

Wizard Game Manual Controls

- Controls:
- Left Mouse: Shoot basic spell Right Mouse: Shoot inferno spell (Must have scroll)
- WASD: Up, Left, Down, Right movement.
- Escape: pause, unpause.

Wizard Game Manual Story

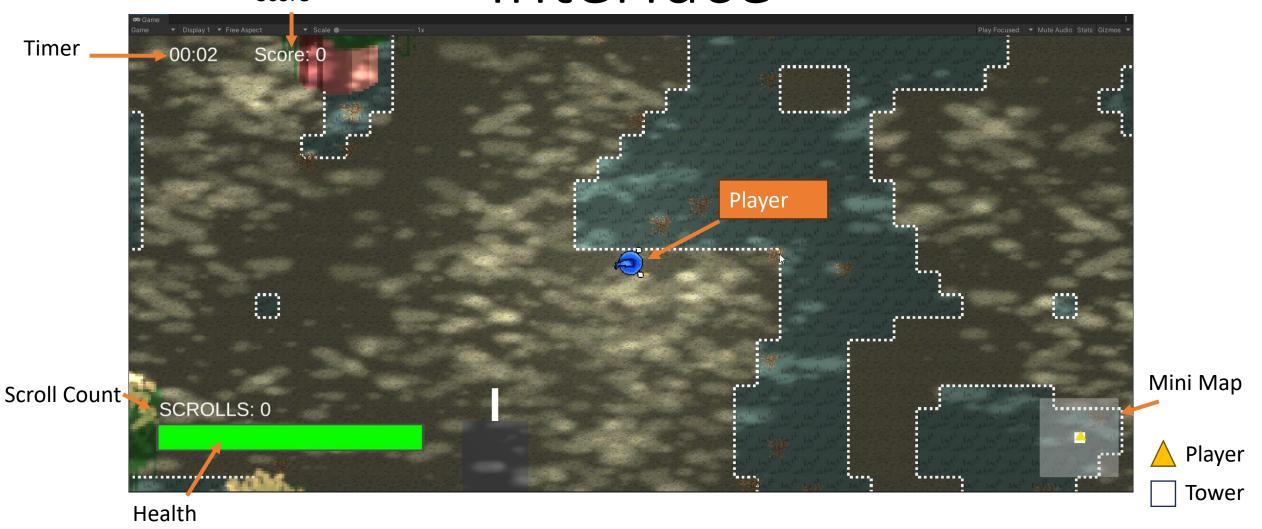
Slabu the wizard was in their magical tower, working on an interdimensional portal.

But they accidentally threw their wand out the window.

Slabu went outside to grab it. Then lightning hit his tower, which made the portal go haywire.

Now monsters are being summoned around their tower. Slabu must now fight to survive...

Wizard Game Manual Interface



Wizard Game Manual Level Objectives

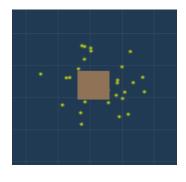
Level Objectives

- Survive
- Increase score by defeating enemies, popping 'bubbles'.
- Avoid 'damage' obstacles.
- Obtain 'scrolls' to use stronger spells.



Bramble

- Damages player when walked on.
- Spawns over grass.



Inferno Scroll

- Gives player 'infernobomb' spell.
- AOE damage to enemies.

Wizard Game Manual Enemy Types



Ghost

- Melee, Damage
- Frequently spawns



Dark Mage

- Ranged
- Spawns after ~30 seconds



Skeletal Warrior

- Melee, Tank
- Spawns after ~45 seconds