Wagic

The homebrew?!

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Wagic, the Homebrew?! is not intended to be used in any way which infringes upon the rights of others. Continued use may often result in dizziness, exhaustion, and involuntary planeswalking.

Please play Wagic responsibly.

Introduction

Ye who seek arcane and esoteric
homebrew games, seek no further:
You have found Wagic, the Homebrew.

What is Wagic?

Wagic is a collectible card game engine for the PSP. Its primary design is to simulate a certain famous collectible card game, but the engine is flexible enough to support a range of designs. It's also extendable, either through adding new cards or changing the source code. That's right, Wagic is open source software. It's primarily coded and maintained by Wololo, but has benefited from a number of contributions, including art, music, sound effects, cards, and code.

Players assemble decks and duel, either against eachother or the AI. Winning duels unlocks new cards and rewards the player with credits, which can be spent at the shop. There are a number of hidden secrets to unlock, as well. Work hard and something good will happen!

Wagic is continously being updated with new cards and new code. For the latest news, be sure to visit http://www.wololo.net/wagic. The forum (at http://www.wololo.net/wagic/forum) is the central hub for game customization, while up-to-the-minute copies of the code can be checked out from SVN at the google code project page (http://code.google.com/p/wagic)

Setting up

An unadorned card is an unintersting card.
Visit the Wagic forums to find many custom
card sets, including new card art!

The Main Menu
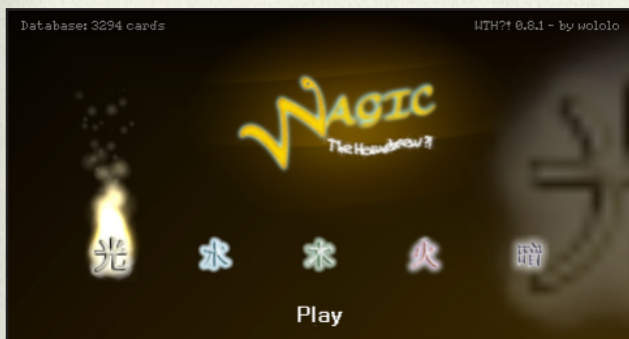
Immediately after Wagic loads all its needed files you'll be greeted
by the main menu. Navigate the options using the D-Pad, and make
a selection using the ● button. From left to right, the options are:
Play, Deck Editor, Shop, Settings, and Exit.

The first time you launch Wagic, a random collection of cards is
given to you, as well as enough lands to build any color deck. You
are also given enough credits to buy a few new cards in the shop.

While building a custom deck is an important part of the Wagic
experience, if you'd like to begin playing right away you can use
one of the premade decks provided. Just select the play menu item,
then choose a deck. Note that once you've built your first deck,
these premade decks are no longer available to you.

Playing the game

He who knows the rules, rules all.
If you don't know how to play,
Find a rulebook!

The Game Phases

The untap step. Wagic will automatically untap any cards that may be untapped now. Some cards do not untap.

The upkeep step. All upkeep costs must be paid here.

The draw step. Wagic will deal you one card from your library into your hand. If you have no cards left to be dealt, you lose.

The first main phase. Except for instants and cards with certain special abilities, cards can only be played during a main phase.

Beginning of combat. This is an opportunity to cast spells and activate abilities that may alter the course of battle.

Declare attackers. Choose which creatures will attack your opponent. Those that are tapped or recently played can't attack.

Declare blockers. The defending player decides which creatures will block the opponent. Tapped creatures can't block.

Combat damage. Unblocked attackers deal damage to the target player. Creatures dealt damage equal to their toughness die.

End of combat. Cast instants and abilities before your second main phase.

Second main phase. Identical to the first main phase. You may only play one land card per turn, during either main phase.

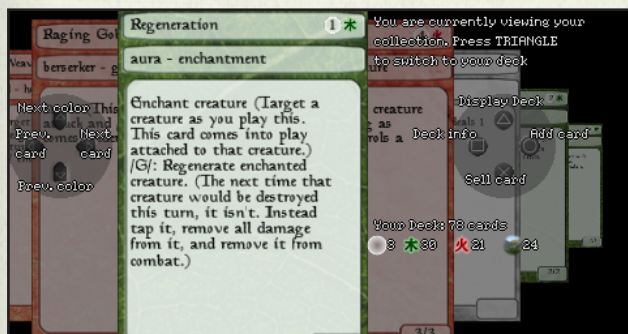**End step**. Abilities that trigger "at the end of the turn" occur now.

Cleanup. If the current player has more than seven cards in their hand, they are forced to discard the extras.

Creating a deck

The secret to Wagic mastery is practice.
Practice, and proper deck building.
Skillfully wield the deck editor!

The Deck Editor

You may build as many different decks as you like using your cards. Navigate using the D-pad, add and remove cards using ●. Press ● to sell cards, and use the start menu to save or cancel your changes.

Note that you can build as many different decks as you'd like, all using the same cards from your collection. What this means is that, if you own two of a particular card, you may use it twice *in each deck* you build.

Buying cards

Be wary of the merchant man,
his prices change with supply and demand,
yet he always makes a profit.

The Shop

The shopkeep is a cunning soul, who convinces his customers to by booster packs by limiting the selection of singles. Press ⬤ to view a list of all cards on display, or press ⬤ to ask for a new set.

If you run out of credits, you'll have to return to the deck editor to sell some cards, or play against the AI to win more. Winning against the AI also unlocks more cards for the shop to sell.

Options

*Almost everyone knows what they want,
but only the wise know how to achieve it.
It's too bad life doesn't have an options menu.*

Game Settings

Settings	Profiles	Credits

General Options	
Music volume	Muted
SFX volume	Muted
Display InGame extra information	Yes
Difficulty	0
Seconds to pause for an Interrupt	0
Interrupt my spells	No
Interrupt my abilities	No
Use large cache	No

Use the game settings to customize your experience. Use the L and R triggers to navigate the tabs, press the ● button to cycle through available choices, and use the start menu to confirm or cancel. Most options should be self explanatory.

The **extra information** option will display text notifications when cards do things like go to the graveyard. Turning the **interrupt** options on might make turns take longer, but allows you more control over your turn. The **large cache** holds more card images in memory at once, but may sometimes cause the game to crash.

Profiles allow multiple players to use one PSP. Each profile has its own collection of cards, unlocked bonuses, and credits.

Controls

*Sometimes it helps to know
the right buttons to push,
and the right time to push them.*

General Navigation

● —— Confirms selection
✕ —— Cancels
▭ —— Opens menu (usually to save or exit)

Deck Editor

● —— Add/remove card from deck
✕ —— Sell card
△ —— Switch between deck and collection
▭ —— Change browsing speed
▭ —— Save or cancel changes

Shop

● —— Ask for price of card, buy card
● —— Ask to see different cards
▭ —— Menu to exit (all purchases are saved)

Play

● —— [On card] Activate card (tap, attack, etc)
● —— [On player] Select as target
● —— [On card pile] Browse pile, if possible
● —— [Asked to interrupt] Don't interrupt
✕ —— [Asked to interrupt] Decide to interrupt
✕ —— Cancel interrupt, spell, or ability
▭ —— Open and close hand
▭ —— Advance to next game step
▭ —— Menu to exit (all purchases are saved)

Customization

You supply the effort and the spare time;
We'll supply the opportunity.
Help us make Wagic perfect!

New Cards

Adding new cards to Wagic can be a very rewarding experience.
Use a image editing tool to make the card images (we recommend
Magic Set Editor 2), then open up a copy of _cards.dat and start
editing! The format can be a little confusing at first, but spend
some time reading other cards and you'll figure it out. Or visit
http://wololo.net/wagic/ to view the official card editing guide.

New Themes

If you're of a graphical bent, try making your own theme. Save
a copy of the graphics folder into the themes folder, renaming it
to something unique ("themes/My Theme", for example). Then
feel free to replace any of those images. You can even replace the
card images, by mirroring the sets folder structure ("themes/My
Theme/ sets/10e/CardID.jpg"). Note that zipped files do not work
for themes... if you want to replace a card, it has to be directly
available.

New Code

Want to implement a new card ability, or maybe change the way
the system works internally? Check the source out from the svn
(http://code.google.com/p/wagic) and hack away to your heart's
content. Contact Wololo on the forums with a good patch and you
might even get commit access.

Notes

Take note!
A little piece of paper,
can provide a little peace of mind.