

Wonderland News

MWM Incorporated (DON)TCA-LLME

Special Interest Articles:

- What's coming in The Mysterious Duck?
- Get a sneak peak at the future of The Thwart Wars!

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I'll be Back by User ab-47

The most recently released adventure on the Wonderland forums is the finale of ab-47's "The Star Series". In this adventure, you encounter Darkvoid. After several battles, he finally reveals his plan. It is filled with continual action where you have to survive Darkvoid's numerous methods of attacking you. It is an excellent adventure for those who like fireball action.

Those who play it will need thwart texture and the indigo star texture. It also uses his Scary Castle texture. Also, it requires the MOFI hats. In terms of music, it requires Master Wonder Mage's Music pack at version four or higher, and ab-47's music pack at version three or higher.

various loopholes scattered throughout each section. Also, parts where you have to survive for a certain amount of time get a bit tedious. Overall, however, this is an excellently designed level.

Although it is a well designed level, it has

Evil Toaster 5 Demo 1 by MyNamelsKooky

As of August 27, 2011, the first demo of MyNamelsKooky's Evil Toaster 5: Death and Rebirth was made available to the public. It contains 6 levels, (5 regular levels and one climactic level), 20 green apples to free, 1 mini boss, one main boss, 5 gems to collect, new characters and more.

This game, even though it has only one chapter so far, already surpasses it's four predecessors in both plot and gameplay. The first game is a simple

shooter game with no plot except that you are an apple shooting at a toaster. The second game had much more plot, though it didn't get much more complicated than Roaster rebuilt the Evil Toaster and dispatched a toaster army to stand between you and the Evil Toaster's base. You watch their conversations as you slowly get closer. In the third game, Shaman's worminator malfunctions and sucks you in. You soon learn that the Evil Toaster was created by Frank and spend most of

the game trying to defeat Frank. The fourth game doesn't have much plot until the last few levels. This game, however, probably has as much plot in the first chapter as all the other games combined. It also adds bonus levels, apple's faces, and tons of new features. You should definitely get this game.

The Mysterious Duck Part 12 coming soon.



The Mysterious Duck series' next part will soon be appearing on the Wonderland Forums. In this adventure, you will enter the order base, learn more of the Duckoid's plans, journey through the forest below the mountains, and more.

This adventure will also have a NPC oriented puzzle involving scritters, dragon turtles, gates, spikeballs, and TNTs. In

this adventure, you will also meet the leader of the Order, discover the mysterious shadow stinker's position, and learn the name of the most recently recruited of the Duckoid leaders.

Although not much progress has occurred on this adventure so far, the order base currently has 3 floors and the AI mechanism is complete. This adventure can be

estimated to be about 20% complete.

"You may be sent to the Duckoid's home world to stop Wonderland's oncoming doom once and for all.

Coming Soon

In upcoming adventures in the Mysterious Duck, you may be able to explore deeper into Duckoid Castle, and discover the secrets of Duckoid Cathedral. Massive battles await you. The last few adventures, you may be sent to the Duckoid's

home world to stop Wonderland's oncoming doom once and for all.

The Kaboom Army- Progress

Currently, the Kaboom Army is going quite well. Progress is currently in the second stage, "The Fire Caves". You need to find the fire glyph so that you can get to the WonderMount Community. This stage will introduce the main plot of the game. Nine adventures are completed and two are in progress. There will be a total of fifty adventures in demo one. The final version will probably at least contain well over two hundred adventures plus four bonuses. A bad ending will also exist along with a warning to "save your game". For a little

preview of the plot, see the below article.

12 of these 50 adventures are completed as of today. 4 of these were made by ab-47 and the rest were made by me. ab-47 created three races for the WonderMount Community and one optional level in the fire caves.

The ninth hub area is currently in progress. It will contain the remaining two adventures in this section of the hub. After that, tester version 2 will be released.

This hub currently contains

66 music pieces: The 12 normal pieces plus a version of my music pack with 54 pieces.

A Mysterious Curse

Master Wonder Mage: This archaeologist was excavating around the temple we discovered near WonderMount Community, and he made an interesting discovery. What is it?
 Archaeologist: I found what appears to be a curse tablet in a dried up fountain. MWM: What did it say?
 A: We're not sure. It seems to be in a language unknown to Stinkers.
 MWM: I mean, what words were on it.
 A: It had engraved on it "Xnan xnin suiretla

otnemirted enis anu tsetop non rotatces sucra tire murarbenet specnirp."

MWM: So you have no idea what that means?

A: No.

MWM: Anything else unusual about this tablet?

A: Well it did have another inscription on the back.

MWM: What did the inscription say?

A: All it said was "CSCP STG 22". I have no idea what that means.

"I found what appears to be a curse tablet in a dried up fountain."

Part 8- What's Coming?

“...you need to use perpetual motion in order to escape from the void.”

Part eight of the Thwart Wars, Prisoners of the Void, will be a largely puzzle based adventure consisting of four stages: Rescuing the Wee Stinker, Rescuing tailsthefox, Rescuing Shyn, and the boss. Each stage, except for the boss will be divided into four side areas. In the first part, you will need to find

4 coins in order to free the Wee Stinker. In the second part, you will need to find 4 clues in order to free tailsthefox. And in the third part, you will need to find 4 bridge tokens so that you can reach Shyn and restore his power. This adventure will make a reference to the fact in Wonderland Secret Worlds that you need to

use perpetual motion in order to escape from the void.

The Future of the Thwart Wars

There are two adventures that will occur after prisoners of the void: Gathering Storm and The Great Thwart King. In Gathering Storm, you use various magic types to fight off the Great Thwart King's Army. In The Great Thwart King, which will be my largest adventure yet,

you will sneak into the Great Thwart King's base in the Forbidden Forest, and try to rescue LittleZbot who was captured by the main villain of my series, a shadow stinker named Mortifer. After the Thwart Wars, I will begin a quartet called The Great Council.

In this series, the main plot of my series will be disclosed.

The Thwart Wars- Early Plots

“Suddenly the seven thwarts teleport and steal the seven shards.”

As with many adventure series, The Thwart Wars is no different in that regard. I've always noticed that thwarts are one of Wonderland's most flexible elements. They can move and talk like NPCs, be destroyed by fireballs, be frozen by Brr, and throw fireballs. In fact, my first two test adventures were both experimenting with thwarts. Eventually I thought of a plot for thwart wars. You

are talking with Morklin. Suddenly, the seven thwarts teleport into the room and steal the seven shards. The ice trolls help you fight the thwarts. You eventually learn that the thwarts that stole the shards were not real, but were from an alternate dimension. You go there to destroy them. This would be in six releases: Beta Demo, Demo release, Beta, Full release, Beta deluxe, Deluxe release. I

discovered that MOFI elements didn't work in WAE after you buy MOFI, and gave up. Then I came up with ten adventures, one through seven with the current names, eight through ten with: Restoring Wonderland, the bodyguard, and the Great Thwart King. Restoring Wonderland is now adventure nine and The Bodyguard was replaced with prisoners of the void.

Master Wonder Mage Incorporated

Ahriman's prophecy - Free RPG

Ahriman's prophecy is a free role-playing game put out by Amaranth Games. It differs from most RPGs in that it is not turn based. During any battles except for bosses, you can retreat if necessary and heal. However, during boss battles, you have to fight it out until either you or the boss is defeated.

This is inconvenient because you cannot use any healing magic or healing items during battle; you have to retreat first.

Although the battle system works quite well, it contains a few problems. For instance, one of the boss battles occasionally

isn't in the right place, you can take the bridge to Candar before defeating Lord Zorom the first time, and the game sometimes crashes.

Bookworm Adventures

Bookworm Adventures is a game by PopCap Games. It is a combination between a word game and an RPG. You play as the worm, Lex as you travel through various stages based off of various books. Your

attack power is directly based off of the length of the words you spell. Your attack power also depends on the treasures you select. The enemies attack as enemies in any other RPG.

Scattered throughout the game are Mini-games which you can play for power-ups or later points. This is one of my all-time favorite games.

We're on the Web!

See us at:

<http://pcpuzzle.com/forum/profile.php?mode=viewprofile&u=61610&sid=bf81997f149088d01b3edeb823e3c1d4m>

About Our Organization..

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