How To Play

Greetings, Magician. It seems you need some assistance. Do not fret, for I shall provide it.

The goal of the game is to defeat the enemy magician. Easy enough, yes? However, the battles run much deeper than just that.

See this button? You and your foes are able to summon minions which have their own properties. Different minions have their own icon. You will see number in the corner of the icon. This number represents the minions mana cost to summon.

Managing your minions is a key to victory. Your minions can attack for you in addition to your own attacks. These spells also have icons which display their respective mana costs. Be aware of this distinction, and success shall be more evident on the battlefield.

This is your health. When it reaches zero, you will undoubtedly fall in battle. Best be sure not to have this happen.

This represents your mana. Mana determines the actions you can take. How many actions and what actions you decide to take are depending on the mana costs of said actions. Each character has their own unique mana regeneration mechanic that you will surely want to understand, as that would give you the upper hand on your foes.

Be sure to constantly keep an eye on all relevant health and mana values. This, while simple, will give you an easy advantage you’d best want on your side.

This is the movement button. Self-explanatory, right? Note that you can only move one square per turn.

Best of luck on the battlefield, Magician.