

# Wonderland Adventures Editor – Manual

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## Tutorial 4 – Magics

Magic is one of the most important components of Wonderland, and you will use it most of the times in your puzzles.

To use Magics, you need Magic Gloves. If you are making an adventure, then they are already in the inventory (along with Glow Gem and Spy-Eye). However, when you start hubs, you have your inventory empty.

You can use Items/Custom object, select Fn to Gloves and Texture (usually 1, unless you use custom icons) for item.



To use magics, there's a separate Magics category in the editor with following objects:

GloveCharge: Your everyday magic charger.

OnceCharge: This is the "Faint Magic" seen on Uo during PotZ. It will give you one charge instead of nine and disappear immediately.

Spell Generator: Every time a Command 1 (Activate) is executed with a Spell Generator's ID as the Data1, a spellball will fly from the Spell Generator's location toward a specific target point, specified with Goal X and Goal Y. Although the "Spell" field says "Not Used Yet" in place of "Flash", Indigo Magic does in fact work with these. It should also be noted that unlike Brr spellballs fired by the player, Brr fired by Spell Generators is permanent; unless a frozen object is hit by Pow, it will stay frozen forever.

There are a total of seven magics in Wonderland, let us discuss about them one by one.

### **Floing Magic**

Floing is the red rainbow magic. When Floing magic is cast with the Magic Gloves, it creates a Floing bubble on the space where it was cast. This Floing bubble will temporarily freeze anything that comes into it (including the player, Critters, Stinkers, and spellballs, with the exception of flash and floing spellballs). After a few seconds, the Floing bubble will pop and the object/objects inside will unfreeze - the more Floing bubbles in an area, the quicker they pop.

Floing magic can also be used to replay an adventure (using Command 115) in hubs.

### **Pow magic**

Pow is a magic that lets the player destroy various objects, such as barrels, enemies, and Stinkers. It is the only magic that can't do anything when it "lands".

### **Pop Magic**

The Pop power lets the player remotely control Buttons, Transporters, Bridges and MooBots and trigger Lurkers. Buttons that are fired at will be pressed, Transporters will flip their direction and start moving, Bridges will flip their state (will go down if they are up and vice versa), and MooBots will start moving in the direction they are facing.

Pop magic can also pop Rainbow Bubbles.

### **Grow Magic**

Casting Grow will create a Growflower, which acts like a Wall, and disappears in the same way as a Floing bubble (albeit lasting longer).

Grow can also be used to kill creatures such as Chompers and Z-Bots.

Dragon turtles are not affected.

### **Brr Magic**

The Brr power will travel in a straight line until it reaches an object (at which point the object will be frozen).

When Brr is fired from something other than the player, it will freeze things forever. This form of Brr is typically referred to as Freeze. Ice Flowers, Ice Trolls and Spell Generators shoot Freeze magic.

When Brr is fired at water by the player, the water tile will have a small circle of ice in the middle of it and will act like ice until it is stepped upon then it will return to normal water without the circle of ice in the middle of it.

Brr magic can also pop Rainbow Bubbles.

### **Flash Magic**

Flash is the indigo rainbow magic, introduced in Planet of the Z-Bots. A Flash spellball teleports objects it collides with into the far future ("flashes" them). The magic is then linked to the object, and the next time it is cast, it "re-flashes" the object back into the present at a new position. This allows the player to move various objects around the level.

In the game engine, Flash simply teleports the object to (1, 1), and sets the object's appearance to be ghostly. Therefore, the (1,1)s in all adventures with Flash should deliberately be covered with high walls in order to hide tall objects (such as Fireflowers). Flash spellballs cannot be trapped in floating bubbles.

Not all objects can be flashed. Most smaller objects, such as barrels, Chompers, Fireflowers, Dragonturtles, other Stinkers and even the player can be flashed and re-flashed. Larger objects, including scenery objects such as houses and trees, are immune to Flash magic. Power Cubes are also immune, along with Motherships and Z-Bot Prime. In addition, Flash magic can only be cast on land – it has no effect when cast on water.

### **Blink Magic**

Blink is a magic that lets the player teleport across anything except solid objects as long as it is on screen. Blink is also the only magic that immobilizes the player until it reaches its destination tile.

(Advanced)Blink Through Walls: When Wonderland Adventures was first released, players were able to blink through adjacent walls. Midnight Synergy released a new version to address this cheat/bug, but this feature can still be enabled by pressing Ctrl+B.

The name "Blink Through Walls" is actually something of a misnomer, as it allows all forms of magic to go through walls adjacent to the player, rather than just Blink. While flying via a spring, the player can cast blink onto any open space. the player will continue flying in the same direction after being teleported to that space. Thus, the player has greater, though still limited, control over the path the player takes.

**Null Magic**

Null magic chargers will remove any magic you have. If casted via spell generator, it does nothing. However, if these null magic spellballs hit the player, they would lose any magic that they are currently having.

**Bounce Magic**

A Bounce spellball that is cast too far changes direction in the middle of its course. Like Pow magic, Bounce magic can destroy barrels, enemies and Stinkers. However, unlike Pow magic, if it is cast to a distance of more than two tiles away from the player, it will come back to the player and attempt to kill them.