

SEGA™

MAGIC CARPET™



SEGA SATURN™



BULLFROG
PRODUCTIONS LTD



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS



T-5006H

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

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Handling Your Compact Disc

- * The Sega Saturn disc is intended for use exclusively in the Sega Saturn™ system.
- * Do not bend it, crush it, or submerge it in liquids.
- * Do not leave it in direct sunlight or near a radiator or other source of heat.
- * Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- * Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

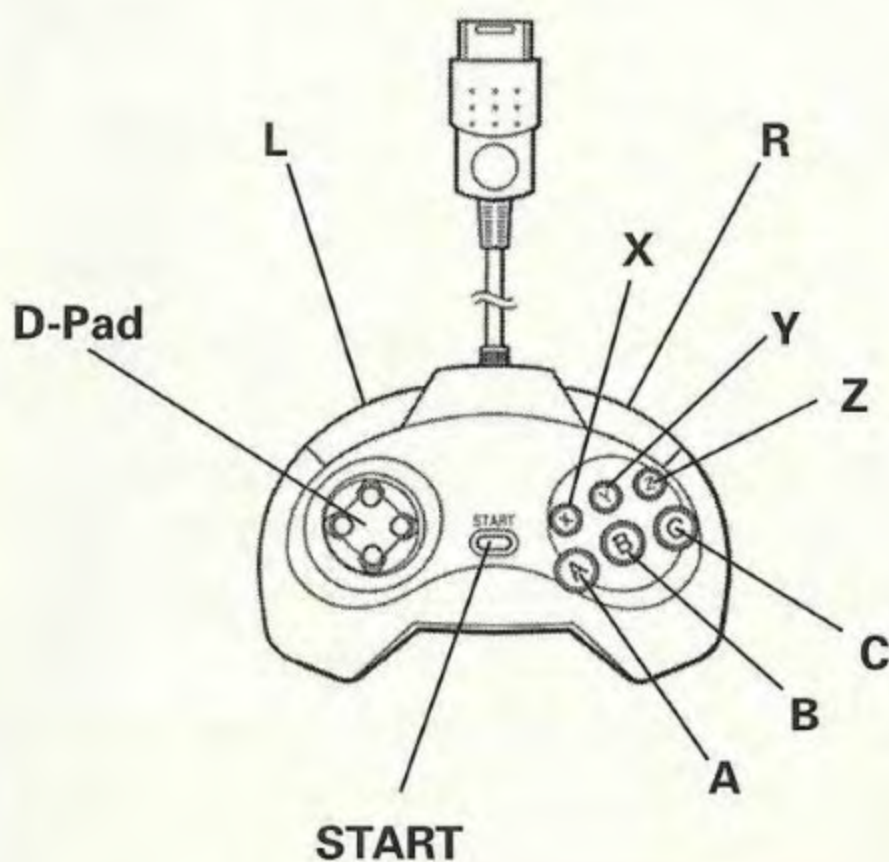
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STARTING MAGIC CARPET

1. Turn **ON** the power switch on your Sega™ Saturn™ system.
2. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.
3. Open the disc tray and place the Magic Carpet™ disc inside. Close the tray.
4. Press **START** to advance to the Main menu screen (see *The Main Menu* on p. 5).



COMMAND SUMMARY

IN THE GAME

ACTION	COMMAND
Accelerate forward/backward	D-Pad Up/Down
Bank left/right	D-Pad Left/Right
Cast Left spell	Press A
Cast Right spell	Press B
Dive	Press Z
Climb	Press C
Lower castle	Press X
Toggle Spell menu	Press Y
Strafe left/right	Press L/R
Pause	Press START
View Map screen	Press L + R together

IN SPELL MENU MODE

ACTION	COMMAND
Move cursor around spells	D-Pad Up/Down/Left/Right
Assign Left spell	Press A
Assign Right spell	Press B
Close Spell menu	Press Y

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 labor 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 learned 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 balloons 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 Magic Carpet title screen appears, then 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* below).



THE MAIN MENU

To highlight any of the Main menu options, use the D-Pad to highlight the option. To select an option press **START**.

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. While in a game press **START**, **A**, **B** and **C** together to return to the Main Menu. 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. If you have a Backup RAM Cartridge inserted, a menu appears which allows you to select between loading from the Backup RAM Cartridge or from the internal memory. Use the D-Pad to select one of the two icons, then press **START**. Now use the D-Pad to select a save game slot and press **START** to load the game. The game continues from the point at which it was saved.

OPTIONS

Highlight the Options selection and press **START** for the Options menu. Game Options consist of (defaults in **bold**):

Key Assign: Press **START** for the Key Assignment screen. Here, most 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 and hold the control pad button or buttons you wish to assign to the selected action, then press **START** to confirm your choice. Repeat the process until all of the buttons are configured to your satisfaction and press **A** or **C** to accept the configuration. To return to default keys, press **X**, **Y** or **Z**. To cancel all the changes, press **B**.

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

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.

Sound: D-Pad **Left/Right** to choose between **Mono** and **Stereo** sound.

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.

Speed 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.

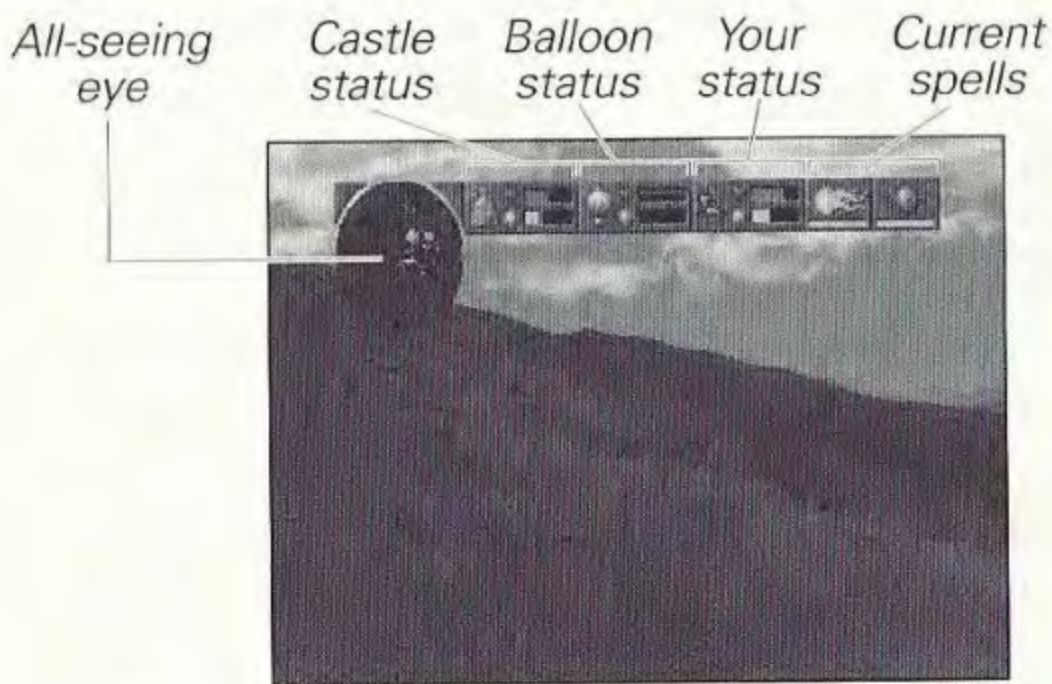
Animations: D-Pad **Left/Right** to turn animations **On/Off**.

Sound Test: (1-37) Play each of Magic Carpet's effects tracks in turn by pressing the D-pad **Left/Right** and pressing **A** or **C** for an ear battering.

Music Test: (1-7) Play each of Magic Carpet's music tracks in turn by pressing the D-pad **Left/Right** and pressing **A** or **C** for an aural treat.

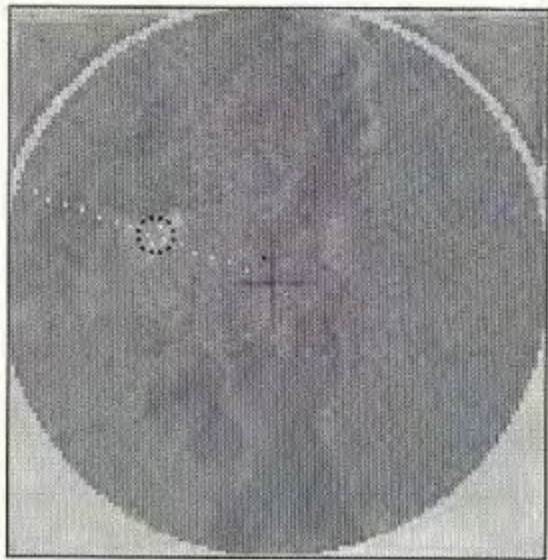
Exit: Press **START** here to return to the Main menu.

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 center of the eye, where your position is marked by a cross. Other objects are color-coded as follows so that you can recognize where danger lurks and where mana can be collected:

Dragon – light green dot

Bee – orange dot

Archer – brown dot

Kraken – dark green dot

Griffin – white dot

Emu rider – dark blue dot

Castle archer – brown dot

Free mana – gold dots

Enemy mana – enemy color

Civilians – blue dots

Teleport – mirror icon

Enemy castle – enemy colored flag

Vulture – red dot

Worm – yellow dot

Crab – pink dot

Troll – light gray dot

Skeleton – dark red dot

Genie – light blue dot

Wyvern – dark gray dot

Your mana – white dots

Spells – red spell jar icon

Your castle – white flag

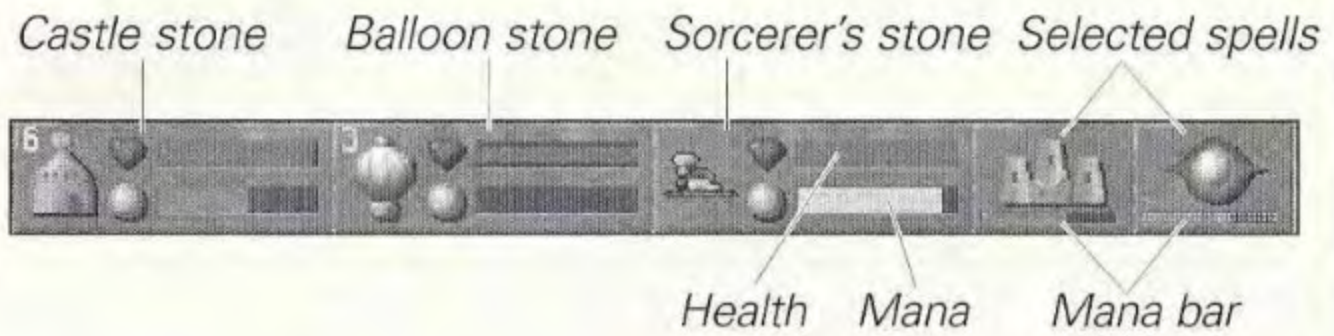
Stones – flashing black dots

The broken line marks the route from your present position back to the castle.

Hot air balloons collect mana (see *Collecting Mana* on p. 11) and are marked on the eye by balloon icons. Your balloons are colored white.

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 gray 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 *The Spells Menu* on p. 14).

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 *The Spells Menu* on p. 14).



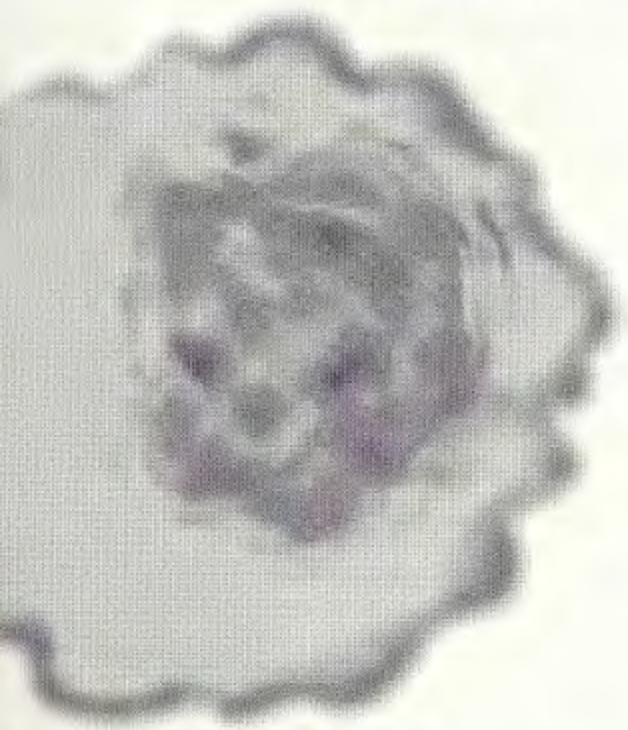
Controlling the Carpet

The skilled maneuvering 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 **Z** and **C** buttons control the altitude of your magic mount; press **Z** to sink to earth and **C** to soar skywards.

Speed and direction are controlled using the D-Pad. Press **Up** to fly forward; repeat presses increase your speed. Press **Down** to reverse; press **Down** repeatedly to get out of trouble even faster. A double press on the button opposite to the direction of travel brings you to a dead stop. Use the **Left** and **Right** buttons to dodge incoming spells by banking the carpet quickly to either side.

→ **NOTE:** Luckily, however hard you try and however badly you fly, it's impossible to crash into the ground.



Collecting Mana



Mana balls

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 color) and neutral (gold).

To change the state of mana, you must cast a possession spell (see *Casting a Spell* on p. 18). 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



Settlement

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 pedaling 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 defenseless 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 color coded to match the wizard's color. Wizard colors are as follows:

Zanzamar (you): White

Vodor: Red

Gryshnak: Purple

Mahmoud: Blue

Syed: Green

Raschid: Pink

Alhabbal: Orange

Scheherazade: Black

The wizard's color can also be uncovered by using the Beyond Sight spell (see *The Spells Menu* on p. 14). The name of the rival wizard appears on the All-Seeing Eye in the appropriate color.

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.



Creatures Killed	29%
Accuracy	25%
Spells Found	28%
Mana	20%
Overall Performance	33%
Time Taken	1h 8m 20s

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* below), Continue or Exit the game. Use the D-Pad to highlight one of these options and press **START**. Selecting Exit returns you to the Main menu (see *The Main Menu* on p. 5) while Continue propels you into immediate action in the next world.

SAVING GAMES

If you have a Backup RAM Cartridge inserted in your machine, *Magic Carpet* prompts you whether you want to save the game to your Backup RAM Cartridge or to the internal memory. Select the icon you want using the D-Pad, and press **START**, **A**, or **C**.

At the Save Game screen, use the D-Pad to highlight an available slot, and press **START**, **A**, or **C** to select it. You are then returned to the Completion Screen. Highlight Exit and press **START** to return to the Completion Screen without saving.

PAUSING THE GAME

Any time you need to take a breather, press **START** to pause the game. Press **START** again to resume battle.

QUITTING THE GAME

At any time during play, press and hold **START**, **A**, **B** and **C** keys simultaneously to return to the Main menu. From there, press and hold **START**, **A**, **B** and **C** simultaneously to reset your machine.

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 **Y**; 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 break-neck 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 defense 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.

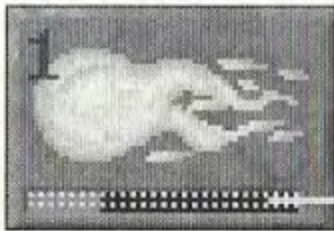
Global Death

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



Spell mana bar

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 gray 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 **A** or **B** button. On the *C*ame Screen you can cast these spells by pressing either the **A** or **B** button.

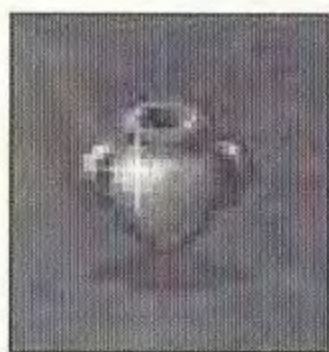
Casting a Spell



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 **A** and **B** buttons. You can assign any spell from your inventory to either button (see *Assigning Spells* on p. 17).

- **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 **L + R** buttons simultaneously.

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 center of

the map and the color-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 behavior 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 foreseen the destruction of his city by undead hordes and other terrors.
AR ULNAN	The port of Ar Ulnan is under siege 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 rumors 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 harbor 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 Khaghabal 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.

BANAHESTUR

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.

JARRRID	It is said that to survive the maze of Jarrhid a wizard must have eyes in the back of his head.
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 practice 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.
INIXXIA	Inixxia 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.

ABOUT BULLFROG

Welcome to Bullfrog Productions

If you haven't heard of Bullfrog Productions, where have you been for the last seven years? Believe it or not, as recently as 1989 the world hadn't been exposed to Populous, the revolutionary software program that made Bullfrog's name and single-handedly created the god sim genre overnight. Twenty different formats and world-wide sales in excess of three million later, Populous has become the stuff of industry legend. Yet it was only the first in a series of software smashes that has earned Bullfrog number one hit after number one hit: PowerMonger, Populous 2, Syndicate and Theme Park followed, and all enjoyed immense commercial success and critical acclaim. The company's success is a monument to the efforts of Peter Molyneux and Les Edgar, who together founded Bullfrog Productions back in 1989. From a two-man operation the company has expanded and now has over 40 employees, with a policy of constantly strengthening the creativity and technical expertise of the Bullfrog team. It is this policy that has helped the company produce such consistently outstanding software.

As if more proof were needed, last year witnessed the first flight of Magic Carpet. A number one seller all over the planet, Magic Carpet was also voted *Game of the Year* in France and Germany, *Title of the Year* in Britain and helped Bullfrog earn the *Developer of the Year and Innovation Awards* at ECTS 1995. As part of Bullfrog's commitment to the new range of 32-bit machines, we're bringing Saturn owners the same blend of relentless action and breathtaking graphics.

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