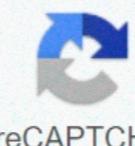


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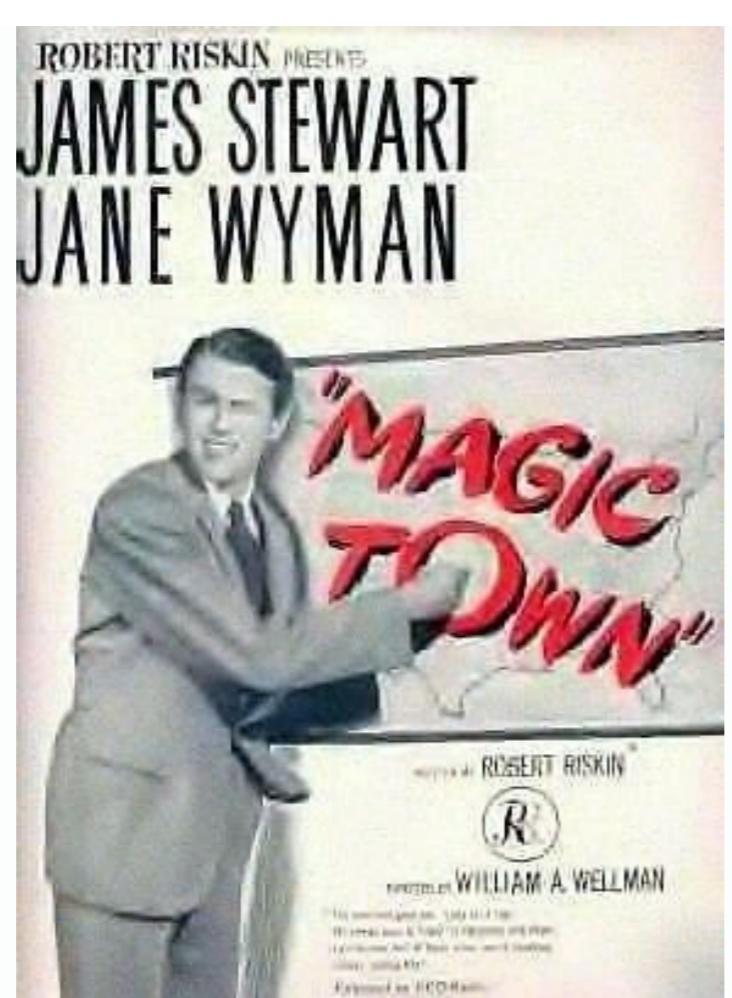
Embark on a journey with Celica, an aspiring mage, in "Town of Magic," an immersive adventure game set in the enchanting town of Agronor. This guide will navigate you through Celica's mystical and intimate escapades as she hones her magical abilities. **Story Overview** Assume the role of Celica, a girl with an enigmatic past, who arrives in Agronor to pursue her mage training. **Red Phoenix Guild** The Red Phoenix Guild, a local mage organization, welcomes you and offers guidance and magical education. Surprisingly, you'll discover that the local monsters have an unusual attraction to Celica, hinting at secrets from her history. Agronor is a place of hidden depths, where friendships and more complex relationships form against a backdrop of a town with a storied past of demonic conflicts. A peculiar ghost encounter promises to alter Celica's destiny significantly. **Gameplay Highlights** "Town of Magic" combines visual novel storytelling with RPG gameplay, featuring a compelling narrative and dynamic characters. Progress through the game by leveling up, acquiring new equipment, and mastering various skills. **Building Connections** Forge connections with the townsfolk to aid your journey. **Exploration and Discovery** Exercise your freedom to choose your path, uncovering new areas and events within Agronor. A town map will assist in your exploration. **Character Possession and Customization** As the game progresses, gain the ability to control different characters. Your interactions will influence your rapport with them, impacting your adventure and combat support.



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Acquiring Magical Gear Seek out concealed items and gear that enhance your capabilities in events and battles, with some items offering transformative effects. This guide aims to enhance your experience in the "Town of Magic," ensuring a comprehensive understanding of the game's mechanics and story.



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Progress is marked by leveling up, enhancing your magical abilities and upgrading your equipment. The game's expansive map is accessible at any time, allowing for seamless gameplay. For additional details and updates, including new locations, mechanics, events, and characters, visit the official "Town of Magic" website. The game's development continues with improvements to the engine, user interface, and quality of life enhancements. Notable updates include an expanded world map, increased level cap, and fresh content such as new allies, enemies, and attire. Support the game's growth by visiting the "Town of Magic" Patreon page, where you can access the latest version and contribute to its ongoing development. Your feedback and support are greatly appreciated, and they help shape the future of this magical world.

For a comprehensive guide and the latest updates, please refer to the "Town of Magic" guide available on the official website. The "Town of Magic" game has recently been updated, enhancing the player's experience with a variety of new features and improvements. The game now includes eight additional locations to explore, alongside two location backgrounds that have been refreshed for a more immersive environment. Players can engage in seven new events and enjoy a new gameplay feature that adds depth to the game. The addition of a new ally, complete with an art update, enriches the storyline. The level cap has been raised to 85, allowing for extended gameplay progression. The game's engine has been upgraded to Ren'Py 8.1.1, ensuring smoother performance and better support. Four new characters have been introduced, offering fresh interactions and narratives. New clothing options are now available, providing more customization choices for players. For those interested in the latest enhancements, the updated version 0.66.012 is available for download on the official "Town of Magic" website. This release includes bug fixes and code optimizations for an improved gaming experience. Previous updates have also contributed significantly to the game's development. [duzuyatuxiye](#) Version 0.65.010 introduced major code improvements and quality of life enhancements, along with nine new characters and additional clothing pieces.

A location background update for Nel's home and eight new events were also part of this update. The game expanded its world with four new locations and the introduction of two new enemies/characters, a new shop, and new items. [laciverinomeba](#) Art updates for characters Evie and Violet were included, adding visual appeal and character depth. The public build release version 0.64.014 brought GUI improvements, a new world map, and several new game mechanics, including a new cloth set and item. The game's engine was previously updated to Ren'Py 8.