Magica

This is an original game by Juan J. Martinez ([@reidrac](#)) for the Amstrad CPC 464 or compatible.

Introduction

Magica is an arcade game.

You play **the Sorceress** in a mission to recover all the potions stolen from her laboratory. This doesn't happen very often, but when it does happen, it is really annoying!

How to Play

You have 50 seconds to get rid of all the enemies on each stage, collect all the potions and reach to the exit door.

In order to dispose of the enemies you have to kick them when they're stunned, otherwise they will kill you.

You can stun them by using your magic or by hitting them with other enemies, so you can use chain effects to help you in your task.

Once an enemy has been killed, a potion will be available to collect. Get all the potions and a door will open to exit the stage.

Stunning and kicking enemies, collecting potions and extra time, and exiting through the door will increase your score.

Every 10,000 points you'll get an extra life (and you'll need it!).

There are 50 stages in total.

Loading Instructions

Disc (CP664, CPC6128 or CPC6128+)

Insert the disk into the disc drive, type `RUN"magica` and press RETURN.

Cassette (CPC464, CPC464+)

Insert the cassette into the cassette player and rewind the tape. Then type `RUN"` and press INTRO. Finally press play on the cassette player.

Cassette (CP664, CPC6128 or CPC6128+)

To load the cassette version in a CPC with disc interface type |TAPE and press
RETURN. Then follow the cassette instructions pressing RETURN instead of
INTRO.

Controls

The game can be controlled with the keyboard or a joystick.

The default keys are: cursor to move and jump, space to fire.

Press 'h' to pause/resume the game. Press ESC to skip the intro and to end
the game.

The Monsters

There are different types of monsters that show different types of behaviour and
abilities.

Jester

Jumping and joking around, this is the less dangerous enemy you'll find. Be
careful if they come in groups.

Knight

They will use their shield to dispel your magic, so a frontal attack won't have
any effect on them. Other enemies may hide behind them, and you don't want
them to team up with other foes!

Wizard

He will use his magic to try to kill you. Keep yourself out of range all the times.

Witch

Using a flying broom, this enemy will reach places other enemies can't. Keep
an eye on them, they always attack from above.

Goblin

Like the Wizard, the Goblin is capable of casting spells, but is also very agile
and fast in his jumps.

Demon

The demons are the most aggressive enemy and they will go after you if they
think that they can get you.

Ghost

They're able to fly through walls, so be careful when you feel safe, they can appear behind you.

Fairy

Not really an enemy, although they will kill you if they can. Nobody really understands why they're here because they won't drop a potion but extra time instead. This is the only type of enemy that you don't have to kill in order to clear the stage.

Author

Programming, sound and graphics by Juan J. Martinez.

Loading screen by Vanja Utne.

For further information and updates, please visit:

http://www.usebox.net/jjm/magica/

Testers: José María Velo, Juanje and Fran Loscos.

Licence

TL;DR: This is *freeware*. You can distribute it freely as long as you include the following licence text in all copies. Contacting the author is always appreciated.

This is version 1.0.1 (released 2016-11-05).

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