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## WELCOME TO MIDGÅRD

Magicka is an action-adventure game set in the fantasy world of Midgård, where elemental magic rules the land, goblins and trolls are perfectly harmless – well, perhaps not entirely, and all the villagers are wise-cracking smart-alecks.

The story begins amidst a great crisis, and an urgent quest falls to you, Wizards of the Order of Magick. It would seem that the capital city of Hávindr is under siege! So alas, you must leave your comfortable castle filled with delicious hot dogs and fancy cheeses, and hurry to the aid of the King.

In your travels you will fight your way through 13 levels, each more fiendish than the last. You shall draw upon the aid of magical spells, freely combined from the eight elements. As you progress, you will learn the delicate art of annihilating your enemies with the awesome powers of ancient Magicks.

As if that's not enough, you can also test your skills in the various challenge modes, and duel your friends (or enemies) in player vs player battle mode.

But enough talk! Time to get your robe on!

## THE LEGEND OF GRIMNÍR

What's that you say? Blood? Ehhh... No, no of course not... It's... uhh... tomato juice! Yes of course, just a simple glass of tomato juice, don't you see. Dear me – blood! Of all things. Perish the thought! My, my, what a wild imagination you have! Ah, kids today...



Now how about you forget all about what you just saw, and I tell you a little story? Look deep into my eyes, and listen to my words....

In the forgotten times of the ancients, elemental magick was born, and its masters were Wizards, powerful beings who knew its secrets, and who alone could channel its power. The greatest of these ancient Wizards, perhaps by accident, or perhaps by mad genius, discovered how to combine the elements, to create spells of extraordinary power, known as Magicks.

Possessing the awesome power to create and destroy, these Wizards ordered the world as they saw fit, and it is said that the early days were a time of great peace. They founded the Order of Magick, that their secrets would be protected, and that peace would forever reign across the lands of Midgård.

But this was all long, long ago, and as the centuries passed, the secrets of the most powerful Magicks were forgotten. Or perhaps the first Wizards were too wise to entrust their full powers to an Order which was fast becoming an exclusive club for knuckleheads.

Then, one day there was born a powerful Wizard named Grimnír, who sought to harness the power of all Magicks and return the Order of Magic to its former glory. But the other wizards of the Order felt threatened by his ambitions, and they devised a treacherous plan to bind Grimnír at World's End.

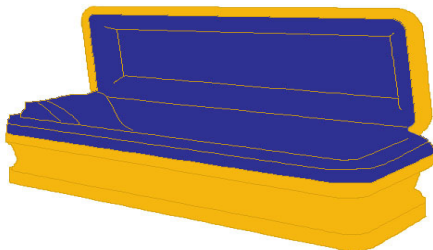
They plotted and schemed in secret, for Grimnir was powerful indeed, though he had not yet mastered all the ancient Magicks. They gave long and important speeches, raised their hands politely and shouted at each other. They ate their cheeses, wove their plots -- and then, their best plans laid, their traps set, as the fateful hour drew near...

Hey now, no more remarks like that. And no they aren't fangs, thank you very much. It's just that we didn't have a proper orthodontist where I grew up, and I'll thank you for not staring. Now where was I... Ah yes.

And so it came to pass that the one Wizard who could have brought enlightenment to the Order was instead condemned to an eternal prison, on the charge that his lust for knowledge had brought Midgard to the very brink of peril! And plus, he never really was one of the guys, you know.

Some say that Grimnir is still bound at World's End, where his hatred grows by the day... Others say that he has long since escaped his prison, given up magic altogether, and instead got himself into farming.

What's that now? Heard it all before, have you? Well you just mind your manners! It's a perfectly good story nevertheless, and you might show a little gratitude for its telling. Dear, dear, the kids today. Well go on with you! Shoo, shoo! It's just about my naptime anyhow....



## SYSTEM REQUIREMENTS FOR PC

- Windows XP SP2 or SP3 / Windows Vista / Windows 7
- Dual-Core Processor (Intel Core 2 Duo 2.0 Ghz, or Equivalent)
- 1.5GB of RAM
- Video Card: DirectX 9.0c/Shader Model 3.0 compatible, 512MB (Nvidia GeForce 8800 series or equivalent)
- Sound Card: DirectX 9.0c compatible sound card
- 1.0 GB Free Disk Space
- Mouse & Keyboard, or Windows Xbox Controller (Preferred)

## Game Controls (Mouse & Keyboard)

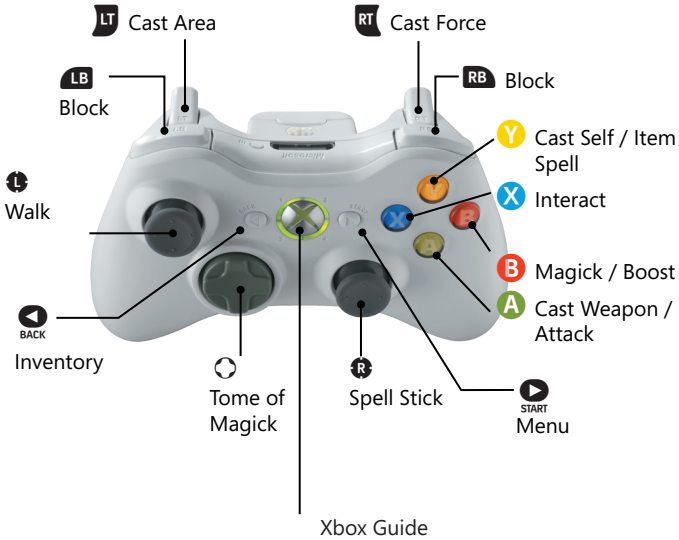
You can modify these controls in the options menu.

Walk	Right Mouse Button
Attack	Right Mouse Button (tap)
Elemental Radial	Left Mouse Button
Cast Force	W
Cast Area	A
Cast Self	S
Cast Weapon	D
Magick / Boost	Q
Interact	E
Block	Shift
Menu	[Esc]
Tome of Magick	Scroll wheel / Arrow Keys

## CREATING ELEMENTS USING THE MOUSE AND KEYBOARD

Creating elements is the most important aspect of spell casting. To create a basic element using the mouse, hold down the Element Radial button (the left mouse button by default). Then move the mouse in the direction of the desired element.

## Game Controls (Xbox 360 Controller)



### CREATING ELEMENTS USING THE XBOX GAME CONTROLLER

Creating elements is the most important aspect of spell casting. To create a basic element using the Spell Stick, move it either left, right, up, or down. Two elements will then appear. Simply choose between these two elements by moving the Spell Stick towards the desired element.

**TIP:** You can load more than one element into your spell bar, for additional force. Some elements cancel each other out, but other elements combine for special effect!

## USER INTERFACE



Spell Bar	1	Element Radial	3
Health Bar	2	Interaction Button	4

## WIZARDS

A hotdog? Oh dear me no. Thank you very kindly for the offer, but I'm afraid I only drink bl- ehh, well that's a long story and I, uhh, well... What were we talking about again? Ah yes, wizardry!

It is always a great pleasure for me to meet new Wizards, welcome them into the fold, so to speak. As you know, Wizards were once wise warriors and guardians of human kind, sworn to protect all of Midgård. Nowadays of course they dwell inside their precious castle and lust only for hotdogs, cold beverages, and cheese. But I don't need to tell you that, now do I? What's that you say? Oh dear me, you really should try swallowing first. We can't have you choking yourself now can we?

Now, as I was saying... Wizards have the unique ability to channel the forces of elements at their very fingertips, with only the slightest of gestures. With practice, they can then forge these elements into powerful spells, and direct them through the crystals in their staves, to obliterate any foe or obstacle that stands in their way. So great is the Wizard's power that they are rightfully looked up to and feared throughout all of Midgård. – Though you wouldn't know it by the smarty-pants attitude so common amongst those ungrateful villagers...

## **GAMEPLAY**

Players take the roles of Wizards, who use powerful spells to destroy any foe that steps into their path. They use everything from raw elemental spells to awesome Magicks, and can cleverly combine the elements to maximum effect.

## **ADVENTURE**

The adventure mode allows up to four players to explore the world of Midgård, and save it from destruction. The game is saved automatically whenever a level is completed. Depending on their successes in the previous level, the Wizards may find shortcuts and hidden paths, new ways through the adventure, which may take them far behind enemy lines.

## **CHECKPOINTS**

Checkpoints are found throughout the game. When activated, the Wizard will restart at this point instead of restarting at the beginning of the level.

When the game is ended, checkpoint progress is not saved, and the level has to be replayed from the beginning.



## **MULTIPLAYER**

Multiplayer games can be played either online or locally.

### **Hosting**

In the game menu, press "Host" to advertise your game online.

### **Join Game**

All available Local and Online games are listed in the menu.

## **FRIENDLY FIRE**

In Magicka, spells are just as effective against allies as they are against enemies. Thus, you will have to be extra careful not to catch your friends in the crossfire... Or not...

But ye of mischievous fingers, beware! In a multiplayer game, players can vote to kick disturbing players (using the multiplayer menu). The requirement for a vote kick is that the majority of the players agree.

## THE ELEMENTS

Elements are the foundation of every spell. Each spell consists of at least one element, but they can also be combined in any number of ways. Spell effects may be stacked to amplify their power, and some combinations of elements even produce additional effects.



### WATER (SPRAY)

- Soaks
- Knockback
- Hazardous to mix with Lightning



### FIRE (SPRAY)

- Damage over time
- Causes Panic
- Opposite to Cold



### LIGHTNING

- Effective vs. wet targets
- Effective vs. armor
- Hazardous to mix with Water
- Opposite to Earth



### EARTH (PROJECTILE)

- High damage
- Knockdown
- Opposite to Lightning



### COLD (SPRAY)

- Slows
- Effective vs. wet targets
- Opposite to Fire



### SHIELD

- Protective Shield
- Can be boosted
- Opposite to Shield



### ARCANE (BEAM)

- Locks on
- Explosive
- Opposite to Life



### LIFE (BEAM)

- Locks on
- Healing
- Opposite to Arcane



### STEAM (SPRAY)

- Soaks
- Causes Panic
- Opposite to Cold



### ICE (PROJECTILE)

- Multiple Shards
- Piercing
- Opposite to Fire





## CASTING SPELLS

Spells are cast in one of four ways.

### FORCE

Spells cast using force are cast in front of the wizard. They include half-shields, projectiles, sprays and lightning arcs.

Most force spells can be sustained or charged by holding the button either prior to or during casting.

Tip: If you have no elements in your spell bar, a Push spell is cast. Push spells can be further enhanced by charging before being released.



### AREA

Area effects are used to dispatch all nearby foes. Area effects include blasts, full-shields and earth-stuns. These spells usually cannot be charged or sustained, though the Area Push can be charged prior to casting.



### SELF

These spells target the Wizard, and casts a single-charge effect for a brief moment.

The most common use for the self-cast is the Life element, which creates a healing spell.

Other uses include for example Water or Cold to put out a fire, or Fire to thaw a Wizard's freezing bones. However, the wise Wizard knows that one must take great care when casting spells upon oneself. There's many a novice been blown to bits by misdirected arcane elements.



### WEAPON

You may imbue your weapon with the power of an element, or if the weapon is already enchanted, the new spell is added to it. Once the weapon is filled with spells, additional enchantments dissipate harmlessly. When you use a weapon that has been infused with a spell, the spell will be unleashed upon your target, after which new spells can be bound to the weapon.



## **ACTIONS**

While elemental magick is their stock and trade, Wizards occasionally engage in a few other actions besides summoning and casting the elements.

## **INTERACT**

You can activate checkpoints, pick up items, talk to people and examine objects in the world. Interactive objects are clearly marked when the Wizard approaches them.

## **ATTACK**

You may attack with your current weapon, which may have variable effects depending on health of the bearer or other factors. If the weapon is imbued with a spell, that spell will be cast when the weapon is next used.



## **BLOCK**

Hold down the button to take a defensive position. Melée attacks and certain magical attacks can be blocked, provided you are facing your attacker. Depending on the weapon and the spells enchanting the blade, other attacks may also be blocked.



## **BOOST**

Boost either an active Magick or Shield by repeatedly tapping the boost button. When a boost-action is available, it will be clearly indicated through the user interface.

## **OTHER ACTIONS**

Sometimes, actions are specific to the situation, or to the items you are carrying. In such cases, the action is clearly indicated through the user interface.

## POWER-UPS

There are three categories of pickups in Magicka. Weapons and Magical Items are kept until the Wizard dies, at which point they are dropped on the ground. Magicks, however, are permanent upgrades.



## WEAPONS

Weapons are defensive items which might give the Wizard a boost in mêlée, or radiate a power which increases the Wizard's likelihood of surviving the next goblin ambush. Weapon effects are described when the weapon is picked up.

## MAGICAL ITEMS

Items such as staves help the Wizard channel the power of spells, and can drastically change the effects on spells. Each item can have two different effects; a persistent effect and a useable ability.

## TOMES

A tome grants the Wizard the ability to cast the ancient Magick contained therein.



## MAGICKS

Spread throughout the world are ancient elemental recipes for the creation of Magicks, the most powerful of all spells.

Magicks grant the Wizard truly awesome powers. To cast a Magick, enter the specified combination in the spellbar and cast the spell using the "Cast Magick / Boost" button.

## REVIVE MAGICK

In a multiplayer session, players will die. At this point, other players can simply revive their fallen comrade using the Revive Magick available to them from the start of the game.



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And most of all, our loving parents, girlfriends/boyfriends and friends who put up with us never ever leaving the office.

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Well, that's it then, nothing more to see back here. Unless you'd rather be reading all the legal stuff than playing the game....

....

What, you're still here? Ah, I see. You waited through the end of the credits, and now you want your prize. Well that's all well and good for movies, but this is a video game manual, so there will be no easter eggs here.

Oh, come now, don't take it so hard. It's not like you did anything more than flip past a couple pages. Worked your poor little fingers to the bone, eh? A papercut you say? How delicious! Ehh, that is to say... Most tragic.

Well all right, I can see you're determined to have some sort of surprise or other. Hmm.... Well we've gotten to know each other rather well these past few pages, have we not? We're good friends, wouldn't you say? And I daresay I can trust you with a little secret.

But be warned, this is no ordinary surprise. No, no, this one is absolutely going to blow your mind! Your entire sense of balance and order in the world will be forever shattered. Hmm... perhaps I shouldn't. Oh all right, very well, very well, here it is: I... am... a vampire! Ha ha! Doesn't that just beat all?!

Oh, I see it hasn't sunk in properly yet. Well just you wait! One day soon, you'll be walking down the block, and all of the sudden it will hit you, and you'll just be standing there dumbfounded and they'll have to send for your friends to come pick you up, and you'll never see the world the same way again!

Very well, then, be off with you. You've had your treat and really you should be playing the game rather than reading this far into the manual anyway. The very idea!



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