

Misenchanted Exams

Everyone Else Inc.

How to Help ~~a~~ Wizard

What's Going On? (Read before starting the game):

Somewhere far away, an apprentice wizard is taking an important exam. They must cast a spell without help from their master to become a full-fledged wizard. This would be a simple task for most wizards-in-training, but this particular student has slacked in their studies. With no chance of completing their task alone, their only hope lies in a long distance communication spell. As you sit here, looking over the apprentice's ~~somewhat~~ confusing notes, you must help them to create the spell and "pass" their exam!

Casting Spells:

The steps to cast a spell are as follows:

1. Determine the name of the spell and the list of ingredients. (Page 2)
2. Deal with the first ingredient in the list:
 - a. Find the ingredient's category. (Check the student's chalkboard)
 - b. Find and open the box containing the correct category. (Page 3)
 - c. Find and add the vial containing the specific ingredient. (Page 4)
 - d. Respond to a visible reaction in the cauldron. (Pages 5-7)
3. Deal with the second ingredient: (Repeat Step 2 for the next ingredient in the list.)
4. Deal with the third ingredient: (Repeat Step 2 for the final ingredient in the list.)



Once all of the ingredients have been added in the correct order, the spell is complete!

Making Mistakes and Failure:

- If the wrong ingredient is added, a candle on the left side of the screen will go out.
- If a spriggn somehow gets into the cauldron, a candle will also go out.
- If all three candles are extinguished, the spell (and the student) will explode.
- If a timer is present and time runs out, the spell will also explode.
- If an incorrect response action is taken, the cauldron will visibly react. (Pages 5-7)



AKA "ugly frogs"

Spell Identification:

A spell name is listed in the top-left of the student's view. Each spell's name is made up of:

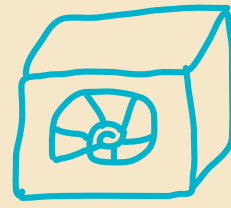
1. An adjective
2. A noun

Use these words to find the spell's ingredient list in the chart below. These ingredients must be added to the cauldron **in the order they are listed**.

	Object	Youth	Death	Transformation	Vision	Pyrotechnics
Iridescent	1. Blade of Grass 2. Raindrops 3. Something White and Waxy	1. Infant's Heart 2. A Human Hand 3. Raindrops	1. Serpent Venom 2. A True Name 3. Raindrops	1. Raindrops 2. Horse Sweat 3. A Candle	1. Raindrops 2. A Rooster's Toe 3. Jewelweed	1. Something Small and Red 2. Raindrops 3. Seaweed
Transporting	1. A Human Hand 2. Red Wine 3. Blade of Grass	1. Red Wine 2. Infant's Heart 3. Serpent Venom	1. A True Name 2. Horse Sweat 3. Red Wine	1. A Rooster's Toe 2. Red Wine 3. A Candle	1. Red Wine 2. Jewelweed 3. Seaweed	1. Something Small and Red 2. Something White and Waxy 3. Red Wine
Obedient	1. A Whistle 2. Serpent Venom 3. Blade of Grass	1. Horse Sweat 2. Infant's Heart 3. A Whistle	1. A Rooster's Toe 2. A Whistle 3. A True Name	1. A Whistle 2. A Candle 3. Seaweed	1. Jewelweed 2. A Whistle 3. Something White and Waxy	1. A Human Hand 2. Something Small and Red 3. A Whistle
Immortal	1. Blade of Grass 2. Cat's Blood 3. Horse Sweat	1. Infant's Heart 2. A Rooster's Toe 3. Cat's Blood	1. Cat's Blood 2. Seaweed 3. A True Name	1. A Candle 2. Something White and Waxy 3. Cat's Blood	1. Cat's Blood 2. A Human Hand 3. Jewelweed	1. Serpent Venom 2. Cat's Blood 3. Something Small and Red
Seething	1. A Rooster's Toe 2. Blade of Grass 3. A Seashell	1. Seaweed 2. A Seashell 3. Infant's Heart	1. A True Name 2. A Seashell 3. Something White and Waxy	1. A Seashell 2. A Candle 3. A Human Hand	1. A Seashell 2. Jewelweed 3. Serpent Venom	1. Horse Sweat 2. Something Small and Red 3. A Seashell
Ephemeral	1. Dragon Tears 2. Blade of Grass 3. Seaweed	1. Something White and Waxy 2. Dragon Tears 3. Infant's Heart	1. A Human Hand 2. A True Name 3. Dragon Tears	1. A Candle 2. Serpent Venom 3. Dragon Tears	1. Jewelweed 2. Dragon Tears 3. Horse Sweat	1. Dragon Tears 2. Something Small and Red 3. A Rooster's Toe

(Tough to buy in bulk)

⊙ Return to page 1 and proceed to step 2a. ⊙



Box Identification:

A number of boxes are sitting on shelves behind the student's cauldron. Each box is marked with one of the symbols seen below and contains ingredients from a single category.

1. In the chart below, find the row containing the ingredient's category letter.
2. Determine if the **leftmost** symbol in that row is present on any box.
 - a. If the symbol is present, open that box and proceed to the next step.
 - b. If the symbol is not present, repeat this step for the next symbol in the row.

Category A	⌌	⚔	☼	μ	5	⌌	⊂	⊂	⌌	⊂
Category B	⌌	⊂	⊂	⌌	☼	⌌	⌌	⊂	⌌	⚔
Category C	⌌	⌌	⊂	⌌	⊂	⊂	☼	⌌	⌌	5
Category D	5	⌌	⚔	⊂	⊂	⌌	⌌	⊂	⊂	⌌
Category E	⊂	☼	⊂	⌌	⌌	⌌	⚔	5	⌌	⊂
Category F	⊂	μ	⌌	⌌	⌌	⊂	⊂	⊂	⌌	⌌

⊗ Return to page 1 and proceed to step 2c. ⊗

Vial Identification:

Each box contains three vials arranged from left to right. Each vial contains a different ingredient.

1. Choose one of the three vials to investigate.
2. Choose a table from the first set below based on the vial's location in the box.
3. Add the numbers next to the vial's color and shape to obtain a sum.
4. Choose a table from the second set below based on the ingredient's category.
5. Use the sum to determine the ingredient name's location on the **student's chalkboard**.
 - a. If the name is correct, add the vial to the cauldron and proceed to the next step.
 - b. If the name is incorrect, repeat these steps for a different vial in the box.

Vial is on the Left:

Red (3)	+	Cube (9)
Blue (2)		Sphere (8)
White (1)		Cylinder (7)

Vial is in the Center:

Red (4)	+	Cube (6)
Blue (5)		Sphere (5)
White (6)		Cylinder (4)

Vial is on the Right:

Red (7)	+	Cube (1)
Blue (8)		Sphere (2)
White (9)		Cylinder (3)

Within Category A:

8, 9	=	Top Listed
10		Middle Listed
11, 12		Bottom Listed

Within Category C:

8, 12	=	Top Listed
9, 11		Middle Listed
10		Bottom Listed

Within Category E:

10	=	Top Listed
8, 11		Middle Listed
9, 12		Bottom Listed

Within Category B:

9, 12	=	Top Listed
8, 11		Middle Listed
10		Bottom Listed

Within Category D:

11, 12	=	Top Listed
10		Middle Listed
8, 9		Bottom Listed

Within Category F:

9, 11	=	Top Listed
8, 12		Middle Listed
10		Bottom Listed

⊙ Return to page 1 and proceed to step 2d. ⊙

Cauldron Reactions and Responses:

After an ingredient is added, the cauldron will react somehow.

These reactions are any combination of:

1. A **color** change (red, blue, white, or no color)
2. An **effect** - (bubbling, steaming, sparkling, or no effect)

The proper response action must be taken before the next ingredient can be added.

A response is one of these actions:

- **Stirring** the mixture with a wooden spoon
- **Tapping** the cauldron with an athame (a wizard's knife)
- **Increasing** the mixture's heat
- **Decreasing** the mixture's heat

← with magic!

If the correct response action is performed, the mixture will return to a clear, no effect state. It is then safe to add the next ingredient. Any ingredient added while the mixture is not clear with no effect will be incorrect.

The correct response varies based on the reaction. See below for each possibility and solution.

When the mixture is white:

(Harder with analog clock)

If it is bubbling, increase the heat when the timer has a 3 in any position.

If it is steaming, decrease the heat when the timer has a 5 in any position.

If it is sparkling, tap the cauldron with your athame when the timer has a 9 in any position.

Otherwise, stir the cauldron when the timer has a 2 in any position.

When the mixture has no color:

		Bubbling	Steaming	Sparkling
(# of correct ingredients added)	0 Ingredients	Stir the cauldron	Tap the cauldron	Increase the heat
	1 Ingredient	Increase the heat	Stir the cauldron	Decrease the heat
	2 Ingredients	Decrease the heat	Tap the cauldron	Stir the cauldron

Continued on Next Page ->





When the mixture is blue:

Perform the first action with valid conditions.

If it is bubbling:

- If there is a box in the lower left and upper right corners of the shelf, stir the cauldron.
- If there are more than 3 ingredients in the spell, tap the cauldron with your athame.
- If the last ingredient contained the letter "w", decrease the heat.
- Otherwise, increase the heat.

If it is steaming:

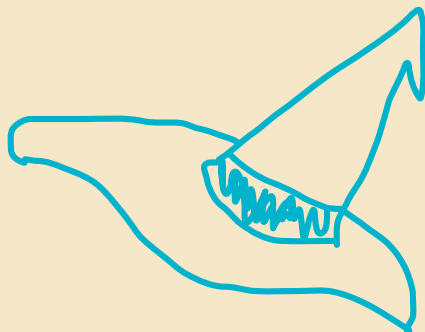
- If there are the same number of boxes on the top and bottom shelf, increase the heat.
- If the first ingredient was from a box on the bottom shelf, decrease the heat.
- If the remaining number of ingredients is less than 2, tap the cauldron with your athame.
- Otherwise, stir the cauldron.

If it is sparkling:

- If the ingredient which was just added was a hair, tap the cauldron with your athame.
- If there is an odd number of boxes, increase the heat.
- If there are no blue vials in the box that contained the first ingredient, stir the cauldron.
- Otherwise, decrease the heat.

If there is no effect:

- If the last ingredient added was from a box on the middle shelf and there are two boxes on the bottom shelf, decrease the heat.
- If the first ingredient added was in a white vial, tap the cauldron with your athame.
- If there are an odd number of ingredients in the spell, stir the cauldron.
- Otherwise, increase the heat.



Continued on Next Page ->

When the mixture is red:If it is **bubbling**:

Perform the operation corresponding to the first symbol to appear on the bottom shelf from left to right.

5	Increase the heat
ψ	Tap the cauldron
ℓ	Decrease the heat
ψ	Stir the cauldron

If it is **steaming**:

Perform the operation corresponding to the first symbol to appear on the middle shelf from left to right.

⌘	Decrease the heat
℞	Stir the cauldron
⊗	Tap the cauldron
ℋ	Increase the heat

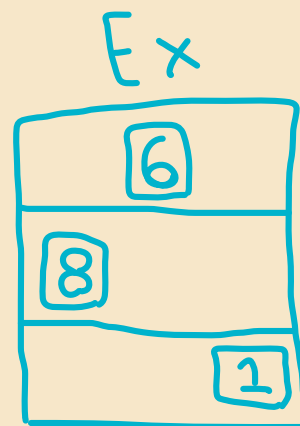
If it is **sparkling**:

Perform the operation corresponding to the first symbol to appear on the middle shelf from left to right.

✂	Tap the cauldron
3	Increase the heat
ε	Stir the cauldron
μ	Decrease the heat

If there is **no effect**:

Perform the action that corresponds to the first symbol you find on a box following this order of shelf placement: **9 6 3 8 5 2 7 4 1**



ℋ, ✂, 3, μ	Stir the cauldron
⊗, ♡, ε, ℓ	Tap the cauldron
ε, ⌘, ψ, ψ	Decrease the heat
5, ⌘, ℞, ε	Increase the heat

⊙ Return to page 1 and proceed to the next step. ⊙

