The image features a central character, Maximo, a red-skinned warrior with a fierce expression, wearing a complex, metallic, and mechanical armor. He has large, claw-like hands and is holding a sword with a green gem. The background is a dark, greenish-yellow with some red and white elements, suggesting a jungle or a dark environment. The title "MAXIMO" is written in a large, metallic, stylized font, with "Ghosts To Glory" in a smaller, cursive font below it. A trademark symbol (TM) is visible to the right of the title.

# MAXIMO™

Ghosts To Glory

TEEN  
T  
CONTENT RATED BY  
ESRB

CAPCOM

**WARNING:****READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM:**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
  - Do not bend it, crush it or submerge it in liquids.
  - Do not leave it in direct sunlight or near a radiator or other source of heat.
  - Be sure to take an occasional rest break during extended play.
  - Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
- 

# CONTENTS



## CAPCOM®

### A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting MAXIMO™ for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission.  
Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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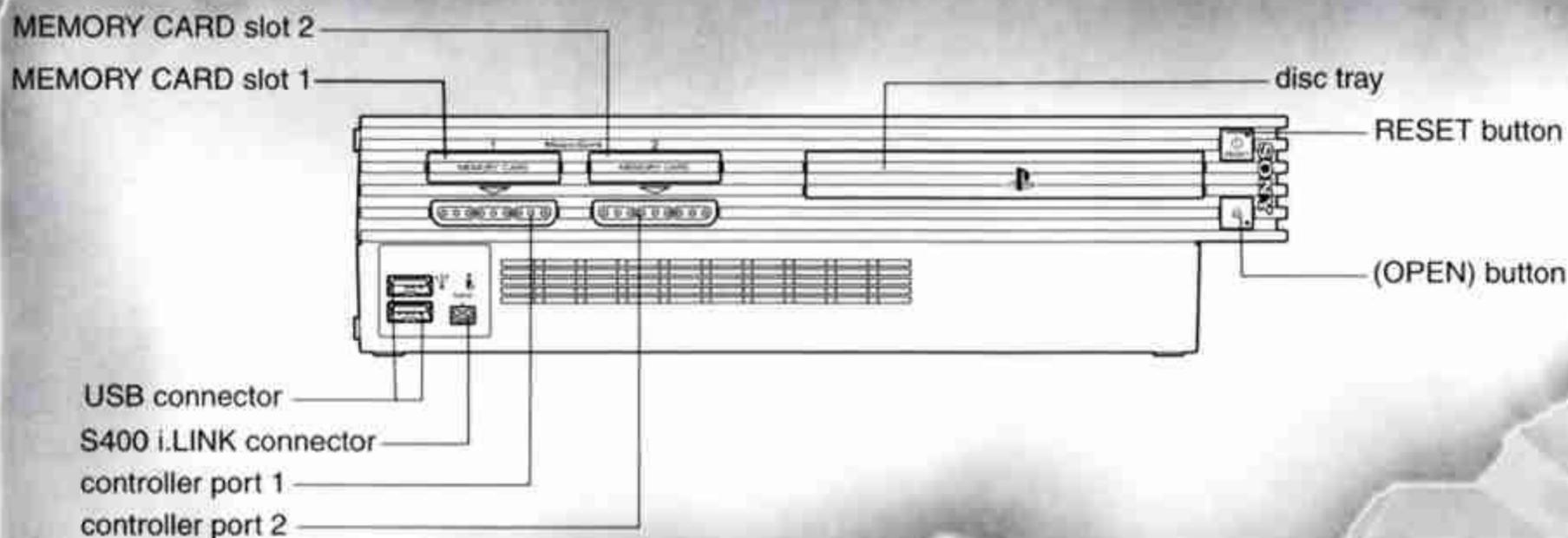
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- 2 Setting Up
- 3 DUALSHOCK®2 analog controller
- 4 Game Controls
- 6 Basic Actions
- 8 Save the Sorceresses!
- 10 Quick Start
- 11 Options
- 12 Status Bar
- 13 Inventory Controls
- 14 Holy Ground Checkpoints
- 15 Collectors & Tally
- 16 Sword Power-Ups
- 17 Shield Power-Ups
- 18 Items
- 19 Using Keys
- 20 Special Items
- 21 Spirit Items
- 22 Saving & Loading
- 22 Maximo's Kingdom
- 24 Monsters
- 27 All Things Capcom
- 28 Capcom Edge



# SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **MAXIMO** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into Memory Card slot 1 of your PlayStation 2. You can load saved game data from the same card, or from any memory card containing previously saved **MAXIMO** games.

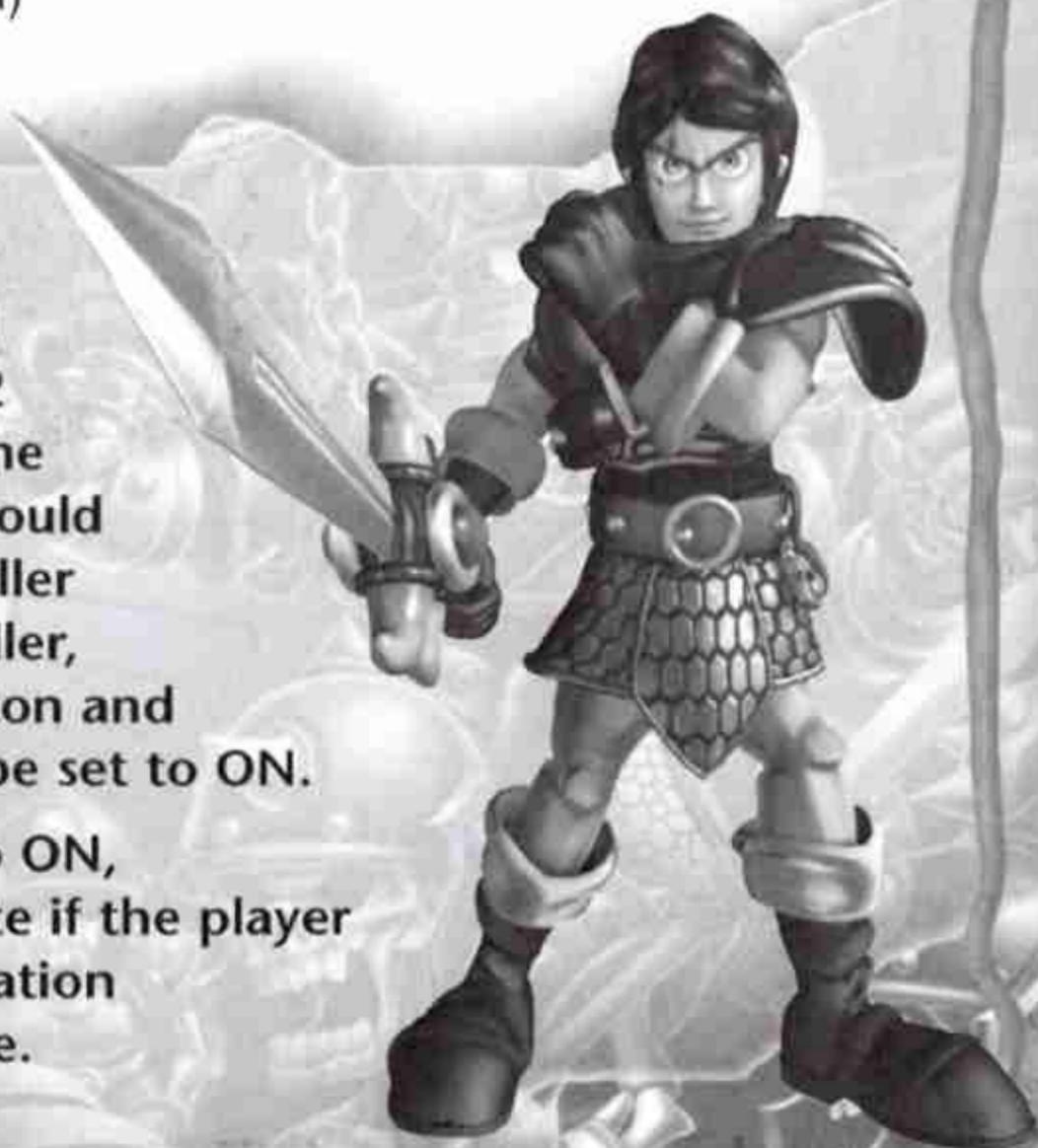
At least 341KB of free space must be available on the memory card in order to save game data. If less than 341KB of free space exists, erase some older data before saving.

Do not remove the memory card or turn off the power on the PlayStation 2 while data is being saved or loaded. Your game data may be lost if you do.

# DUALSHOCK<sup>®</sup> 2 ANALOG CONTROLLER



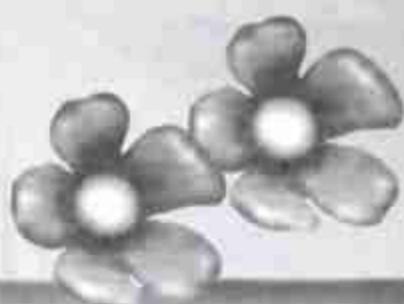
- **MAXIMO** is best played with the DUALSHOCK<sup>®</sup> 2 analog controller. For one player, the controller should be connected to Controller Port 1. With this controller, the ANALOG mode button and mode indicator should be set to ON.
- When Vibration is set to ON, the controller will vibrate if the player is hit. You can turn Vibration ON/OFF in Option Mode.



# GAME CONTROLS

**L2 button – kneel**

**L1 button – move camera  
behind Maximo**



**directional buttons**  
– select menu options  
– select abilities  
when paused



**left analog stick**  
– move Maximo



**SELECT button**  
– select/manage  
Maximo's abilities



**R2 button – block with shield**

**R1 button – 1st person view**



**△ button – overhead sword slash**

**○ button – throw shield**

**□ button – sword slash; action**

**× button – confirm; jump**

**START button**

**– start game; pause**

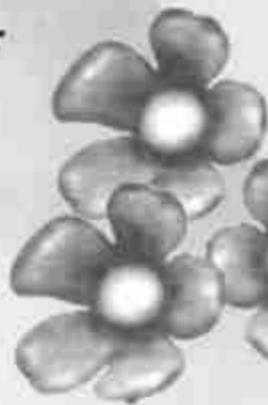
# BASIC ACTIONS

Maximo can perform many actions that are very important to learn in order to win his quest. You will be able to collect many additional abilities during the game. As you collect more abilities, Maximo will be able to defeat stronger enemies.

## SWORD SLASH

□ button

Maximo slashes once with his sword.



## OVERHEAD SLASH

△ button

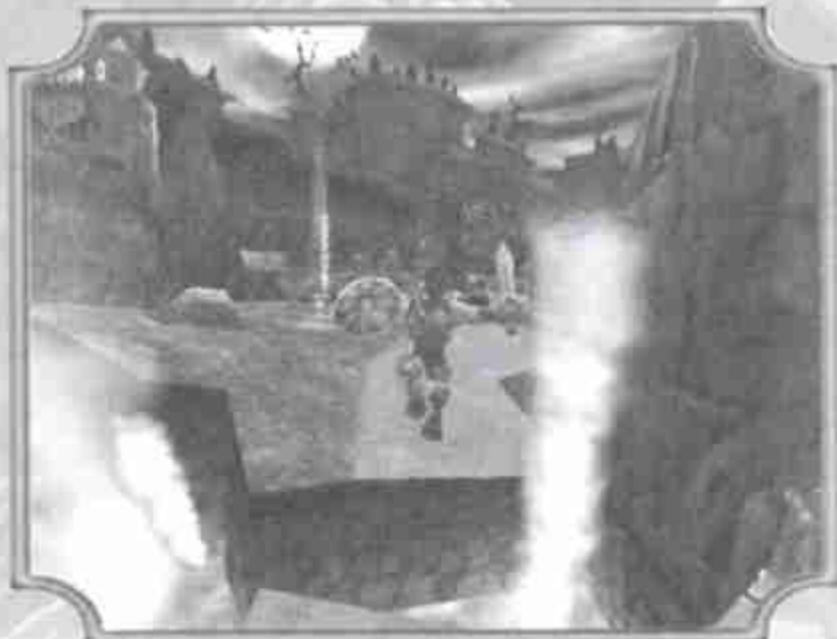
Maximo slashes down with his sword.



## SINGLE JUMP

× button

Maximo jumps. Maximo can change direction while jumping.



## DOUBLE JUMP

× + × button

The double jump lets Maximo reach higher places. He can also change direction while jumping. If you jump once and delay using the double jump, you can jump even farther!



## BLOCKING

R2 button

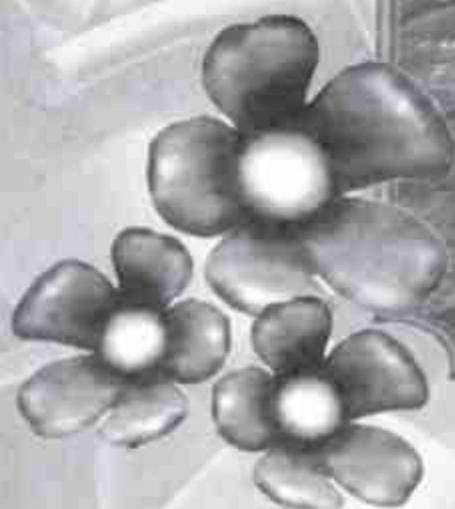
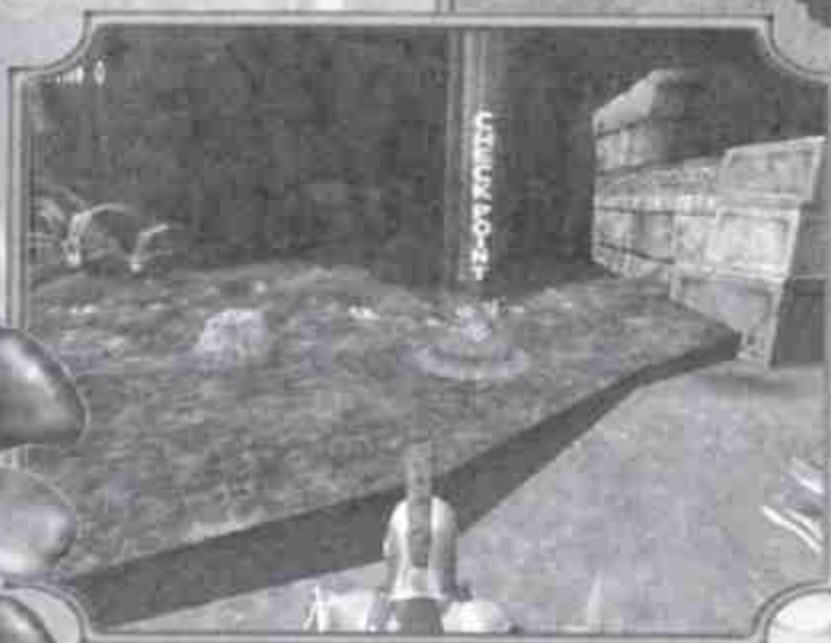
When Maximo has a shield, you can block enemy attacks by pressing the R2 button. You cannot block without a shield.



## DOWNWARD STRIKE

⊗ + ⊗ button, then ▲ button

This is a very powerful attack which also generates a shockwave. You can activate a Holy Ground checkpoint with this attack.



## SPINNING 360 ATTACK

⊞ button + left analog stick counterclockwise

Maximo can use the spinning attack to knock down multiple enemies at once!



# SAVE THE SORCERESSES!

On returning from a distant war, Maximo finds his kingdom changed — twisted to evil by the sorcery of Achille, his once trusted advisor. The green fields of his beloved land are now cursed and guarded by undead and evil things.

Maximo learns that the ruling council now lies broken and its four Sorceresses banished, imprisoned in towers at the furthest reaches of his kingdom.

Maximo's beloved bride-to-be, Sophia, has been forced to marry Achille and now sits beside this new false King.

Maximo's quest is clear: he must rescue the Sorceresses, find the source of Achille's evil power, rescue his beloved and reclaim his throne.



## MAXIMO

Maximo as a fighting character has few equals! When fully equipped with all the abilities and enchantments found throughout the lands, his powers are equal to those of Achille himself. This is what Achille fears most of all!

When Maximo returns from the dead he is armed with his basic abilities, his trusty sword, an iron shield, three lives and one Death Coin. This is all he needs to start his quest!

Along the way he will find and earn more skills and power-ups that will enhance his fighting abilities and strengthen his weapons.



## EVIL KING ACHILLE

Once a trusted friend and advisor, power-mad Achille has used Maximo's long absence to his advantage. He has captured the land with his undead army.

His giant drill plumbs the underworld as he seeks to seize

supernatural power, creating earthquakes, enslaving the kingdom and disturbing the dead in the process.

## SOPHIA

Maximo's betrothed. Beautiful and beloved by the people, surely Sophia must have been manipulated by Achille into becoming his unwilling queen. The thought of his true love is what drives Maximo to return home.



## THE GRIM REAPER

After Achille kills Maximo, Maximo finds himself in Limbo. There, the Grim Reaper comes to Maximo with a proposition.

Grim will return Maximo to the mortal realm if he can gather the spirits freed by Achille's drill. Without the spirits of the dead, Grim is out of job!



# QUICK START

Once the game starts, you find yourself in the center of a group of headstones. Etched in the headstones are icons that represent the game options that can be selected. Press the left analog stick or directional buttons ◀/▶ to rotate to different options.



## START NEW GAME

When the Game Options screen first appears, you will be standing in front of the headstone with the Quest icon on it. To start the game, press the START button to break the stone and begin a new game.

## OPTIONS

If you want to adjust game settings before you start your quest, break this headstone to go to the Game Control Option Menu (see page 11).

## LOAD

Once you save a game, one of these special headstones will pop up. You have three different slots to use for saved games; each slot has its own headstone.

## PLAY STORY SEQUENCES

As you play through the game you can rewatch Maximo's adventure as he battles Achille. Use this option to review past clips. Each clip will be visible only if you have already seen it during your quest!

## GALLERY

Who knows what lies beneath this stone ....



# OPTIONS

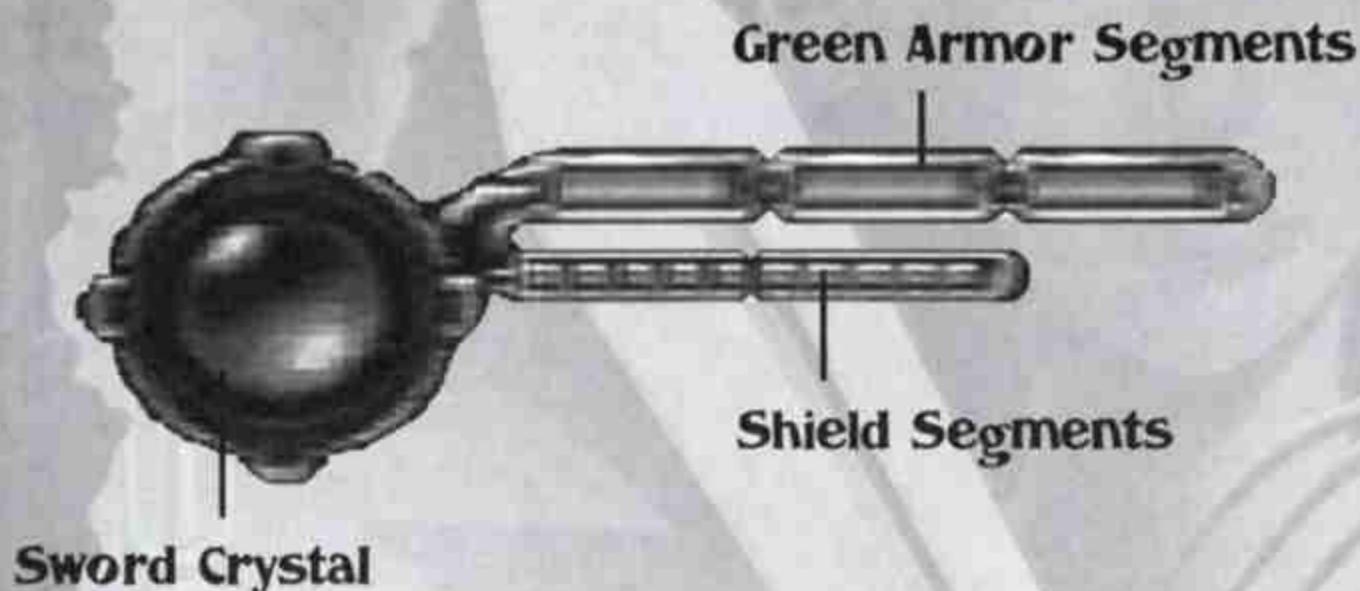


In the Game Control Option Menu, you can adjust a number of game features. Highlight an option with the directional buttons  $\blacktriangle$ / $\blacktriangledown$  and then press  $\blacktriangleleft$ / $\blacktriangleright$  to change the setting.

- **SOUND** – Set to STEREO or MONO, depending on your speaker system.
- **MUSIC VOLUME** – Adjust higher or lower.
- **EFFECTS VOLUME** – Adjust higher or lower.
- **VIBRATION** – Turn ON or OFF. When ON, the DUALSHOCK® analog controller will respond to game events.
- **SCREEN ADJUST** – Press the  $\otimes$  button to display the adjustment screen. Use the directional buttons to center the gameplay area on your TV. Press the  $\blacktriangle$  button to exit or the **SELECT** button to restore the default setting.
- **DEFAULT** – Press the  $\otimes$  button to restore the default option settings.



# STATUS BAR



The Status Bar at the upper left of the screen keeps you informed about your current status:

- The **GREEN ARMOR SEGMENTS** represent Maximo's health. Each segment can withstand four hits. Maximo needs his armor for protection and without it he will not last long! Every time Maximo loses an armor segment, he also loses a piece of his armor. When you are down to only one segment, Maximo will be wearing only his boxer shorts and close to losing a life! Find more armor power-ups to gain more armor segments! If Maximo picks up more armor segments than he can hold, he will gain temporary invulnerability!
- The **SHIELD SEGMENTS** represent Maximo's shield and are gradually lost as the shield takes hits. Maximo's basic shield can withstand ten hits.
- The **SWORD CRYSTAL** represents Maximo's sword. When Maximo finds a sword enchantment, the crystal changes color. Circling the crystal are 20 power points that indicate how much power is left in the current sword enchantment. Finding sword charges or additional sword enchantments will recharge these power points.

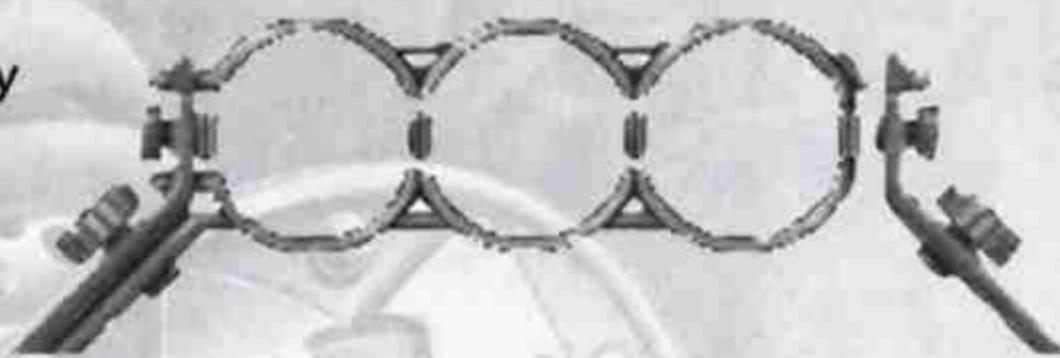


# INVENTORY CONTROLS



## LOCK SPOTS

Maximo starts his quest with three Lock Spots. By defeating enemies, you can earn Ability icons that give Maximo additional moves and powers. These are displayed in the Lock Spots at the lower part of the screen.



To bring up the Lock Spots, press the SELECT button. Though you can collect more Ability icons beyond the initial three, only the abilities stored in the Lock Spots will be saved whenever you lose a life!

After collecting four or more abilities, you can switch what ones you want to lock in by pressing the SELECT button. Flashing arrows will allow you to select different abilities by pressing the directional buttons ◀/▶. Selecting abilities will also display a description. Press the ⊗ button once to select an ability. Press the directional buttons ◀/▶ to select a second ability. Press the ⊗ button again and the ability is swapped!





## SORCERESSES' KISSES

After you rescue a Sorceress, she will offer you three additional options: your choice of a chance to save your game, an armor power-up or a friendly kiss. If you take the kiss, it will be added automatically to your new lockspot.

The kiss can be transferred out like any other ability icon. However, if you finish the game with all four Sorceresses' kisses, you will win a special reward!



## HOLY GROUND CHECKPOINTS

Located throughout Maximo's kingdom you will find small patches of Holy Ground, places so pure that even Achille's evil cannot corrupt them. It is here that you can mark and save your location by performing a downstrike on the spot. If you happen to lose a life you will be returned to this location. Maximo returns to a Holy Ground checkpoint with locked abilities and any sword enchantments he previously held.



# COLLECTORS & TALLY



Achille has placed Collectors throughout the land to collect any spirits shaken free by the Great Drill. Destroying all these devices in a world will weaken Achille's powers enough to gain access to the Boss Towers.

- **MASTER COLLECTORS** are located near the Boss Towers and transmit spirit energy back to Achille. Smashing one of these will transport Maximo to the level that the Master Collector is drawing from. When you stand in front of a Master Collector, it will tell you what level it leads to. The display will also show your last level complete percentage so you can try to improve your score. It will let you know if that level is mastered! Even if you have completed a level, you can play it again. Just stand on the platform and press the  button.
- At the end of a level, you will find a **SPIRIT COLLECTOR**. Defeat all its guards to bring down its force field. Destroying this device will display your tally and return you to the Boss Tower.



## PLAYER TALLY

After you destroy a Collector, your tally will come up. The tally tells you how well you did in the level. If you find all the treasure and hidden items and destroy all the enemies, you will achieve mastery! Master the entire game to unlock a secret!

- **LEVEL COMPLETED** – How much of the level you finished. Earn 100% to master the level. (You can complete a level without mastering it.)
- **GAME COMPLETED** – How much of the total game you have completed.
- **GAME MASTERY** – How much of the total game you mastered. Master 100% of the game to earn a surprise!

# SWORD POWER-UPS

During the quest, Maximo's trusty sword will aid you even more when you collect these special power-up enchantments!

- Hitting an enemy reduces your sword enchantment by one power point.
- Firing a Magic Bolt costs two power points.
- Using a Doomstrike costs four power points.

**FLAME TONGUE** – This fiery enchantment packs a powerful punch! Combine with Magic Bolt to throw a Fireball or with DoomStrike to summon a Phoenix Inferno! It is particularly useful against cold-based foes.

**FROSTBITER** – This frosty enchantment freezes foes in their tracks! Strike frozen enemies to shatter them, combine with Magic Bolt to throw a Sleet Spray or with DoomStrike to summon a Blizzard Blast!

**PURE BLADE** – This holy enchantment is particularly devastating to undead foes. Combine with Magic Bolt to launch a Solar Flare or with DoomStrike to summon Hail from Heaven!

**ARMAGEDDON** – This ancient enchantment makes your sword hum and crackle with arcane power! Combine with Magic Bolt to throw an Eldrich Wave or with DoomStrike to summon the Armageddon!

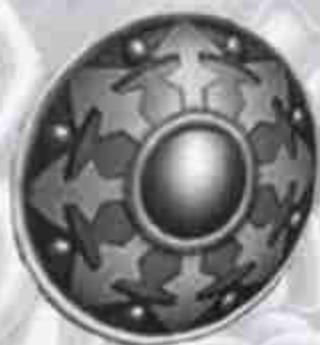
**SWORD CHARGE** – This energy charge adds five units of power points back to your enchanted sword, extending the life of any sword power-ups currently in use!

# SHIELD POWER-UPS



Throughout your quest, you will need your shield to protect you! Maximo can block with his shield by pressing the R2 button. If you block an enemy's attack, your shield will take the damage instead. Watch out! If your shield loses all of its points, it will break! You can also throw your shield if you earn the Throw Shield ability. Each enemy hit by a thrown shield causes one point of shield damage. Magical shields grant Maximo extra abilities when blocking or throwing!

Here are some of the most common items:



**IRON SHIELD** (default) – The Iron Shield can take up to ten points of damage before it is lost. The Shield Bars located in the Status Bar are the gauge of your shield's strength. For quicker reference, Maximo's shield shows visible signs of damage as it gets closer to being lost. If you lose your shield, don't worry! You can always find or buy another one!

**SILVER SHIELD** – The Silver Shield can take up to 15 points of damage before it is lost. This shield can be bought only through the Wheel-O-Prizes (see page 20).



**GOLD SHIELD** – The Gold Shield offers the highest level of protection. It can take up to 20 points of damage before it is lost. This shield can be bought only through the Wheel-O-Prizes.

**SHIELD CHARGE** – When your shield has taken damage you can always restore it by collecting Shield Charges. Each one will restore five points of damage.

# ITEMS

Throughout the game you will come across a number of special items that will assist you.

**KOIN** – Koins can be used to buy special items and save games. To check your Koin count, press the START or SELECT button.



**BAG OF KOINS** – Each bag contains five Koins.

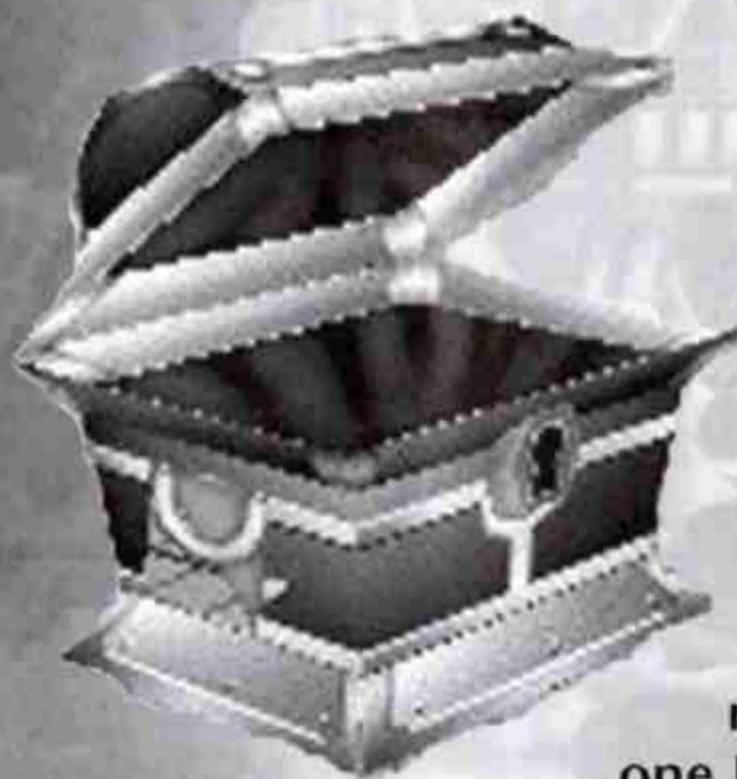
**DIAMOND** – A Diamond is worth ten Koins.



**WOODEN CHEST** – These Wooden Chests are either clearly visible or buried. To open a wooden chest, position Maximo to face the chest until you see a green “!” icon above the chest. Then press

the  button to kick open the chest.

Warning: Some wooden chests may hold nasty surprises.



**LOCKED CHEST** – Locked Chests require one Iron Key to open them.

**EXTRA LIFE** – This gives you one extra life.



# USING KEYS



Throughout the game you will come across many items that require a key to open, such as a locked treasure chest, door or special gate.

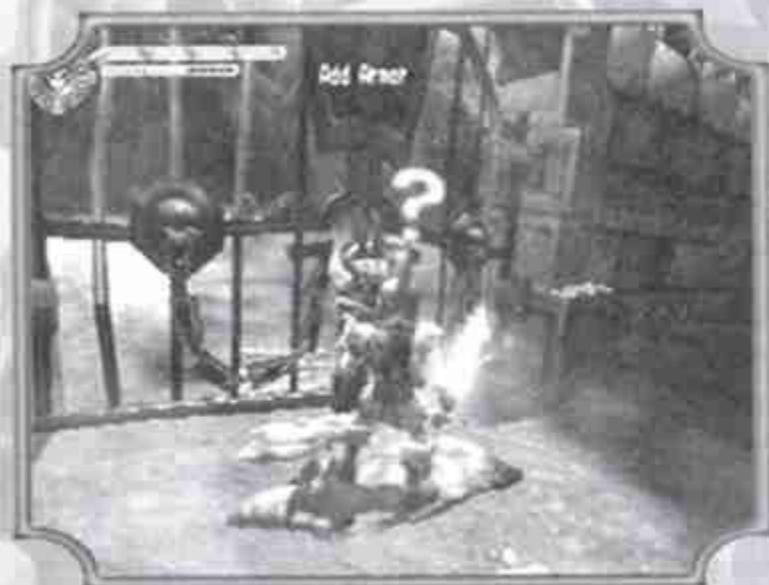


**IRON KEY** – These keys open Locked Chests and Gates located throughout the game. Maximo can hold up to nine Iron Keys at one time. For a total count of Iron Keys Maximo has, press the START or SELECT button to display Maximo's status information.



**GOLD KEY** – Gold Keys unlock very special doors. Maximo can only carry one Gold Key at a time.

To open a lock, move Maximo in front of the locked item and press the  button. You will know when you are aligned correctly when you see one of the symbols below over Maximo's head.



*A red "?" means you don't have the key to open this lock.*



*A green "!" means you have the correct key and Maximo is aligned to open the item.*

*Note: Each key can be used only once, and then it is lost!*

# SPECIAL ITEMS

## WHEEL-O-PRIZES

To activate the Wheel-O-Prizes, turn Maximo toward the device until you see the green "!" appear and then press the  button. If you see nothing, you may not be close enough or facing the item correctly. If you see a red "?" then you currently don't have enough Koins to buy the offered item.

*Note: Certain items can be purchased only through the Wheel-O-Prizes.*



## TRIGGER STONES

As you quest throughout Maximo's kingdom you will sometimes come across these small statues of the evil Achille. By destroying them you can gain access to previously unreachable areas.

## MAGIC POOLS

Near Boss Towers you will find Magic Pools that allow Maximo to save his progress. You can also use these pools to travel back and forth between lands you've already conquered.

- Stand on the arrow at the edge of the pool and, while Maximo is facing the waters, press the  button to activate the Magic Pool. Use the left analog stick to select either SAVE GAME or TRAVEL.
- To name a saved game, move the left analog stick / to select a slot and / to cycle through the letters and numbers. When you are done creating your file name, press the  button to save the game.
- To travel, use the left analog stick to select the level you want to teleport to and press the  button.
- Each save or travel will cost you 100 Koins, so make sure it's not wasted!

# SPIRIT ITEMS



When Achille drilled a hole into the Underworld he also unleashed many lost souls. These spirits hide out in their old resting places. Help Grim by recapturing them before Achille steals them for his own dark magical powers!

## SPIRITS

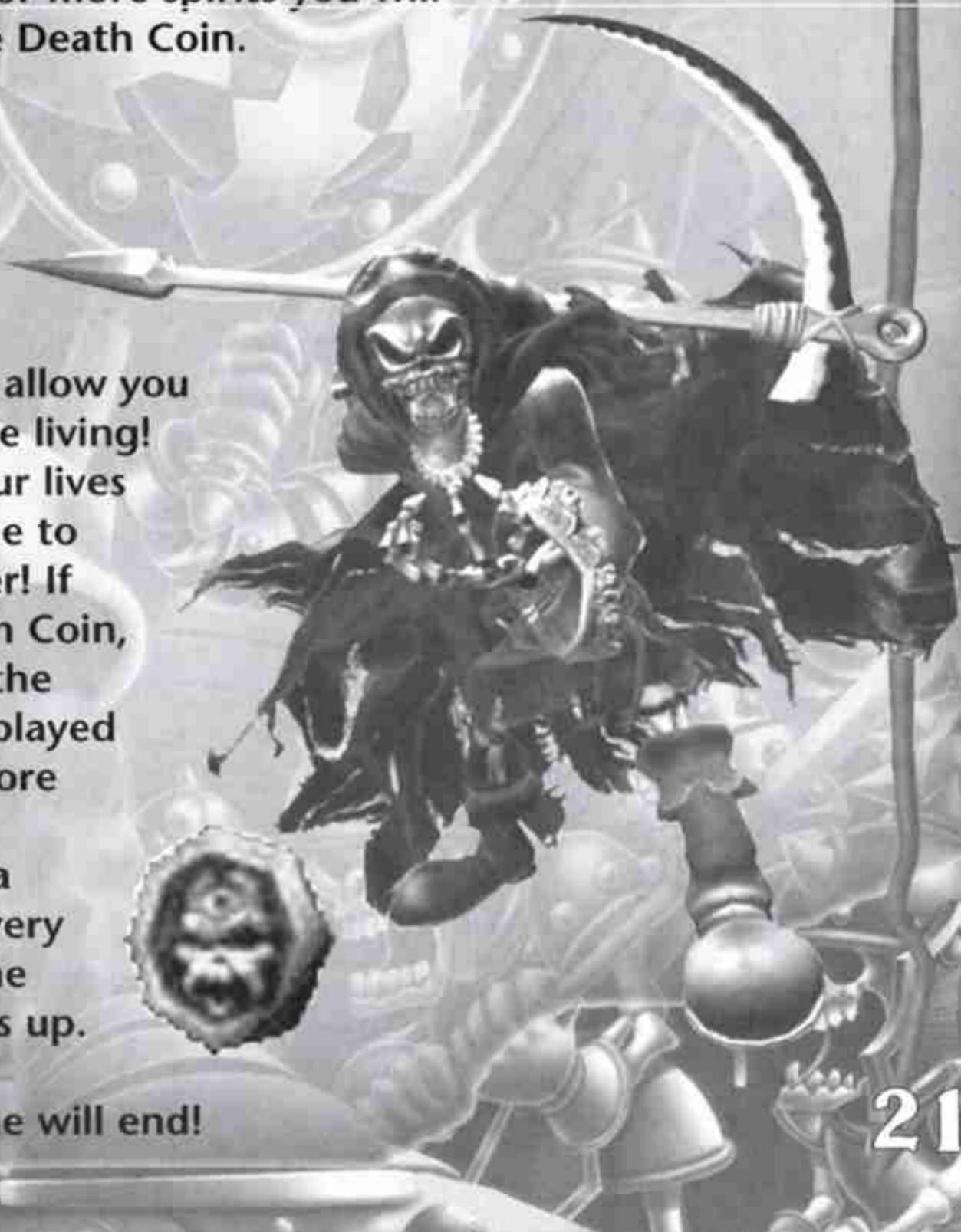
Find and break open their resting places and quickly gather them up before they are pulled away by Achille's power. To find spirits, look for Spirit Objects throughout the different worlds.



Remember that these good spirits are afraid and will not just pop out when you walk by. A whack of your sword will free them from their hiding space and a quick downstroke will draw out any stragglers! If you manage to collect 50 or more spirits you will be rewarded with one Death Coin.

## DEATH COINS

These are the only currency that your friend Grim can accept as payment to allow you back to the land of the living! If you have lost all your lives then Grim has to come to claim your soul forever! If you give Grim a Death Coin, he will return you to the start of the last level played and give you three more lives. You will lose all abilities not saved in a Lock Spot. Beware! Every other time you die, the price to continue goes up. If you can't pay the Reaper's toll, the game will end!



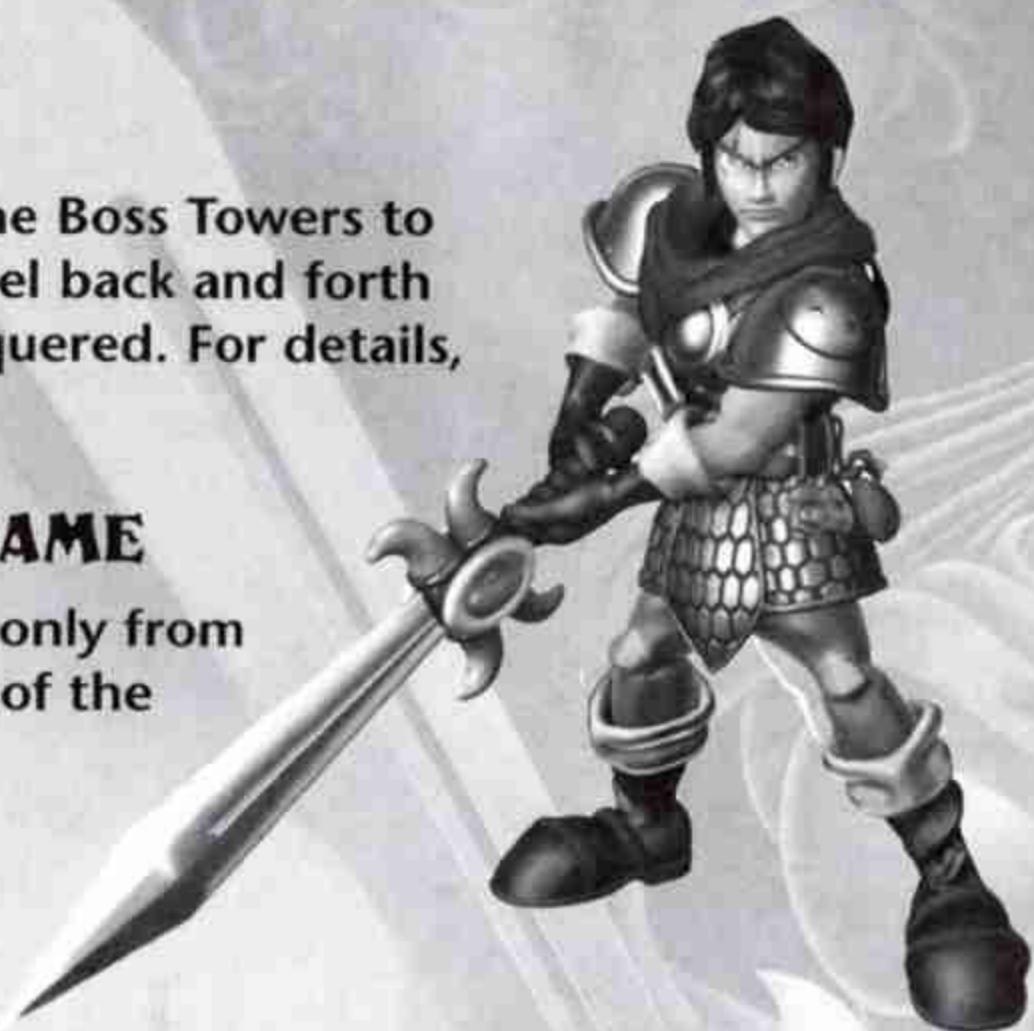
# SAVING & LOADING

## SAVING THE GAME

Use the Magic Pools near the Boss Towers to save your progress and travel back and forth between lands already conquered. For details, see page 20.

## LOADING A SAVED GAME

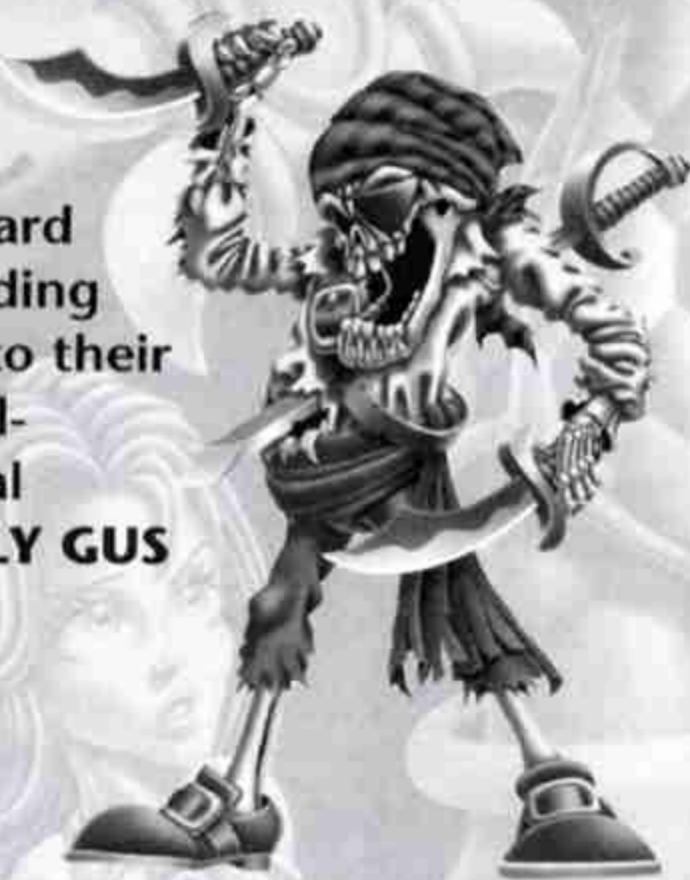
You can load a saved game only from the Main Menu at the start of the game. See page 10.



# MAXIMO'S KINGDOM

## THE BONEYARD

**MAXIMO** searches ghastly graves and treacherous tombs for **LENORE**, the graveyard Sorceress. Hungry zombies and sword-wielding skeletons stop at nothing to add our hero to their army of darkness. Maximo battles past skull-shooting bone towers and clutching skeletal hands to reach the Tomb Tower of **GHASTLY GUS THE GRAVEDIGGER**.



## THE GREAT DANK

Maximo mucks through the Great Dank in search of **MAMBA MARIE**, the swamp Sorceress. The swamp is overgrown with fearsome foliage and sticky tar pits, each holding horrors like poisonous spitting plants and zombie crocodiles. If Maximo manages to reach the hut of **BOKOR LA BAS**, he still has to defeat the voodoo hougan and his magic tricks.





## GRAVEYARD OF SHIPS

Maximo fords the frigid wasteland to find **AURORA LEE**, the arctic Sorceress. In these frozen wastes, pirate galleons are eternally mired in ice, their undead crew waiting for unwelcome visitors. Frostbitten foes like ice-spitting ice plants and the fearsome yeti complicate Maximo's journey. The real challenge comes when our hero must fight the dreaded pirate **CAPTAIN CADAVER**.

## REALM OF SPIRITS

Maximo must travel to the spirit realm to seek out **SEPHONIE**, the murdered Sorceress. Our hero must avoid the mechanical torments of the Underworld with its swinging smashers and slicing sawblades. Foul devils and doomed spirits will try to add yet one more soul to their number. Can Maximo defeat **LORD GUTTERSCUM**, the vilest of all the Underworld demons?



## CASTLE MAXIMO

Maximo returns to the realm of the living in an all-out assault on the wicked **KING ACHILLE** and his undead army. Not even ghostly guards and crazed dungeon dwellers will bar our

determined hero from the ultimate confrontation with Achille atop his gigantic whirling drill! If Maximo does manage to defeat the magical monarch, will the lovely **SOPHIA** greet his return with open arms?

# MONSTERS

Achille's drilling into the Underworld has awakened the dead and their many allies. The types of monsters you will run into on your quest are generally divided into two different groups: global monsters and world specific monsters. Global monsters are found throughout the kingdom while world specific monsters are found only in their own lands.

**SKELETON** – When the dead awake, it is a sure sign that something bad is going on. Skeletons are quite easy to dispose of, usually a sharp whack with a sword will scatter their bones. But their ability to pop out of their graves has surprised many an unwary adventurer. Always make sure a skeleton is destroyed before turning your back on it.



**GUARDIAN SKELETON** – Bound to their masters by dark magic, guardian skeletons are doomed to an afterlife of endless marching and patrolling. They carry a halberd, which they use to keep unwanted trespassers at bay. Hoary Lambchop the barbarian told me that he once threw his shield at a guardian skeleton and it got so mad at him, it chased him for a half an hour.

**BOMBARDIER SKELETON** – What's worse than a skeleton that has risen from the grave? A skeleton that has risen from the grave with a bomb! If you find yourself facing a bombardier skeleton, you may feel compelled to engage it in close combat. The bombardier skeleton's skinny, unprotected legs might make a better target than the pack of bombs he carries on his back.



**SWORD WIELDING SKELETON** – These are the restless bones of ancient warriors. They can spring up from their graves like their skeleton brothers, but are armed with a deadly sword and a shield that they use to block enemy blows. The sword skeleton can't resist showing off his swordsmanship and will twirl his sword in the heat of combat. This is usually the best time to strike!

**ZOMBIE** – The zombie of the grassy plains of Kamala is a peaceful creature that lives off roots and berries. It's too bad we don't live in Kamala, because a zombie here will gnaw off your leg faster than you can say "undead carnivore." Zombies are very nasty creatures and surprisingly fast for a rotting corpse. Watch out for their clawing fingers and bad breath.



**GHOST AND POLTERGHOST (white and green)** – The white ghost is aggressive, mean-spirited and cruel. Its green cousin, the polterghost, is cruel, mean-spirited and aggressive. The difference between these two is that the white ghost hungers after the spirit of its victim while the polterghost wants to take the victim's body for a joy-ride and try to cause as much damage as possible in the process!



**RAVEN** – Ravens won't hurt you but they will take away your money. Who knows what they spend the money on since they live in trees and eat bugs!

### **ROGUE WIZARD –**

Wizards are sneaky to begin with. For example, where do those rabbits come from? When good wizards go bad, there's bound to be trouble. They go around blasting unsuspecting people or aging them or turning them into shrubbery.

Avoiding those magical missiles is a downright nuisance! Wizards pop up in the most unlikely places.

They don't like violence (directed at them) and will run away if confronted. My advice is, if you see a rogue wizard, give him a good smacking for me.



**SORRY!  
CREATURE'S  
APPEARANCE  
UNKNOWN!**

**MIMIC –** A mimic is an amazing creature that has adapted to change its shape to surprise its prey. No one knows what the mimic's real form looks like, but I do know it has big gnashing teeth. I have heard of mimics that resemble statues and trees and even toilets! Ow! I'd hate to be the person who discovered that one!

### **MONSTER PORTALS –**

These will keep unleashing monsters onto the land until they run out of power or until Maximo destroys them with a downward strike. Be careful not to get caught in its fire as a monster is generated!



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