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# Mayhem's Magic Dust User Guide

## ABOUT MAYHEM

Mayhem's Magic Dust is an original game starring Mayhem, a baby dinosaur from the 8-bit C64 game Mayhem in Monsterland. Mayhem's Magic Dust features seven progressively difficult levels with cute graphics and simple game play and is the first in a series of five games.

## SCENARIO

Mayhem awoke one morning from a blissful nights sleep to find Monsterland overrun by evil creatures. Mayhem's mission is to rid Monsterland of all these ghastly monsters. He must collect as much **Magic Dust** as possible to give him extra powers when he attacks his enemies... Not an easy job, especially for a cute baby dinosaur.

## GAME PLAY

The design of Mayhem's Magic Dust is specifically for mobile phones. The game controls are simple, with the use of only four directions. The game takes place in Spottyland spanning seven levels, starting with smaller linear levels to get you into the game, and ending with bigger 'squarer' ones. There is a definite route through a level - although you will often circle large areas - ending with a big Boss battle.

The aim of each level is to find and destroy the big Boss. As you travel through the level, kill enemies by jumping on their heads, which release bags of Magic Dust. For each bag of Magic Dust Mayhem holds he gets one **Star Strike** (power attack). Each time he performs a Star Strike the amount of Magic Dust decreases by one. These attacks are extendable if you 'chain' your attacks between enemies without landing on the ground. With each different enemy 'chained' the Star Strike increases in power and score, essential when attacking Bosses.

Scattered throughout Spottyland are GATES. When you die you are positioned at the start of the map or at the most recently activated GATE. Mayhem has 'mini lives' which allow him to be hit six times before he loses a life. If you are quick enough you can chase and recover these 'mini hearts' without a loss in health.

An EXTRA LIFE pickup will extend Mayhem's mini lives to nine (only for the current life) and increase the number of lives remaining.

When you complete a level the game saves your progress. Using the RESUME SAVED GAME option from the title screen you can continue your game.



## CONTROLS

Note: some buttons may override game functionality, depending on the phone's make and model.

"Select" is the phone's select button in the middle of the menu jogger.

### Title Screen (menu)

- Continue game (if game in progress)
- New game
- Resume saved game (if you have completed a level and haven't completed the game)
- About (with controls and credits)
- Exit

Up/Down – cycle through options

Select - selects current option

### In-Game

- Left - moves Mayhem left (also 1, 2, 3, 4, \* on 3650)
- Right - moves Mayhem right (also 0, 9, 8, 7, # on 3650)
- Up – Mayhem jumps (also Select on 3650)
- Down – Mayhem ducks/drops through certain floors
- Any non-numeric buttons pauses game and takes you to menu.  
(Note: pressing in the menu jogger will not pause the game).

Level Complete, Game Over, Game Complete

Press Select to continue.

## STATUS PANEL

**SCORE** - This shows the player's current score.

**TIME** - This shows the amount of time remaining on the current level, and flashes when the time reaches 90, 60, 30 seconds and then counting down from 9 to 1.

**MAGIC DUST icon** - This shows the amount of magic dust bags Mayhem holds.

**LIVES icon** - This shows the lives remaining, and flashes if Mayhem loses his 'mini life' (see Game play).

Conceived, designed, and created by Steve Rowlands and Robin Ellis

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Further game information, play guide and tips available at <http://www.infinitelives.tv/MMD/>

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