

DUEL MASTERS™



AT&T

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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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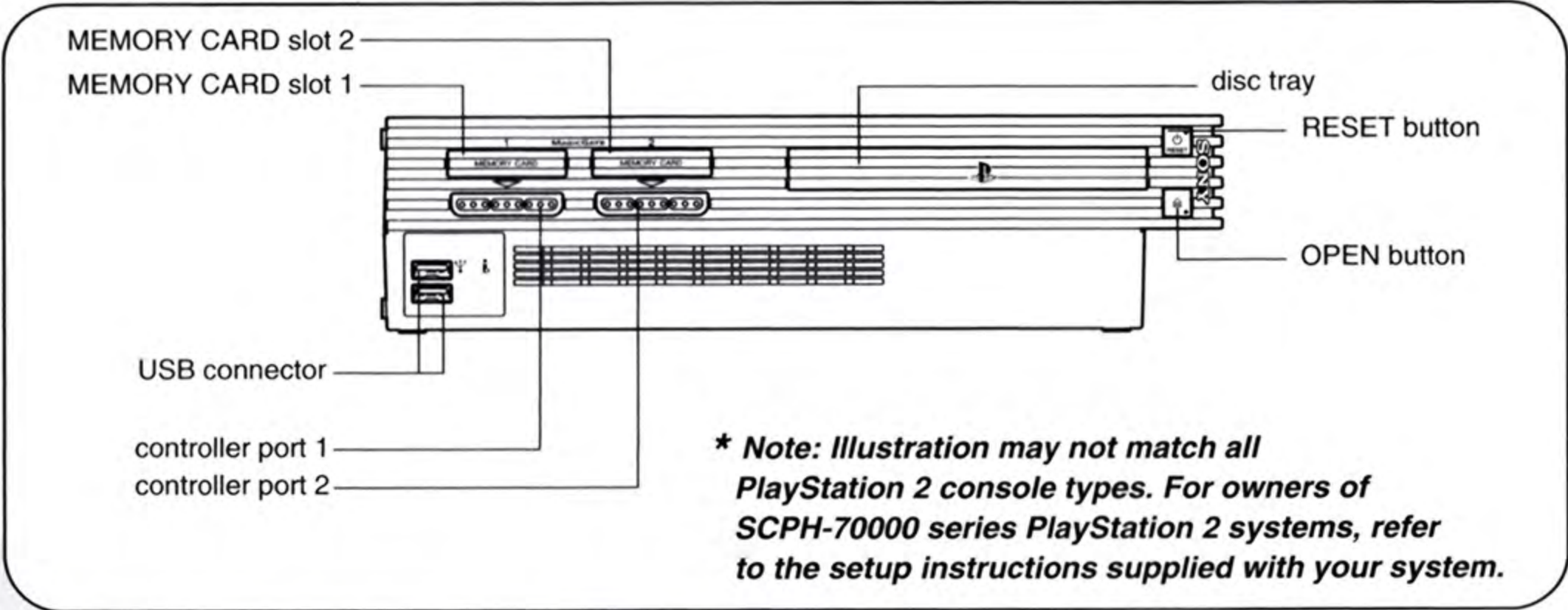
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GETTING STARTED

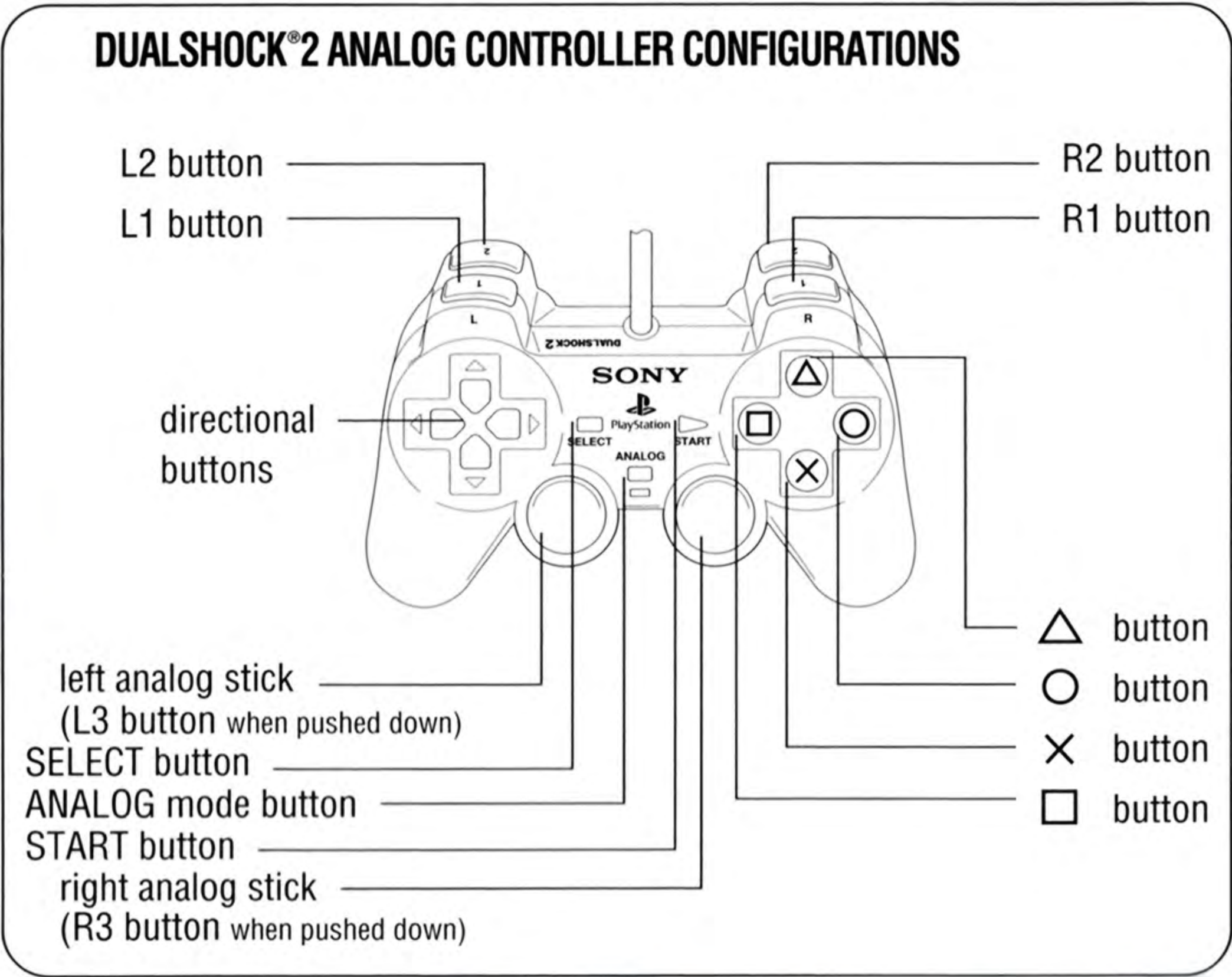


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *DUEL MASTERS™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

DUEL MASTERS™ requires a memory card (8MB)(for PlayStation®2) to save your games. A saved profile takes up 130KB. You can obtain a memory card through the retailer where you purchased your PlayStation®2 computer entertainment system or this game.

CONTROLS



MENU, LOCATION, TOWN MAP & CREATURE VIEWER CONTROLS	
CONTROL	ACTION
Directional buttons	Move highlight
✕ button	Confirm
▲ button	Back
Right analog stick	Camera movement (Story Mode location select screen); Zoom in / out (Creature Viewer)
Left analog stick	Rotate creature (Creature Viewer)
L2 button	Display full card detail (Creature Viewer)

DUELING CONTROLS	
CONTROL	ACTION
Directional buttons / left analog stick	Highlight card from hand, highlight creature on battle zone
✕ button	Confirm (summon, cast, add to mana)
■ button	Switch zones (player hand to battle zone)
● button	End turn (Standard mode only)
▲ button	Cancel / Back
L1 button	Inspect Player 1 creatures
L2 button	Display full card detail (selected card / creature)
R1 button	Inspect Player 2 creatures
R2 button	Display advanced rules (selected card)
SELECT button	Summon Signature Creature
START button	Pause Menu

Note: You can select alternate control configurations in the Options Menu (see page 6).

WELCOME TO DUEL MASTERS™

See the creatures of DUEL MASTERS™ come to life and battle in dramatic combat sequences! Build powerful decks to customize offensive and defensive strategies. Battle in progressively challenging solo or two-player duels and advance from beginner to Kaijudo Master in Story Mode. Unlock cards and build the ultimate deck with over 130 creatures and spells from the DUEL MASTERS™ Base Set, Evo-Crushinators of Doom, Rampage of the Super Warriors and Shadowclash of Blinding Night expansion sets; plus five original creatures you won't see anywhere else but in this game!

THE CIVILIZATIONS

Fire



Fire creatures are fast, relentless attackers that can quickly overwhelm an unprepared opponent. Fire also has spells that destroy creatures. There are no blockers in this civilization, so attacking quickly is key. Fire and Nature make a powerful deck.

Darkness



Darkness creatures can be more expensive to summon, but they create a terrifying army once in the battle zone. Darkness can destroy the most powerful creatures with a single spell or "slayer" creature, and has the annoying ability to make an opponent discard. The Darkness civilization has its share of blockers, although they are a bit more expensive than those from Water and Light. Darkness is good on its own, or combined with a fast civilization like Fire or Nature.

Nature



Nature creatures are very powerful, but also can be expensive to cast. For this reason, Nature has many spells that can quickly increase the size of your mana. Nature provides needed speed to both Fire and Darkness decks.

Light



Light creatures are slow but powerful, and its spells are designed to manipulate the battle zone to Light's favor. The Light civilization contains an array of powerful blockers and simple, trustworthy attackers. Light cards are great for any deck that might need a few turns to show its strength.

Water



Water creatures are sly — many cannot be blocked — and Water spells, such as Teleportation, can quickly change the shape of the battle zone. The Water civilization contains many blockers, and so provides a good complement to any deck strategy.

STARTING A GAME

Create a Profile

The first thing you must do is create a user profile by selecting “Yes” when prompted. Use the **directional buttons** to highlight letters and press the **X button** to select the letters for your profile name. Choose “Done” on the keyboard and press the **X button** to save the profile name. Player 1’s data is always read from MEMORY CARD slot 1 and Player 2’s data is always read from MEMORY CARD slot 2.



Note: You can only save one profile per memory card.

MAIN MENU

Story Mode

Adventure through the five character campaigns. Unlock cards and add them to your collection. (See “Story Mode” on page 6.)

- **New / Continue** – Select “New Game” from the Story Mode menu to start a new game. If you have a previously saved profile, this will erase all Story Mode data in that profile. Select “Yes” to erase all Story Mode data or “No” to return to the previous screen. Select “Continue” from the Story Mode menu to resume your previously saved game, and then select one of the five characters to begin or resume their campaign.



Note: DUEL MASTERS will automatically save your progress after a duel is complete and also upon exiting Story Mode. You can also save after trading, buying, selling and upon leaving Deck Building and Options.

Arcade Mode

Duel against a computer opponent in a single-player game, or head-to-head against a friend in a two-player game. (See “Arcade Mode” on page 7.)

Tutorials

Learn to play DUEL MASTERS by taking an interactive, step-by-step tour through the interface and the rules. Most of the tutorial covers Standard Mode. Select the Extreme Mode topic from the tutorial list for a summary of the differences between the Standard and Extreme modes.

Options

Modify your audio/video, gameplay and controller settings.

Special Features

View special features in the game, including the Creature Viewer, credits and information about how to join the D-MAX fan club.

OPTIONS

Use the **directional buttons** and the **✕ button** to select from the following options:

Game Play

- **Difficulty** – Choose Easy, Medium or Hard (default is Medium)
- **Combat Cinemas** – Toggle creature battles ON / OFF (default is ON)
- **Mode** – Set game mode to Standard or Extreme (default is Standard)

Audio / Video

- **Brightness** – Adjust your screen brightness
- **Music** – Adjust music volume (except in Cinemas)
- **Sound FX** – Adjust sound effects volume (except in Cinemas)
- **Cinema** – Adjust volume for all audio in Cinemas (non-interactive game sequences)

Controller

Choose from three controller configurations: Knight, Widow or Shobu. Use the DUALSHOCK®2 analog controller in controller port 1 to alter Player 1's setting on the left side. Use the DUALSHOCK®2 analog controller in controller port 2 to alter Player 2's setting on the right side.

PAUSE MENU

Press the **START button** to access the Pause Menu. The options differ depending on where you are in the game:

Story Mode

- **Resume** – Return to Story Mode location
- **Map** – Open Town Map
- **Build Decks** – Open Deck Building screen
- **Creature Card** – View status of current Creature Card Quest
- **Quests** – View status of current Quests
- **Options** – Open Options Menu (see "Options" above)
- **Exit** – Return to Story Mode Character Select screen.

During Duel

- **Resume** - Return to duel
- **Exit Duel** – Abort the duel and return to Character Selection screen (in Arcade Mode) or the Location screen (in Story Mode).
- **Exit to Title Screen** – Abort the duel and return to the Title Screen. **Note:** Progress will not be saved.

STORY MODE

In *DUEL MASTERS*, you will play as five different characters — Trey, Luc, Rusty, Flynn and Rebecca — as they work to thwart the plans of the evil Widow and her minions. The ultimate goal for each character is to gain entry into the world renowned “Five-Colors Tournament,” but there’s more going on than meets the eye. You’ll need to play each of those characters completely through their campaigns before any of them can advance to the final tournament. If you can successfully complete all of the five campaigns, your characters will get to compete in the Tournament.

To enter the “Five-Colors Tournament,” the five main characters need to prove they are worthy of that honor. To do that, each character must defeat a string of formidable opponents and complete several challenging quests along the way. So you’ll need to duel a lot in order to earn more cards and improve your decks.

Characters will need to travel around town as they prepare for the tournament. You can get to any of the available locations by pressing the **■ button** or pressing the **START button** and then selecting “Map.” This opens up the Town Map and shows you which areas you can visit. Use the directional buttons to select the location you want to go to, and then press the **✕ button** to go there.

Not all of the locations are available all of the time. Some locations become available only after you’ve dueled particular characters or done something special in the story. You can only select areas that are colored. If you have been given a quest, you can get details in the Quests option on the Pause Menu. All of the locations contain characters ready for a pick-up duel (duel early, duel often!), but some have special characters that you’ll need to duel in order to advance the story.



When you arrive at a location, you’ll see a selection of characters waiting there to duel. Use the **directional buttons** to cycle between them. Select the character you want to duel and press the **✕ button** to duel him. Not all of the characters will be there all the time, so duel them when you can!

After you have completed Story Mode, you will no doubt have built a stellar collection — but there are always more cards to collect in Arcade Mode!

Note: You can only load/save data for Story Mode from a memory card in MEMORY CARD slot 1.

Buying and Selling Cards



Anytime you win a single-player duel (in Story Mode or Arcade Mode), you earn one or more cards. However, since you can only have four of any one type of card in your deck, you’ll soon have extras. Luckily, Chuck (the Card Shop owner) will buy those extra cards if you bring them to him at the Card Shop. You can also buy booster packs from him using the store credits you get for selling cards.

When you approach Chuck, he’ll offer to buy

cards from you or sell you booster packs. He'll also let you know how many store credits you have.

Buying Booster Packs

Chuck will ask you how many booster packs you want (change the quantity using the **directional buttons**) and tell you how many credits it will cost. When you are ready, press the **✕ button** to buy the booster pack(s), or press the **▲ button** to back out of the deal.

Once you've purchased the cards, you can cycle through the booster packs and see which cards you got. Good luck!

Selling Cards

The Selling Cards screen has a similar setup to the Deck Building screen (see page 8), except that instead of adding your cards to your deck, you press the **✕ button** to sell the card to Chuck.

ARCADE MODE

From the Arcade Mode Screen, you can select from the following options:

- **Single Player** - Duel against a computer opponent
- **Two Player** - Duel one of your buddies
- **Trade Cards** - Trade cards with a friend (both players must have a memory card inserted that has a *DUEL MASTERS* profile saved on it)
- **Deck Building** - Build and save up to three different decks
- **Statistics** - View your win/loss record, creatures destroyed/lost, shields destroyed/lost and time results against each opponent (for Arcade Mode only).

Single Player (vs. Computer Player)

Press the **✕ button** to select which of the characters you want to play as, then choose an opponent. You can then choose to play using either the character's deck, or use any of the three custom decks you have created (see "Deck Building" on page 8 for details about building customized decks). Finally, choose the battle zone in which you wish to duel, and choose whether to play in Standard or Extreme Mode. Select "Duel" to begin.



Two Player (Head-to-Head)

Both players select their own characters and decks. **Note:** In order to select decks that he's built in Story Mode, Player 2 must insert a memory card containing a *DUEL MASTERS* saved profile into MEMORY CARD slot 2. If he doesn't, he'll be limited to only the characters and decks that Player 1 has built/unlocked in Story Mode. Characters from both memory cards are available to both players

DECK BUILDING

You can manage your decks in both Story and Arcade modes. To manage your decks in Story Mode, select Deck Building from the Pause Menu (see page 5). To manage your decks in Arcade mode, select Deck Building from the Arcade Mode menu. On the first screen, you can copy, delete or change any of your three decks.

Each character in Story Mode begins with a deck made up of 40 cards. The collection contains mostly common and uncommon cards, along with a

few rares, and maybe a very rare. As you win duels and tournaments, you will receive random cards, which you can use to customize your initial deck. (You'll need to customize in order to defeat some of the strong competitors you meet!)

In Arcade Mode, you can manipulate the cards in your decks just like in Story Mode. Here, however, you'll have access to three custom decks. **Note:** If you want to sell or trade a card, you need to remove it from all of your decks.

Your card collection in Arcade Mode is comprised of all of the cards you've earned playing each of the five characters in Story Mode. Even if you sold a card to Chuck in Story Mode, it is still available in your collection in Arcade Mode. If you trade for or earn a card in Arcade Mode, however, it doesn't show up in your collection in Story Mode.

Under each card image are two numbers. The first number is the number of that card in the deck that you are currently editing. The second is the total number of that card in your collection.

Important: You can only have four copies of any given card in your deck. You can use the same card in any of your decks, even if you have only one copy.

Deck Building Controls

- Use the **directional buttons** to navigate your collection.
- Press the **L1 button** to cycle through filter options. This allows you to display all cards or filter by civilization, spells, blockers and signature creatures.
- Press the **R1 button** to sort your cards alphabetically by name, mana cost or power.
- Press the **✕ button** to add the selected card to your deck.
- Press the **■ button** to remove the selected card from your deck.
- Press the **● button** to toggle the display between all of the currently available cards in your collection or only those in the deck that you are currently editing.
- Press the **▲ button** to cancel and leave without saving changes.
- Press the **R2 button** to set/unset your Signature Creature card, select one of the cards in your collection that has the Signature Creature icon on it and then press the **R2 button**. **Note:** You can only have one copy of the card that you've chosen as your signature creature in your deck.



- Press the **L2 button** to bring up the full card detail for the selected card.
- Press the **START button** to save your deck changes.

Important: You must have exactly 40 cards in your deck. You will not be allowed to exit Deck Building and save your deck if it does not. To leave the Deck Building screen without saving, press the **▲ button**.

DUEL MODES

There are two Duel Modes in the game — Standard and Extreme. Standard Mode is very similar to the DUEL MASTERS trading card game, with only a few minor rule variations. Extreme Mode, however, pits you against your opponent in fast and furious real-time combat, where there are no turns and both players will play cards at the same time!

You can toggle between Standard Mode and Extreme Mode just prior to the start of an Arcade Mode duel by choosing the mode you want when prompted. Or, you can change the default type of duel for all of your Arcade and Story mode duels from the Options Menu > Gameplay screen.

CARD TRADING

When you open the Card Trading Screen from Arcade Mode, you are given the option of trading cards with another human player. This player must have a *DUEL MASTERS* profile saved on a memory card in MEMORY CARD slot 2 in order to trade with you.

The Card Trading screen displays both players' collections. Press the **✕ button** to offer a card for trading, press the **● button** to check the trade, and press the **■ button** to remove it.

When you are ready to make the trade, press the **START button**. Both players must press the **START button** in order to complete the trade. Once you've made the trade, the cards are transferred between your collections.

HOW TO DUEL

Object of the Game

Use mana to cast spells and summon creatures into the battle zone. Attack your opponent with your creatures — if a creature isn't blocked, it breaks a shield. Break all of your opponent's shields and then attack him one more time to win the duel!

Duel Screens

All duel combat takes place on the Duel Screen. The controls in the top of the screen provide you with information and allow you to manipulate the cards in your hand, while your summoned creatures fight it out in the battle zone in the lower part of the screen.

Shields

Hand Display

Portrait

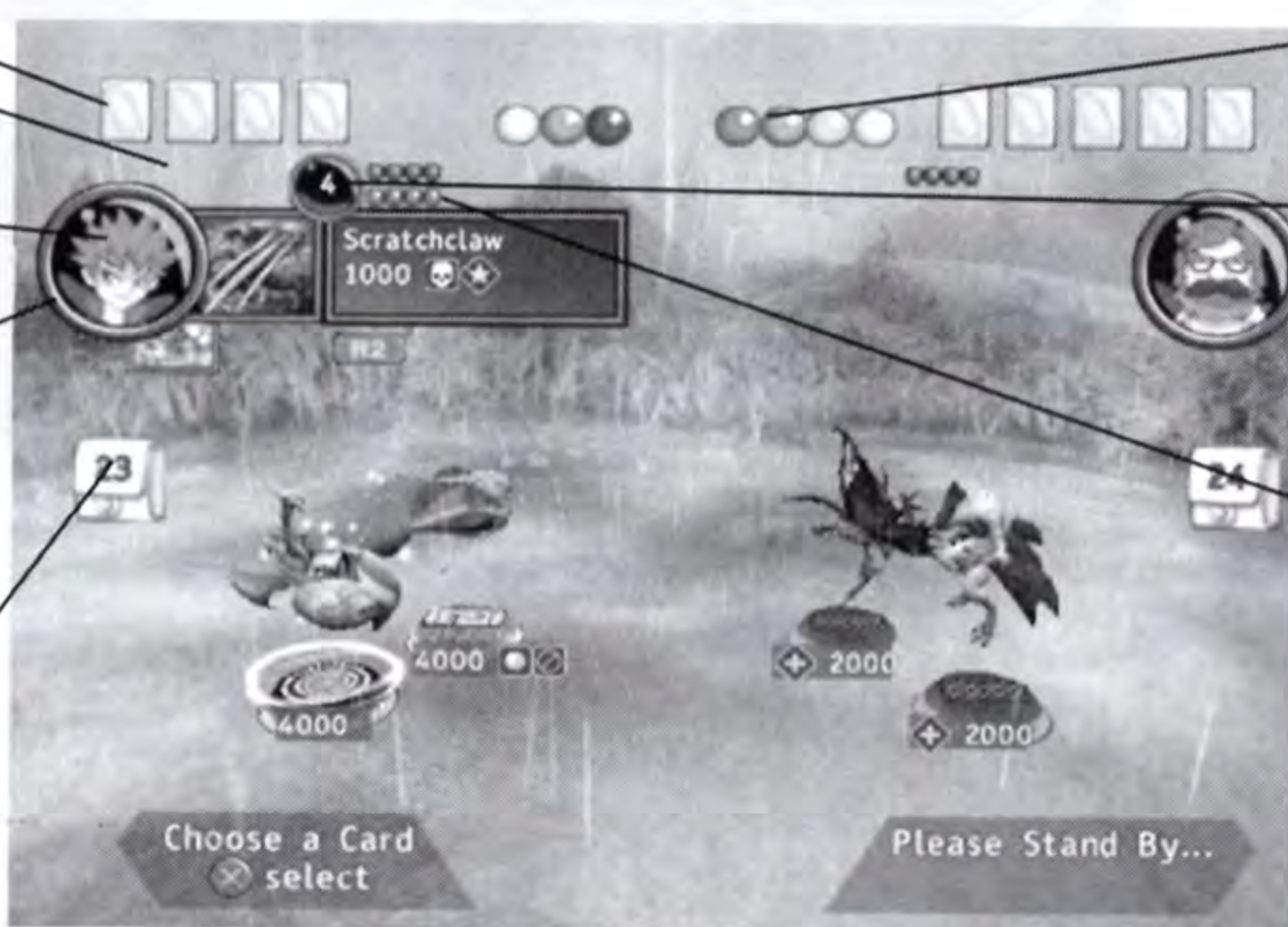
Add to Mana Indicator / Draw Timer (Extreme Mode)

Cards remaining in deck

Mana Color Indicators

Mana Cost

Mana Zone



Setup

When a duel begins, each character's deck is automatically shuffled, five cards are dealt out as shields, and five cards are dealt out and placed in the character's hand. In Standard mode, the game randomly determines who goes first. In Extreme mode, both players start at the same time..

Turn Order Summary

Standard

1. Start your turn (automatic untap)
2. Draw a card (automatic)
3. Use Cards (in any order)
 - Put one card into your mana zone (optional)
 - Summon creatures and cast spells (optional)
 - Attack (optional)
4. End your turn

Extreme

There is no turn order. The frequency at which you can draw a card is controlled by the Draw Timer, which also controls how often you can add a card to your mana zone. If you can add a card to your mana zone, the Draw Timer will be blue. If you cannot, it will be red. Summoning creatures or casting spells dimin-



ishes your mana, but mana regenerates over time, so after awhile you can use that mana again.

Creatures that attack remain tapped for a set period of time (shown by their Tapped Timer) before you can use them to attack again. You can do anything in any order as long as you have the mana to do it and the creature you are trying to order to attack or block isn't waiting for a timer to expire.

Start your turn

The first thing the game does is untap any tapped creatures and mana cards. This makes those cards available to use during the turn. (See "Glossary" on page 15 for information about tapping and untapping.)

In Extreme Mode, the sequence of events is governed by the timers associated with those events. So, there's no real "start of the turn." Creatures untap when their individual Tapped Timer expires and used mana becomes available over time, as it regenerates.

Draw a card

The game automatically draws a card from the top of your deck and puts it into your hand. In Standard Mode, this happens at the beginning of each player's turn. In Extreme Mode, this happens whenever the Draw Timer expires. (**Note:** Some cards may allow you to draw extra cards when they are played. Be careful, though, because if you run out of cards in your deck, you lose.)

Important: In Standard Mode, the character that plays first does not draw a card on his or her first turn.

Use Cards

Putting cards into your mana zone

Cards in your mana zone generate mana for you when you tap them. Mana is like money that you use to pay for creatures and spells. Each mana card generates one mana per turn.

In Standard Mode, you can add only one card (of any type) into your mana zone from your hand each turn, unless a spell or effect allows you to add more.

In Extreme Mode, you can put one card into your mana zone for each interval of the Draw Timer. If you can add a card to your mana zone, the Draw Timer will be blue. If you cannot, it will be red.

To put a card into your mana zone, select that card using the **directional buttons** and press the **✕ button**. You will be given the option to Add to mana (move it to mana) or Summon / Cast the card if you have enough mana. Press the **directional buttons** to highlight Add to Mana and then press the **✕ button** again. To cancel, press the **▲ button**.

Putting a card into your mana zone removes the card from your hand and increases your mana by one.

Summon creatures and cast spells

In order to summon a creature or cast a spell, you must have enough mana in your mana zone. If you do not, you cannot use the card. When you use a card, the mana cost of that card is deducted from your mana zone. If the mana bar is green, you have enough mana to summon the creature or cast the spell. If the mana bar is red, you do not have enough mana.

Note: Each player is limited to a maximum of five creatures in the battle zone at a time.

In order to summon a creature or cast a spell of a particular civilization, you must have previously put a card of that color into your mana zone. The indicator next to the mana zone shows you which civilizations you are able to use.



Once you have added a card of a particular civilization to your mana zone, you have unlocked that color. This means that you can now summon creatures and cast spells from that civilization as long as you have enough mana. To cast a spell or summon a creature, select that card using the directional buttons and press the **✕ button**. You will be given the option to put one card into mana or Summon /

Cast the card. Use the directional buttons to highlight Summon (in the case of creatures) or Cast (in the case of spells) and then press the **✕ button**.

To cancel, press the **▲ button**.

Casting Spells

After you cast the spell, the game prompts you to take action, such as selecting a creature, etc. The spell then goes to your graveyard.

Summoning Creatures

When you summon a creature, it is put into the battle zone.

Important: Most creatures can't attack immediately after they've been summoned because they have summoning sickness. (Evolution creatures do not get summoning sickness. See "Glossary" on page 15.) In Standard Mode, your creature can't attack until next turn (though, if it's a blocker, it can still block during your opponent's turn). In Extreme Mode, it can't attack until its Summoning Sickness Timer expires, but it can still block.

Attack

Generally, creatures can either attack your opponent or one of your opponent's tapped creatures. A few special creatures have the ability to attack untapped creatures! On the other hand, some creatures have attack limitations, such as, "This creature can't attack players" or "This creature can't attack creatures." Finally, you can't attack with creatures that are tapped (see "Glossary" on page 15) or creatures that have summoning sickness.

To attack, first switch to your battle zone by pressing the **■ button**. This opens a menu that lists all of your creatures that are able to attack. Select the creature you want by using the **directional buttons**. (**Note:** A marker points at the selected creature in the battle zone and in the menu.) Press the **✕ button** to start the attack.

Next, select what your creature will attack from the menu listing all the possible targets. Use the **directional buttons** to highlight a target and press the **✕ button** to attack that target. To cancel, press the **▲ button**.

Attacking your opponent

When one of your creatures attacks your opponent and it isn't blocked, it "breaks" one of your opponent's shields. That shield is a card that goes into your opponent's hand. If the shield has the "shield trigger" ability, your opponent has the option of immediately using that card (see "Glossary" on page 15).

When your opponent has no shields left, you can attack him for the win. If your creature is not blocked, you win the game.

Creatures that have the “double breaker” ability are so powerful that they break two shields when they attack (see “Glossary” on page 15).

Important: If your opponent has fewer shields than your attacking creature can break, your creature doesn’t knock out your opponent, it just breaks any remaining shields.

Attacking a tapped creature

When one of your creatures attacks one of your opponent’s tapped creatures in the battle zone and it isn’t blocked, then the creatures battle. Each creature’s power is displayed beneath it in the battle zone. (You can also find a creature’s power in the lower-left corner of the detailed card view.)

The creature with the highest power wins the battle. The losing creature is destroyed. If the creatures have the same power, then both creatures are destroyed.

Some creatures have the “power attacker” ability, which means they have higher power when attacking (see “Glossary” on page 15). Make sure to read what each card says.

If the defending player has any blockers in the battle zone, the game pauses to allow that player to choose a blocker.

Blocking

Only creatures with the “blocker” ability can get in the way of an attacking creature. After a creature blocks, it becomes tapped and cannot block again until it becomes untapped. Summoning sickness doesn’t stop a creature from being able to block, if it has the blocker ability. When an attacking creature is blocked, it stops attacking its original target and battles the blocking creature instead. As usual, the creature with the highest power wins the battle.

Signature Creature



When you begin Story Mode your character is not experienced enough to have a Signature Creature. This is an ability you will earn as you play through Story Mode. However, you can use the Signature Creature ability in Arcade Mode.

Think of your Signature Creature as your “lucky” card that just happens to come up when you need it most. Once you are down to fewer than three shields, you can press the **SELECT button** and, assuming you have enough mana to summon the creature (and any special rules conditions on the card are met) you can instantly summon that creature into the battle zone.

Not all creatures can be Signature Creatures, so watch for the special icon when they become available.

Ending Your Turn

In a Standard Mode, the game will detect when you have no more moves and prompt you to end your turn. You can end your turn at any time by pressing the **● button**.

There are no turns in Extreme Mode, so just keep dueling until one player wins!

GLOSSARY



Note: Many cards have special abilities. The most common ones are listed here, however, in any case where a card's rules contradict the rules in this glossary, the card's rules will be followed. To get more detail on how a card's rules work, highlight the card and press the **L2 button**.

Attack

Your creatures in the battle zone can attack either your opponent or his tapped creatures in the battle zone. When a creature attacks another creature, they battle, and the creature with the highest power wins. The loser is destroyed. If both creatures have the same power, both creatures are destroyed. When a creature attacks the opposing player and isn't blocked, it breaks an opponent's shield, which goes into his hand. If your creature successfully attacks your opponent when he has no shields left, you win the game!

Battle Zone

The battle zone is where creatures go after they are summoned. Only creatures in the battle zone may attack.



Blocker

A creature with the "blocker" ability can stop the attacks of your opponent's creatures, as long as the blocker is untapped. When a creature blocks another creature's attack, the two creatures battle.

Deck

The Deck is the set of cards that you play with during a duel. *DUEL MASTERS* decks must contain exactly 40 cards and can contain up to a maximum four copies of any single card.

Destroy

A creature is destroyed when it loses a battle or when the instructions on a card (such as a spell) say that it is destroyed. Destroyed creatures are sent to the graveyard. **Note:** Not all cards that remove a creature from the battle zone actually destroy the creature. Some cards, simply send the creature somewhere else (such as back to the player's hand or to the player's mana zone).

Discard

Discarding a card from your hand means removing it from your hand and putting it into your graveyard. You cannot discard unless a card is played by you or your opponent that tells you to do so.



Double Breaker

A creature with the “double breaker” ability breaks two shields when it attacks an opponent and isn’t blocked. If only one shield remains, it breaks only that shield.



Evolution Creature

A creature with the “evolution” ability can transform a creature already in the battle zone, if the two creatures are of the same race. Once you summon an evolution creature, it replaces the creature that it “evolves” from.

Evolution creatures don’t get summoning sickness — they can attack on the same turn that you summon them.

If an evolution creature is moved from the battle zone to anywhere else, then the creature that it evolved moves with it, not just the evolution creature. For example, if a spell makes you put your evolution creature into your mana zone, both cards are added to your mana zone.

Graveyard

The graveyard is where creatures that have been destroyed are sent. It is also where discarded cards go and where spells go after they have been cast. **Note:** Some cards allow you to bring other cards back from your graveyard to your hand.

Mana

Mana is a type of magical energy. You use mana to pay for creatures and spells. You get mana by tapping cards in your mana zone. Each card you tap gives you one mana, to use for casting spells or summoning creatures.

Mana Zone

The mana zone is where your cards go after you add them from your hand to your mana, and is represented by a bar at the top of the screen. Every card you add to your mana zone increases the length of this bar. The longer the bar, the more mana you can use in a turn. However, you can put only one card into your mana zone from your hand each turn, unless you play a card that tells you otherwise.



Mana Color Indicators

You may only cast a spell or summon a creature of a given civilization if you have enabled that color of mana by adding a card from that civilization to your mana zone. You can tell which colors you have enabled by checking the Mana Color Indicators, which are circular colored icons that appear above your mana bar.

Power

This number — in the lower-left corner of a creature card and below a creature in the battle zone — shows the creature’s strength when battling against other creatures. In a battle, the creature with the higher power wins.



Power Attacker

A creature with the "power attacker" ability gets more powerful when it is attacking. For example, a creature with power 3000 and "power attacker +2000" has power 5000 while attacking.

Shield

When the game begins, the game will automatically take the top five cards from your deck and make them your shields. When a creature attacks a player and isn't blocked, that creature breaks a shield. Each time a player's shield is broken, the player puts the shield into his or her hand. Some cards may have the "shield trigger" ability (see below).



Shield Trigger

If a card that is in your shields has the "shield trigger" ability, when that shield is broken, you are given the option of playing it immediately, at no cost, whether or not you have enabled that color of mana. If you choose not to use a shield trigger immediately when it is broken, it is added to your hand, and you can then cast it normally during a later turn. If a card has the shield trigger ability and you draw it normally from the top of your deck, its shield trigger ability has no effect and you can play it normally.

Signature Creatures

Signature Creatures are a sort of "last chance" creature, which you can summon in an emergency. Once you are down to two or fewer shields, you can press **SELECT** and, assuming you have enough mana to summon the creature (and any special rules conditions on the card are met) you can instantly summon your designated signature creature into the battle zone.



Slayer

After a creature with the "slayer" ability battles another creature, the other creature is destroyed, whether it wins the battle or not. If the slayer creature has the higher power, the battle occurs as normal. If the other creature has the higher power, both creatures are destroyed.



Summoning Sickness

Most creatures have summoning sickness on the turn you put them into the battle zone, and can't attack until your next turn. Summoning sickness doesn't stop a creature from blocking. Creatures with summoning sickness will have swirling circles at their base and stars will flash around them until summoning sickness wears off, at the end of the turn. **Note:** In Extreme Mode, each creature's summoning sickness will wear off individually, after a certain period of time, as indicated by the countdown of a timer.

Z

Z

z



Tap

When creatures attack or block, they are “tapped” to show that they have been used that turn. Tapped creatures are tired and need to rest. So, while they are tapped, they are vulnerable to attack. You can tell a creature is tapped because bright yellow stars circle its base and the letters “zzz” will rise from their body.

Untap

At the beginning of your turn, tapped creatures are “untapped,” indicating that they can be used to attack or block again. **Note:** In Extreme Mode, each creature untaps individually, after a certain period of time, as indicated by the countdown of a timer. Tapped mana replenishes gradually.

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