

### PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a game.

## The Story Continues...

With relief, the young apprentice observed the last world reform itself as the chaotic influence of mana abated; fiery torrents became balmy streams, volcanoes transformed into verdant hills, and the storm-clouded sky dissipated into clear azure. What had been a tortured wasteland only moments earlier was now pleasant sunny countryside. The apprentice fell to his knees on the carpet; weariness permeated to the very core of his being, and the need for rest was foremost in his mind. Slowly, the carpet drifted into the atrium of the mighty palace he had raised from the force of his will alone. Staggering into his bedchamber, he collapsed onto the massed cushions and within an instant had lapsed into a deep slumber.

Rest, however, was not forthcoming; his sleep was disturbed by visions of hellish landscapes, and haunted by the cries of demonic beasts. Through the tumult, a wizened figure appeared, bearded and robed. The nightmare dwindled as the figure grew clearer, and the sage's words rung clearly in the apprentice's head:

"Hail, ArchMage! I am Molenubar, the Chronicler of your deeds, speaking to you across space and time. You have acquitted yourself well thus far. Order has been restored to the known multiverse, and you have proved to be a master of the magical arts. However, your task is but half done; the forces of chaos and darkness still persist in territories yet unknown, on worlds bereft of the sun's warming influence, frozen and lifeless. It is to these Hidden Worlds that the greatest and most devious of warlocks have repaired, fleeing before your might. They have observed your progress and prepared themselves for your arrival; these worlds are surely filled with the most treacherous traps and fearsome beasts that their twisted minds can muster. Alas, I can offer you no hints or aids to assist you in your adventuring as I did beforehand; these dark conjurors have become aware of my scrying, and have amassed their power to withhold the secrets of these lands from me. Only your wits and experience will serve you in your quest to restore harmony to this last bastion of chaos. I can see that your adventuring has not been in vain, however; your spellcasting has undoubtedly become more powerful as a result of your successes, and this added potency will assist you in your task. The mental link is weakening now...fare thee well, brave sorcerer! I shall watch your actions with great interest. Now, goodbye...your destiny awaits!"

Awakening from his slumber, the apprentice felt a new sense of purpose suffuse his body; leaping aboard the carpet, he soared off into the sky, ready for his greatest trial yet...



## Loading Instructions

The procedure for loading Magic Carpet Plus is as follows:

1. Insert Magic Carpet Plus Disk into CD drive
2. At the C: prompt type **D:** (or the appropriate drive letter) and press **Enter**.
3. Type **Carpet** and press **Enter**.
4. The selection screen will appear. Highlight Magic Carpet or Hidden Worlds with the cursor keys as required, and then press return. If the selection screen does not appear, please ensure that you have a VESA compatible video card, and, if necessary, that you also have your VESA driver loaded in your AUTOEXEC.BAT file. (Please refer to your video card's handbook for more information.)
5. The animated sequence will now run. Refer to the Magic Carpet manual for details from this point.

## Hidden Worlds New Features

- Hidden Worlds features 25 all-new levels, as well as 10 new multi-player levels.
- There is one new spell in the game; the Wall of Fire spell has been removed, and replaced with the Homing Meteor spell. This is the same as the Meteor spell, except that it homes in on the nearest enemy before it detonates. It is also slightly less powerful than the Meteor spell.
- In Hidden Worlds your spells are more powerful than they are in the original Magic Carpet: beforehand you had to accumulate a certain amount of mana before your spells reached their optimum potency. In Hidden Worlds you automatically cast spells at the highest power level.
- It is now possible to save your position in the middle of a game as well as after successfully completing a world. This option is available in both Magic Carpet and Hidden Worlds. If you press **Alt-S** while playing you will save your position to disk. To restore this game, press **Alt-L** when you are actually playing a game. Note that there is only one slot available for a mid-game save, although the normal save option is not affected.

## Troubleshooting

If you encounter problems running Magic Carpet Plus refer to the "Problems with the Game" section in the Magic Carpet manual for Troubleshooting assistance.

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Friday during normal business hours on (01753) 546465.

Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).
- A listing of your machine type and hardware contents, including CPU, sound and video board details.
- The DOS version number you are currently running.
- Your mouse and driver type.
- The contents of your CONFIG.SYS and AUTOEXEC.BAT files.
- Your CD-ROM drive type and CD-ROM extensions version, if fitted.
- The contents of a CHKDSK and MEM/C statement.

Or you may write to us at the following address, including the above information.

Electronic Arts Customer Service,  
P.O. Box 835,  
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## Limited Warranty

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This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

## Media Replacement

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Electronic Arts will replace user damaged media if the original media is returned with a Eurocheque for £7.50 per CD, payable to Electronic Arts Ltd.

## Credits

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