

The PEGI age rating system:

Age Rating categories:
Les catégories
de tranche d'âge:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



For further information about the Pan European Game Information (PEGI) rating system please visit:

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MAGIC The Gathering BATTLEGROUND

TABLE OF CONTENTS

Getting Started	4
Saving & Loading	5
Controls	5
Welcome to <i>Magic: The Gathering™ – Battlegrounds</i>	5
Main Menu	6
Options Menu	8
General Rules	8
Quest	11
VS Duel	11
Arcade Duel	12
Duel Online	12
Spell Reference	13
Glossary	19
Nederlander Quickstart	20
Português Quickstart	22
Svensk Quickstart	24
Suomi Quickstart	26
Credits	28
Technical Support	31



A Note to Players of the Magic: The Gathering® Card Game

If you have played the *Magic: The Gathering*® card game, then you already understand the fundamentals of mana, life points, creatures, enchantments, sorceries, and other important game rules. Although *Magic: The Gathering*™-*Battlegrounds* uses many of the same game mechanics, it plays in real-time, which fundamentally alters certain aspects of the game. Some concepts from the card game do not translate to *Battlegrounds*.

In *Battlegrounds*:

- You do not draw and discard cards - all of your spells are available all times.
- There is no graveyard.
- Spell stacking is not applicable.
- There is no four-card limit for spells - you can cast a spell as many times as you are able.
- You are limited to two colours per deck.
- You are limited to 10 spells per deck.
- Mana costs are different than the cards.
- Sorceries and instants are combined under sorceries.
- There are no creature enchantments.
- There are no artefacts.
- You can only have two enchantments in play at once.
- You can only have five creatures in play at once.
- You have a shield.
- You have a duellist attack.
- Creatures fight until they are dead.
- Damage is permanent.
- Some creatures block.
- The video game takes place in an arena.
- Spells are cast by picking up mana crystals not by playing Lands.
- Mana regeneration occurs over time.
- Most creatures attack, but some block. Others run to the back and perform an ability.
- Unsummon forces creatures to respawn, not to re-summon.
- Flying creatures do not interact with ground creatures. They attack only other flying creatures or directly to the enemy duellist.

Since the game takes place in a 3D environment, strategies that are not possible in the card game quickly emerge and become key elements in determining victory. These include:

- Creature placement
- Speed and timing of spells
- Timely mana collection
- Size and height of creatures
- Speed of creature
- Wizard movement

MAIN MENU

From the Main Menu, you can choose among the following options:



Quest

Quest Mode is a six-chapter adventure that will teach you basic and advanced duelling techniques and tactics. Complete the entire adventure to unlock duellists that are hidden in the game. See "Quest" on page 11 for more information.

VS Duel

Put your customized duellists and spellbooks to the test against human opponents. Choose the duellists and spellbook, determine the length of time for each round and the number of rounds, and duel! See "VS Duel" on page 11 for more information.

Arcade Duel

In the mood for a quick series of duels? Arcade Duel lets you duel against computer-controlled opponents using predetermined characters. See "Arcade Duel" on page 12 for more information.

Duel Online

Got your spells sorted and your strategies dialled? Then you're ready to take it to the next level — online play against human opponents from around the world. See "Duel Online" on page 12 for more information.

Demo

If you leave the game idle for a period of time, it will switch to Demo, where you can watch two random computer-controlled opponents duel for a single round.

Note: Press any key during a Demo duel to return to the Start Screen.

Options

Adjust game and duel settings. See below for more information.

OPTIONS MENU

Controls Configuration

Customize commands for keyboard, mouse and gamepad controls. Click on the Switch Player button to customize controls for a particular player. When you are satisfied with your configuration, click on the Save button to save your setup and the Back button to return to the Options Menu. Note: Gamepads are the recommended controller. Although it is not recommended, it is possible for two players to share one keyboard.



Audio Options

Set volume for music, sound effects, and voice.

Game Options

Set time limit of the match, the number of rounds (1, 3 or 5), Quest difficulty and spellbook display.

Editing Spellbook

The Spellbook Editor allows you to create new spellbooks or modify existing spellbooks. The Spellbook Editor will lead you step-by-step through the creation of a new book. The following rules apply to spellbook creation:

- Spellbooks must be either one or two colours.
- You cannot have more than ten spells in your spellbook.
- You cannot have more than nine sorceries in your spellbook.
- You cannot have more than four enchantments in your spellbook.
- You cannot have more than seven creature spells in your spellbook.

GENERAL RULES

Mana

Mana is magical energy, the firepower that allows you to cast spells. Every spell requires a certain amount of mana to cast — more powerful spells require more mana. As the duel progresses mana appears on the ground as crystals. Simply run over a mana crystal to add it to your mana Bar. Picking up a mana crystal increases the total amount of mana available to you, but does not regenerate all of the mana in your mana Bar. Each time you pick up a mana crystal, a mana timer begins that determines when the next crystal becomes available. The faster you gather mana crystals, the faster the next one appears.



Mana Regeneration

Mana slowly regenerates after you cast a spell. However, there are other ways to regenerate mana. For example, you can repeatedly tap the Y button for a slight boost in regeneration. Also, as creatures die, they drop mana shards equal to their casting cost. You can run over these shards to regenerate mana, but doing so will not increase your current Mana Bar. In addition, the more mana available in your Mana Bar, the faster it regenerates.

Some Green spells and creatures have mana-generating abilities. See "Spells reference" on page 13 for more information.

Spell Types

There are three types of spells: creature, sorcery, and enchantment.

- Creature spells summon physical beings to fight on your side against an opposing duellist. Each creature has two statistics: power, which indicates the amount of damage that creature deals when it attacks, and toughness, which indicates how much damage a creature can sustain before it dies. Some creatures also have special abilities. See "Spells Reference" on page 13 for more information.
- Sorcery spells are powerful incantations that produce a wide variety of results. Depending on sorcery's colour, its results can range from powerful direct damage to creature enhancement, from regeneration to life-draining, and more. See "Spells reference" on page 13 for more information.
- Enchantments are like permanent sorcery spells that produce global effects, such as speeding up one duellist's creatures. Once cast, an enchantment functions continually until it is removed by a spell. Each duellist can have only two enchantments in play at a time.

Note: *Not all of the colours of magic have enchantments.*

Casting Spells

Each spell requires you to have a certain amount of mana, specified by the Mana Bar. You can cast any spell in your spellbook at any time if you have the required mana. Each spell category is associated with a key: 1 for creatures; 2 for sorceries; and 3 for enchantments. Pressing one of these keys opens your spellbook and displays the spells in that category.



Each page of your spellbook contains three spells, which you cast by pressing the 1, 2 or 3 keys. You can press 5 or 6 to turn a new page in your spellbook. Press 4 to return to the Spell Casting selection.

Casting Time

The time it takes to cast a spell is directly related to the amount of Mana it takes to cast that spell. The more Mana a spell requires, the longer it takes to cast that spell.

Creature Combat



When you cast a creature spell, it comes to life at a speed relative to its casting cost. While a creature is being summoned it cannot attack or defend.

Most creatures will rush toward the opposing duellist and attempt to deal damage. (Some creatures have other special purposes and do not attack.) If a creature reaches an enemy duellist unopposed, it will

do damage equal to its power directly to the duellist's health points. If the creature crosses paths with another creature, it will deal its damage to that creature. It will also take damage equal to the opposing creature's power.

If either creature sustains damage equal to its toughness, it is destroyed. Once a creature deals its damage, it fades away and rematerializes at its casting point.

Note: *Some creatures have special abilities — such as flying, regeneration and trample — that alter the basic rules of combat. See the "Glossary" on page 18 for more information about special abilities.*

Using Your Shield

The best way to defend yourself from enemy attacks is to cast a creature that can block, and hopefully kill enemy creatures before they reach you. As a last line of defense, however, you can raise a shield by pressing the E key as you are being attacked. Holding the E key will defend any oncoming attacks as long as it is up, but slowly drain your Mana Bar.

Note: *Blocking with the shield prevents only half of the damage inflicted (rounded down) by the attackers.*

Using Your Melee Weapon



You can use your melee weapon to directly damage the nearest creature or duellist. Press the R key to do a single point of damage to the nearest enemy creature. If used correctly, this attack can stop the annoying bites of weaker creatures or help defeat larger foes.

Life and Mana

The Life and Mana levels of each duellist are displayed above his or her side of the arena during a duel. The Mana Bar shows the amount of Mana a duellist has accumulated. The Life meter displays a duellist's overall condition.

Each duellist starts with 20 lives, which decrease as he or she receives damage. When a duellist's Life Meter is depleted, he or she is defeated.



Crossing the Line



If you cross over the centre line onto your opponent's half of the arena, your duellist will begin taking damage every two seconds. You cannot cast spells, regenerate mana or raise your shield while you are on your opponent's side of the arena, but you can steal your opponent's mana crystals and shards, and possibly perform carefully timed melee attacks.

QUEST



Before you can begin a Quest mode game, you must first select and name your duellist.

Quest mode consists of six chapters broken into a variety of quests. When you successfully complete a quest, you will acquire a new spell that you can add to your duellist's spellbooks. This spell will immediately appear in your duellist's spell collection.

Completing a chapter unlocks other special items.

Tutorial

The first chapters of Quest contain an interactive tutorial that explains the basics of how to play *Magic: The Gathering-Battlegrounds*. The tutorial runs automatically the first time you play, and covers the following subjects:

- Collecting mana crystals/shards
- Casting spells
- Creatures
- Sorceries
- Enchantments
- Flying creatures vs. ground creatures
- Creature power/toughness
- Understanding creature attributes (first strike, trample, haste, etc.)
- Duellist attack
- Shielding

VS DUEL

In this mode you can try out new spellbooks and strategies against your friends. Just select duellists and spellbooks, choose an arena, set the duel length and number of rounds, and go!

ARCADE DUEL



In Arcade Duel, you can quickly delve into a duelling tournament using pre-built characters. Arcade Duel consists of an opponent ladder that shows the next opponent that you will be fighting.

Note: *You initially have a choice of five dualists, one for each colour and each with a limited spellbook. You can also create your own spellbook. After battling*

through a series of 6 opponents, you unlock the next duellist in the colour that you just played.

DUEL ONLINE

Ready for some real competition? Duel Online mode lets you compete against other players via the Internet, using your choice of duellists and spells. You can also download exclusive spells and accessories, as well as participate in on-line tournaments.

First you need to create an account from the login screen. Once you have an account, you can log into the match making server where you can chat with and challenge other players.

For up-to-date information about online dueling, consult the ReadMe file (see "The ReadMe File" on page 4).

SPELLS REFERENCE

Spell Colours

Black

Black spells are best at creature destruction — even regenerating creatures don't stand a chance against black's abilities. A duellist commonly uses black spells to drain life from opponents and the creatures they summon — this provides the duellist the necessary strength to cast his or her pain-inflicting creatures.

Blue

Blue spells focus on confusing the enemy by draining mana, cancelling spells and even making copies of other creatures! Blue creatures are considered rulers of the sky, and only white can match their aerial dominance. The blue duellist must always be vigilant toward others — paying close attention to his opponent's incantations and Mana bar — in order to defend himself against powerful spells.

Green

Green spells do two things extremely well: generate Mana and summon creatures with high power and toughness for a relatively low Mana cost. The trample ability is strictly a green mechanic that boosts a creature's aggressiveness, and regeneration helps keep creatures alive at minimal cost. While green duellists can't cast flying creatures, their ground creatures are so good that it usually doesn't matter.

Red

Red spells rely on direct damage to rapidly reduce an enemy's resources and health. Creatures with haste move considerably faster than most, getting to an enemy sooner. Once an enemy is low on health, red direct damage spells can finish the job.

White

White spells are defensive in nature and many can help you gain health and increase the chances of winning a duel. However, creatures with first strike can be quite fearsome, since they deal all of their combat damage before other creatures. In the air, white's fliers are matched only by blue. White is also excellent at destroying enchantments.

SPELL DEFINITIONS

Black Spells

SPELL	TYPE	ABILITY	DESCRIPTION
Carnophage	2/2 Creature		Carnophage drains 1 life from its controller each time it respawns.
Dark Banishing	Sorcery		Dark Banishing destroys the closest non-black enemy creature.
Death's-Head Buzzard	2/1 Creature	flying	When Death's-Head Buzzard is destroyed, each creature temporarily receives -1/-1 until it respawns.
Harbinger of Night	2/3 Creature	ability	Harbinger of Night causes all creatures, including itself, to receive -1/-1 permanently every 5 seconds.
Havoc Demon	5/5 Creature	flying	When Havoc Demon is destroyed, each creature temporarily receives -5/-5 until it respawns.
Hellfire	Sorcery		Hellfire destroys all non-black creatures and drains 3 life, plus 1 life for each creature destroyed, from the caster.
Infest	Sorcery		Infest makes each creature temporarily receive -2/-2 until it respawns.
Juzám Djinn	5/5 Creature		Juzám Djinn drains 1 life from its controller each time it respawns.
Krovikan Vampire	3/3 Creature	blocking change	If Krovikan Vampire destroys a creature, that creature comes into play under Krovikan Vampire's controller's control and attacks the enemy duelist. If Krovikan Vampire's controller loses control of Krovikan Vampire, all such controlled creatures are destroyed.
Liability	Enchantment		Liability drains 1 life from a duelist each time one of that duelist's creatures is destroyed.
No Mercy	Enchantment		No Mercy destroys any creature that deals full damage to No Mercy's controller. If No Mercy's controller successfully shields the attack, the creature is unaffected.

Black Spells (Cont.)

SPELL	TYPE	ABILITY	DESCRIPTION
Sengir Vampire	4/4 Creature	flying	Sengir Vampire gains +1/+1 permanently each time it destroys an enemy creature.
Soul Feast	Sorcery		Soul Feast drains 4 life from the enemy duelist and gives it to the caster.
Vicious Hunger	Sorcery		Vicious Hunger drains 2 life from the closest enemy creature and gives it to the caster.

Blue Spells

SPELL	TYPE	ABILITY	DESCRIPTION
Air Elemental	4/4 Creature	flying	
Clone	Sorcery		Clone summons a new instance of the closest creature.
Counterspell	Sorcery		Counterspell cancels any spell the enemy duelist is currently casting.
Cowardice	Enchantment		Cowardice makes any creature targeted by a spell respawn instead of that spell resolving.
Deluge	Sorcery		Deluge freezes all ground creatures for 5 seconds.
Fighting Drake	2/4 Creature	flying	
Horned Turtle	1/4 Creature	blocking	
Mage's Guile	Sorcery		Mage's Guile makes the caster's closest creature unable to be targeted by spells until it respawns. Mage's Guile does not work against spells that affect more than one creature.
Mahamoti Djinn	5/6 Creature	flying	
Mana Short	Sorcery		Mana Short drains all the enemy duelist's mana.
Pendrell Mists	Enchantment		Pendrell Mists makes each creature drain 1 mana from its controller every time it respawns. If the mana doesn't exist, the creature is destroyed.
Spelljack	Sorcery		Spelljack steals any spell the enemy duelist is currently casting.
Unsummon	Sorcery		Unsummon forces the closest enemy creature to respawn.
Wind Drake	2/2 Creature	flying	

Green Spells

SPELL	TYPE	ABILITY	DESCRIPTION
Ancient Silverback	6/5 Creature	regeneration	
Avatar of Might	8/8 Creature	trample	Avatar of Might costs  if the enemy duelist controls 4 or more creatures than the caster.
Defiant Elf	1/1 Creature	trample	
Elvish Warrior	2/3 Creature		
Giant Growth	Sorcery		Giant Growth gives the caster's closest creature a +3/+3 bonus until it respawns.
Giant Spider	2/4 Creature	blocking	Giant Spider blocks flying creatures as well as ground creatures.
Gorilla Chieftain	3/3 Creature	regeneration	
Llanowar Elves	1/1 Creature	ability	Llanowar Elves generates 1 mana shard every 5 seconds.
Overrun	Sorcery	blocking change	Overrun gives each of the caster's creatures a +3/+3 bonus and trample until it respawns.
Priest of Titania	1/1 Creature	ability	Priest of Titania generates 1 mana shard for each Elf in play every 5 seconds.
Run Wild	Sorcery	blocking change	Run Wild gives the caster's closest creature trample and regeneration until it respawns.
Rushwood Elemental	4/4 Creature	trample	Rushwood Elemental gains +1/+1 permanently whenever it respawns.
Tranquility	Sorcery		Tranquility destroys all enchantments.
Untamed Wilds	Sorcery		Untamed Wilds causes 1 mana crystal to appear immediately. It does not affect the generation of other mana crystals.

Red Spells

SPELL	TYPE	ABILITY	DESCRIPTION
Engulfing Flames	Sorcery		Engulfing Flames deals 1 damage to the closest enemy creature or duelist. If a creature takes damage from this spell and is destroyed before it respawns, it cannot regenerate.
Fervor	Enchantment		Fervor gives all of the controller's creatures haste.
Goblin Hero	2/2 Creature		
Goblin King	2/2 Creature		Goblin King gives each Goblin a +1/+1 bonus as long as it lives. This bonus does not apply to Goblin King.
Goblin Sky Raider	1/2 Creature	flying	
Gratuitous Violence	Enchantment		Gratuitous Violence doubles the damage dealt by the controller's creatures.
Inferno	Sorcery		Inferno deals 6 damage to all creatures and duelists.
Magma Giant	5/5 Creature		Magma Giant deals 2 damage to all creatures and duelists when it comes into play.
Raging Goblin	1/1 Creature	haste	
Reckless Charge	Sorcery	blocking change	Reckless Charge gives the caster's closest creature a +3/+0 bonus plus haste until it respawns.
Retromancer	3/3 Creature		Retromancer deals 3 damage to any duelist who targets it with a sorcery.
Scorching Missile	Sorcery		Scorching Missile deals 4 damage directly to the enemy duelist.
Threaten	Sorcery	blocking change	Threaten gives the caster control over the closest enemy creature, gives that creature haste, and makes it attack the enemy duelist until it respawns.
Volcanic Dragon	4/4 Creature	flying; haste	

White Spells

SPELL	TYPE	ABILITY	DESCRIPTION
Angel of Retribution	5/5 Creature	flying; first strike	
Blessed Orator	1/4 Creature	blocking	Blessed Orator gives its controller's other creatures a +0/+1 bonus as long as Blessed Orator lives.
Demystify	Sorcery		Demystify destroys the enemy duelist's last cast enchantment.
Divine Presence	Enchantment		Divine Presence reduces all damage of 4 or more to 3.
Guided Strike	Sorcery		Guided Strike gives the caster's closest creature a +1/+0 bonus and first strike until it respawns.
Spiritualize	Sorcery		Spiritualize gives the caster's closest creature the ability to give its controller life equal to the damage it deals until it respawns.
Suntail Hawk	1/1 Creature	flying	
Test of Endurance	Enchantment		Test of Endurance enables either duelist to win by achieving 50 or more life.
Thunder Spirit	2/2 Creature	flying; first strike	
Venerable Monk	2/2 Creature		Venerable Monk gives its controller 2 life when it comes into play.
Warrior Angel	3/4 Creature	flying	Warrior Angel gives its controller life equal to the damage it deals.
Warrior's Honor	Sorcery		Warrior's Honor gives each of the caster's creatures a +1/+1 bonus until it respawns.
Wrath of God	Sorcery		Wrath of God destroys all creatures.
Youthful Knight	2/1 Creature	first strike	

GLOSSARY

Ability – This creature performs a special ability instead of attacking. It moves to the back of the arena, out of the way of combat. It may attack after being affected by certain spells.

Blocking Change – If a blocking or ability creature is affected by this spell, that creature will attack.

Blocking Creature – This creature stays where summoned and attacks any enemy creature or duelist that comes near. It may attack after being affected by certain spells or creatures.

Creature Battles – Creatures fight until one is destroyed. The surviving creature respawns at its casting point.

Creature – Creatures have a power and toughness that can be used for offense or defense.

Enchantments – Enchantments are like permanent sorceries that continuously function until the end of the match or until they are removed with a spell.

First Strike* – This creature deals its combat damage before other creatures do. If a creature with first strike deals lethal damage, it takes no damage from the other creature.

Flying – This creature cannot be attacked by most ground creatures.

Haste* – This creature moves significantly faster than other creatures. Hasted creatures cannot be additionally hasted.

Health – Each duelist begins a duel with 20 health. The first duelist to lose all of his or her health loses the duel. If time runs out, the duelist with the lowest health loses. If both have the same amount of health, it is a draw.

Health Bar – Each duelist begins a duel with 20 health — when a duelist's health drops to zero, that duelist loses. If health rises above 20, the Health Bar will change color.

Mana – The energy that duelists use to cast spells.

Mana Bar – Displays the amount of mana crystals that have been picked up. The mana bar replenishes itself over time. The more mana you have, the quicker your mana regenerates.

Mana Crystal – Picking up one mana crystal increases your overall max mana by one.

Max Mana – The number of mana crystals that a duelist has picked up.

Mana Shard – Mana shards are generated by some creatures with special abilities. They also appear in the arena after a creature dies. Four shards equal one mana point. Mana shards replenish but do not increase your mana pool.

Power/Toughness – Power is the amount of damage a creature deals per attack. Toughness is the amount of damage a creature can take before it is destroyed.

Regeneration* – When this creature takes lethal damage, it respawns with full power and toughness for a cost of ☹☹. If that mana is not immediately available, the creature is destroyed.

Sorcery – Sorceries have an instant effect, such as countering a spell, dealing direct damage, or creating a mana crystal.

Spell Casting – To cast a spell, press the appropriate button. The more the spell costs, the longer it takes to cast.

Trample* – This creature does not respawn until it successfully attacks the enemy duelist.

**An icon will appear beneath any creature that has this ability.*



NEDERLANDER QUICKSTART

INLEIDING

Het LeesMij-bestand

Op de cd-rom van het spel *Magic: The Gathering — Battlegrounds* staat een LeesMij-bestand, waarin je zowel de licentieovereenkomst als de nieuwste informatie over het spel kunt vinden. We raden je ten eerste aan om dit bestand door te lezen, zodat je meer te weten kunt komen over veranderingen die na de druk van deze handleiding zijn aangebracht.

Om het bestand weer te geven, dubbelklik je op het bestand in de directory *Magic: The Gathering — Battlegrounds* op de harde schijf (normaliter C:\Program Files\Atari\MagicTheGathering). Je kunt het LeesMij-bestand ook weergeven door eerst op de knop Start op de Windows®-taakbalk te klikken. Daarna klik je achtereenvolgens op Programma's, Atari, *Magic: The Gathering — Battlegrounds* en het bestand LeesMij.

Systeemvereisten

Windows® Besturingssysteem: Windows® 98/Me/2000/XP
 Processor: 800 MHz (1.3 GHz aanbevolen)
 Geheugen: 128 MB RAM (256 MB aanbevolen)
 Ruimte harde schijf: 1.4 GB vrije ruimte
 Cd-rom / DVD-station: 8X snelheid
 Video: 64 MB videokaart die de hardware T&L ondersteunt*
 Geluid: Met DirectX® versie 9.0b of hoger compatibele geluidskaart*
 (Sound Blaster® Audigy™ series geluidskaarten aanbevolen)
 DirectX®: DirectX® versie 9.0b (bijgeleverd) of hoger
 Modem: 33.6 Kbps of sneller voor het spelen via Internet
 (Breedband internet-verbinding aanbevolen)

* Genoemde kaarten moeten compatibel zijn met de versie 9.0b of hoger van DirectX®.

Configuratie en installatie

1. Start Windows® 98/Me/2000/XP.
2. Plaats de installatieschijf van het spel *Magic: The Gathering — Battlegrounds* in het cd-romstation.
3. Als automatisch afspelen is ingeschakeld, dan zal er een titelscherm verschijnen. Als automatisch afspelen niet is ingeschakeld of als de installatie niet automatisch start, dan klik je op de knop Start op de Windows®-taakbalk. Vervolgens klik je op Uitvoeren. Typ D:\Setup en klik op OK. Opmerking: Als het cd-romstation aan een andere letter dan D is toegewezen, gebruik dan de betreffende letter.
4. Volg de resterende instructies op het scherm om de installatie van het spel *Magic: The Gathering — Battlegrounds* af te ronden.
5. Zodra de installatie is voltooid, klik je op de knop Start op de Windows®-taakbalk en kies je Programma's/Atari/MagicTheGathering/MagicTheGathering om het spel te starten.

Opmerking: Om te kunnen spelen, moet de spelschijf van *Magic: The Gathering — Battlegrounds* in het cd-romstation geplaatst zijn.

Installatie van DirectX®

De cd-rom *Magic: The Gathering — Battlegrounds* kan alleen worden uitgevoerd met DirectX® 8.1 of hoger. Als DirectX® 8.1 of hoger niet op de computer is geïnstalleerd, dan klik je op "Yes" (ja) als gevraagd wordt of je DirectX wilt installeren.

OPSLAAN EN LADEN

Bij het opstarten zal het spel automatisch naar opgeslagen duellist-informatie zoeken op de harde schijf. Als er één of meer duellisten worden gevonden, dan zal het spel vragen om een duellist te laden of een nieuwe duellist aan te maken. Alle duellist-gegevens, met inbegrip van verworven spreuken, worden op de harde schijf opgeslagen.

BESTURING

TOETS	ACTIE
W, A, S, D	Duellist verplaatsen
I	Huidige spreuk annuleren
U, O	Pagina in spreukenboek omslaan
Q	Tergen
I	Spreukenboek sluiten
I	Sneller mana regenereren (herhaaldelijk tappen)
J	Sorcery-spreuken/Spreuk uitspreken
K	Creature-spreuken/Spreuk uitspreken
L	Enchantment-spreuken/Spreuk uitspreken
spatiebalk	Aanvallen met strijdwapen
Shift	Magisch schild
Esc	Pauze

*Meer informatie over magie, personages en spelfuncties vind je in de handleiding.



PORTUGUÊS QUICKSTART

PARA COMEÇAR

O ficheiro ReadMe (leia-me)

O jogo de CD-ROM *Magic: The Gathering — Battlegrounds* tem um ficheiro ReadMe, onde pode ver tanto o Contrato de Licença com as informações actualizadas acerca do jogo. Recomendamos vivamente que leia este ficheiro, por forma a poder tirar partido das alterações feitas depois deste manual ter ido para impressão.

Para ver este ficheiro, faça duplo clique no mesmo, no directório *Magic: The Gathering — Battlegrounds* no disco rígido (normalmente C:\Programas\Atari\MagicTheGathering). Também pode ver o ficheiro ReadMe clicando primeiro no botão Iniciar na barra de tarefas do Windows®, depois em Programas, em Atari, em *Magic: The Gathering — Battlegrounds* e finalmente no ficheiro ReadMe.

Requisitos do sistema

Sistema Operativo Windows®: Windows® 98/Me/2000/XP
 Processador: 800 MHz (1.3 GHz recomendado)
 Memória: 128 MB RAM (256 MB recomendado)
 Espaço no disco rígido: 1.4 GB de espaço livre
 Leitor de CD-ROM/DVD-ROM: velocidade 8X
 Vídeo: Placa de vídeo 64 MB com Hardware T&L support*
 Áudio: .. Placa de som compatível com DirectX® 9.0b ou superior* (Placa de som Sound Blaster Audigy™ recomendada)
 DirectX®: DirectX® versão 9.0b (incluída) ou superior
 Modem: .. 33.6 Kbps ou superior para jogos através da Internet (Ligação de banda larga à Internet recomendada)

* Indica que a placa deve ser compatível com a versão 9.0b ou superior do DirectX.

Configuração e instalação

1. Inicie o Windows® 98/Me/2000/XP.
2. Insira o disco de instalação do jogo *Magic: The Gathering — Battlegrounds* na unidade de CD-ROM.
3. Se a função de reprodução automática estiver activada, deverá aparecer um ecrã de título. Se a função de reprodução automática não estiver activada ou a instalação não se iniciar automaticamente, clique no botão Iniciar na barra de tarefas do Windows® e, em seguida, em Executar. Escreva D:\Setup e clique em OK. Nota: Se a unidade de CD-ROM tiver uma letra diferente de D, substitua essa letra.
4. Siga as restantes instruções no ecrã para terminar a instalação do jogo *Magic: The Gathering — Battlegrounds*.
5. Terminada a instalação, clique no botão Iniciar na barra de tarefas do Windows® e escolha Programas/Atari/MagicTheGathering/MagicTheGathering para iniciar o jogo.

Nota: Tem de ter o disco do jogo *Magic: The Gathering — Battlegrounds* na unidade de CD-ROM para poder jogar.

Instalação do DirectX®

O jogo *Magic: The Gathering — Battlegrounds* requer o DirectX® 8.1 ou superior para poder ser executado. Se não tiver o DirectX® 8.1 ou superior instalado no computador, clique em "Yes" (sim) quando surgir uma mensagem a perguntar se quer instalá-lo.

GUARDAR E CARREGAR

No arranque, o jogo lê automaticamente o disco rígido à procura de informações guardadas dos duelistas. Se houver um ou mais duelistas, o jogo solicita que carregue um duelista existente ou que crie um novo. Todos os dados dos duelistas, incluindo feitiços adquiridos, são guardados no disco rígido.

CONTROLOS

TECLA	ACÇÃO
W, A, S, D	Mover duelista
I	Parar feitiço (spell) actual
U, O	Virar página do livro de feitiços (spellbook)
Q	Zombar
I	Fechar livro de feitiços
I	Aumentar regeneração de Mana (pressionar repetidamente)
J	Bruxaria (sorcery) / lançar feitiço
K	Feitiços de criaturas (creature) / lançar feitiço
L	Feitiços de encantamento (enchantment) / lançar feitiço
Barra de espaço	Atacar com arma de combate
Shift	Escudo mágico
Esc	Pausa

*Descubra muito mais acerca da magia, personagens e funcionalidades do jogo no manual.



SVENSK QUICKSTART

KOMMA IGÅNG

Viktigt-filen

Med cd-skivan *Magic:The Gathering — Battlegrounds* följer en viktigt-fil (ReadMe) som innehåller både licensavtalet och sent tillkommen information om spelet. Det rekommenderas att du läser denna fil för att kunna dra nytta av ändringar i spelet som tillkommit efter att denna instruktionsbok tryckts.

Om du vill läsa filen dubbelklickar du på den i mappen *Magic:The Gathering — Battlegrounds* på hårddisken (normalt i C:\Program\Atari\MagicTheGathering). Du kan även öppna viktigt-filen genom att klicka på Start i Windows® aktivitetsfält, följt av Program, Atari, *Magic:The Gathering — Battlegrounds* och viktigt-filen.

Systemkrav

Windows® operativsystem: Windows® 98/Me/2000/XP
 Processor: 800 MHz (1,3 GHz rekommenderas)
 Minne: 128 MB RAM (256 MB rekommenderas)
 Hårddiskutrymme: 1,4 GB ledigt
 Cd-rom/Dvd-rom-enhet: 8x
 Grafikkort: 64 MB grafikkort med stöd för maskinvaru-T&L*
 Ljud: Ljudkort kompatibelt med DirectX® version 9.0b eller nyare*
 (kort i Sound Blaster™ Audigy™-serien rekommenderas)
 DirectX®: DirectX® version 9.0b (medföljer) eller nyare
 Modem: 33,6 kbps eller snabbare krävs för spel via Internet
 (bredbandsanslutning rekommenderas)

* Enhet måste vara kompatibel med DirectX® version 9.0b eller nyare.

Installation

1. Starta Windows® 98/Me/2000/XP.
2. Sätt in installationsskivan *Magic: The Gathering — Battlegrounds* i cd-enheten.
3. Om autostartfunktionen är aktiverad dyker ett titelfönster upp. Om autostartfunktionen inte är aktiverad eller titelfönstret inte dyker upp automatiskt klickar du på Start-knappen i Windows® aktivitetsfält, följt av Kör. Skriv D:\Setup och klicka på OK. Obs: Om din cd-enhet har en annan enhetsbeteckning än D, skriv då den bokstaven i stället.
4. Följ därefter instruktionerna på skärmen för att slutföra installationen.
5. När installationen är klar klickar du på Start-knappen på Windows® aktivitetsfält och väljer Program/Atari/MagicTheGathering/MagicTheGathering för att börja spela.

Obs: Du måste ha installationsskivan *Magic: The Gathering — Battlegrounds* isatt för att kunna spela.

Installation av DirectX®

Spelet kräver DirectX® 8.1 eller senare. Om du inte har DirectX® 8.1 eller senare installerat på datorn klickar du på "Yes" när du blir tillfrågad om du vill installera det.

SPARA OCH LADDA

Vid starten kommer spelet automatiskt att söka efter sparad duellantdata på din hårddisk. Om minste en duellant är närvarande uppmanas du att ladda en duellant eller skapa en ny duellant. All duellantdata, inklusive insamlade trollformler, sparas på hårddisken.

KONTROLLER

TANGENT	ÅTGÄRD
W, A, S, D	Styr duellant
I	Avbryt aktuell trollformel (spell)
U, O	Bläddra i trollformelboken (spellbook)
Q	Smäda
I	Stäng trollformelboken
I	Öka återskapandet av Mana (tryck upprepade gånger)
J	Svartkonstformler (sorcery spells) / Använd formel (cast spell)
K	Varelseformler (creature spells) / Använd formel
L	Förtrollningsformler (enchantment spells) / Använd formel
Mellanslagtangenten	Slå med närstridsvapen
Shift-tangenten	Magisk sköld
Esc	Paus

*Mer information om magi, figurer och spelfunktioner finns i instruktionsboken.



SUOMI QUICKSTART

ALOITTAMINEN

ReadMe-tiedosto

Magic: The Gathering — Battlegrounds -CD-ROM-peliin liittyy ReadMe-tiedosto, joka sisältää sekä käyttöoikeussopimuksen että viimeisimmät tiedot pelistä. On erittäin suositeltavaa lukea tämä tiedosto, jotta voit hyötyä muutoksista, joita on tehty sen jälkeen, kun tämä opas on mennyt painoon.

Voit avata tiedoston kaksoisnapsauttamalla sitä kiintolevyn *Magic: The Gathering — Battlegrounds* -hakemistossa (yleensä C:\Program Files\Atari\MagicTheGathering). Voit avata ReadMe-tiedoston myös napsauttamalla Käynnistä-painiketta Windowsin® tehtäväpalkilla ja valitsemalla sitten Ohjelmat, Atari, *Magic: The Gathering — Battlegrounds* ja lopuksi ReadMe-tiedosto.

Järjestelmävaatimukset

Windows®-käyttöjärjestelmä: Windows® 98/Me/2000/XP
 Suoritin: 800 MHz (suositus: 1,3 GHz)
 Muisti: 128 Mt RAM (suositus: 256 Mt)
 Kiintolevytila: 1,4 Gt vapaata tilaa
 CD-ROM/DVD-ROM-asema: 8X-nopeuksinen
 Video: 64 Mt:n videokortti, joka tukee Hardware T&L:ää*
 Ääni: Vähintään DirectX®-version 9.0b kanssa yhteensopiva äänikortti*
 (suositus: Sound Blaster® Audigy™ -sarjan äänikortti)
 DirectX®: DirectX®-versio 9.0b (sisältyy toimitukseen) tai uudempi
 Modeemi: 33,6 kbps tai nopeampi Internet-peliä varten
 (suositus: laajakaista-Internet-yhteys)

* Tarkoittaa, että laitteen tulisi olla yhteensopiva DirectX®-version 9.0b tai uudemman kanssa.

Asennus ja asetukset

1. Käynnistä Windows® 98/Me/2000/XP.
2. Aseta *Magic: The Gathering — Battlegrounds* -asennuslevy CD-ROM-asemaan.
3. Jos automaattinen käynnistys on käytössä, näytölle tulee otsikoruutu. Jos automaattinen käynnistys ei ole käytössä tai asennus ei käynnisty automaattisesti, napsauta Windowsin® tehtäväpalkin Käynnistä-painiketta ja valitse Suorita. Kirjoita D:\Setup ja napsauta OK-painiketta. Huomaa: Jos CD-ROM-aseman kirjain on jokin muu kuin D, käytä sitä D:n sijasta.
4. Päätä *Magic: The Gathering — Battlegrounds* -CD-ROM-pelin asennus seuraamalla näytön ohjeita.
5. Kun asennus on valmis, napsauta Windowsin® tehtäväpalkin Käynnistä-painiketta ja käynnistä peli valitsemalla Ohjelmat/Atari/MagicTheGathering/MagicTheGathering.

Huomaa: Et voi pelata, jollei *Magic: The Gathering — Battlegrounds* -pelilevy ole CD-ROM-asemassa.

DirectX:n® asennus

Magic: The Gathering — Battlegrounds -CD-ROM edellyttää vähintään DirectX® 8.1:tä. Jos tietokoneelle ei ole asennettuna vähintään DirectX® 8.1, valitse Yes (Kyllä), kun asennusohjelma kysyy, haluatko asentaa sen.

TALLENTAMINEN JA LATAAMINEN

Käynnistettäessä peli etsii automaattisesti kiintolevyltä tallennettuja kaksintaistelijatietoja.

Jos peli löytää vähintään yhden kaksintaistelijan, se kysyy, haluatko ladata kaksintaistelijan vai luoda uuden. Kaikki kaksintaistelijan tiedot, mukaan lukien hankitut taiat, tallennetaan kiintolevylle.

OHJAIMET

NÄPPÄIN	TOIMINTO
W, A, S, D	Liikuta kaksintaistelijaa
I	Lopeta nykyinen taika (spell)
U, O	Käännä taikakirjan (spellbook) sivua
Q	Hämnää
I	Sulje taikakirja (spellbook)
I	Voimista Manan uusiutumista (napsauta toistuvasti)
I	Noituustaiat (Sorcery spell)/Tee taika (spell)
K	Oliotaiat (Creature spell)/Tee taika (spell)
L	Lumoustaiat (Enchantment spell)/Tee taika (spell)
Välilyönti	Hyökkää kaksintaisteluaseen kanssa
Vaihto	Taikakilpi
Esc	Tauko

*Lisätietoja taioista, hahmoista ja pelin ominaisuuksista on käsikirjassa.

CREDITS

Secret Level

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Director

Leif Jensen
Producer

Chris Bretz
Art Director

Josh Adams
Lead Programmer

Kern Nembhard
Lead Artist

Peter Clark
Lead Designer

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Mike Humphrey
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Taylor
Martin Robaszewski
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Richard Katz
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Jon McBain
Ryan Savas
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Technical Artist

Jeremy Gordon
President/CEO

Angus Chassels
VP Operations

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Director of Production

New Pencil, Inc.
Additional Art

Special Thanks

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Ben Herrera
Octavio Good
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Rei Nakazawa
Micah Pearlman

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Sagia Jean Humphrey –
March 2003
Alexander McDowell –
May 2003
Melanie Sumana
Gordon – August 2003

Atari

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Region*

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*Manager of Technical
Support*

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Nunez

Dave "Sharpshooter"
Strang
Q.A. Supervisors

Joe "Avatar of Might"
Acedillo

Joe "Texas r0x0rz ur
b0x0rz" Fried
Lead Testers

Michael "Counterspell"
O'Shea
Assistant Lead Tester

Jaime "Kamehameha!"
Gonzalez
Brad "Gratuitous
Violence" Johnson
Franco "Stuck Off-Site"

Junio
Paul "Sharks-Fan"

Phillips
Kenny "Test of
Endurance" Robinson
Michael "#1 Duelist"
Shamsid-Deen
Testers

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Relations*

Joy Schnee
*Sr. Manager Strategic
Relations*

Shaila Patel
*Strategic Relations
Specialist*

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Special Thanks

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Alex Cabal
Mr. Soop...
Who is Mr. Soop?
Brady Dommermuth
Patti Roakes

Music

In Geer Music
Stephen Geering

Sound Effects
Soundstorm Inc.

Brian Min
Wade Wilson

Cinematics
Mondo Media

Directed by Stephane
Cros

Screenplay Written by
Phillip Simon
Executive Producer:
Phillip Simon
Producer: Lourdes Alba
Supervising Sound
Editor: Jim Lively
Lighting Production
Supervisor: Sean
Murphy
Animation: Ross
Armstrong, Andrew
Moffett, Animator
Studio
Visual Effects: Brian
Levy

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Andrew Chaikin
Christiane Crawford
Timothy Enos
Daron Jennings
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Melissa Hutchinson
Mark Atherlay

**Cast, Directed and
Recorded by**
WEBTONE

Greg "G-Dub" Weber
Steve "Big Data" Duell
Christian Pizzirani v2.0
THE Kevin Miller
Always Kim Weber
The Princess: Jaime
Weber
And introducing Scout
as "The dog"

ATARI's TEAM

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Repackaging Agency
TAKE OFF

NOTES

ATARI <i>Customer Service Numbers</i>			
Country	Telephone	Fax	Email/Websites
Australia	1902 26 26 26 (\$1.80 Minute. Price subject to change without notice.)		support.australia@atari.com
Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655 (€1.35 Minute) Mo. - Sa. 14.00 - 19.00 Uhr		www.atari.de
Belgie	PC: +32 (0)2 72 18 633 +31 (0)40 24 466 36 (Open Maandag t/m Vrijdag 9.00 tot 17.30)		nl.helpdesk@atari.com
Danmark	+44 (0)161 8278060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
Suomi	+44 (0)161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
New Zealand	0900 54263 (\$1.99 Minute. Price subject to change without notice.)		www.atari.com.au
France	Soluces: 0892 68 30 20 (0.34€ /min) (24h/24) 3615 Infogrames (0.34€ /min) Technique: 0825 15 80 80 (0.15€ /min Du lundi au samedi de 10h-20h non stop)	Euro Interactive / Infogrames France Service Consommateur 84 rue du 1 ^{er} mars 1943 69625 Villeurbanne Cedex	fr.support@atari.com www.atari.fr
Deutschland	Technische: 0190 771 882 Spielerische: 0190 771 883 (€1.24 pro Minute) Mo. - Sa. 14.00 - 19.00 Uhr		www.atari.de
Greece	301 601 88 01	-	gr.info@atari.com
Italia	-	-	it.info@atari.com www.it.atari.com
Nederland	PC: +31 (0)40 23 93 580 +31 (0)40 24 466 36 (Open Maandag t/m Vrijdag 9.00 tot 17.30)		nl.helpdesk@atari.com
Norge	+44 (0)161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
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Israel	+ 972-9-9712611 16:00 to 20:00 Sunday - Thursday	-	infogrames@telerom.co.il
España	+34 91 747 03 15 +34 91 329 21 00 lunes a viernes de 9:00h -14:00h / 15:00h-18:00h		stecnico@atari.com www.es.atari.com
Sverige	08-6053611 17:00 till 20:00 helgfri måndag till fredag	-	rolf.segaklubben@bredband.net
Schweiz	Technische: 0900 105 172 Spielerische: 0900 105 173 (2.50 CHF/Min) Mo. - Sa. 14.00 - 19.00 Uhr		www.gamecity-online.ch
UK	Hints & Cheats: 09065 55 88 88* *24 hours a day / £1 /min / Inside UK only (You need the bill payer's permission before calling.)	Technical Support: 0161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	uk.helpline@atari.com www.uk.atari.com

Wrong number?

As some changes might have been done after this manual went to print, you can still access to all updated technical support numbers at:

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