



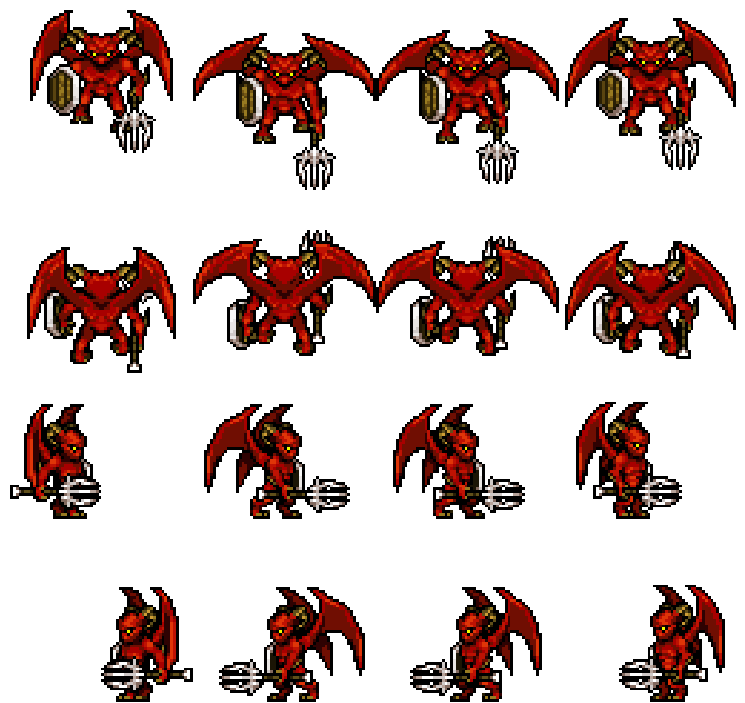
WITCHES OF AGNESI

Clash For Escape

A Long Long Time Ago . . .

- ▶ There were two powerful witch brothers named *Pishach* and *Vetaal* who learnt their witchcraft from the long lost kingdom of *Agnesi*...
- ▶ The witches tortured children, killed people to grow their reign and take over all other witches.
- ▶ Seeing their growing powers, the kings of *Sunergadh* captured the witches into a large maze at the bottom of the *Himalayas*...
- ▶ To prevent the witches from escaping, the kings channelled the holy water of the river *Ganges* into the maze walls and the outside, binding the witches for eternity.

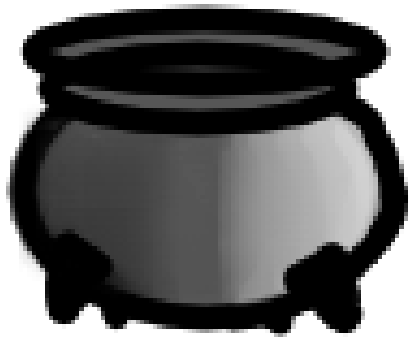
Meet the Witches



The Fate of the Witches

- ▶ The witches were so bored and fed up in the maze, that they wished for death. However, death is cruel. So, death came upon the witches. *Pishach* and *Vetaal* were baffled. They immediately ran here and there and drained all their powers to store their life into two objects.
- ▶ The *Pishach* chose the *Couldron of Greed* and *The Darkness of Eternal Flight* to contain his soul.
- ▶ The *Vetaal* contained his soul in the *Flask of Lava* and the *Decay of Thought*.

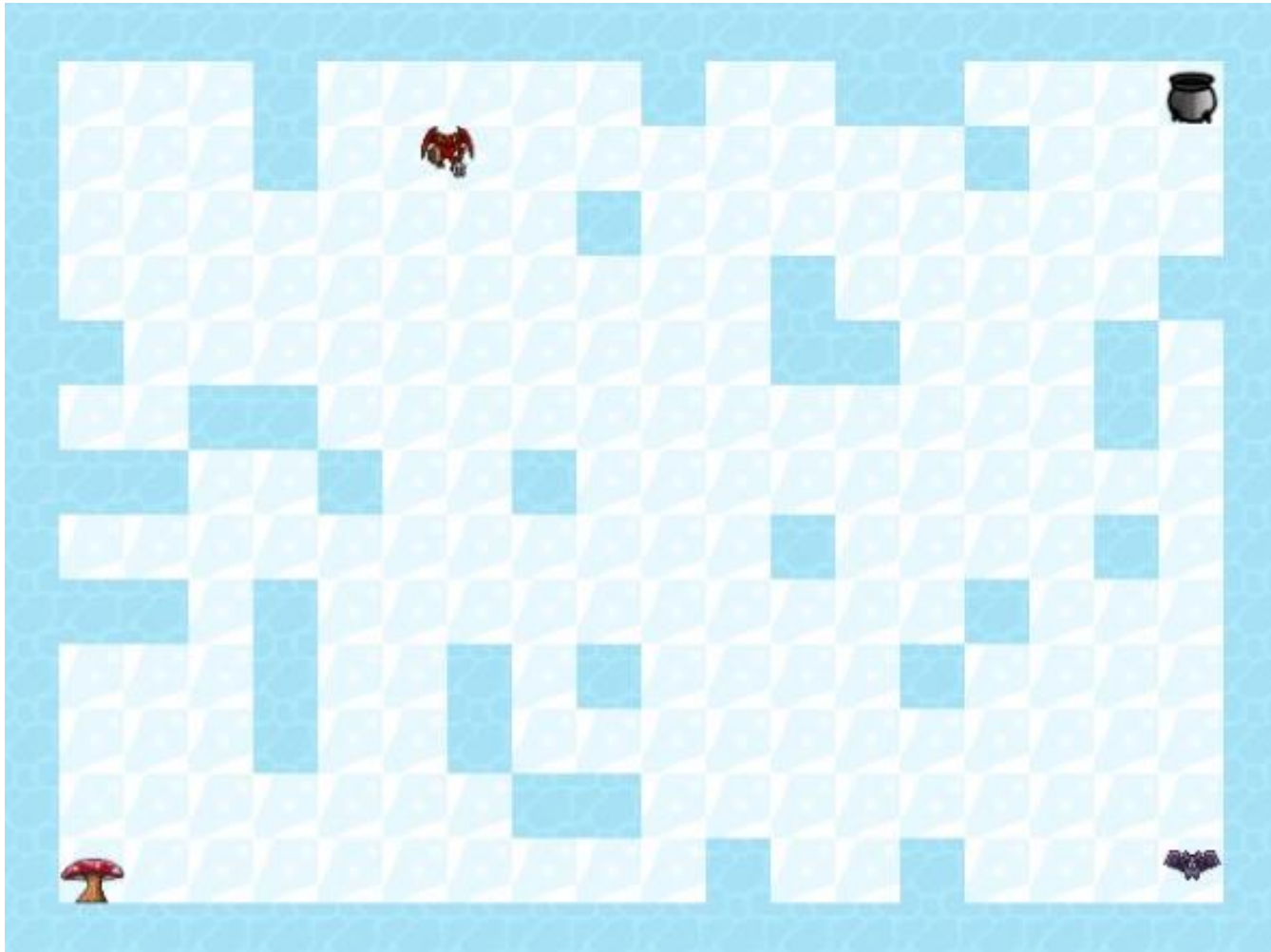
The Containers of Pishach



The Containers of Vetaal



The Holy Maze of Eternity



A Few Eternities Later...

- ▶ Time passed and passed. The witches could not sustain doing nothing, so much that they scratched the ice and made tridents and spears.
- ▶ As time passed again, they grew jealous, bewildered and sought to destroy each other...
- ▶ The witches had very limited magic remaining as they used it to drain their souls into the containers.

The Purpose

- ▶ The players pose to be *Pishach* or *Vetaal*.
- ▶ The target of the players is to destroy the opponent.
- ▶ Destroying the soul container of the other player drains 30% of their soul.
- ▶ Hitting the opponent using fireballs drains 20% of their soul.

Controls

- ▶ The *Pishach* can be moved using the arrow keys. It can fire the *Star of Shiber* by pressing the SPACE bar. It is initially present in the bottom-right of the maze. Its target is to destroy the Lava and the Decay (posing as the mushroom).
- ▶ The *Vetaal* is controlled using the W-A-S-D keys. It can fire the *Star of Shiber* by pressing the ENTER/RETURN key. It is initially present in the top-left of the maze. Its target is to destroy the Couldron and the Darkness (posing as the Bat).
- ▶ To destroy the entities, it is sufficient to reach the entities and tackle them.

Star of Shiber



Victory

- ▶ The first one to drain the other off his soul essence wins.
- ▶ If both run out of magic (fireballs) and the opponents are alive, the witches are trapped in the maze for eternity, alive and starving.