

The Masked Mage



Manual

TABLE OF CONTENTS

The Masked Mage

- The story so far -
Page 2

- How to play -
Page 3

- Good to know -
Page 4

- A word from the creator -
Page 5

- Credits -
Page 6

The Masked Mage and all related characters, names and logos
©Ezekiel Rage - All Rights Reserved

THE STORY SO FAR

A thousand years ago, when the old magic was the strongest, the Queen of Blood emerged and sought to conquer the world of the living - a quest that would culminate 744 years later in the last grand war of magic.

Once the final battle had been fought, all magic had vanished and with it, those who were able to use it. Only a handful of people, far away from the battlefield, managed to distill the last remnants of magic into usable form. They became a dying breed, the last magicians of all the lands.

Over time, all memory of the war faded and as people grew accustomed to living without magic, a new way of life was born. And as time went on, magic became nothing more than myth and legend.

The old days were truly gone; and as the old generation died, all knowledge about magic did so too. What had really happened during that last battle was lost to time as well.

But not everyone forgot about the deeds of the past...

The Masked Mage is the last of the magicians. Brought into these lands by mysterious powers and filled with the desire to uncover the long, lost secrets of magic, the Masked Mage sets out on a quest of unknown destinations and goals.

Armed only with a staff, a relic from the days of the past, and determined to find out the truth, this lone wanderer is about to uncover the truth and form a friendship along the way...

HOW TO PLAY

The Masked Mage is a story-driven game about exploration. You are to find out what happened to magic and as such, you must explore the world around you. The local wildlife will not pose much of a threat to you, but finding the right way will challenge you mentally. Finding the way means backtracking to find the right items to open gates and progress.

Along the way you will meet Rose, a fairy. She is very useful, for she can use Fairy Dust, which has the effect of healing you. Press the button to let her spray a bit of it, but remember to stand close by, as it will only work if it touches you. So don't waste your Fairy Dust when Rose is far away.

The game was designed for X-Box type controllers. As such, it is strongly advised to play the game with an X-Box type controller. Also, due to engine limitations, it cannot be guaranteed that various other types of gamepads will work as intended (although they might - simply try it out).

Either way, it is always possible to use keyboard controls instead.

Here is the control configuration
for X-Box type controllers and the keyboard:



L-Stick/DPad	- Move	- AS/Arrows
A/1 Button	- Jump	- C/W/Up Arrow
X/2 Button	- Attack	- V/CTRL
Y/4 Button	- Heal	- X/ALT
Back/View	- Tablet	- Space
Start/Menu	- Menu	- ESC



GOOD TO KNOW

The Masked Mage is a very peaceful game with little combat. As such, don't go in expecting a high-octane metroidvania action game. If you are into that kind of thing, I'd suggest "The Skyilia Prophecy" or "BioMech" instead. But I digress.

The point of the game is story-driven exploration, finding the right sequence of gates to unlock, uncovering hidden items and unlocking the lore as you progress.

The world is not without its dangers, though. Land mines from the old war are still left behind, as are environmental hazards. And who knows what lurks in the temples and caves below?

Explore everything. There is always a way forward. When you are unsure, read the descriptions of the items you have already collected.

Don't get frustrated when you are stuck. Trying the same thing over and over won't help you find a way forward. The map may be hard to read at first glance, but once you notice how the rooms relate to the map perspective wise, it will be rather easy to find your way around.

Brush up on your zodiac signs knowledge. The gates and switches are coded with those symbols and it will help you to find out what to do next.

Go out of your way to find all the hidden items. It will be worth it in the end for sure.

A WORD FROM THE CREATOR

It took me several tries to figure out how to properly make this game. And by that I don't mean the game as is, I mean the actual technicalities behind it.

It started out as a console project but that quickly fell through. And it took me several revisions to finally get it done. And then I learned of unfortunate mistakes, mistakes that should have been avoided during development, so I had to go back and change some things. Several times, in fact. I think I revised the game with patches and upgrades at least six times, which is not something I usually do.

Thus finally here we are, though, with the finished game as I always intended it to be.

The story itself was always something I wanted to do. Same goes for the general gameplay. I wanted to make a metroidvania that is not about fighting. It is very easy to have combat in a game to keep it exciting but I deliberately did not want that. One day I hope to make an action game without any combat whatsoever. Don't ask me how that will work, but one day I'll figure it out.

Until then, this is the closest I've ever got. A story about magic and friendship, where you uncover the secrets of the past not by fighting, but by learning the ins and outs of the world and its inhabitants. Yes, there are creepy crawlies to fight, but not as a means to grow stronger or wiser, only as a distraction. There is no reward whatsoever for violence in this game, the rewards come simply by exploring, reading and letting the game guide you.

I am very proud of the final product, I really am. It may not be to everyone's tastes, but it is a great example of how to have a metroidvania game without a focus on combat. And if that is all, it is plenty enough for me.

- Ezekiel Rage

CREDITS

The Masked Mage
A game by Ezekiel Rage

Game and character art:
Cem Karakas

Graphics:
Ezekiel 'Spike' Rage
Luis 'ansimuz' Zuno
Michele 'Buch' Bucelli
Carl 'surt' Olsson
Heather Lee Harvey
Stephen Challenger
William Thompson

Music and sound:
Ezekiel Rage

Special thanks to Matthew Flewelling

Reading comics can be quite the daunting experience if you are new to the medium. With thousands of titles, millions of issues and hundreds of series, where do you start? Are there any good points to jump on?

Has it ever happened to you that, after watching a comic book movie, you decided to go out and buy the comic the movie is based on, only to realize that you have years of continuity to catch up on and no clear indication of where to start? This book aims to provide an easy entry point into the Void Comics universe.

In here you'll find five different comics, each one being the first issue of a character's story. There is no prior knowledge required to get into this. Just open the book and start to read - as easy as that.

Perhaps you'll discover your next favorite superhero right here?



Collecting Corax #1, BioMech #1, Orchid Cross #1, Shade #1 and Replica #1