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**Magic Carpet Plus  
Reference Card**

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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.

**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 conjurers 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.
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. 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. **This Save feature is for Hidden Worlds only.**

## Troubleshooting

If the original Magic Carpet works on your PC you should encounter no problems with the Magic Carpet Plus Data Disk. However, if problems do arise, refer to 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.

## Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support, P.O. Box 7578, San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Amount of and configuration of memory
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact:

Electronic Arts Ltd., P.O. Box 835, Slough SL3 8XU, UK. Phone (753) 546465.

In Australia and New Zealand, contact:

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To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the above address. Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.