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Introduction

WTH?! Is a game that allows you to play a famous card game against the computer. When you win a game against the computer, you earn credits that allow you to buy new cards in the shop, and improve your decks.

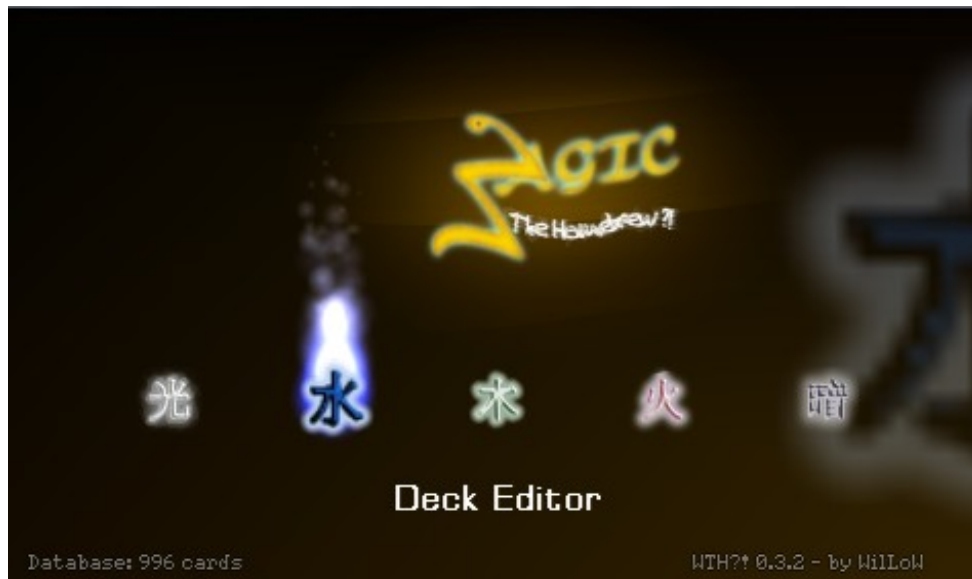
First game

The first time you launch Wagic, a random collection of cards is created for you, and you get a few credits to buy some other cards in the shop. You then need to build at least one deck, in the “Deck builder” section.

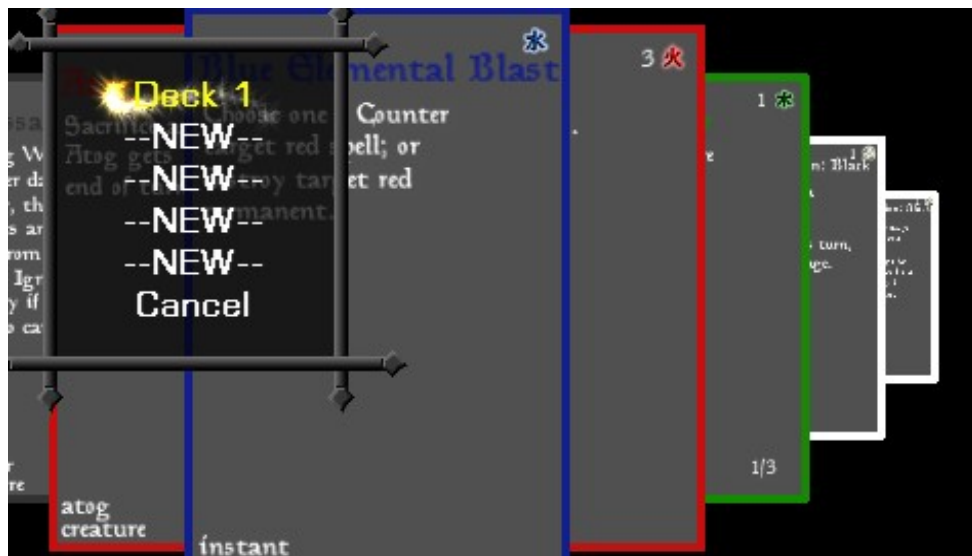
Once you have created your first deck, you can start playing against the computer

How to build a Deck

Go to the “Deck Editor” Section



A screen Like this should appear. You can have up to 5 decks. As long as you have a card in your collection, you can put it in as many decks as you want. So You can easily have a blue/red deck AND a red/green deck, with the same red cards inside.



Obviously when you begin, you can only choose “New” to create a new Deck. The game will then show your collection, randomly created:

- The left and right pad keys cycle through your cards.
- The up and down pad keys sort your collection by color (lands, artifact, red, green, etc...)
- You switch between your collection and your deck with the TRIANGLE key
- The CIRCLE key adds the current card to your Deck (and this card is not displayed in your collection anymore)

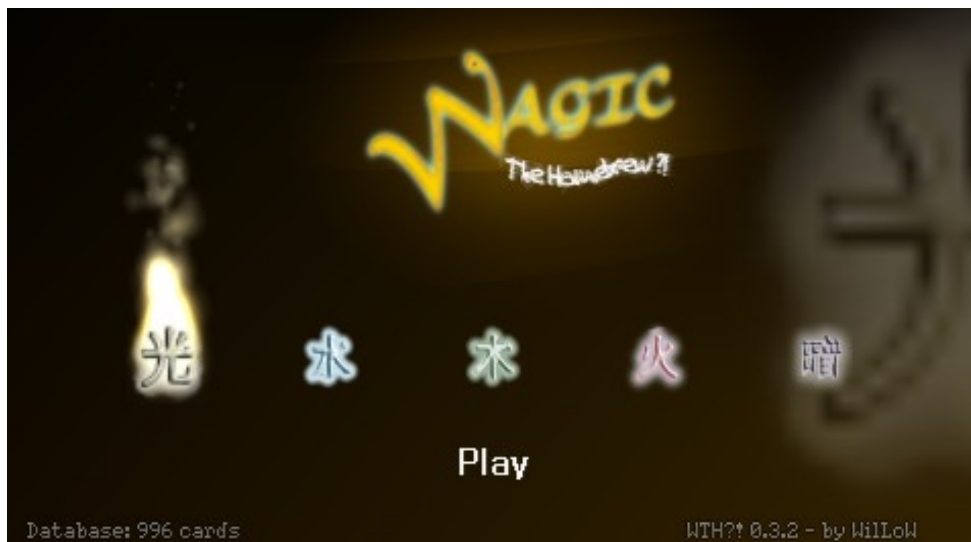
If you switch to your Deck, the keys are pretty much the same, except that CIRCLE removes a card from your deck and puts it back to your collection.



This is your Deck view.

To Save and quit the Deck editor, hit the START button



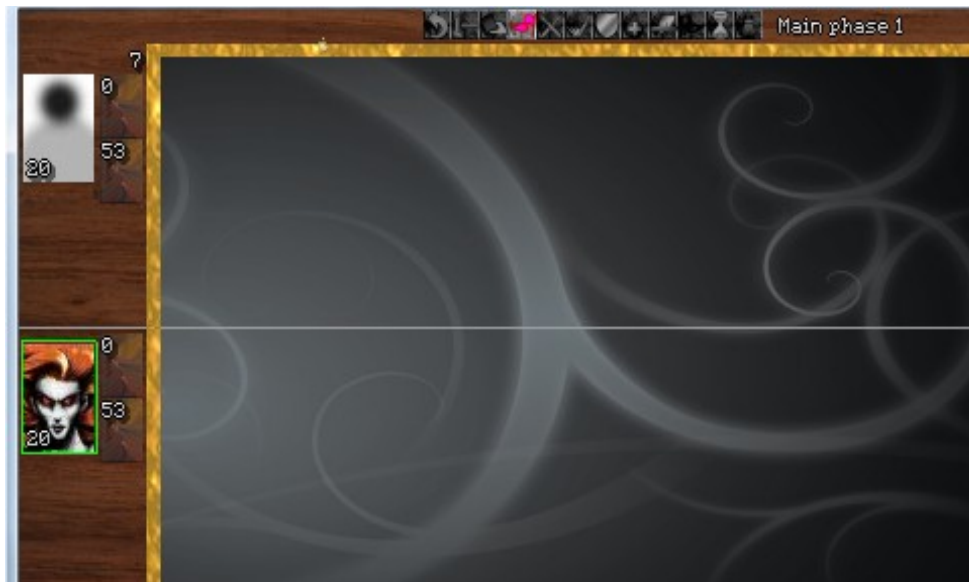


Playing

Now that you have a Deck, go to the play menu, and select “1 Player”, then choose your deck



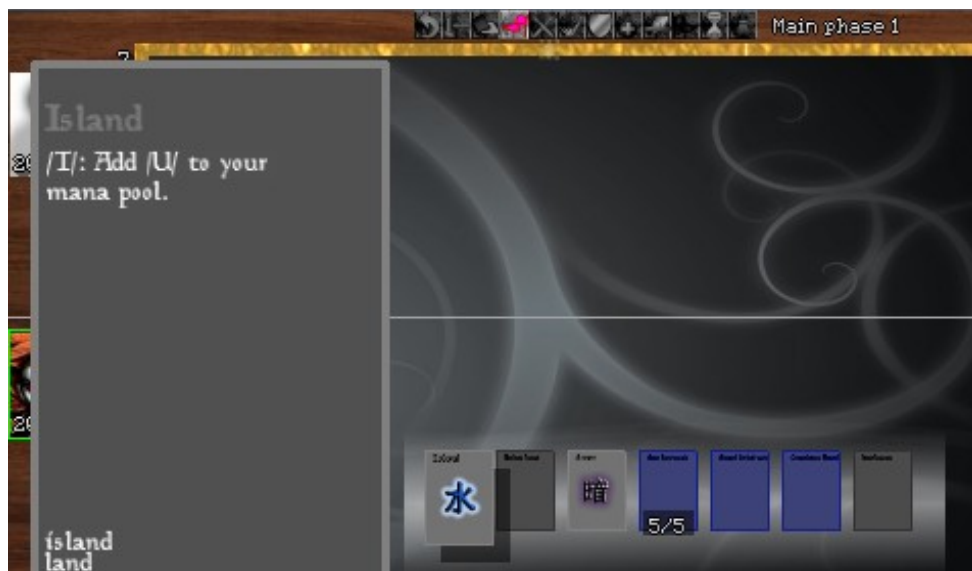
The Following Screen should appear:



You are at the bottom, and the opponent is above. The upper part of the screen shows the current phase of the game (Main Phase 1), and the green rectangle around your avatar tells you it is your turn to play. This rectangle may become blue (not your turn to play, but the game is waiting for you to play. This happens for example when your opponent is attacking and you have to choose blockers) or red (when you are interrupting).

The numbers are pretty obvious and symbolize your life and the number of cards in your library/graveyard. An other number above your opponent's graveyard shows the number of cards in their hand

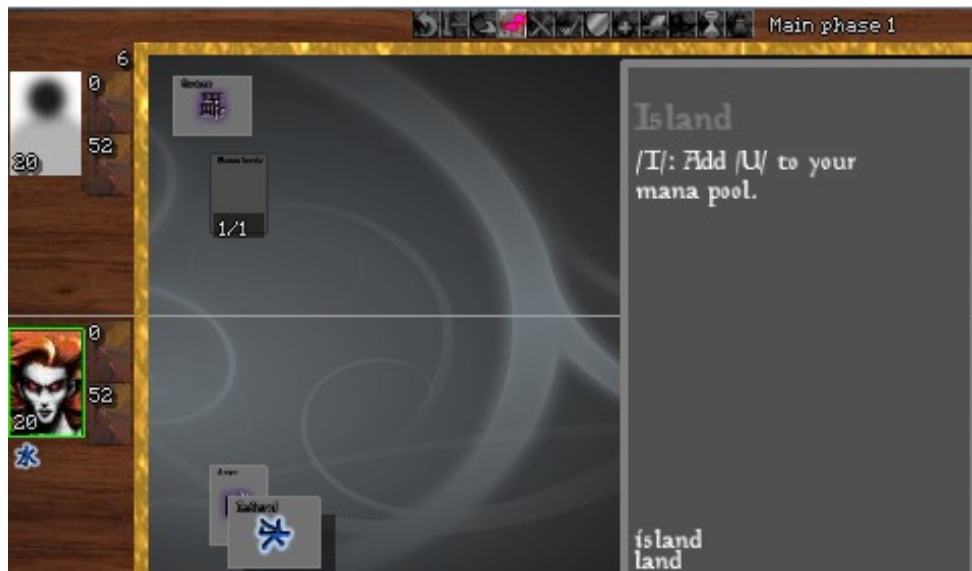
It is your turn to play, so to **show your hand**, press **LEFT TRIGGER**



You can watch your cards with the LEFT and RIGHT buttons. First you will want to put a land in play by clicking CIRCLE on it

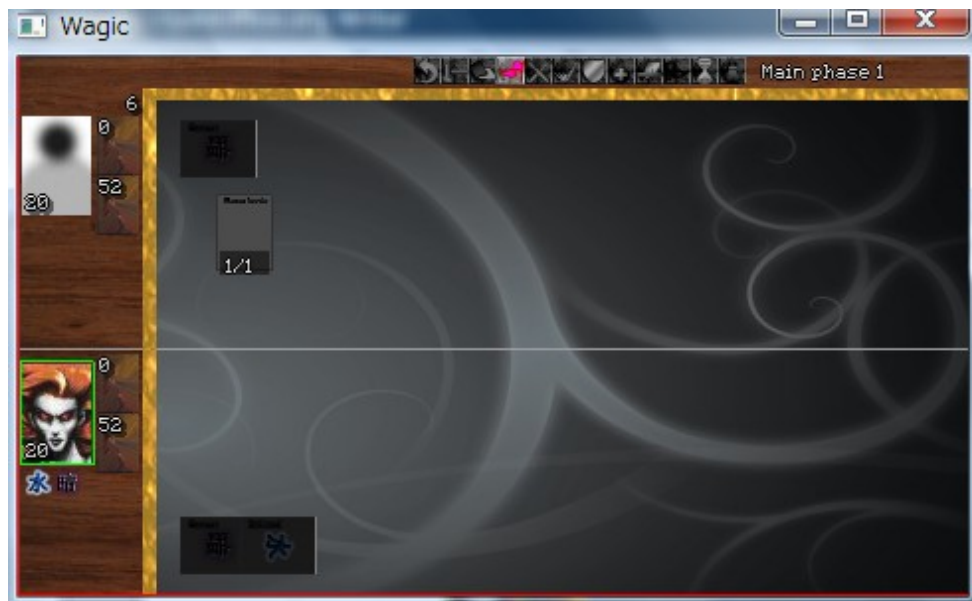
Once you have a land in play, you can generally **tap it for mana (LEFT TRIGGER to hide your hand, select the Land, click CIRCLE on it)**, then show your hand again (LEFT TRIGGER), **select the spell you wanna launch, then click CIRCLE.**

When you tap a land, the mana appears under your avatar, like this (in this example I just tapped an island)



Abilities work the same way: You tap the lands you need, then click on the card that has the ability.

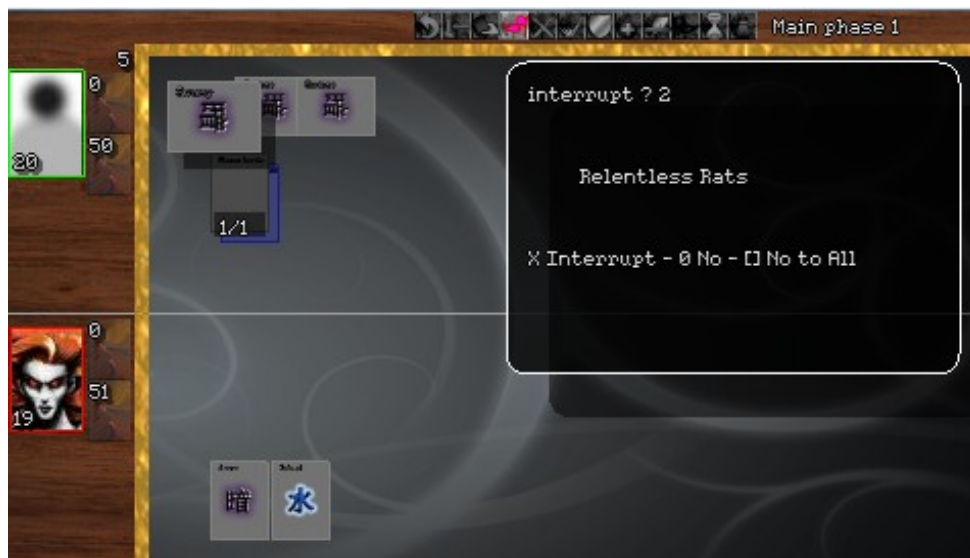
For spells that have a target, a thin red rectangle will appear on the borders of your screen, and valid targets will be displayed “normally” while invalid targets will be grayed out. You then have to choose the target of your spell, by clicking CIRCLE on it. (you can cancel the spell at that time by pressing CROSS if you cannot find a target).



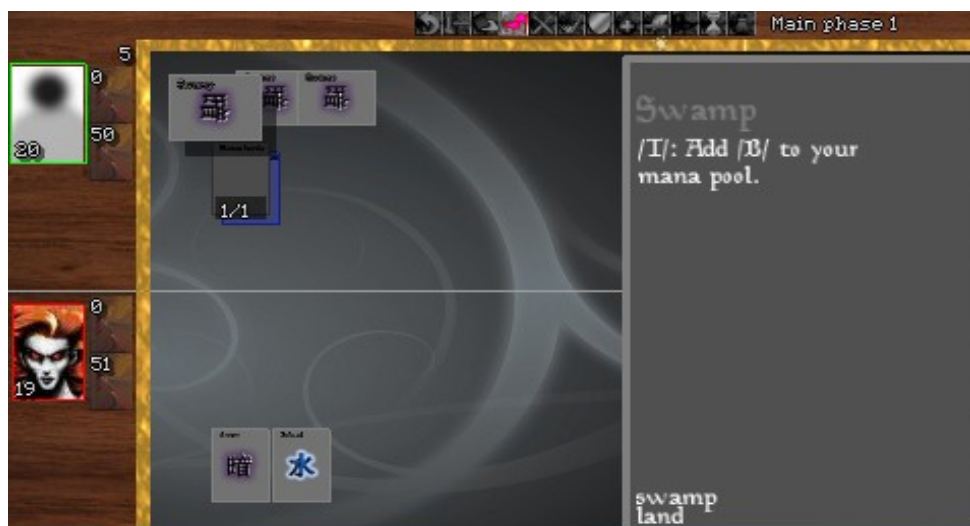
If the spell can have several targets (for example, fireball), once you're done selecting the targets, click once again on the spell card with circle. For example, if I want to cast a fireball on my opponent + one of his creatures: I tap all the lands I want, I show my hand with LEFT TRIGGER, I select the fireball and click on it with CIRCLE. I then hide my hand, go to my opponent's avatar, click CIRCLE, go to the creature's card, click CIRCLE, show my hand with LEFT TRIGGER, select the fireball, click CIRCLE again. Long to explain, but easy to do, I swear !

When you or your opponent cast a spell, the game offers you to interrupt. **You can press CROSS to interrupt (in that case, the rectangle around your avatar becomes red), or CIRCLE or**

RIGHT TRIGGER if you decide not to interrupt.



In the screen above, the AI is casting a creature, and the game offers me to interrupt. If I click CROSS, I can try to cast instants or use some abilities before the card comes in play.



As long as you are in interrupting mode, the rectangle around your avatar is red. To quit this mode, click CROSS, and the flow of the game will resume.

When you are done casting spells, if you are the current player (that is, if the current turn is yours), you can click **RIGHT TRIGGER** to go to the next phase of the game.

To attack (in the Attackers phase of your turn only), click CIRCLE on the creature(s) you want to attack with. The creature will then be tapped and move in direction of your enemy.

When you want to block with a creature, click CIRCLE on it. If you click several time, it will cycle through the possible opponent creatures it can block.

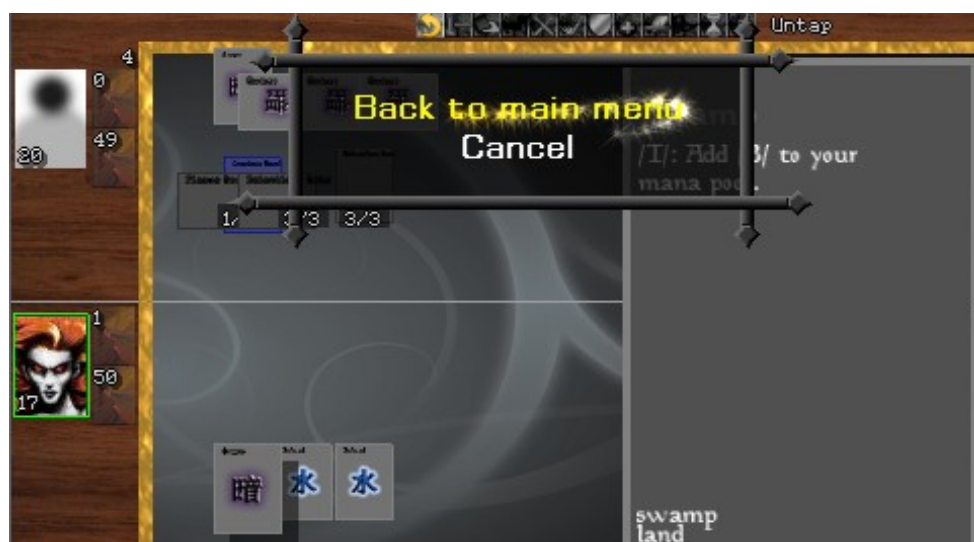


When you are done assigning attackers/blockers, the defending player chooses to go to the damage resolution phase(RIGHT TRIGGER, remember ?). It is possible to interrupt the damages and cast spells at that time.

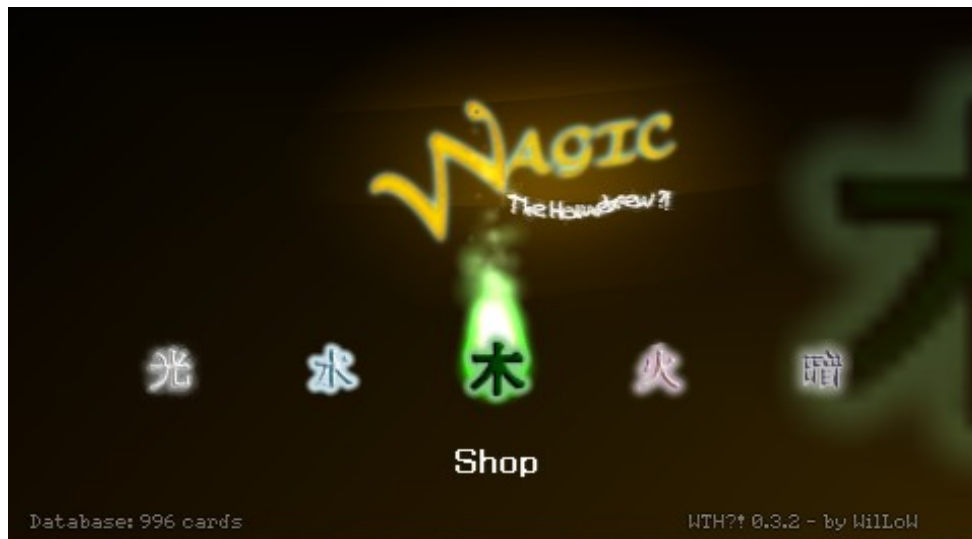
Once you're at the end of your turn, the opponent will play. You will generally be asked if you want to interrupt the AI when it draws a card or casts a spell. You will also be asked to declare blockers when the opponent attacks (even if it doesn't, by the way...)

That's pretty much it, once you or your opponent have 0 or less life, the game is over.

You can hit START at any time to show the menu:

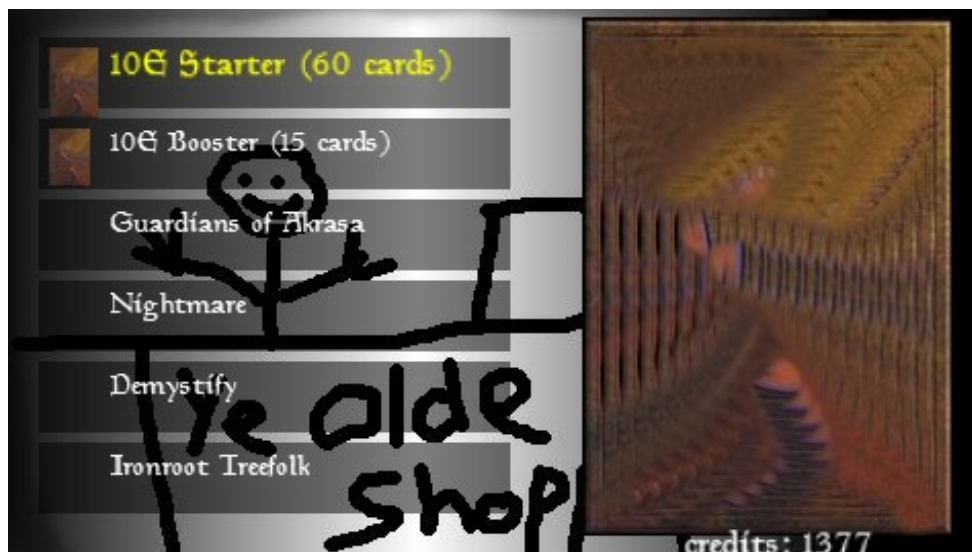


The Shop



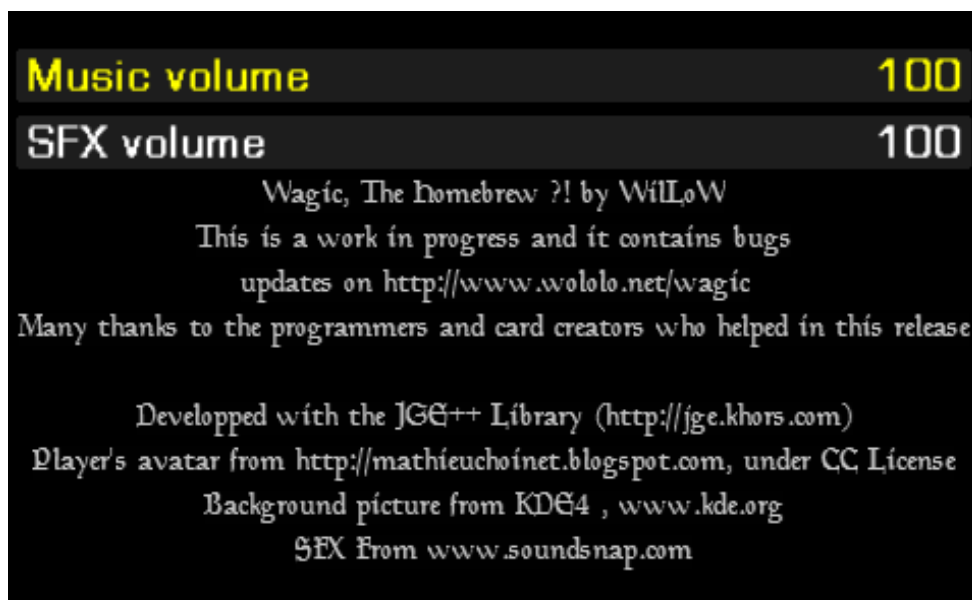
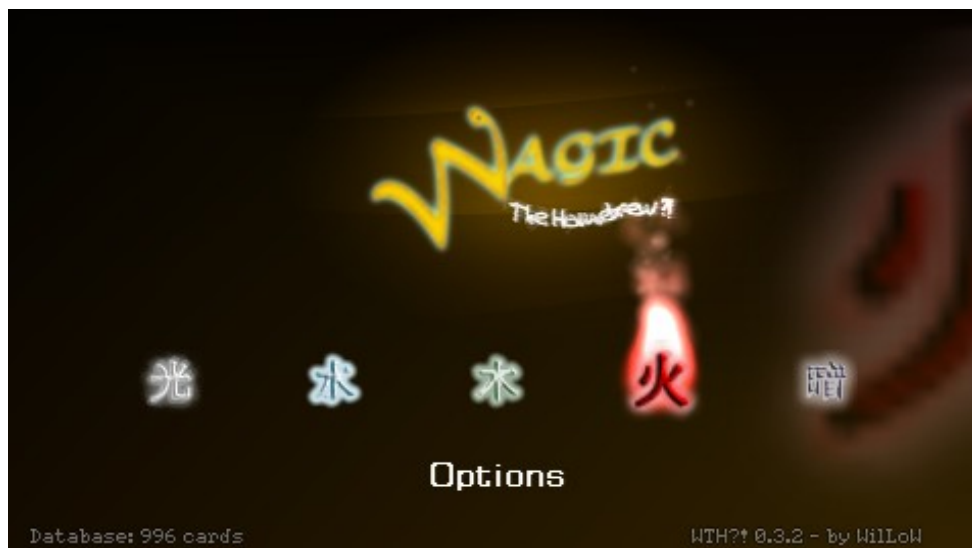
Whenever you want, you can go to the shop to see if they have something interesting for your deck. Be sure to have enough credits, though !

UP and DOWN to select the items, and CIRCLE to ask for the price/ then buy.



To save and Quit the shop, press START.

Options



Press UP and DOWN to navigate the options, and CIRCLE to change the selected option. START will bring the menu, as for the other modes of the game.

Cheat Sheet

Deck Builder

- START : menu
- CIRCLE : Add/Remove card from Deck
- TRIANGLE : switch Deck/Collection view
- CROSS : Sell card
- LEFT/RIGHT buttons : cycle cards
- UP/DOWN Buttons : cycle colors

Shop

- START : Menu
- UP/DOWN: select item (selected item is in yellow)
- CIRCLE: Ask for the price of an item then buy

Options

- START : Menu
- UP/DOWN : select option (selected option is in yellow)
- CIRCLE : change option value

Play

- START: MENU
- LEFT TRIGGER: Show/Hide hand
- RIGHT TRIGGER: do not interrupt / go to next phase
- CIRCLE (on a card): Activate card (attack, block, use ability, put into play, select as target...)
- CIRCLE (on a player): Select as target
- CIRCLE (on graveyard): show graveyard
- CIRCLE(when asked to interrupt): Do not interrupt
- CROSS (when asked to interrupt): Interrupt
- CROSS (when interrupting) : stop/end interruption
- CROSS(when choosing targets) : Cancel spell/ability
- LEFT/UP/RIGHT/DOWN : navigate through cards

Misc

<http://wololo.net/wagic>

be sure to read the README.txt file as well for other info, installation procedure and stuff...