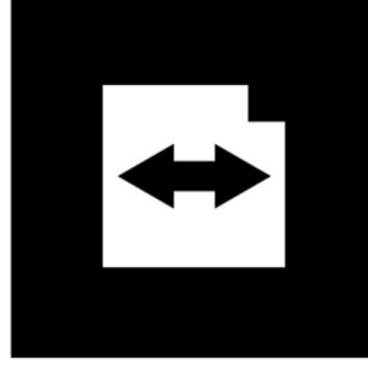
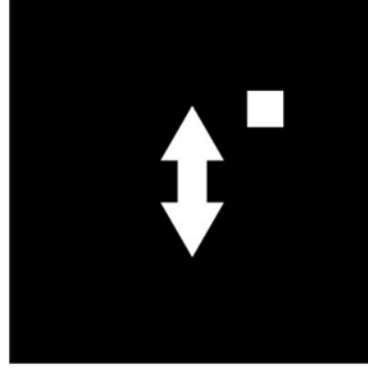
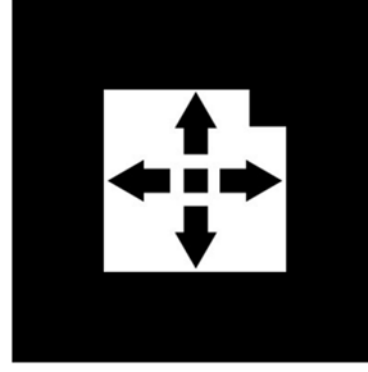
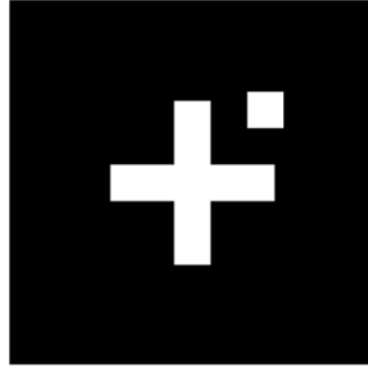
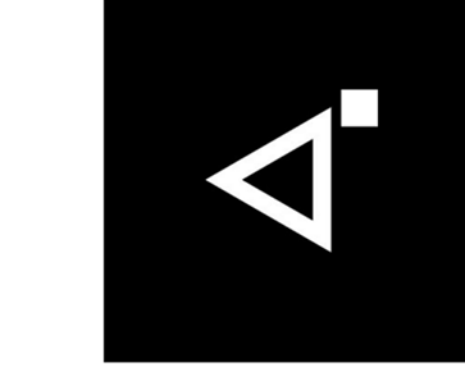
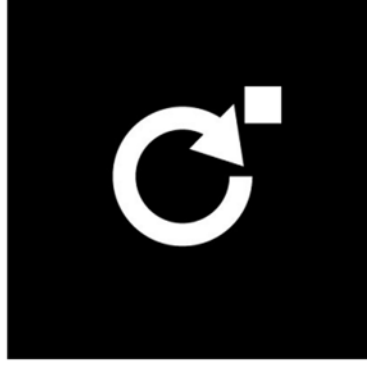


## Music Volume



## 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.
- 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.

### 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

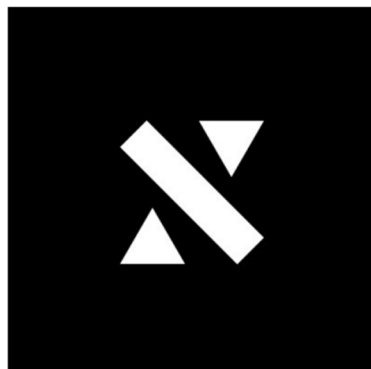
### Field Horizontally

### 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.

