

Player 1 VS. Player 2

60

40

Welcome to the World of  
Grimoire,  
Where you use a magical  
spell book  
to control powerful summons.

Continue



Select a spell  
to cast

### Fire Affliction

A burning curse that can cause  
great affliction

mage

0

### Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

### Poison Strike

A fast envenomed attack that can be  
used in a combo

rogue

0

### Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

# Player 1 VS. Player 2

60

40

Before you begin playing,  
let's have a quick run  
through of  
how the game is played

Continue



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used in a combo

rogue

0

## Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

Player 1 VS. Player 2

60

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The 4 marked buttons  
are your current spells

Continue



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rogue

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### Poison Strike

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used in a combo

rogue

0

### Dark Shield

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damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

Player 1 VS. Player 2

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Each spell has:

Continue



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rogue

0

### Poison Strike

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used in a combo

rogue

0

### Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

Player 1 VS. Player 2

60

40

A name

Continue



Select a spell  
to cast

Fire Affliction

A burning curse that can cause  
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mage

0

Light Strike

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rogue

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Poison Strike

A fast venomous attack that can be  
used in a combo

rogue

0

Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

Player 1 VS. Player 2

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A description that usually indicates the spell's abilities.

Continue



Select a spell to cast

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A burning curse that can cause great affliction

mage

0

### Light Strike

A fast holy attack that can be used in a combo

rogue

0

### Poison Strike

A fast venomous attack that can be used in a combo

rogue

0

### Dark Shield

A demonic shield that can store damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze: false

Finishers

Player 1 VS. Player 2

60

40

A cost,  
that comes from  
your own health points.

Continue



Select a spell  
to cast

### Fire Affliction

A burning curse that can cause  
great affliction

mage

0

### Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

### Poison Strike

A fast envenomed attack that can be  
used in a combo

rogue

0

### Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

# Player 1 VS. Player 2

60

40

And finally a strategy type,  
which includes:

Continue



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to cast

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A burning curse that can cause  
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mage

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A fast holy attack that can be used  
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rogue

0

## Poison Strike

A fast envenomed attack that can be  
used in a combo

rogue

0

## Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers



# Player 1 VS. Player 2

60

40

A mage strategy:  
focusing mainly  
on dealing effects  
to the opponent  
(Such as Burn and Poison).

Continue



Select a spell  
to cast

## Fire Affliction

A burning curse that can cause  
great affliction

mage

0

## Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

## Poison Strike

A fast venomous attack that can be  
used in a combo

rogue

0

## Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

# Player 1 VS. Player 2

60

40

A Rouge strategy:  
focusing mainly  
on dealing physical damage  
to the opponent.

Continue



Select a spell  
to cast

## Fire Affliction

A burning curse that can cause  
great affliction

mage

0

## Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

## Poison Strike

A fast venomous attack that can be  
used in a combo

rogue

0

## Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0

Burn: 0

Paralyze:  
false

Finishers

# Player 1 VS. Player 2

60

40

Lastly,  
The Warrior strategy:  
focusing mainly  
on storing damage and  
returning it to the opponent.

Continue



Select a spell  
to cast

## Fire Affliction

A burning curse that can cause  
great affliction

mage

0

## Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

## Poison Strike

A fast venomous attack that can be  
used in a combo

rogue

0

## Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0

Burn: 0

Paralyze:  
false

Finishers

# Player 1 vs. Player 2

60

40

Once you have selected  
your spell for the turn,  
it will be highlighted in green,  
confirming your selection.

Continue



Select a spell  
to discard

## Fire Affliction

A burning curse that can cause  
great affliction

mage

0

## Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

## Poison Strike

A fast venomous attack that can be  
used in a combo

rogue

0

## Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

Player 1 vs. Player 2

60

40

You will then  
need to choose 1 spell  
to discard

Continue



Select a spell  
to discard

### Fire Affliction

A burning curse that can cause  
great affliction

mage

0

### Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

### Poison Strike

A fast venomous attack that can be  
used in a combo

rogue

0

### Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

Player 1 vs. Player 2

60

40

The spell you chose to discard  
will be highlighted in red.

Continue



Select a spell  
to discard

### Fire Affliction

A burning curse that can cause  
great affliction

mage

0

### Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

### Poison Strike

A fast envenomed attack that can be  
used in a combo

rogue

0

### Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

Player 1 vs. Player 2

60

40

Once you have made  
Your selection  
The battle phase  
Will commence.

Continue



Select a spell  
to discard

### Fire Affliction

A burning curse that can cause  
great affliction

mage

0

### Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

### Poison Strike

A fast envenomed attack that can be  
used in a combo

rogue

0

### Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

# Player 1 vs. Player 2

57

40

Any physical damage  
you receive  
will appear above  
your head.

Continue

Damage: -3

Damage: 0



Select a spell  
to discard

## Fire Affliction

A burning curse that can cause  
great affliction

mage

0

## Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

## Poison Strike

A fast venomous attack that can be  
used in a combo

rogue

0

## Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers



# Player 1 vs. Player 2

57

40

And any physical damage  
they receive  
will appear above  
their head.

Continue

Damage: -3

Damage: 0



Select a spell  
to discard

## Fire Affliction

A burning curse that can cause  
great affliction

mage

0

## Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

## Poison Strike

A fast venomous attack that can be  
used in a combo

rogue

0

## Dark Shield

A demonic shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

# Player 1 vs. Player 2

57

40

Additionally, any other damage that has been inflicted to you through an effect will appear in the marked box.

Continue

Dama

e: 0



Select a spell to discard

## Fire Affliction

A burning curse that can cause great affliction

mage

0

## Light Strike

A fast holy attack that can be used in a combo

rogue

0

## Poison Strike

A fast venomous attack that can be used in a combo

rogue

0

## Dark Shield

A demonic shield that can store damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze: false

Finishers

Player 1 vs. Player 2

57

40

Once the Battle phase ends,  
you will keep the two  
other spells  
you have not selected.

Continue



Select a spell  
to discard

### Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

### Dark Shield

A demonic shield that can store  
damage

warrior

0

### Hard Shield

A solid defense that can store  
damage

warrior

0

### Fire Shield

A burning shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

Player 1 vs. Player 2

57

40

And will receive two new spells  
as well.

Continue



Select a spell  
to discard

Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

Dark Shield

A demonic shield that can store  
damage

warrior

0

Hard Shield

A solid defense that can store  
damage

warrior

0

Fire Shield

A burning shield that can store  
damage

warrior

0

Poison: 0  
Burn: 0  
Paralyze:  
false

Finishers

Player 1 VS. Player 2

49

40

Lastly you have the option of  
using a finisher by clicking  
On the 'Finishers' Tab.

Continue



Select a spell  
to cast

### Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

### Hard Shield

A solid defense that can store  
damage

warrior

0

### Dark Shield

A demonic shield that can store  
damage

warrior

0

### Fire Shield

A burning shield that can store  
damage

warrior

0

Poison: 3  
Burn: 0  
Paralyze:  
false



Finishers

# Player 1 VS. Player 2

49

40

Your finishers build up  
As you use the same strategy  
Type Spells consistently.

Continue



Select a spell  
to cast

## Combo Finisher

Does increased damage based on  
current combo

Combo Count 0

## Reflect Finisher

Reflects Damage stored through  
defending

Reflect Damage 8

## Affliction Finisher

Heals for an increased amount based  
on affliction count

Affliction Count 1

Poison: 3  
Burn: 0  
Paralyze:  
false

Spells

Player 1 VS. Player 2

49

40

The Combo Finisher builds up  
When you use  
Rouge type Spells.

Continue



Select a spell  
to cast

### Combo Finisher

Does increased damage based on  
current combo

Combo Count 0

### Reflect Finisher

Reflects Damage stored through  
defending

Reflect Damage 8

### Affliction Finisher

Heals for an increased amount based  
on affliction count

Affliction Count 1

Poison: 3  
Burn: 0  
Paralyze:  
false

Spells

Player 1 VS. Player 2

49

40

The Affliction Finisher builds up  
When you use  
Mage type Spells.

Continue



Select a spell  
to cast

### Combo Finisher

Does increased damage based on  
current combo

Combo Count 0

### Reflect Finisher

Reflects Damage stored through  
defending

Reflect Damage 8

### Affliction Finisher

Heals for an increased amount based  
on affliction count

Affliction Count 1

Poison: 3  
Burn: 0  
Paralyze:  
false

Spells



Player 1 VS. Player 2

49

40

The Reflect Finisher builds up  
When you use  
Warrior type Spells  
and store damage.

Continue



Select a spell  
to cast

### Combo Finisher

Does increased damage based on  
current combo

Combo Count 0

### Reflect Finisher

Reflects Damage stored through  
defending

Reflect Damage 8

### Affliction Finisher

Heals for an increased amount based  
on affliction count

Affliction Count 1

Poison: 3  
Burn: 0  
Paralyze:  
false

Spells

Player 1 VS. Player 2

49

40

That covers the rules  
To the world of Grimoire.  
Now go out there  
and fight other summoners.

Continue



Select a spell  
to cast

### Light Strike

A fast holy attack that can be used  
in a combo

rogue

0

### Hard Shield

A solid defense that can store  
damage

warrior

0

### Dark Shield

A demonic shield that can store  
damage

warrior

0

### Fire Shield

A burning shield that can store  
damage

warrior

0

Poison: 3  
Burn: 0  
Paralyze:  
false

Finishers