Instructions:
- **Make sure your terminal is visible so you can see important text!**
- To view a card or player's details, click on the card and the terminal will print all of it's information.
- To play a monster, drag it from your hand onto one of the seven square boxes and click End Turn.
    - It doesn't have to be centered (will automatically be centered when you End Turn), try your best.
    - If you do not have enough mana to play all the monsters you selected, they will be processed in the order you selected them until you run out of Mana Crystals.
- To use a spell, press "S" on your keyboard to enter "Spell Mode."
    - Click on the spell you want to use, and then click a target and press "Enter" on your keyboard.
    - You can press "S" again to leave Spell Mode. (Spell Mode is automatically left when you click End Turn).
- To use a weapon, drag it onto your weapon spot (square next to your Hero) and click on the small box below it to register it.
- To use your Hero Power (the image to the right of your Hero), press "H" on your keyboard. This will immediately use your Hero Power if you have the mana and space for it.
- To declare an attack, select an attacker (your monster or your Hero if you have a weapon equipped) and then select the target (opponent's monster or Hero) and press "Enter" on your keyboard.