



THE  
Ancient Book  
OF Wisdom

KEY TO MAGIQUEST® LOCATIONS:

SECOND FLOOR: FORGOTTEN HALL

THIRD FLOOR: WHISPERING WOODS  
ENCHANTED WOODS

FOURTH FLOOR: PINEY PATH  
TANGLED WOODS

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## YOUR MAGIQUEST JOURNEY

### YOUR WAND

YOUR MAGIC WAND IS THE KEY TO BECOMING A MAGI AND YOUR JOURNEY THROUGH MAGIQUEST. IT GIVES YOU THE ABILITY TO FOCUS YOUR IMAGINATION AND INNER POWER, OR MANA, TO PERFORM INCREDIBLE MAGIC FEATS THROUGHOUT THE KINGDOMS. YOUR WAND WILL REMEMBER EACH AND EVERY FEAT YOU ACCOMPLISH IN MAGIQUEST, ALLOWING YOU TO CONTINUE YOUR JOURNEY AT ANY TIME IN THE FUTURE, EXACTLY WHERE YOU LEFT OFF.

### MAKING MAGIC

ONCE YOU HAVE YOUR WAND AND IT'S BEEN POWERED UP, YOU ARE READY TO EXPLORE GREAT WOLF LODGE® TO OPEN CHESTS AND DISCOVER SECRET MAGIC ITEMS. LOOK FOR THE Q SYMBOL TO MAKE THE MAGIC HAPPEN BY POINTING AND TAPPING YOUR WAND TOWARD THE OBJECT YOU WISH TO ENCHANT.

EACH TIME YOU USE YOUR MAGIC YOU WILL RECEIVE **GOLD** AND **EXPERIENCE POINTS** OTHERWISE KNOWN AS **XP**. GOLD ALLOWS YOU TO BUY SPELLS AND RUPES IN THE GAME. XP ALLOWS YOU CLIMB THE RANKS OF MAGI FROM APPRENTICE TO THAT OF MASTER MAGI. YOU CAN CHECK YOUR RANKING AMONGST OTHER MAGI IN THE LODGE AT THE MAGIQUEST CHANNEL ON THE TV IN YOUR ROOM.

### QUESTS

ONCE YOU HAVE EXPLORED, YOU ARE READY TO EMBARK ON A QUEST. SUMMON THE QUESTMASTER AT ONE OF THE QUEST STONES WITH A WAVE OF YOUR WAND AND HE WILL GIVE YOU YOUR CHOICE OF QUESTS. COMPLETING A QUEST WILL EARN YOU A VALUABLE RUPE.

RUNES ARE THE MOST VALUABLE COMMODITY IN MAGIQUEST. THESE ANCIENT SOURCES OF MAGIC WILL GIVE YOUR WAND ADDITIONAL POWERS ONCE YOU POSSESS THEM.

### ADVENTURES

AFTER YOU HAVE EARNED SEVERAL **RUNES**, YOU WILL THEN BE READY TO EMBARK ON AN ADVENTURE. THIS IS WHERE YOU WILL MEET AND INTERACT WITH THE CREATURES AND PEOPLE THAT LIVE IN MAGIQUEST. IF YOU HELP THEM, THEY WILL REWARD YOU WITH EVEN MORE MAGICAL ITEMS.

### HINTS AND TIPS

MAGIQUEST AT GREAT WOLF LODGE TAKES PLACE **PRIMARILY ON THE SECOND, THIRD, AND FOURTH FLOORS OF THE LODGE**. EACH FLOOR OR HALLWAY HAS A DIFFERENT NAME. REFER TO THE LEGEND ON THE INSIDE COVER OF THIS BOOKLET FOR ALL OF THEIR NAMES. REMEMBERING THESE NAMES AND THE FLOORS EACH IS LOCATED ON WILL MAKE YOUR QUESTING EASIER AND FASTER.

USE THE STAIRS OF EACH HALLWAY TO MOVE BETWEEN THE FOREST LANDS AND TO EASILY CONNECT THE QUESTS TOGETHER.

**ENTRY MQ SYMBOLS** ARE THE KEY TO UNLOCKING QUESTS AND ADVENTURES WHERE THE PIXIE, DRAGONS, AND Ursa BEAR LIVE. THESE SYMBOLS ARE FOUND ON THE PODIUMS IN FRONT OF THEIR HOMES. CAST YOUR WAND AT A MQ SYMBOL TO SEE IF YOU ARE ON THE RIGHT QUEST OR ADVENTURE. IF YOU POSSESS THE ITEMS YOU NEED TO PROCEED, THE SYMBOL WILL TURN GREEN, IF YOU DO NOT, IT WILL TURN RED.

VISIT ANY OF THE **STATUS STATIONS'** CHARACTERS TO FIND OUT WHAT ITEMS YOU HAVE FOUND AND WHAT YOU MIGHT BE MISSING WHILE ON ANY QUEST OR ADVENTURE.

FOR MORE HINTS AND TIPS ON PLAYING MAGIQUEST FROM THE QUESTMASTER, TUNE TO THE MAGIQUEST CHANNEL IN YOUR ROOM.

# A QUEST WALK-THROUGH

## STEP 1: APPROACH THE QUEST STONES



## STEP 2: CAST AT THE STONES



## STEP 3: SELECT (TOUCH) THE "QUEST" BANNER (WITH YOUR FINGER)



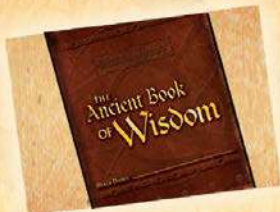
## STEP 4: SELECT A QUEST BY TOUCHING A RUNE





## STEP 5:

**LISTEN** AS THE QUESTMASTER TELLS YOU WHAT ITEMS YOU MUST LOCATE ON YOUR QUEST. WHEN HE IS FINISHED, YOU MUST TOUCH "ACCEPT".



## STEP 6:

**TURN** TO THE QUEST YOU HAVE SELECTED IN YOUR ANCIENT BOOK OF WISDOM.

## STEP 7:

**USE** THE CLUES IN YOUR BOOK TO LOCATE THE OBJECTS. EACH OBJECT WILL SPEAK OR LIGHT UP WHEN YOU CAST YOUR WAND AT IT. YOU CAN CHECK YOUR STATUS AT A STATUS STATION AT ANY TIME TO CONFIRM THAT YOU HAVE FOUND EACH OBJECT. IF AN OBJECT HAS BEEN FOUND, IT WILL HAVE CHANGED FROM LIGHT GREY TO FULLY COLORED.



## STEP 8:

**ONCE** YOU'VE FOUND ALL THE OBJECTS ON YOUR QUEST, YOU MUST GO TO THAT QUEST'S ENDING PLACE (SPECIFIED IN YOUR ANCIENT BOOK OF WISDOM) AND THE CHARACTER LIVING THERE WILL REWARD YOU WITH YOUR MAGICAL RUNE!

**NOW YOU CAN GO BACK TO THE QUEST STONES AND SELECT YOUR NEXT QUEST ...**

### HELPFUL HINT

**IF** THE SCREEN DISPLAYS THE STATUS BANNER, THAT MEANS YOU DID NOT COMPLETE YOUR LAST QUEST. CHECK TO SEE WHAT YOU ARE MISSING, FIND IT, AND THEN COME BACK FOR YOUR NEXT QUEST!



## DAZZLE RUNE QUEST

Seek the five crystals  
with colors so bright,  
Red, yellow, blue, purple  
and - most powerful - white.  
The Lady in the Leaves,  
in the forest so deep,  
Will grant the Dazzle Rune.  
It's all yours to keep.





ENCHANTED WOODS HOLD  
MANY SECRETS, IT'S SAID,  
IT'S HERE THAT THE CRYSTALS  
SHINE BRIGHT AND GLOW RED.



IF I WERE A CRYSTAL  
SO VIBRANTLY BLUE,  
IN ENCHANTED WOODS  
I'D BE WAITING FOR YOU.



GEMS AS YELLOW AS THE SUN,  
SHIMMER DOWN ON EVERYONE!  
UP TO PINEY PATH YOU'LL SURELY FIND  
A CRYSTAL WITH AN ENDURING SHINE.



NOT FAR FROM WHERE  
THE PIXIES DWELL,  
THE PURPLE CRYSTAL  
DOES AS WELL!



IT'S IN TANGLED WOODS  
THAT WHITE CRYSTALS GLOW,  
THEY SHIMMER AND GLIMMER  
AND GLISTEN LIKE SNOW!

WHEN YOU HAVE ALL FIVE CRYSTALS WITHIN YOUR POSSESSION,  
YOU'RE READY TO MAKE QUITE A DAZZLING IMPRESSION!  
TO THE WHISPERING WOODS DOWN THE STAIRS YOU MUST WEND,  
THE LADY IN THE LEAVES IS YOUR BLOOMIN' BEST FRIEND!



## ENCHANT CREATURE RUNE QUEST

Three hide in chests in the woods overgrown,  
The fourth in the portrait of a forest with a stone.  
Once you've found all and to the Pixie returned,  
Claim the reward which you've certainly earned.





THEY SAY THAT THE **FOREST**  
IS STRANGE AND ENCHANTED,  
IT'S RIGHT BY THE ENTRANCE,  
WHERE THIS CHEST HAS BEEN PLANTED!



THE **ENCHANTED FOREST**  
IS THE PLACE I'D SUGGEST  
TO FIND THE SECOND  
TREASURE CHEST!



UP THE STAIRS AND DOWN A PINEY PATH  
YOU'RE LIKELY TO SEE  
THE HOME OF HIDDEN  
CHEST NUMBER THREE!



THERE ONCE WAS AN OLD HIDDEN TREASURE,  
A RUPE ROCK WITH WORTH BEYOND MEASURE.  
WITH AN EAGLE IT CAN BE FOUND  
WHERE THE **TANGLED WOODS** ARE WOUND.  
DON'T THANK ME,  
YOU SEE IT'S MY PLEASURE!

SUPERB, BRAVE MAGI, YOU'VE BEEN WELL TRAINED,  
FOUR TREASURE CHESTS YOU'VE NOW OBTAINED!  
A GREAT REWARD YOU'LL NOW RECEIVE  
AT THE PIXIE'S **TREEHOUSE** AMONG THE LEAVES.





## HEALING RUNE QUEST

Shadow moss and knothole fungus,  
root of forest fern,  
pure tree slime, find all in time  
then quickly, Magi, return  
To the princess fair and she'll prepare  
a potion for the ill,  
And very soon, the healing rune,  
bestow on you she will.





IF FOREST FERN YOU WISH TO EARN,  
THEN HEAR THIS POEM AND HEED IT,  
THE WHISPERING WOODS CONTAIN THE GOODS,  
SO DON'T JUST STAND THERE — BEAT IT!



SHADOW MOSS IS DARK AND CROSS  
AND DIFFICULT TO TRACE,  
THE ENCHANTED WOODS LAY BEFORE US,  
IN A SHADOWY PLACE.



IT'S NOW THE TIME TO FIND TREE SLIME,  
SO PUT AWAY YOUR FEARS,  
YOU'LL CLIMB THE STAIR TO  
THE DRAGON'S LAIR,  
WHERE IT'S VERY NEAR.



FUNGUS, FUNGUS EVERYWHERE  
ALONG THE TANGLED PATH,  
BUT IF IT GROWS UPON YOUR CLOTHES  
YOU'LL HAVE TO TAKE A BATH!

WHEN MOSS AND FUNGUS, SLIME AND FERN  
ARE YOURS, THEN TO THE PRINCESS TURN.  
BUT WHERE TO LOOK? WHERE PIXIES LIVE,  
AND THERE YOUR GIFT SHE'LL GIVE.



## PORTAL RUTIE QUEST

To conquer this task, be daring and bold.  
Set out by first finding two - thousand gold.  
Then seek out the Portal Star right where it sits  
And five times enchant  
with your wand and your wits!

Enchant next the portal chest hiding afar,  
Then five times again you'll enchant the same star.  
And if you achieve this, and if you stand tall  
Your last destination is the Lady in the Wall.





A GOLDEN OPPORTUNITY  
TO FIND THAT PRECIOUS STUFF,  
REQUIRES YOU BUT TO  
LOOK AROUND, EASILY ENOUGH!



TWINKLE, TWINKLE, PORTAL STAR  
HOW HIGH ABOVE THE REALM YOU ARE!  
AND WATCHING OVER EVERYTHING.  
WHAT MAGIC DOES FIVE SPARKLES BRING?



THE WHISPERING WOODS ARE HOME TO VINES  
THAT TWIRL AND TWIST AND INTERTWINE.  
THE RUNE CHEST MAKES ITS HOME THERE TOO,  
SO WALK THIS WOODED AVENUE.



TWINKLE, TWINKLE, PORTAL STAR  
HOW YOU SHIMMER FROM AFAR!  
CAST FIVE TIMES, AGAIN UP HIGH  
AND SEE JUST WHERE YOUR MAGIC LIES.

YOU'VE COMPLETED THE TASKS ON THE QUEST YOU'RE PURSUING,  
AND PROVED YOU MUST KNOW WHAT YOU'RE DOING.

NOW HASTE TO THE LADY IN THE WALL  
AMONG THE STONES OF PIXIE'S HALL.



## RUNE OF FREEZING QUEST

In the Whispering Woods  
a lantern make glow,  
Along Tangled Woods a talking  
tree you'll come to know,  
Through Piney Path  
a Book you will find,  
And a painting of fairies  
will be yours in time.





ONE IF BY LAND, TWO IF BY SEA,  
JUST FIND A LANTERN TO LIGHT MAGICALLY!  
THE WHISPERING WOOD'S  
WHERE THE LANTERN'S ALL LOOM,  
YOU'RE A BRIGHT MAGI, YOU LIGHT UP A ROOM!



I THINK THAT I SHALL NEVER SEE  
A THING AS STRANGE AS A TALKING TREE!  
IT'S UP THE STAIRS IN THE TANGLED WOODS,  
NOW TRAVEL THERE QUICKLY,  
AS YOU KNOW YOU SHOULD!



GO NEAR THE ENTRANCE  
TO PINEY PATH AND LOOK,  
IT'S HERE YOU'LL FIND  
THE FREEZING BOOK.



IT'S ON PINEY PATH  
THAT THIS PAINTING IS FOUND,  
A PORTRAIT OF FAIRIES PERFORMING  
ON THE GROUND AND IN THE ROUND!

YOU HAVE THE TREE, BOOK AND LANTERN, THE OLD PAINTING TOO,  
THE RARE RUPE OF FREEZING IS WAITING FOR YOU.  
THE ENCHANTED WOODS HOLDS THE OLD MAN IN THE STUMP,  
APPROACH HIM WITH CAUTION; HE'S KIND OF A GRUMP!





## ICE ARROW RUNE QUEST

Heed close the words  
of the Questmaster's Tales,  
Seek out the Hawk's claw  
and ice dragon scales,  
Likewise the snowflakes  
and icicles too,  
Then seek out the nesting owl  
to tell you who's whooo.



BY THE CHILLS OF DECEMBER,  
THROUGH TEMPEST STORMS TOSSED,  
FIND A FOREST THAT GLISTENS  
WITH ICICLE FROST.



NO TWO ARE ALIKE,  
BUT THESE ARE UNIQUE.  
IN THE WHISPERING WOODS  
ARE THE SNOWFLAKES YOU SEEK.



TO TANGLED WOODS  
YOU'LL HAVE TO BOUND UP,  
IF DRAGON SCALES  
YOU WISH TO ROUND UP.



INTO THE DEPTHS OF PINEY PATH  
YOU'LL HAVE TO BRAVELY WALK,  
WITH STEALTH AND AWE  
WITHDRAW THE CLAW  
BUT BEWARE THE REST OF THE HAWK!

YOU'VE FOUND ALL THE INGREDIENTS  
AND MIXED THEM UP AT GREAT EXPENSE.  
NOW TO THE WISE OLD OWL REPAIR,  
SHE'S IN A CORNER BEHIND THE STAIR.



## RUNE OF PROTECTION QUEST

Two-thousand gold pieces  
require your collection,  
Then seek out the chest  
where the Crown of Protection  
Is hidden; the Hourglass  
will give assistance  
And lead, but be careful  
and please keep your distance!





TWO-THOUSAND GOLD YOU SEEK TO FIND?  
IF YOU ARE BRAVE AND SO INCLINED  
THEN BE PERSISTENT, WISE AND BOLD,  
AND YOU'LL DISCOVER CHESTS OF GOLD!



ENCHANTED WOODS WOULD BE THE PLACE  
TO FIND AN HOURGLASS AND EMBRACE  
ITS CHARMS, BUT SURELY HEED THE CHIME,  
AND, MAGI, DON'T RUN OUT OF TIME!



THIS GREEN REGAL CHEST,  
ROYAL CRAFTSMEN DESIGNED IT,  
IN WHISPERING WOODS  
YOU SURELY WILL FIND IT.

WHEN ALL OF THESE OBJECTS ARE IN YOUR COLLECTION,  
THE TREEMAN WILL GRANT THE RUPE OF PROTECTION.  
IN TANGLED WOODS YOU SURELY WILL SEE  
A MAN WHO GROWS TREE-MENDOUSLY!



## CELESTIAL RUNE QUEST

To summon Star Creatures  
find the Telescope's location,  
Then Sun, Moon and Stars  
and the Book of Constellations.  
To the Armillary Stargazer  
for the Rune's great attraction:  
The power to call  
your Star Creatures to action.



TO THE TELESCOPE POOK  
THE STAIRS YOU MUST CLIMB,  
THEN TURN QUICKLY TO LOOK  
AND YOU'LL FIND IN TIME.



THE SUN SHINES BRIGHT  
ITS RAYS UNFOLD  
LOOK AMONG THE PINES,  
AND BEHOLD.



OVER TO TANGLED WOODS THE WISE PERSON GOES  
WHERE EACH BOLD MAGI SEES  
A MOON THAT GLOWS AND EACH ONE KNOWS  
IT ISN'T MADE OF CHEESE.



I TELL YOU IT'S TO QUIET WOODS  
YOU SURELY MUST BE GOING,  
YOU'LL FIND THE STARS THERE GLISTENING  
AND GLITTERING AND GLOWING.



JUST A WAY DOWN THE WOODS  
ARE WHERE THE MAGI LOOK,  
AND IF YOU CLIMB, THERE YOU'LL FIND  
THIS ANCIENT CONSTELLATIONS BOOK.



YOU'VE COME QUITE A WAY,  
YOU CAN'T GIVE UP NOW.  
CONTINUE DOWN THE PINEY PATH  
AND YOU'LL FIND IT SOMEHOW.  
TO THE ARMILLARY STARGAZER NOW YOU MUST TELL  
WHO LIVES NOT FAR FROM WHERE DRAGONS DWELL.





## GREAT WOLF RUNE QUEST

The Great Wolf prowls on from the cosmos afar,  
Find first on these walls the Wolf in the Stars,  
Then next find the Howling Wolf, borne out of stone,  
And then in a chest, the Wolf Rune makes its home.  
The Inner Stars find, they're the Wolf's shining eyes,  
Take each, one by one, to the Star Map's bright prize.  
The Great Wolf awaits, so cast courage upon,  
To bring to life Lupus, whose legend lives on!

THIS QUEST WILL BE DIFFERENT THAN ALL OF THE REST,  
ITS PATTERN WILL PUT GREAT MAGI TO TEST.  
THE STAR MAP AWAITS  
ONCE EACH WOLF HAS BEEN FOUND  
IT'S KNOWN TO RESIDE CLOSE  
BY WHERE LARGE STONES ABOUND.



THE FIRST WOLF YOU MUST FIND  
HIDES IN THE STARS AND THE TREES.  
NEAR THE TOP OF THE MAIN STAIRWELL  
HE'S THERE CATCHING THE BREEZE.



IT'S NEAR THE BIG ROCKS  
THE MAGIC WOLF PROWL,  
AND THAT'S WHERE THE BEAST  
WILL LET OUT A HOWL.



INTO A TANGLED PATCH OF TIMBER  
ALL WHO SEEK THIS CHEST MUST ENTER,  
SEARCH HIGH AND LOW IN THERE,  
THOUGH IT'S NEAR TO THE CENTER.



TO FIND THE MYSTIC WOLF'S EYES  
YOUR CONVICTION MUST NOT WAVER,  
NOT FAR FROM THE STAR MAP YOU WILL FIND IT  
SO PASSING QUEST STONES WILL DO YOU A FAVOR.



NOW ONE FINAL TRIP DOWN THE HALLS YOU MUST MAKE  
IT'S THE STONE OF COURAGE THIS TIME YOU MUST TAKE.  
IN THE WOODS ABOVE A PLACE WHERE THERE  
ARE FEASTS GALORE THIS IS ALMOST THE END  
ONLY ONE QUICK TRIP MORE.



## MASTER MAGI RUPE QUEST

### PART ONE

Five stars in the sky and  
their powers beyond  
Need your help to light  
with a wave of your wand.  
Then find the great Book of Stars,  
and Five Stones of the Magi Code.  
And you will become the most  
masterful Magi ever told.





TWINKLE TWINKLE, MAGI'S STAR,  
HOW I WONDER WHERE YOU ARE.  
LOOK ABOVE NEAR WHERE FOREST FERNS GROW,  
AND WHERE IT IS, YOU SOON SHALL KNOW!



TWINKLE TWINKLE, SECOND STAR,  
HOW I WONDER WHERE YOU ARE.  
TURN AROUND AND TIME WILL SHOW IT,  
ICICLES WILL SHINE BELOW IT.



TWINKLE, TWINKLE, MAGICAL STAR,  
HOW I WONDER WHERE YOU ARE.  
USE THE STAIRS AND ABOVE THE SUN PEEK,  
IT'S THERE YOU'LL FIND THE REWARD YOU SEEK.



TWINKLE TWINKLE, SHOOTING STAR,  
HOW I WONDER WHERE YOU ARE.  
STRAIGHT AHEAD, THE FUNGUS KNOWS,  
BUT DON'T GET ANY ON YOUR CLOTHES!



TWINKLE TWINKLE, HEAVEN'S STAR,  
HOW I WONDER WHERE YOU ARE.  
DOWN A PAIR OF STAIRS YOU CRAWL,  
DEEP INTO THE LOST FORGOTTEN HALL.



TWINKLE TWINKLE, FIVE BRIGHT STARS,  
BRIGHT AS JUPITER AND MARS,  
THE BOOK'S UPSTAIRS SO DON'T DELAY,  
NEAR PINEY PATH'S MAIN ENTRYWAY.



## MASTER MAGI RITE QUEST

### PART TWO

One final quest you must endeavor,  
If you wish to rule forever.  
As a Magi, brave and bold,  
Through sagas sung and legends told.  
Find the Five Stones thus bestowed  
As the sacred Magi's Code.

### Creativity

THOSE KEEN OF WIT, AND THEY ALONE,  
POSSESS THE CREATIVITY STONE.  
DON'T WANDER FROM THE STELLAR BOOK,  
YOU'LL FIND IT IF YOU CLOSELY LOOK.

### Communication

THOSE BOLD OF TONGUE, AND THEY ALONE,  
POSSESS THE COMMUNICATION STONE.  
THE ENCHANTED FOREST, SEARCH IN THERE,  
JUST GRAB THE RAIL AND HEAD DOWNSTAIRS.

### Collaboration

THOSE FREE OF GREED, AND THEY ALONE,  
POSSESS THE COLLABORATION STONE.  
TO FIND THIS TRULY PRECIOUS GEM, HEAD TO  
THE QUEST STONES AND SEARCH NEAR THEM.

### Courage

THOSE STRONG OF NERVE, AND THEY ALONE,  
POSSESS THE MIGHTY COURAGE STONE.  
TO GAIN THIS PRIZE BE TRUE OF SPIRIT, FIND THE  
BOOK OF CONSTELLATIONS AND LOOK NEAR IT.

### Compromise

THOSE PURE OF HEART, AND THEY ALONE,  
POSSESS THE VALUED COMPROMISE STONE.  
FIND ALL THE STONES AND DO NOT MISS ONE,  
THE FORGOTTEN HALLWAYS HIDING THIS ONE!



NOW IN THE GRAND MAGI TRADITION,  
COMPLETE ONE FINAL, VALIANT MISSION.  
FIND THE MASTER MAGI TREASURE CHEST  
WHERE PIXIES FLY AND DRAGONS NEST.





## PIXIE ADVENTURE

You will need these Runes:



Enchant




Heal



Dazzle

Serena the Pixie cried out with a sigh,  
"My crystal's gone missing and now I can't fly!"  
Seek out the lost crystal, return it and then,  
Her powers of flight will be whole once again!



TO START YOUR TASK AND SET THE STAGE,  
FIRST FIND, AS YOU BOLDLY STRIDE OUT,  
A CREATURE TRAPPED IN A CAGE,  
THEN FIND TRIXIE PIXIE'S HIDEOUT.

NOW FIND THE SECRET HIDDEN CHEST,  
THE GREEN CRYSTAL LIES WITHIN IT.  
SEARCH OUT THE LAND OF MAGIQUEST  
TO FIND AND FREE AND WIN IT!

THE CRYSTAL'S POWER IS WITHIN YOUR MEANS,  
BACK TO THE TREEHOUSE! HURRY!  
CAST AT THE MQ SYMBOL OUTSIDE,  
IF IT TURNS GREEN,  
INTO THE TREEHOUSE SCURRY!

ANOTHER CRYSTAL WAITS WITHIN,  
CAST IT! MAKE IT GLITTER!  
ALLOW SERENA TO BEGIN  
TO FLY LIKE BIRDS A-FLITTER!

TWO TIMES YOU'LL HEAL THIS MAGIC GEM,  
AND HELP HER TO RECOVER  
THEN TWICE RESTORE ITS DAZZLING POWER  
AND WATCH THAT PIXIE HOVER!



## URSA MAJOR ADVENTURE

You will need these Runes:



Great Wolf



Celestial

The Amulet seek if you wish to help Ursa,  
Then gems in this order you'll find and restore:  
First Ruby, then Emerald, then Sapphire, then Topaz,  
And finally Diamonds with powers galore.  
Return with the Amulet quickly to Ursa,  
And cast all the gems which you have in supply.  
And then, just like Magic, you'll bravely traverse  
A Great Bear to his heavenly home in the sky.





THE WOLF AND THE EAGLE  
ON CANVAS TOGETHER;  
A FURY OF FANGS AND A FLURRY OF FEATHERS!  
THE FIFTH MASTER MAGI STAR  
SHINES WITHOUT FADE,  
FROM ABOVE WHERE THIS PAINTING  
IS OFTEN DISPLAYED.



AMONG MIGHTY QUEST STONES  
IT'S ADVISED THAT YOU WALK,  
TO SEEK OUT THE PORTRAIT  
OF THE RED SHOULDERED HAWK.



FOR THE AMULET CHEST  
TO BE FOUND AND POSSESSED,  
DOWN THE PINEY PATH  
GO IF YOU YEARN IT.  
THE ARMILLARY STATION  
IS THIS CHEST'S LOCATION  
CAST YOUR WAND AT IT  
THREE TIMES TO EARN IT.



FIVE STONES HOLD THE KEY  
TO YOUR JOURNEY'S SUCCESS,  
FIND RUBY, THEN EMERALD, THEN SAPPHIRE,  
THEN TOPAZ, THEN DIAMOND,  
IN THAT ORDER, NO LESS.

WITH PAINTINGS AND CHEST AND SUCH VALUABLE ROCKS  
TO RETURN TO THE SAFETY OF THE AMULET BOX,  
FIND THE GREAT MQ SYMBOL AND CAST WHAT YOU HAVE STORED.  
THEN CHOOSE THE GREAT WOLF RUTIE FOR YOUR REWARD.



## DRAGON ADVENTURE

You will need these Runes:



Freeze



Protection



Portal



Ice Arrow

Charlock the Dragon has just been released!  
He aims to destroy MagiQuest!  
Duel to the finish this fire-breathing beast,  
And prove that your skills are the best!

MEMORIZE THE ORDER OF THE PAINTING'S MAGIC SYMBOLS,  
FOR TO KNOW THIS CERTAIN ORDER IS ESSENTIAL!  
RETURN TO CHARLOCK'S CAVE  
WITH THIS ORDER IN YOUR MIND,  
PREPARED TO DEMONSTRATE YOUR TRUE POTENTIAL!

ONCE YOU APPROACH THE DRAGON'S LAIR,  
CAST UPON THE MQ'S GLOWING CENTER.  
IF YOUR SKILLS THUS USED, CAUSE IT TO GLOW GREEN,  
YOU'RE ALMOST READY TO ENTER.

NEXT CAST THE SYMBOLS TO GET IN,  
FOLLOW THEIR PROPER ORDER, IF YOU REMEMBER WELL.  
NEXT RECALL YOUR TRAINING, REMEMBER WHEN  
YOU GAINED THE TRUSTY PORTAL SPELL.

THAT DRAGON SLUMBERS MEEK AND MILD,  
TO BATTLE, YOU MUST WAKE IT.  
SO CAST AT THE PODIUM NOW, MY CHILD,  
OPPORTUNITY ROARS, SO TAKE IT!

AGAIN, THE RIGHT ORDER FOR CASTING IS CRUCIAL!  
FIND THE SEQUENCE! STRIKE STEADY AND TRUE!  
TIMING'S ESSENTIAL! BE FORCEFUL AND TRUTHFUL!  
AND VICTORY'S FOR CERTAIN, YOU DRAGON SLAYER YOU!





## SILVER DRAGON PORTAL ADVENTURE

The Silver Dragon is loose  
and the Kingdom's in danger!  
Lokari and Willow do ask  
Your help in defeating  
this large scaly stranger,  
Are you up for this treacherous task?

The Dragon podium awaits  
with two choices presented,  
Think carefully before you select.  
A Shield you gain first then a Dragon demented  
You'll fight and the kingdom protect!



### CRYSTAL SHIELD

FIVE RIDDLES YOU'RE ASKED  
AND FIVE RIDDLES YOU'LL SOLVE,  
THEN IN ORDER FIVE CRYSTALS YOU'LL FIND.  
TO THE PODIUM COME BACK,  
AND THE DRAGON ATTACK!  
IF YOU'RE SO DRAGON DUELING-INCLINED.

### SILVER DRAGON

YOUR WAND AND YOUR WITS  
ARE YOUR WEAPONS OF CHOICE,  
ALONG WITH THE CRYSTALS COLLECTED.  
WHEN COLORS START FLASHING,  
YOUR FIRST COURSE OF ACTION  
IS TO MATCH THEM AS THE DRAGON DIRECTED.

YOU'VE GOT TO ACT QUICKLY!  
CORRECTLY AND STRICTLY  
IN ORDER WITHOUT HESITATION!  
FOUR SERIES CORRECTLY WILL STOP HIM DIRECTLY,  
AND THE PORTAL'S SAFE FOR A MAGI PATION!

## ACCESSORY ITEMS



**KINGDOM COMPASS** POSSESSION OF THE KINGDOM COMPASS GRANTS A MAGI THE ABILITY TO USE THE MAP OF KNOWLEDGE WHICH REVEALS THE LOCATION OF THE ENCHANTED ITEMS, AREAS, AND CREATURES THAT RESIDE WITHIN THE KINGDOM.

**DRAGON WANDS** WANDS THAT HAVE BEEN CREATED FROM SPECIAL COMBINATIONS OF SPELLS AND OTHER MAGICAL ELEMENTS THAT GRANT A MAGI WITH ADDITIONAL POWERS AND ABILITIES UNLIKE ANY EARNED BY COMPLETING QUESTS.

**WAND DESIGN KITS** THERE ARE 5 KITS THAT CAN ADD TO THE STYLE OF A MAGI'S WAND. CHOOSE ONE FROM THE CLAN OF WHICH YOU ARE A MEMBER.



**MQ BELT** CARRY YOUR MAGIQUEST WAND IN A MQ BELT AS YOU TRAVEL THROUGHOUT THE KINGDOM. CHOOSE A COLOR THAT COMPLIMENTS YOUR TREASURED WAND.



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