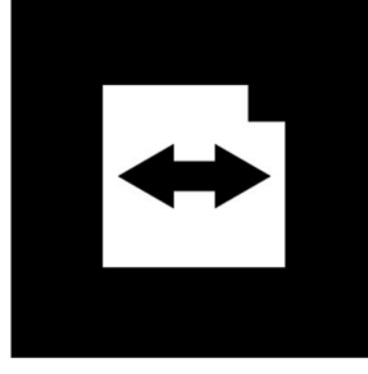
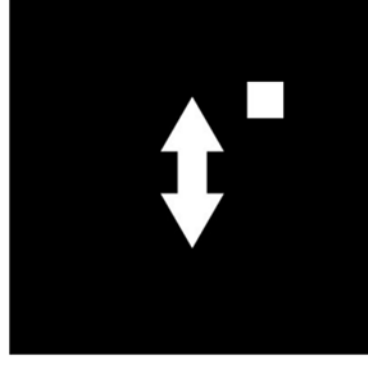
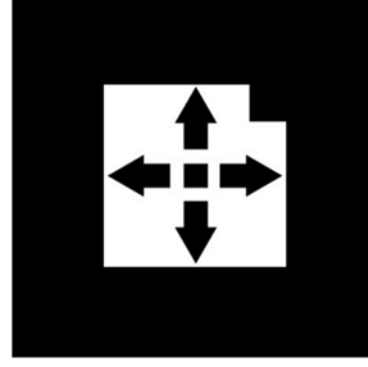
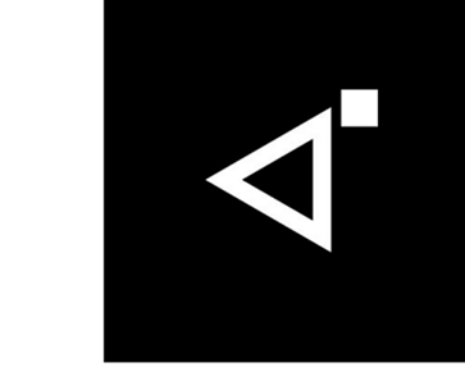
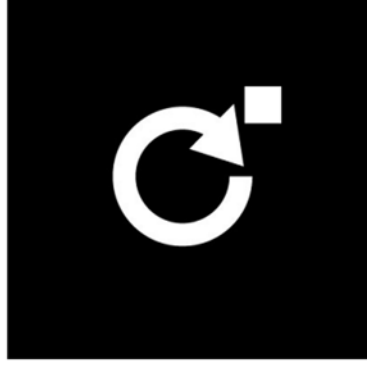


Music Volume



Restart Game



Smaller

Playing Field

To start the game:

1. Put this console on the table
2. Toggle Calibration off by touching the button
3. Take the console away

Bigger

Playing Field

To pause the game:

- Just put this console on the table again. When you take it away, the game resumes.

Calibration

On/Off

Tips for playing:

- The camera must always see the black parts of the markers.
- Show a marker outside of the playing field to remove it from the playing field.
- You do double damage when you attack with the color the enemy has.
- The Prism is more flexible, the Lenses are more powerful.
- You can mirror the beam directly at the other player's mirror, doubling his damage.

Mirror Playing

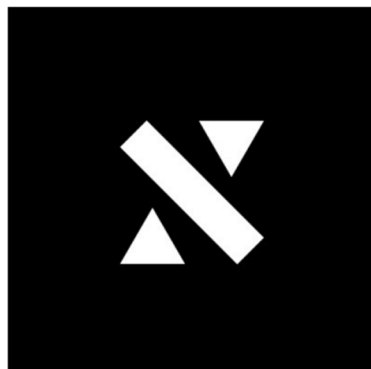
Field Horizontally

Mirror Playing

Field Vertically

Mirror

Mirrors the energy beam
the wizard casts.



Mirror

Another mirror for the
other player



Blue Lens

Changes a white energy beam
to blue and makes it stronger.



Red Lens

Changes a white energy beam
to red and makes it stronger.



Prism

Splits the white energy beam into red,
blue and yellow of the same strength.



Yellow Lens

Changes a white energy beam
to yellow and makes it stronger.

