

The Mage's Tale™

It's Time to Save Your Master!

Greetings, Apprentice. Your master has been kidnapped and you must ready yourself for a daunting delve through the dungeons of Skara Brae to rescue him. This manual is designed to help, so don your wizard's robes and prepare. Herein lies everything you need to know to become a real mage and play The Mage's Tale:

- ❖ page 1 - **USING THE INTERFACE**
- ❖ page 2 - **MENUS**
- ❖ page 2 - **OPTIONS**
- ❖ page 4 - **PERKS OF BEING A MAGE**
- ❖ page 6 - **ALGUIN'S WORKSHOP**
- ❖ page 7 - **SPELL CRAFTING**
- ❖ page 8 - **CONTROLLER LAYOUTS**

Just to be clear, The Mage's Tale means a mage with a story; not a mage with a tail. Note the spelling... Well, come to think of it, do you have a tail? Does it help??

Eh, I'm getting sidetracked. Let's learn what you need to know to be an amazing mage - with or without a tail.

USING THE INTERFACE

First up, let's go over how to interact with the basic objects both in the menus and the world.

- Point the controller at the object, note the highlight, and hold the *GRAB* button. Then, with your hand and arm...
 - *drink a potion.*
 - *push a button.*
 - *turn a crank.*
 - *use a lever.*

...using the same motions you would in the real world. For further details, check out "Grabbing" in the {PERKS OF BEING A MAGE section} below. Always a fine idea to start with the basics in this new place.

Now that we have that covered, let's move on to the menus...

MENUS

Main Menu – Upon arrival in this world, you will be deposited here. There are three things of note in this area:

- **The Load Cauldron:** Located directly in front of you, the cauldron is used as your NEW GAME / LOAD GAME hub. You'll see four ingredient bottles above the cauldron, and two braziers to its left and right. The bottles are your save files. To play the game, *GRAB* your desired save and drop it in the cauldron. The left brazier is used to Overwrite a chosen save file to a new game. The right brazier is used to enter Horde Mode without going through the Workshop. To use the braziers:
 - *GRAB* the save bottle you would like to use and drop it into the desired brazier. Next, *GRAB* the chain you see to the side of the brazier, then physically pull down with your arm and hold it. After a slight delay (to ensure intent), the brazier will activate. You may notice a button beside the Horde Mode brazier - this is the level select button. When additional Arenas are added, this will be used to cycle through the different levels.
- **The Lone Button:** Located off to the right, this free-standing button is small in stature. Don't let its simplicity fool you. This button is very important! Pressing it will show you the Credits for the game.
- **The Options Shelf:** Located to the far right, this contains all the options available to you in the game. This Options Shelf can also be reached through the pause menu while playing. I'll address the available choices in the {OPTIONS section} below.

Pause Menu – Once you've started a game through the Load Cauldron, you'll have access to the full Pause Menu. The Pause Menu contains five different potion bottles you may drink to use. These bottles are:

- **Continue:** Closes the pause menu and resumes play. You may also skip this potion and press the pause button again to close the pause menu.
- **Restart Checkpoint:** Restarts your character at the last checkpoint you encountered.
- **Main Menu:** Returns you to the Main Menu.
- **Exit Game:** Shuts down and exits the game completely.
- **Options:** Brings the Options Shelf from the Main Menu to you. All available options are discussed in the {OPTIONS section} below.

OPTIONS

Main Controller LEFT/RIGHT HAND Lever – [Oculus] This lever swaps the left and right primary hands. By default, it is set to Right Hand which puts *TELEPORT* and controller-based *TURN* controls on the right thumbstick with standard movement on the left thumbstick. Switching to Left Hand will put *TELEPORT* and controller-based *TURN* controls on the left thumbstick with standard movement on the right thumbstick.

Main Controller LEFT/RIGHT HAND Lever – [Vive] This lever swaps the left and right primary hands. By default, it is set to Right Hand which puts *TELEPORT*, controller-based *TURN*, and the *SPELL MENU* controls on the right trackpad, with standard movement on the left trackpad. Switching to Left Hand will put *TELEPORT*, controller-based *TURN*, and the *SPELL MENU* controls on the left trackpad, with standard movement on the right trackpad.

Subtitles Button – Mage’s Tale has subtitle support for *English, French, Spanish, and German*. To change the language, make sure the Subtitles button is turned ON and then press the desired language button below.

Languages – On the shelf below the Subtitle Button are four buttons for languages. Only one can be turned ON at a time and will change the subtitle language for the game.

Touch Move Button – [*Vive only*] This option enables Touch to Move movement which utilizes the touch functionality of the Vive wand trackpad to input directions. Place your thumb on the trackpad and slide it for directional inputs as opposed to pressing down on the pad for basic movements. When Touch Move is turned OFF, press down on the trackpad in the desired direction to move.

Controller Based Button – This option bases primary movement directions on the controller, as opposed to your head. Forward is now the direction the controller is pointing, not the headset. When Controller Based is turned OFF, forward on the controller is always the direction you’re looking.

Free Move Button – When ON, this option enables smooth movement as opposed to the snap/grid hopping locomotion used by default when the button is OFF. This option may cause motion sickness in some players.

Free Turning Button – When ON, this option enables smooth turning as opposed to the 45-degree snap turning enabled by default when this button is OFF. This option may cause motion sickness in some players.

Free Turn Speed Crank: This is located on the shelf above the Free Turn button. If you enable Free Turning, you can adjust the speed at which you turn to maximize comfort. This crank will adjust the smooth turning speed between 1 and 100 to give you the experience you prefer. It has been shown that any motion in VR similar to “human speed” will be more likely to cause sickness. I would advise starting your speed at 100 and working down to find something comfortable.

Controller Rotation Button – This button will toggle the *TURN* buttons on the controller ON/OFF. When OFF, turning will only occur when you physically turn in the real world and the *TURN* buttons on the controller will be disabled. Please note when using this option - the Pause Menu is partially attached to your play space and may be brought to your current look direction by holding the *RESET DEFAULT CAMERA BUTTON* if it has moved behind you during play.

Reticle Button – This enables/disables the option for you to see the free-aim reticle which appears to assist in aiming Fireball and Ice Javelin spells. The reticle will appear, and stay present, in the middle of your headset whenever either of these spells are selected.

Rumble Button – This option enables/disables the haptic response in the controllers. Haptics are controller vibrations that occur in response to actions and events in the game.

Show Sensors Button – This enables/disables the option to see your tracking sensors when relevant. If tracking becomes lost or begins to struggle during play, these sensors will appear in the game world in a “ghost outline” form. The location they appear matches their placement in the real world, allowing you to reestablish yourself in your field of play. When full tracking is reestablished, the “ghost” sensors will disappear.

Volume Controls – Dialogue, Master, and SFX volume controls are located in the center of the top shelf. You can turn the cranks between 1 and 100 to set the desired volume levels for these categories. Examples of sound changes will come from a *Magic Mouth* and a *Lightning Orb* located on either side of the cranks.

PERKS OF BEING A MAGE

Grabbing – Reaching is for the uninitiated. You do not need to physically reach and grab anything as you would in the real world. You can if you'd like, but you now have the ability to “summon” interactable items. Simply point a controller at the interactable item in range, note the highlight, and hold the *GRAB* button to draw it to your hand. Releasing the *GRAB* button at any time will release/drop that item.

This same magic also works for items which are bolted down: levers, door handles, treasure boxes, etc. Though these won't be summoned towards you, a *magical hand* will instead appear on whatever is selected, allowing you to interact from a reasonable distance.

I would also like to mention *Fergus* here. Alguin's helpful toad shows up every time you find a collectable item in the dungeons. When he appears, simply release whatever you just picked up and he'll take care of the rest. The items will be put in the Workshop for you and, to further earn his pillow, he will place them in groups. The order of placement will tell you, roughly, where missed collectables can be located.

Handy Equipment – While most of what a mage carries is between their ears, you do have access to some useful gear – your Gloves and Belt:

- **Right Glove (Leveling Up):** Experience is gained through collecting Mage Stones, which are stored in the Yellow Gem on the back of your right hand. Once the gem is full, a mini-star will appear there accompanied by a controller vibration and audio alert to let you know you're ready. Placing your left hand on top of this mini-star and holding it there will cause you to level up. When the level-up chest appears, you'll see two upgrade options you may choose between. Point your hand at the desired upgrade, note the highlight, and hold the *GRAB* button until it arrives in your palm.
- **Left Glove (Health):** Your life is measured in the Red Gem on the back of your left hand. Full = good, Empty = bad. I would not recommend letting that get empty - but if it does, you're magic, so you get a do-over. Taking the “Health” level-up option will not only increase your max health but also make your gloves upgrade in appearance.
- **Belt:** Your belt contains your Spell Book (on your left hip) and your collected Health Potions (on your right hip). Both items are magically minimized to stay out of your way but reaching for either will cause them to grow back to their original size and allow you to *GRAB* them. With a little practice, you won't even have to look while doing so.
 - **Spell Book:** This will track acquired level-ups. Shown as wax seals on the pages, these spells allow you to quickly check everything you've learned so far. This book also produces a small amount of light and can function as a substitute for a torch if you're exploring the dark.
 - **Health Potions:** These can be found scattered all over the world. Drinking one – *GRAB* and drink this bottle as you would in the real world – will instantly return you to max health. Each potion only has one use, so it's always nice to have one readily available. Early in your adventure, you may store a single potion in your potion slot – displayed as a white, “ghost outline” of a potion – with the ability upgrade to two potion slots as you progress.

Teleporting – A good mage always has a good escape. You're no different. Regardless of movement preferences, you'll always have access to an aimed *TELEPORT* ability. To use this, press and hold the *TELEPORT* button: note the aimer, move your hand to select your destination, and release the button to arrive there instantly. *TELEPORT* can be used in conjunction with Arcane Sight Snap Points {described below}.

Arcane Sight – Your magical eyes can see things ordinary mortals cannot. This can be used to your advantage:

- **Snap Points:** Running through the world, you'll notice arcane glyphs fixed to locations on the ground. They can assist in your positioning while interacting with chests, cauldrons, doors, etc. Usually slightly elevated, these glyphs may be locked into with *TELEPORT* if you so choose.
- **Focus Mark:** As long as an enemy remains in your direct line of sight, you will temporarily mark them. This arcane mark will slightly assist your ability to hit an enemy with a targeted spell and, if you so desire, can be increased as you expand your knowledge of the mystical arts.

Using Magic – Being a mage puts the ability to harness the elements in your hands. *In* your hands is good, but it really gets fun when you can get them *out* of your hands, too. Here, I'm going to go over *using* spells. For help *crafting* spells, go to the {SPELL CRAFTING section} below.

To begin, press and hold the *SPELL MENU* button. A Spell Palette will open in front of your hand. Simply move your hand in the desired spell's direction to equip it. There are three different directions available at the start (Up, Right, and Left), with a fourth option (Down) becoming available as you progress. Once a spell is selected, the palette will close itself and your hand will be enveloped in the element you chose. Now, hold the *USE SPELL* trigger to bring the magic into your palm. It's ready to use!

- After you have pressed and held the *USE SPELL* trigger with the desired spell selected, releasing that trigger while performing one of the motions listed below, will launch the spell:
 - **FIRE:** Throw it like a baseball... or balled-up paper if you're more the writing type... or a rock if you're mean - just make sure you're using the controller wrist strap - we don't want the controller to be the example of what's being thrown here.
 - **LIGHTNING:** Comes right out of the palm after a charge up. The longer the charge, the more lightning you get. It's similar to something I saw long, long ago, in a place far, far away.
 - **ICE:** Hurl it like a spear... or a big paper airplane if you prefer - hey look, we're back in wrist strap territory.
 - **WIND:** Comes straight from the palm after a slight charge up. Remember, heroes never look at the explosion and usually say something cool while it's happening.

All spells come with a cooldown (which can change with spell modifications and as you level-up). You can actually see the element re-covering your hand while this cooldown is in effect - accompanied by subtle audio and haptic rumbles upon a completed recharge. You may not throw that *same* spell while it is recharging.

Blocking – Having access to awesome magic attacks can sometimes lead to forgetting about the simple art of blocking. Luckily, your shield is also magic and always with you. Pressing and holding the *BLOCK* button on either hand will create a shield. The basic shield, while very handy, will not block all attacks. As you level up, you will have options to upgrade this ability:

- **Super Shield:** Created by combining shields activated on both hands, which is shown in the {CONTROLS section} below. This will produce a much larger shield to hide behind and allows you to block stronger attacks as well. Rock on!
- **Reflect Shield:** Allows you to use an enemy's projectiles against them. However, it only works upon the initial activation of the shield, so timing is important. If activated too early, the attack will be blocked normally - sorry for the convenience. I hope it goes without saying what happens when you block late.

ALGUIN'S WORKSHOP

Early in your adventure, you will gain access to your master's Workshop. You can *WARP* here any time by raising a hand over your head and holding it there until the blue, magical swirl of a channel has completed. When you return to the dungeon, you will appear in the same location you just left.

The Lab – Upon warping to the Workshop, you'll arrive here. Looking around, you'll see quite a lot of stuff. The *Cauldron/Goblin* will be addressed in the {SPELL CRAFTING section} below, but you'll also see a giant Way-Stone Portal, Lore Tablets, and three mini-portals leading to separate rooms - Storage, Trophy Room, and the Horde Arena.

- **Way-Stone Portal:** This giant portal transports you between all the dungeons you've unlocked. Once you gain access to a location it is marked with a rune, and its name will appear in the center of the portal. To change the destination, turn the crank on the left. This will cycle the runes around the edge of the portal, with the active one being at the top. Whenever a level has been fully cleared of all combats and collectables, its rune will glow to let you know it's been fully explored.
- **Lore Tablets:** These tablets are scattered throughout the dungeons and help you better understand the world of Skara Brae. They appear to be Alguin's personal correspondence, but he won't mind if you read them. You're saving him after all.

Storage – Located through the left mini-portal, this room contains random artifacts from around Skara Brae. Even powerful mages need a junk room, and Alguin is no different. Who knows what's in there? It does have a lot of extra space though. Maybe someone can use that sometime in the future?

Trophy Room – Located through the middle mini-portal, this room will hold all the mini-creatures you can discover during your explorations. They're hidden well, so finding them all will be a challenge.

Horde Arena – Located through the right mini-portal, this room leads to the Horde Arena. Once in this staging room, press the button to the left and enter the portal to start a battle. Here, you will fight the toughest opponents Skara Brae has to offer. Think you're ready? Just a reminder - apprentices, usually, are not.

SPELL CRAFTING

Ah, the age-old art of creating destruction. Let's get down to business:

The Cauldron: This is where the magic happens - literally. All reagents and mystic ingredients you find will be delivered here for you to toss in the cauldron to create new spells. Let's begin with your available ingredients:

- **Spell Reagents:** When you first enter the Workshop, you'll see two, large, ornate bottles to the left of the cauldron. These hold the base element types available for your spells. As you progress, you'll find two more elements, bringing your total to four. Starting from the bottom left shelf and going counter-clockwise, these element containers are:
 - **Inferno Pitcher:** Fireball – A targeted spell which is a staple for mages. Useful for precise damage, breaking things, lighting torches, melting ice, etc. - has, almost no cooldown.
 - **Storm Decanter:** Lightning – An area based, crowd control spell that can arc between enemies. Great for hitting enemies grouped together and activating certain orbs - has a noticeable cooldown.
 - **Hurricane Amphora:** Wind Blast – An area based, short range spell which pushes back enemies and objects in its path. Most commonly used to hit enemies through shields and break walls - has a noticeable cooldown.
 - **Ice Flagon:** Frost Javelin – A targeted, crowd control spell that can freeze enemies and parts of the environment. Always good for stopping enemies and is particularly useful around water - has a noticeable cooldown.
- **Mystic Ingredients:** You may have noticed the four spinning trays holding little bottles. These are your spell modifications, and your collection will grow as you find more throughout the dungeons. Each tray holds a different category of ingredient which can be used to modify a base elemental spell. Starting from the bottom left tray and going counter-clockwise, these modifications are:
 - **Stat-Boosting:** Changes base stats of a spell (power, cooldown, projectile speed, etc.)
 - **Ensorceling:** Powerful, unique modifications (only combine with Colored ingredients)
 - **Projectile-Altering:** These add effects to your spells (homing, bounce, life-on-kill, etc.)
 - **Colored:** Changes the color of the spell (there may be a *Party* if you find the special one)

You can mix and match these as you like, but there are two rules. One, targeted spell modifications will turn red (non-interactable) if you're making an area spell. Two, the cauldron will spit out all ingredients if you try to put too much power into one spell. That's it! Play around and see what works for you!

Now that we've covered the basics of ingredients, I'll move on to what you've really been waiting for...

ACTUAL SPELL CRAFTING – In order to create a spell:

- 1) **GRAB** your element of choice and pour it into the cauldron.
- 2) **GRAB** your desired modifications and toss them in the cauldron as well. In most cases, you may add up to two mods and a color. *There are exceptions to this rule - certain, stronger mods may not be paired up. But hey, we're in a lab – experiment!*
- 3) **GRAB** the skeleton stick and give the concoction a stir until the brew turns purple.

- 4) When the created spell rises from the cauldron, *GRAB* it in one hand and note the spell palette opening on your other hand.
- 5) Place the spell in the desired slot (Up, Right, Left, or Down) and release *GRAB*. If another spell is currently in the location you want, just drop this new spell on top of it and it will be replaced.
 - Success is marked by an audio cue and closes the spell palette.
 - Failure, caused by dropping the spell outside of a spell slot, will cause the created spell to float back to the cauldron for another attempt at placing it.
- During the spell crafting process, you may notice the magical text above the cauldron is showing what's in your spell. This is useful for seeing what properties are actually being applied to the spell from a given mod, and how they change, depending on the elemental base being used.
- If you've accidentally placed a wrong ingredient into the cauldron, you can clear the current spell in progress with the *Ice Cube*. After dropping it into the cauldron, all ingredients are spit out, and appear back in their original locations after a few seconds. The *Ice Cube* is located on the shelf behind the cauldron, just a little right of center.

After the spell is created and stored in your spell menu, feel free to test it on the long-suffering *Goblin* to the left of the cauldron - he's even been enchanted to display your damage numbers, so you can really get a feel for what you've created. Once satisfied, you're good to go. Now, get out there and cause some mayhem.

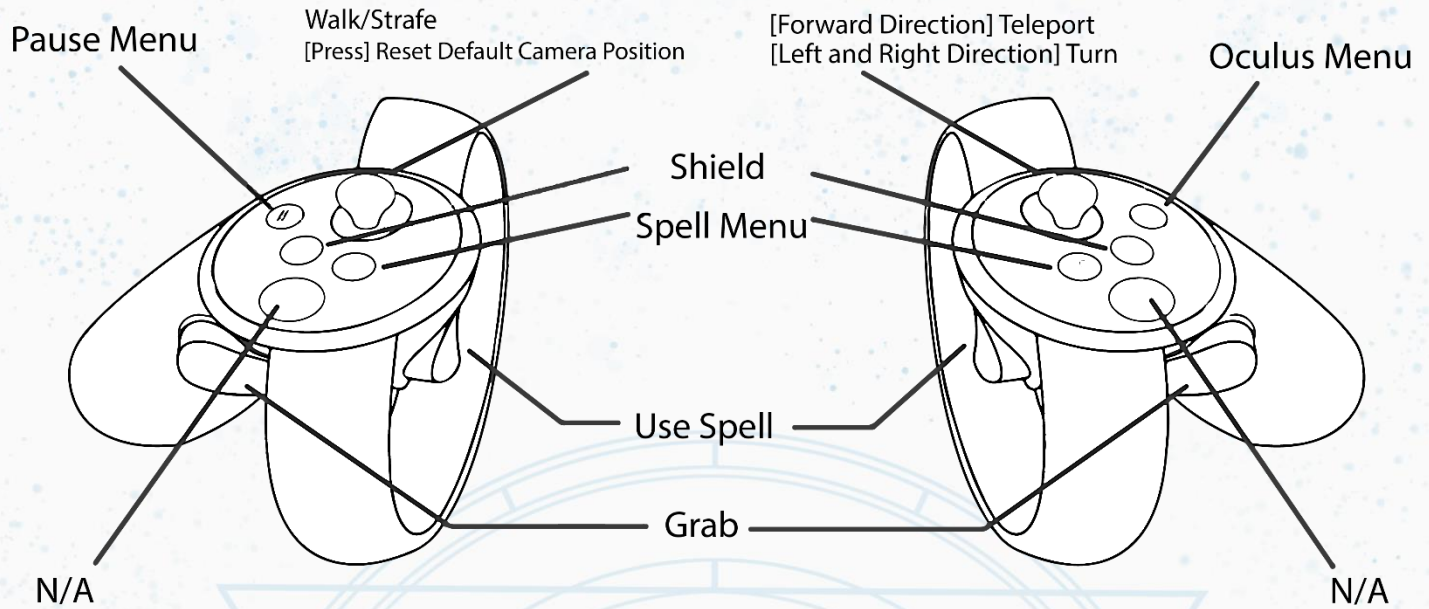
CONTROLLER LAYOUTS

- ❖ *I want to make a special mention of the RESET DEFAULT CAMERA POSITION button {shown below}. If walls seem to be catching your head and causing a blackout, or if your pause menu is in the wrong spot, hold this button down to recalibrate your current position in the field of play. This will ensure the cleanest gameplay which I'm sure you'd appreciate. I know I do.*
- ❖ *If you did manage to catch a save point in blackout and reloading your checkpoint has you stuck, please check out the PANIC RESET button combination {shown below}.*

All controller layouts and context in relation to Left and Right controllers is based on the RIGHT HAND [Main Controller] option. If the LEFT HAND [Main Controller] option lever is pulled, the Left and Right controllers will be switched for this manual's purposes.

Below are the button layouts for the Oculus Touch and HTC Vive controllers. I would highly recommend following the layout that matches your controller. The other one will not help you. If you're unsure which one you have, I have added pictures to aid in solving this dilemma:

... well, not here. On the next page. Pictures get their own pages.



Raise either controller over head and hold to warp back to the Lab

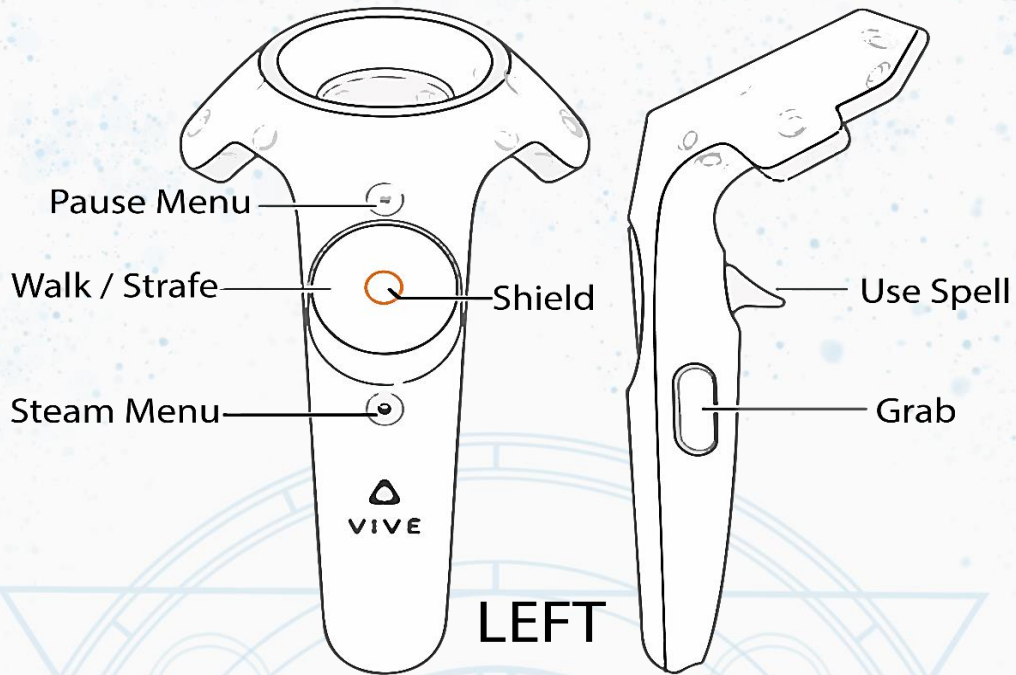
Oculus Touch

- **Left Thumbstick** : Walk/Strafe
- **Left Thumbstick [press and hold]** : Reset Default Camera Position
- **Left Index Trigger** : Use Spell
- **Left Hand Trigger** : Grab
- **Start** : Pause Menu
- **X** : Shield
- **Y** : Spell Menu
- **Right Thumbstick [forward direction]** : Teleport Move
- **Right Thumbstick [left and right directions]** : Turn
- **Right Index Trigger** : Use Spell
- **Right Hand Trigger** : Grab
- **Oculus Button** : Oculus Menu
- **A** : Shield
- **B** : Spell Menu
- **Raise Either Hand Over Head [hold]** : Warp back to the Lab

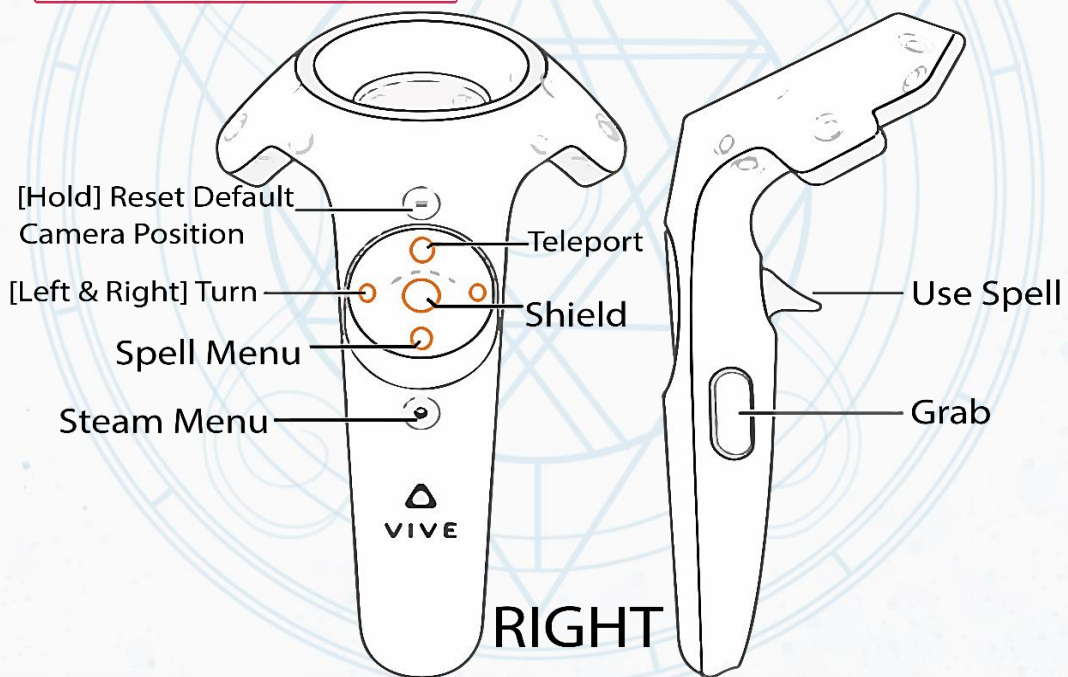
Combinations to Note:

- **Super Shield** can be created by combining the normal shields from both hands together (after the available level up has been collected)
 - Hold A + X and bring hands together to produce Super Shield
- **Panic Reset** is available if player ever becomes stuck and can't reload effectively. On both hands, at the same time:
 - Hold Left Index Trigger + Left Hand Trigger + X + Y
 - Hold Right Index Trigger + Right Hand Trigger + A + B

Continue to hold all buttons until reset occurs [~10sec]. Player will be reset to the start of the level with all previous progress intact



○ = [Press] on trackpad



Raise either controller over head and hold to warp back to the Lab

Continued on next page

HTC Vive

- **Left Menu Button** : Pause Menu
- **Left Trackpad** : Walk/Strafe
- **Left Trackpad Center [press]** : Shield
- **Left System Button** : Steam Menu
- **Left Trigger** : Use Spell
- **Left Grip** : Grab
- **Right Menu Button [hold]** : Reset Default Camera Position
- **Right Trackpad Forward Direction [press]** : Teleport Move
- **Right Trackpad Center [press]** : Shield
- **Right Trackpad Down [press]** : Spell Menu
- **Right Trackpad [left and right directions]** : Turn
- **Right System Button** : Steam Menu
- **Right Trigger** : Use Spell
- **Right Grip** : Grab
- **Raise Either Hand Over Head [hold]** : Warp back to the Lab

Combinations to Note:

- **Super Shield** can be created by combining the normal shields from both hands together (after the available level up has been collected)
 - Hold center of both Trackpads and bring hands together to produce Super Shield
- **Panic Reset** is available if player ever becomes stuck and can't reload effectively. On both hands, at the same time, Press and Hold:
 - Left Trigger + Left Grip + Left Trackpad Up
 - Right Trigger + Right Grip + Right Trackpad Up

Continue to hold all buttons until reset occurs [~10sec]. Player will be reset to the start of the level with all previous progress intact

Written by *Calder W. Tillett*