
PlayStation
NTSC U/C
PlayStation
REAL-TIME,
STRATEGIC WARFARE
MAGIC
The Gathering®
BATTLEMAGE™
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB
SLUS-00247
#21078
Wizards
OF THE COAST®
Acclaim®
entertainment, inc.

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

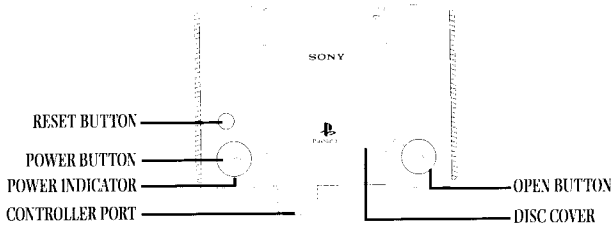
Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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1. Set up your PlayStation™ game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc. Insert the Magic: The Gathering - BattleMage™ disc and close the disc cover.
3. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

WELCOME, PLANESWALKER.

Elsewhere...

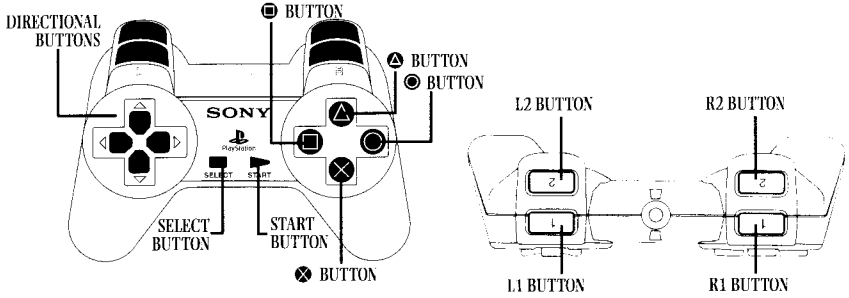
There is a universe beyond that which we see...

There are planes of reality as numerous as the stars in the sky...

Dominia! A place consisting of multiple universes where mana -- the magical energy given off by plains and mountains, swamps, forests and islands stands ready to be tapped for the good or ill of those who live there. Among the many universes of Dominia it is the world of Dominaria, that provides the strongest mana. Such a prize cannot help but attract the attention of mighty planeswalkers -- wizards who can tap the magical energy of lands they control to cast mighty spells and summon wondrous creatures.

Seven wizards are converging on Dominaria. Rivalries and grudges stretching back 10,000 years have exploded in a planeswalker war. On the incredible continent of Corondor duels will be fought, secrets discovered, alliances made and broken, and the world of Magic: The Gathering will be changed forever. For the winner comes the fulfillment of eons of struggle. For the loser, well, one does not speak of such things...

After the introductory segment has played (press START or ⊗ BUTTON to bypass), you will come to the Main Menu, where you can set your options and select your game type. But before you do, take a moment to become familiar with the world of Magic: The Gathering - BattleMage.



MAGIC: THE GATHERING®-BATTLEMAGE™ THE BASICS

In Magic: The Gathering - BattleMage you play as one of six powerful planeswalkers dueling to free or conquer the lands of Corondor. By using the tremendous forces at their command, the planeswalkers do battle with one another until one is the victor.

MANA

Mana is derived from the land, with different landforms giving off different kinds of mana. This magical energy is the power source that planeswalkers tap into to cast spells. Different types of mana are used to power different types of spells.

COLOR	ICON	LAND	TYPE OF MAGIC
Black		Swamp 	Death, ruin, decay
Blue		Islands 	Illusion/Mental, Air, Water

COLOR	ICON	LAND	TYPE OF MAGIC
Green		Forest 	Life/Nature
Red		Mountains 	Chaos, destruction
White		Plains 	Healing/Protection







Each land in your spell library provides one mana of the appropriate color when tapped. When lands are tapped during a Duel the energy they provide goes into your mana pool. When spells are cast the energy is taken from this pool. When energy in your mana pool is utilized to cast a spell the amount of energy the spell needs is temporarily drained from your pool, however it will regenerate in a short time and can be used to cast another spell.

The amount and type of mana needed to cast a spell is defined by its casting cost. The amount of colored mana it costs to cast the spell is indicated by the number of mana symbols. This spell (Channel) shows two green mana symbols; it costs two green mana to use. When the casting cost is displayed as a number in a tan circle, the spell requires that amount of mana; it means that any color or colorless mana can be used to pay for casting that spell. This is referred to as a colorless casting cost.

Ex. Clay Statue requires 4 mana to cast, it can be paid for with 2 green, 1 black and 1 white mana, or 3 blue and 1 colorless mana or any other combination of mana that adds up to 4.

NOTE: A sixth "generic" type of mana, colorless, is not derived from any of the five lands, but is provided by certain spells, creatures and artifacts. It only pays for the colorless part of any spell's cost. (Artifact casting requires only colorless mana.)

When the casting cost is an X it means that you may pump as much mana as you like into the spell before you cast it. The more mana you use, the more powerful your spell becomes. (Ex. "Fireball")

SPELLS

Every planeswalker has access to a collection of extraordinary spells. Whether summoning a creature to battle your enemies, healing yourself, or countering an enchantment set off by an enemy wizard, it is the power of a planeswalker's spells and the skill with which they are wielded that will separate the victors from the footnotes in Dominaria's history.

Understanding the many spells you can choose from is a matter for great study. Spells often affect a Duel in ways that are subtle or profound; each spell is different, and reacts differently with every other spell. Begin with some fundamental knowledge about basic spell types and then experiment with various spell combinations to see what is effective and what isn't.

CREATURES

Creatures are surrogates that planeswalkers summon to the battlefield to fight for them. Creatures can be used to attack the enemy planeswalkers, robbing them of lifepoints, or creatures can attack your foe's creatures, hopefully killing them.

Creatures are rated by both **power** (the amount of damage a creature does when attacking or blocking), and **toughness** (the amount of damage a creature can take before it dies). These ratings are expressed in the format: power/toughness. Thus a 4/5 creature would slaughter a 2/3 creature, all else being equal. The 4/5 creature would do 4 points of damage, overwhelming the 2/3 creature's 3 toughness. The 2/3 creature would only take away 2 of the 4/5 creature's 5 toughness, allowing the 4/5 creature to survive. After an attack, creatures who survive will gradually heal.

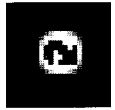
Creatures often have special powers that are available during a Duel. Some creatures can give you mana, others may make other creatures on the battlefield stronger just by being present! Some powers are constantly "on", while others may require you to utilize some mana in order to activate them. Certain powers are actually negative! The Lord of the Pit has to eat one of your other creatures every minute or two, otherwise he comes back and attacks you! Consult the individual spell descriptions in the ARCHIVE section to learn what powers an individual creature has.

Some of the more common powers:

Flying:
These creatures can fly over terrain that others would have to go around.

Regeneration:
If you tap enough of the appropriate mana, these creatures can be brought back from the dead.

The Tap Symbol:
The TAP symbol appears when a creature:



1. Returns from attacking the opposing planeswalker
2. attacks another creature,
3. uses certain Fast Effects
4. is tapped by a spell effect or
5. is regenerated or killed

The TAP symbol will remain with the creature until the creature is movable again ("untapped").

Trample:
A creature with Trample can fight another creature normally but doesn't tap as a result, allowing it to be sent straight on to the enemy.

First Strike:
The creature does all its damage to its opponent first, as opposed to the usual simultaneous attacks. If the defender loses all its life points the creature with First Strike takes no damage!

ENCHANTMENTS

Enchantments permanently change the effects and abilities of other spells or creatures. Ex. Immolation increases a creature's power and decreases its toughness. Enchantments last until the object of the enchantment is destroyed or the enchantment is dispelled.

SORCERIES

Sorceries are similar to enchantments but they are not permanent. They go into effect and then fade away.

INSTANTS AND INTERRUPTS

Instants and interrupts are fast spells often used to counter something the other wizard is doing. Ex. The Blue Elemental Blast can be used to stop a red spell from taking effect.

ARTIFACTS

Artifacts are devices with magical powers that can be utilized once the artifact has been summoned to the battlefield. Although artifacts appear on the battlefield, they cannot be attacked by creatures unless the artifact is also a creature! Artifact creatures are used in battle just like living creatures. Quick rule of thumb: if it's lumbering toward you it's a creature -- do something!

BASIC NAVIGATION

NOTE: Throughout this manual, we direct you to "click on" certain items. To do so, use the Directional Buttons to move the cursor to an area / highlight a selection, then press the ⊗ BUTTON.

Click on any icon to select or access it.

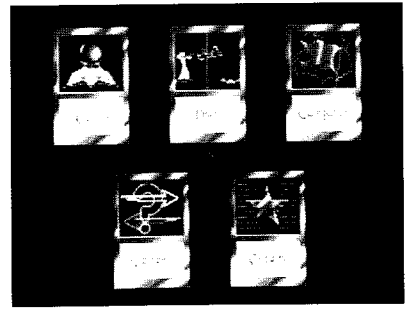
Click on the glowing diamond to return to the previous screen

Press the ⊗ BUTTON when the cursor is over the appropriate menu to load a saved game from a Memory Card while in Campaign mode or a saved spell tome while in the Build Utility.

Press the ⊗ BUTTON when the cursor is over the appropriate menu to save a game while in the Campaign or to save a customized spell tome while in the Build Utility.

MAIN MENU

From the Main Menu you can access these choices: ARCHIVE, DUEL, CAMPAIGN, OPTIONS and CREDITS. Select an option with the Directional Button, then press the ⊗ BUTTON to access it.

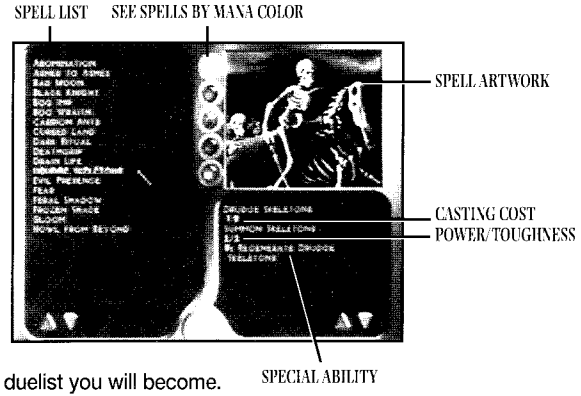


ARCHIVE

The ARCHIVE allows you to view all of the spells available in Magic: The Gathering - BattleMage. Come here to do research on the spells you wish to include within your Tome to take into battle.

The spells are listed by the color of mana needed to cast them. To view the spells for a color, move the cursor to any colored jewel in the center of the screen and press the ⊗ BUTTON. The list for that color will be displayed. Use the up or down arrows at the bottom left of the screen to scroll through the list. Press the ⊗ BUTTON when any spell on the list is highlighted. The top right window will display the artwork which represents that spell.

Strategy Tip: BECOME FAMILIAR WITH THIS ARTWORK! THIS ARTWORK IS THE SHORTHAND REPRESENTATION FOR THE SPELL! In the heat of battle you may not have time to access the spell's name, casting cost or effects.



The spell's powers and effects are listed just below the art. The more familiar you are with your spell options, the more effective a duelist you will become.

OPTIONS

To select an option and change settings, highlight it with the cursor, then move the cursor left or right of its current position and press the ⊗ BUTTON to adjust the settings. You can set the following options:

Difficulty: Set the difficulty level. Easiest is to the left.

Music: Adjust the music volume slider from 0 to 10.

Sound: Adjust the sound volume slider from 0 to 10.

Controls: Choose between 3 preset control configurations.

Strategy tip: *DO NOT move the sound slider to 0! Sound plays a key role in fighting Duels.*

CREDITS

Click on Credits to meet some of the talented people who burned the midnight oil (and a few bridges with loved ones!) to bring you this game.

GAME MODES

On the Main Menu screen, you can choose one of two game modes. The **Duel** is a one-round winner-take-all battle of sorcery for one player against the CPU or another human player. It is a good idea to master the Art of the Duel before attempting a Campaign.

The **Campaign** is a series of duels for one player against the other wizards played by the CPU. Here you will explore the Continent of Corondor, meet its many residents, bargain for spells and gold and discover heretofore unknown secrets about the universe of Magic: The Gathering.

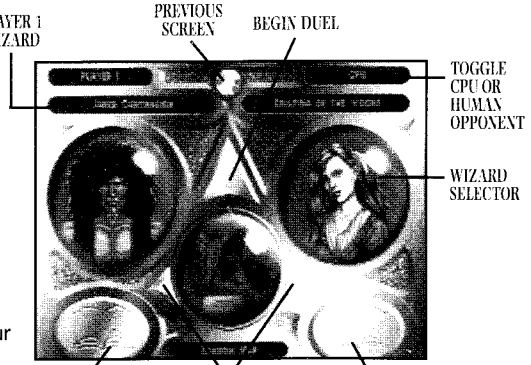
MAGIC: THE GATHERING - BATTLEMAGE - THE DUEL

Select the DUEL option to launch yourself into the thick of battle!

DUEL SETUP SCREEN

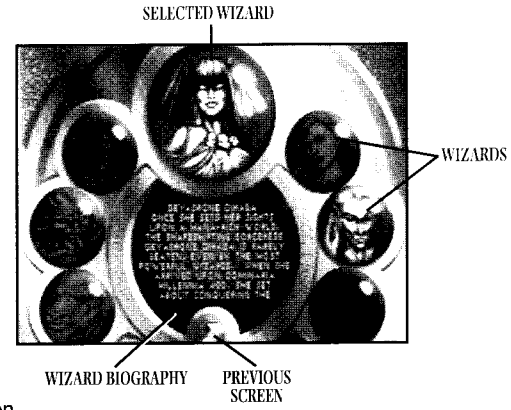
The DUEL SETUP SCREEN is where you will select your battlefield options before you enter the actual Duel.

The portrait in the large gem on the left is the wizard you will play in the Duel. The portrait on the right is your



opponent. If you wish to change your wizard, click on the left gem to go to the WIZARD SELECTION SCREEN.

The portrait in the right gem is the wizard you will be opposing in the Duel. This wizard is selectable only when dueling the CPU. Above the right portrait are the play options. Highlighting this option will allow the player to select between battling the CPU or another human player.



Move the cursor to the arrows next to the center gem and press the ⊗ BUTTON to select which of the thirty battlefields you wish to Duel on If the "Land of Corondor" appears in the map gem, the battlefield will be selected at random.

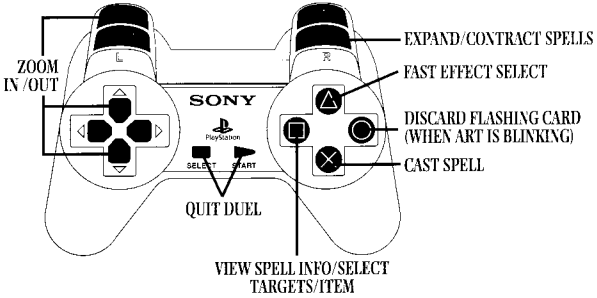
Press the ⊗ BUTTON when the cursor is on the brass button with the book on it (below your wizard's portrait) to access the TOME BUILDER (see page 18)

Press the ⊗ BUTTON when the cursor is on the lightning bolt to begin a DUEL!

WIZARD SELECTION SCREEN

- Move the cursor to any of these gems and press the ⊗ BUTTON to select the wizard you wish to play. The selected wizard will appear in the large gem.
- Move the cursor to the text circle and press the ⊗ BUTTON to read biographical information about your selected wizard.
- Move the cursor to the Diamond and press the ⊗ BUTTON to return to the DUEL SETUP SCREEN.

DEFAULT DUEL CONTROLS



ADDITIONAL CONTROLS:

HOLD R2 + TAP L2: Invoke/revoke shadows.

HOLD L2 and press ⬅/➡: To scroll through your contracted hand (next to the mana bars).

HOLD R2 and press ⬆/⬇: To toggle among Planeswalkers.

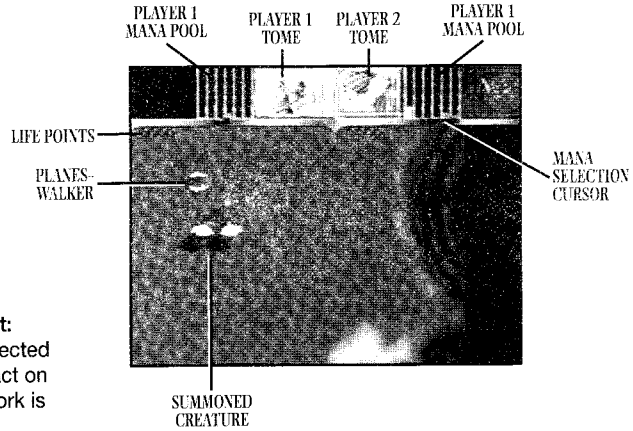
HOLD R2 and press ⬅/➡: To toggle between summoned creatures.

HOLD ■ + ⬆, ⬇, ⬅, ➡: Bring up highlight box (select multiple creatures).

THE DUEL SCREEN

A Duel is a battle between wizards (1 player vs. CPU, or Player 1 vs. Player 2). The goal is to attack and destroy your opponent by summoning and moving your creatures and using spells to drain your opponent's life points. The control panel at the top of the screen is where you will control your resources. From left to right, the panel displays the following information.

Life Points:
These gems represent how many life points you have at the present time. You start the game with 20. If you ever reach 0, you have lost the Duel. Each red gem represents 5 life points, each purple gem represents 1 life point.



Currently Selected Unit:
This is the currently selected Creature, Spell or Artifact on the battlefield. It's artwork is displayed here.

Mana Pool:
These six bars tell you how much mana you currently have at your disposal. The six gauges are color coded by mana type (Brass represents colorless).

LIBRARY

Each player/wizard takes a collection of spells into combat. In Duel Mode, you must take a minimum of 40; there is no minimum in Campaign Mode. Your collection of spells is called a TOME. A wizards's Tome can be edited in the Tome Builder (see page 18) or in the Campaign inventory screen (see page 20). During a Duel, however, a wizard only has access to seven spells at a time; this is the wizard's LIBRARY.

When a spell is cast, its artwork disappears from this stack (of seven). The wizard gets a new spell transferred from the Tome to the Library every 10-15 seconds. If there are less than seven spells in the library, the spell is automatically added to the library. Otherwise, the spell in the lower right hand corner begins blinking. After a few seconds the spell will be scrapped and replaced by a new spell. To hasten spell elimination, press ◉ when the spell is blinking.

In order to defeat your opponent, you have to cast the spells in your library. **To see your library, press R1.** This will fan out your library and let you see what spells you have at your immediate disposal. To collapse your library, simply press R1 again.

Pressing the ◀ or ▶ DIRECTIONAL BUTTONS will rotate your spells left or right. The active spell is the artwork in the topmost left position. It will be accompanied by a scroll showing the spell's name, casting cost, and if it's a creature, a red meter representing power and a blue one showing toughness. Press the ▣ BUTTON on the scroll to bring up a description of the spell's powers and effects (press ◉ to cancel the display). Spells can also be moved from left to right while the spell stack is collapsed. **The active spell is the spell that is showing.**

The area below the control panel is the battlefield. When the Duel begins, your planeswalker is standing alone on the battlefield. Moving the cursor to the edge of the battlefield causes it to scroll. The other figure is the enemy planeswalker. Planeswalkers cannot move and cannot directly attack each other or creatures on the battlefield. When a planeswalker is struck by a damaging spell or a creature, he loses life point gems from the control panel.

Strategy tip: For the first few duels, give your CPU opponent the "All Lands" spell tome.

CASTING SPELLS

When the spell you wish to cast is in the active position , press the ⊗ BUTTON to cast it.

- **If the spell is a land spell,** one unit of the related color mana will be added to your mana pool at the top of your screen.
- **If the spell requires a colored mana to cast,** the proper amount of the required color will be deducted from your mana pool (if you have enough).
- **If the spell has generic casting cost** (see MANA and CASTING COST on page 4) press the ⊗ BUTTON, then
  - Use the ⊖/⊕ Directional Buttons to move the BLUE TRIANGLE CURSOR to select the desired mana color.
  - Press ⊖ on the Directional Button to select the desired amount.
  - To cancel or undo your mana selection, press ⊙.

Once you have cast a spell you will see your planeswalker gather up mana and in a moment the spell will appear on the screen. Spells which summon creatures, cast artifacts or enchant the whole globe arrive without targeting. If a spell needs a specific target, you will be prompted to select one.

- **To select a target,** move the cursor over it and press ▣.

The cursor appearance changes depending on the target:

RED CROSS = ENEMIES

BLUE BOX = ALLIES

You will also see a TAPPED SYMBOL if the target creature is tapped.

- Press ⊗ to cast the spell.



Some spells (the Fireball, for example) affect multiple targets.

- **To select multiple targets,** click on the desired targets.
- **Press ⊗ to launch the spell.**

As the duel progresses, you may find there are a lot of creatures and spells in play. To avoid confusion when the action gets frantic, you may wish to INVOKE SHADOWS (HOLD **R2** + TAP **L2**), which will display a shadow for each Planeswalker's spells and creatures in a related color, making it easier to sort out who controls whom (or what).

Strategy tip: Listen to the mystic voice say the name of the spell as it's being cast. If you hear the voice and you haven't cast the spell, get ready, because it's been cast by a rival and it's probably coming your way!

COMMANDING CREATURES

If your spell has summoned a creature, the creature will suffer from a few moments of summoning sickness (See Creatures in The Basics, page 6). Once summoning sickness has passed, you may give the creature orders to move. Hold ▣ and press the Directional Button to create a command square. Spread out the square so that it covers all creatures you wish to command and release the buttons. A toughness meter will appear above your selected creatures. (This is where the invoke shadows command will come in handy-- see above). Move the cursor to anywhere else on the battlefield and press the ▣BUTTON. Your creature will attempt to move to that location. If the cursor is resting on an enemy creature or the rival planeswalker, the cursor will become a red cross. Press the ▣BUTTON to command the selected creature to attempt an attack on the target.

NOTE: To de-select selected creatures, press the ◉ BUTTON.

When one creature attacks another, they will battle with the result being determined by the creatures power and toughness. When a creature attacks the rival planeswalker, the other player will lose lifepoint gems equal to the creatures power. The attacking creatures will teleport back and appear next to the controlling planeswalker (but will be tapped!). After a few moments, the creature will untap and can be given new orders.

At any time, you can place the cursor on a creature and press ▣, then the △ to view the information scroll. This scroll gives information about the creature's additional abilities, if any (see creatures, page 6).

NOTE: Limits exist for how many creatures (and some other permanent spells) can be in play at one time. You can use 4 duplicates of any creature spell and up to 6 different creatures (for a total of 24). Another creature can be summoned as soon as one is removed from play.

USING SPECIAL ABILITIES

If a creature has a special ability that needs to be invoked (Ex. Regeneration), the mana cost of the power will appear next to the text description of the power. Press the ▣ BUTTON when the cursor is on the power text to invoke the ability; the procedure for selecting mana for the power's cost is the same as casting a spell. This scroll will also give information about enchantments that have been placed on a creature. Some enchantments confer additional effects. When multiple effect texts are seen on this list, scroll (↑ and ↓ Directional Buttons) to select from among them.

USING ARTIFACTS

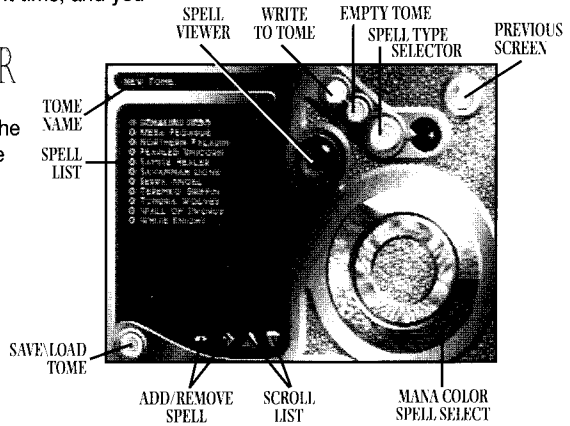
If your spell summons an artifact, the artifact will appear near the wizard. Artifacts cannot be attacked but they can be targeted and destroyed by spells such as disenchant. In order to invoke an artifact's abilities, press ▣ BUTTON when the cursor is on the artifact.

Manipulate your creatures to attack the enemy planeswalker, use your artifacts wisely and cast many spells at just the right time, and you just might come up victorious!

THE TOME BUILDER

The book in the brass button below your wizard's portrait in the wizard selection screen will take you to the TOME BUILDER.

One of the keys to playing Magic: The Gathering - BattleMage is the construction of effective Tomes. Your Tome is the repository of magic from which you pull the seven spells in your Library during the Duel (see Library, page 15).



Your Library can only be as effective as the resources upon which it draws; take special care when building your Tome to use spells that support one another and work together well. Consult the ARCHIVE for spell details BEFORE entering the Tome Builder, as the Tome Builder is not designed for research.

Wizards must take at least 40 spells and lands into combat. A wise player's tome will have at least 30% mana generating lands spells in it. That is, a tome comprised of 30 spells should also have 15 to 20 lands of the appropriate types.

The following are the controls for the Tome Builder:

Write to Tome

Click on this control to begin writing in your Tome. When your Tome has been opened, the blue eyeball (spell viewer control) will open and you'll be ready to begin selecting spells. Click on this control again to seal your Tome.

Empty Tome

Remove all selected spells from your Tome.

Spell Type Selector

Click on this control to change the types of spells listed to the left of the Mana Wheel. The first symbol (humanoid stick figure) represents creature summoning spells. In order, the symbols that follow are: (book) -- enchantment, (circular arrow) -- sorcery, (exclamation point) -- instants, (arrow striking line) -- interrupt, (gear) -- artifacts.
(See spell types, page 6)

Spell Viewer

Click on this control to view only those spells that have been written into your Tome. Click again to view all spells.

Mana Wheel

Click on any of the five colors in the outer ring of the mana wheel to change the spell list to show only those spells whose casting cost is primarily that color of mana. The inner brass ring is used to bring up artifact creatures while viewing summon creature spells.

Tome Name
Move the cursor to the "New Tome" text press ⊗, then use the Directional Pad to underline the character you wish to change. Move the Directional Pad ↑ or ↓ down to select the desired character.

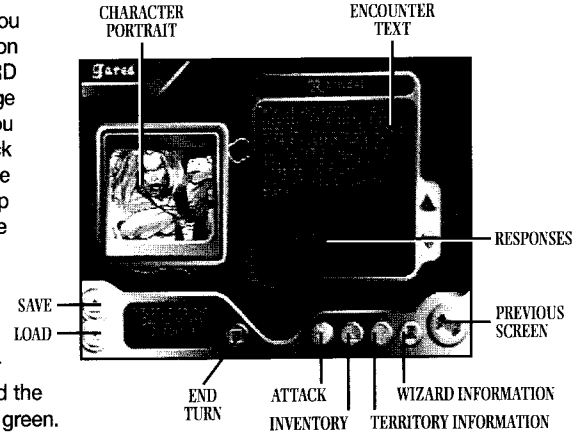
Spell List
This list of the available spells shows you how many copies of a particular spell have been written into your Tome. A given spell can only be cast once during a Duel. So if you'd like to have more than one of a creature or spell in battle, you'll have to write multiple copies of the spell into your Tome. Click the add spell (+) to write in the spell, click the remove spell (-) to erase it.

Save\Load Tome
Use this control to save and load your customized spell Tomes. We have included several pre-defined Tomes for you to experiment with. When the arrow on this button points up you can click on it to load a Tome, when the arrow points down click on it to save your new Tome.

MAGIC: THE GATHERING - BATTLEMAGE - THE CAMPAIGN

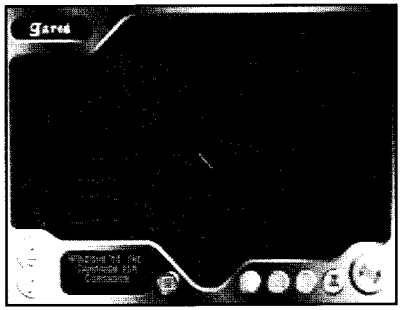
Selecting the Campaign option brings one player into a turn-based challenge -- to defend or conquer the continent of Corondor! The first planeswalker who manages to overthrow Ravidel's territories will defeat his enemies and bring an end to the terrible planeswalker war!

The campaign option brings you first into the wizard selection screen (see WIZARD SELECTION SCREEN -- page 12). Select which wizard you would like to play as and click on the flag to begin the Campaign. Click on the up arrow to load a saved game from a Memory Card.



When you enter the Campaign, you will have a number of interactions. Eventually you will encounter Ravidel the BattleMage. Read the encounter text highlighted in green. Press the ⊗ BUTTON when the cursor is on the up and down arrows on the side of the text box to move the encounter text. Select a blue-highlighted-response. Different responses will have different results, you may ally with Ravidel, gain or lose silver, gain or lose spells, make an enemy, or Duel. Each time you attempt to gain possession of a territory you may have an encounter with a rival planeswalker or a denizen of that region. Be careful, though, there are many powerful beings walking the land of Corondor, saying the wrong thing could cost you dearly!

Corondor Map
This map shows the amount of territory owned by each planeswalker. The thirty territories of Corondor are outlined in different colors for each planeswalker:
Yellow - Jared Carthalion
Blue - Tevesh Szat
Orange - Saandru
Green - Kristina
Purple - Leshrac
Gray - Geyadrone Dihada
Red - Ravidel
Light purple - Neutral.



Wizard Information
Click on the scroll and then a territory owned by a planeswalker to gain information about the amount of land, spells, silver, and power held by that wizard.

Territory Information
Click on the question mark to get information on any territory of Corondor.

Inventory
Click on this control to go to the Trove and Tome screen.
Your Trove is your entire collection of spells. When you collect, win, buy or lose spells during encounters, they will be added to or taken away from your Trove. Your Tome is the spellbook you take into combat.

Strategy Tip: If you're about to duel a particular wizard, adjust your Tome prior to the battle to take advantage of his or her weaknesses!

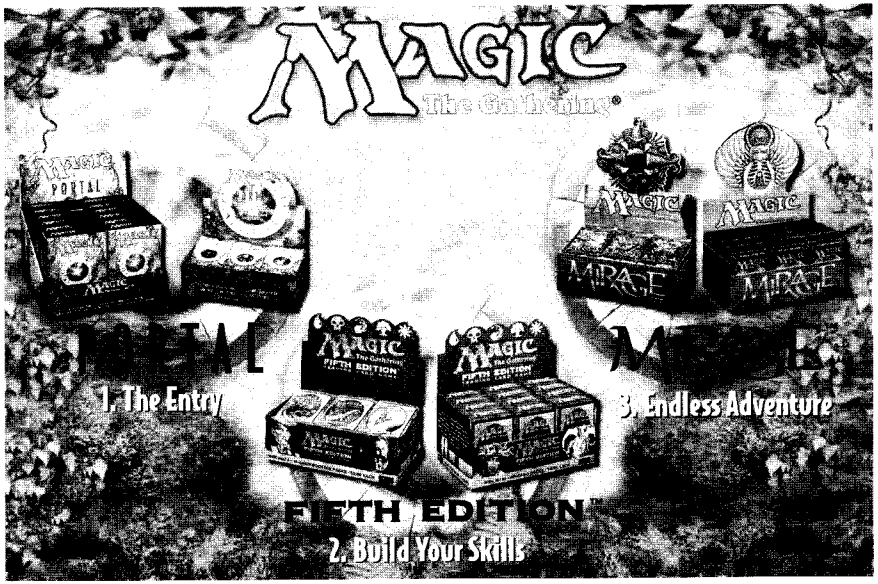
Attack
Click on the lightning bolt to attack another territory. Select where you will attack from, and what territory you wish to possess. When you attack a neutral territory, you may or may not have an encounter. Handle an encounter right in a neutral territory and the territory will join your cause! If the territory is owned by a rival planeswalker, though, you may have to Duel for its control or have an encounter with one of the denizens of that territory. If that person grants you control of the territory you won't have to Duel! If you must Duel, the winner of the Duel will take possession of the territory. You can only attack once per turn. NOTE: You can lose a duel by running out of spells in your Tome.

End Turn
When you have completed all your actions for this turn, click this square to let the other planeswalkers have their turn.

Save\Load Game
Use these controls to save or load a Campaign in progress.

Note: You must have Memory Card in order to save games.

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