THE EYE OF JUDGMENT

™

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure
- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following: If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PLAYSTATION®3 system 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.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:
• 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 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.

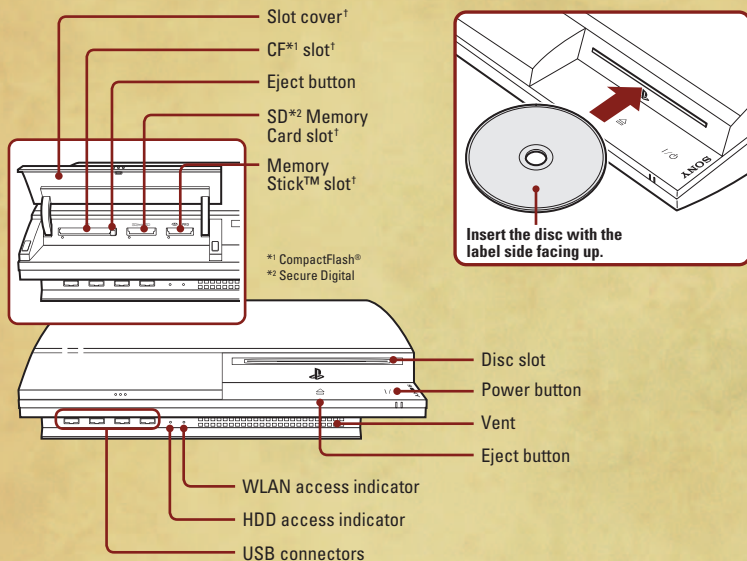**Consumer Service/Technical Support Line 1-800-345-7669**

Call this number for technical support, installation or general questions regarding PLAYSTATION®3 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

TABLE OF CONTENTS

GETTING STARTED

PLAYSTATION®3 system front

- Slot cover†
- CF*¹ slot†
- Eject button
- SD*² Memory Card slot†
- Memory Stick™ slot†

*¹ CompactFlash®
*² Secure Digital

Insert the disc with the label side facing up.

- Disc slot
- Power button
- Vent
- Eject button
- WLAN access indicator
- HDD access indicator
- USB connectors

† Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.
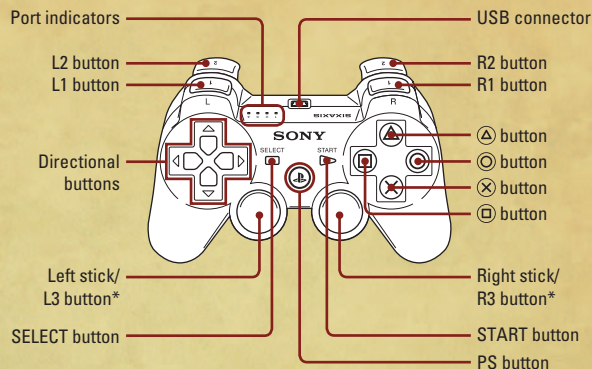
Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert THE EYE OF JUDGMENT™ disc with the label facing up into the disc slot. Select the icon for the software title under THE EYE OF JUDGMENT™ in the PLAYSTATION®3 system's home menu, and then press ✕. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press the PS button on the wireless controller. Then select "Quit Game" from the screen that is displayed.

Note: To remove a disc, touch the eject button after quitting the game.

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)

- Port indicators
- L2 button
- L1 button
- Directional buttons
- Left stick/ L3 button*
- SELECT button
- USB connector
- R2 button
- R1 button
- △ button
- ○ button
- ✕ button
- □ button
- Right stick/ R3 button*
- START button
- PS button

* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Data Utility" in the Game menu.

CHECKING THE PACK CONTENTS

IMPORTANT: Before playing, make sure you have the following items:

• PLAYSTATION®Eye Camera

• Camera Stand

• Play Mat

• Starter Deck (30 Game Cards)

• Booster Pack (8 Game Cards)

• 4 Function Cards

Revolutionize your interactive gaming and online communication experience with the PLAYSTATION®Eye Camera. The PLAYSTATION®Eye has the ability to reduce background noise and focus on the spoken word for smoother, more accurate speech recognition and transfer. The faster frame rate allows for improved tracking and responsiveness for pristine video quality. The PLAYSTATION®Eye is also engineered to perform well in low-light conditions and includes a zoom lens for close-up and full-body options.

PREPARING THE PLAY MAT AND PLAYSTATION®EYE CAMERA

• Place the Play Mat on a flat surface such as a table or a desk.

• Assemble the Camera Stand and place it alongside any edge of the Play Mat.

• Securely attach the PLAYSTATION®Eye Camera to the top of the Camera Stand and ensure that the camera overlooks the Play Mat.

• Insert the camera's USB connector into one of the USB connectors on the front of the PLAYSTATION®3 system. The blue LED power indicator on the front of the camera will light up to indicate that the camera is now ready to use.

• Turn the camera's lens angle selector to the right so that the lens angle marker is in line with the blue lens angle indicator for "wide angle view".

• Make sure that the lighting in the room isn't too dark or too bright, and that the Play Mat isn't covered in shadows or flickering lights.

Please carefully read this manual as well as the instructions for the equipment to be used. If the user is a young child, make sure a parent reads this manual and ensures the child's safe use of this product.

Retain all manuals for future reference.

SETTING UP THE CAMERA STAND

1) Insert the poles into the stand base

2) Connect the poles to the joint, and then insert the rest of the poles into the joint

3) Attach Camera Holder-B to the poles

4) Attach Camera Holder-A to Camera Holder-B

5) If desired, put the user seal on the stand base

The camera stand includes:
1) Camera Holder-A x 1   4) Stand Base x 1
2) Camera Holder-B x 1   5) Pole x 4
3) Joint x 1

1. Camera Holder-A

2. Camera Holder-B

3. Pole

4. Joint

5. Pole

6. Stand Base
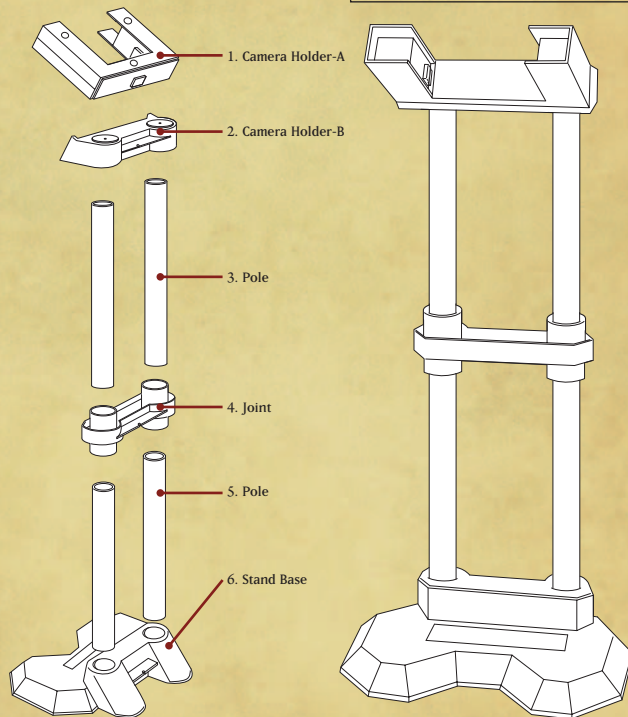
Note: When dismantling the Camera Stand, do not pull out the poles forcibly; rotate them carefully to remove.

INSTALLING THE PLAYSTATION®EYE CAMERA

1) **Insert the PLAYSTATION®Eye Camera into the camera holder**

2) **Push down until the camera base is fastened by the stopper**

3) **Secure the camera cable using the cable holder**

Camera Base

Cable Holder

Stopper

Camera Holder
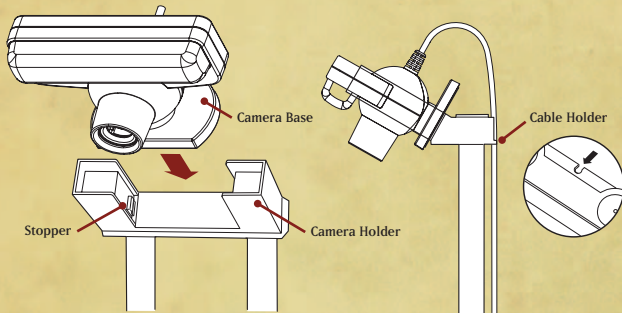
Note: For more information about the PLAYSTATION®Eye, please refer to page 29.

PREPARING THE GAME CARDS

Choose a total of 30 cards to be your "deck" during battle. Your deck can consist of Creature Cards and Spell Cards. There are limitations to the number of the same Creature Card or Spell Card that may be included in a deck. Normally a deck may contain three of any one card, but certain cards may specify other restrictions. If you own more than 30 Creature Cards and Spell Cards, choose 30 of your favorite cards.

Look out for THE EYE OF JUDGMENT™ Collectible Card Game 8-Card Booster Packs — available at all good retailers.

Note: Function Cards are outlined later in this manual.

SETTING UP

Set up the PLAYSTATION®3 system according to the instructions in the Quick Reference document that is supplied with the system. At start-up, the power indicator will be lit red to indicate that the PLAYSTATION®3 system is in standby mode. Touch the power button and the power indicator will turn green.

Insert THE EYE OF JUDGMENT™ disc into the disc slot with the label side facing up. Select THE EYE OF JUDGMENT™ icon under the Game menu. A thumbnail image of the software will be displayed. Press ⊗ to start loading. Do not insert or remove accessories once the power is turned on. Please refer to the PLAYSTATION®3 system's Quick Reference document for further details about setting up and recharging a SIXAXIS™ wireless controller. Make sure there is enough free space on the system's hard disk before you start to play.

THE GAME SCREEN

1. Mana

2. Current Time

3. Library

4. Hand

5. Graveyard

6. Board

7. Lock

8. Field

9. Remaining Time

Note: the Remaining Time will be displayed when the Time Limit setting is turned on in the Options Menu.

USING MENU SCREENS

Press the ⬆, ⬇, ⬅ or ➡ directional buttons to highlight an option, then press ❌ to confirm. To return to the previous menu screen, press ⭕.

GETTING STARTED

At start-up, follow the on-screen instructions to configure your television and the PLAYSTATION®Eye Camera. All configuration settings will be saved automatically. Press ❌ to access the Game Card Recognition Test screen.

Game Card Recognition Test

Place a Creature Card in the central field of the Play Mat. If the camera recognizes the card successfully, then the card recognition icon will be displayed on-screen. Press ❌ to continue.

A short, cinematic introductory sequence will be displayed. Press ❌ to skip the cinematic sequence and access the Title Screen. Press ▶START to access the "Main Menu".

MAIN MENU

Battle Arena

Challenge a human player or a computer controlled opponent to a battle, or view a battle between two computer-controlled opponents, by first setting the skill levels and deck types to be used.

Card Profiles

Select "Card Profiles" to view creature or spell data for cards in your possession. Place a card in view of the camera to access some additional on-screen info for that card.

Deck Builder

Construct personalized decks by adding cards from your card file. Choose either "Edit a Deck" or "Edit with PLAYSTATION®Eye", then highlight a Game Card to add/remove from the deck or view the Card Information Screen. Press L1 or R1 to cycle backwards or forwards through the Game Cards.

Judgment

Play a mini-battle using Creature Cards to battle against each other.

Guidance

View movies to help you grasp the basics of THE EYE OF JUDGMENT™.

Online

To play THE EYE OF JUDGMENT™ online against real life opponents:

· Register an online deck using the "Deck Builder" option

· Accept the terms of the User Agreement displayed on-screen.

· Edit the "Player config"

· Select a kingdom to duel in.

· Choose either "Ranked Match" using official rules, or "Custom Match" using customized rules.

· Search for a room that matches your criteria or create a room and wait for a challenger.

Press R3 to access the on-screen keyboard and send messages to other competitors. Press R3 to turn the on-screen chat log text box on or off. By turning this on you can chat with other players.

Options

View and adjust a range of settings and options, including audio options and screen settings.

Note: To avoid cheating when playing online, the computer will inform each player of which cards have been drawn from their library.

STORY OF CREATION

One day, it burst apart. The next day, the world was born. This Source of all beings scattered fragments of life throughout the land. This life took many forms, and filled the world. The life forms named this Source the "Supreme Being".

Pleased with this name, the Supreme Being gave the land dwellers his son Juno to be their servant. Juno used materials from the forest to construct a tower to live in. It was so tall that its top was hidden in the clouds. The life forms called this tower the "Juno Tower", while the forest from which Juno had harvested materials came to be known as "Juno Forest".

Birth of the Bioliths
Enough time passed for oceans to become mountains. At last, the life forms that had filled the land began to covet the heavens as well. They built tools of iron to aid them in their rebellion against the gods. They built the Bioliths. Unbeknownst to the life forms, they were now guilty of committing the sin of "pride".

A young man by the name of Scion led a huge army of Bioliths in war against the gods. The war dragged on and on, until the Supreme Being finally ordered Juno to punish the life forms. Juno sang quietly to himself, and all the Bioliths were immobilized by rust. A stamp of the feet, and the rusted Bioliths turned to dust. Scion then fled to the top of a mountain of fire and threw himself into the simmering lava, where he burned to death.

The Four Saints and The Four Nations
Enough time passed for mountains to become oceans. The life forms rebounded over time, giving birth and spreading throughout the land. When pride started to take root once again, the Four Saints were born of the Juno Tower.

The first was Saint Dhees, who took fire in hand and journeyed to the northern continent. The second was Saint Toritona, who took a water jug in hand and left for the northern cape. The third was Saint Val na Vos, who bore a heavy stone on his back as he proceeded to the east. The fourth was Saint Til Vorg, who travelled south while chewing on a sprout of grass.

The children spawned by these Four Saints became the progenitors of powerful new races in each of the four lands.

Flourishing of the Four Nations and War
Having accomplished their goals, the Four Saints returned to the Tower, just as Juno had so long ago. The four races they had left behind closely followed the precepts of each Saint, planting trees, building bridges, clearing forests, and building nations.

Humanity experienced unprecedented growth and prosperity, once again filling the land. Unfortunately, humanity had not learned a thing. Pride spread through the four nations as ever before, as the people gave in to greed. Bloodshed ruled the day, and the nations were enveloped in strife. The fighting went on and on.

The Great Scourge, and the Dying World…
On that day…The autumn sky was rent asunder like so much silk, and an ill-omened mechanical fortress slipped through the cracks into this world. This was the flying castle of machines. As this airborne fortress passed overhead, the rusted, decayed Bioliths came back to life, one after the other. Thus began a concerted attack on the living, from the air as well as the ground.

The four nations, engrossed in conflict as they were, were instantly thrown into absolute chaos. The nation of fire was swallowed up by the Bioliths, the nation of water attempted to appease the Bioliths, and the nation of earth was driven to the brink of collapse. It was then that the Seer Vizak came before the pontiff of the nation of wood with a message. Accordingly, the pontiff invited a lone wizard to Cape Edgeworth as the message demanded,beseeching him to defeat the Biolith Castle. The chosen wizard set upon a journey to the Tower of Juno, to reunite with the heroes and sprits once doomed.

PLAYING THE EYE OF JUDGMENT™

Preparing your hand

Shuffle the 30 card deck and place it facing down near the Play Mat. Pick the first five cards from the top of the deck. These five cards will be your "hand". Hold the hand so that the picture side of each Game Card faces you and ensure when playing against an opponent that they do not see your hand.

Quick Start Guide — Let Battle Commence!

The objective of the battle is to occupy five fields to win. During a battle, both players take turns alternatively.

A flow of a turn is as follows:

Phase 1: Draw a Card

Phase 2: Mana Charge

Phase 3: Actions

Phase 4: Summon a Creature

Phase 5: Turn Resolution

Types of Card

Creature Cards

A Creature Card is a creature that can be summoned to a field. To summon a creature, your mana reserves must be equal to or greater than the Summoning Cost of the Creature Card. If a Creature Card displays the Summoning Lock around the Summoning Cost, then that creature cannot be placed on a field belonging to a different element until the Summoning Lock becomes unlocked.

A summoned creature can only attack enemy creatures situated in the directions indicated by the Attack Zones icon on the Game Card. The style of attack will be determined by the Attack Zones icon, the amount of attack points currently held, and the creature's natural abilities.

The attacked creature will counterattack according to the Defense Zones icon on the Game Card. When a creature is attacked, Hit Points (HP) will be deducted and when the HP level reaches zero, the creature will be removed from the field.

To activate a creature, the amount of mana reserves must be equal to or greater than the Activation Cost indicated on the Game Card.

Creature Card

Card Name
The creature or spell name.

Summoning Cost
The amount of mana that you must spend to summon a creature or cast a spell.

Activation Cost
The amount of mana you must spend to make a creature attack or rotate 90° on its field.

Summoning Lock Icon
A creature with a summoning restriction can only be summoned under the proper conditions.

Hit Points
The creatures initial HP. This is reduced when the creature takes damage. Depending on which field a creature is summoned on, its HP will change. The creature dies if HP reaches 0.

Attack
The higher the Attack Power, the greater the attack power. A plus symbol (+) or minus symbol (-) indicates a possible change to the Value.

Card Limit (Copies of card)
Shown if there is a restriction on the number of copies of this card in a deck.

Race Limit
(Copies of cards of same race)
Shown if there is a restriction on the number of cards of the same race in a deck.

Orientation
The direction a creature is facing, defined by the top edge of its card.

Race Name/Affiliation
The name of the creature's race/designation.

Tracking Icons
Markers that track the Summoning Cards placement and orientation.

Element Color and Element Icon
Indicates the creature's attribute.

Set/Rarity Icon
This symbol denotes the Card Set as well as rarity.

Card Number
Indicates the card series collector number.

Text
Describes the creature's attack method, defense method, and other special abilities.

Defense Zones Icon
The fields that the creature can defend against relevant to its location and orientation.

Attack Zones Icon
The fields that the creature can attack relevant to its location and orientation.

Didi the Enlightened

3 2

♥ 4

⚔ 2+

Hero / Cai-Shae   No.014

Quickness.
Didi attacks the same target twice. The target's counterattack occurs after the second attack. Didi adds 1 to his Attack if the target creature is on a Fire field.
While Didi is on the board, no Fire field can be *fieldquaked* or exchanged.

illus. Tatsu Kazakuni

Spell Cards

A Spell Card is a card that has the power to cast many different magic spells with wondrous effects and awesome results.

During Action Phase 1 of a turn (outlined earlier in this manual), hold a Spell Card up to the PLAYSTATION®Eye Camera, and choose a target if necessary. The "Summoning Cost" will be deducted from your mana reserves and the spell will be cast.

Function Cards

Function Cards are non-gameplay cards which can be used to carry out specific actions, thus limiting the need to use a Wireless Controller:

Turn End Card	Ends your turn without summoning a creature
Action Card	Specifies the target of an action, attack or spell when placed on a creature or field
Status Card	When you hold this card up to the PLAYSTATION®Eye Camera the status of the whole field is displayed. When you place it on a field, the status of the creature summoned on that particular field appears
Cancel Card	Cancels the current event or closes the status display. Visual Effects such as battle animations cannot be cancelled. When you rotate the card which is not in the screen, you need to use the Cancel Card.

Note: use a wireless controller to change the camera angle, or while online, check the cards in your hand, library, or graveyard. Player can use the deck window only using online battle mode or 'Player vs COM' battle mode.

Fields

Every field is founded upon a core element of Fire, Water, Earth, Wood or Biolith. A field's element may affect the HP of a creature that is summoned onto it, for example an Earth Field will add two HP to an Earth Creature, whereas a Wood Creature will have 2 HP taken away by being placed on the same Earth Field.

A field can be "fieldquaked" by a spell and this major event can cause the field's element to change, as the field is flipped over. When the field's element changes, it will usually have an effect on the creature currently occupying it.

Depending on the field's element type, a creature will be affected when summoned to it, as indicated in the following table:

Field's Element

Creature's Element		Fire	Water	Earth	Wood	Biolith
	Fire	+2	-2	—	—	—
	Water	-2	+2	—	—	—
	Earth	—	—	+2	-2	—
	Wood	—	—	-2	+2	—
	Biolith	—	—	—	—	—

When summoning a creature, always try to summon it onto a field of the same element type — when a creature other than a Biolith is summoned to a corresponding field, 2 HP will be added. However, if a creature is summoned to a field of the opposite element, 2 HP will be subtracted. Even if you do not have a corresponding card in your hand and have no choice but to summon a creature on a field with a different element type, try to avoid opposite elements as much as possible.

Summoning a Creature

A creature is summoned by placing a Creature Card on a field within the Play Mat, as long as certain criteria are met:

Check the Summoning Cost

In order to summon a creature, your mana should be the same or more than the Summoning Cost displayed on the Creature Card. You cannot summon when the Summoning Cost is greater than the mana in your possession. Depending on the Creature Card, there may be a Summoning Lock or particular conditions that must be met in order to summon.

Check That Summoning is Possible in the Field

A creature can only be summoned on an empty field adjacent to the four sides of a field already occupied by an enemy or allied creature. When there is no creature summoned by you on the board, you can summon in any field.

Note: when playing against a computer controlled opponent, your cards are the only ones that will actually be placed on the play mat, so check the TV screen to see which fields are empty.

Check the Card's Direction

Creatures face in a particular direction, so you need to carefully place cards in the direction that you wish to summon them. Depending on which way a creature faces, you may or may not be able to attack or counterattack. A creature's ability to attack or defend against corresponding fields is indicated on each card by an "Attack Zones Icon" and a "Defense Zones Icon," so be sure to check these and choose the most appropriate direction before summoning your creature.

Note: cards cannot be placed onto a field diagonally.

After Summoning a Creature

Once the Creature Card on the field has been recognized, the applicable Summoning Cost will be paid from your mana reserves and the creature will be summoned. When there is an enemy creature within the attacking range of your summoned creature, a battle begins automatically.

RULES OF BATTLE

A battle begins automatically when there is an enemy within the attacking range of an activated creature, or when a spell that initiates a battle is cast.

Type and Range of Attacks

There are two types of attack; a "Physical Attack" and a "Magic Attack." The range of a particular creature's attack is indicated on the card's "Attack Zones Icon" — remember that the range is not always limited to the adjacent square in front.

Physical Attacks

These attacks use the most tried and tested of tactics: brute force. Depending on the direction of your opponent's defending creature, certain attack adjustments might be made, which may work for or against your creature.

When attacking from the defending creature's side, sometimes they will not be able to counterattack. When you attack from the defending creature's blindside (designated by the letter "B" on their Defense Zones Icon), 1 attack point is added and the enemy will not counterattack.

Dodge Attempts	Sometimes assaulted creatures will automatically attempt to dodge an attack
Reduction Checks	Sometimes an ability to "reduce the damage" of an attack is applied automatically

Magic Attacks

An attack using the power of magic. No blindside attack adjustments, dodge attempts, or reduction checks will be applied during magic attacks. Additionally, the enemy will not counterattack.

Types and Direction of Defense

The direction and the type of defense used to counterattack enemy assaults can be ascertained from the "Defense Zones Icon" on a card.

Note: some creatures possess the ability to attack in several directions at the same time – take care though, as allied creatures within the target range can also be damaged by these attacks!

During the course of a game, battles may vary according to the abilities and positions of both attacking and defending creatures. The battle rules are administered automatically, so the more you play, the clearer different battle circumstances will become. Here's a quick example of how a battle may pan out:

1. A creature is summoned on the field

If there is only one enemy creature in immediate play and therefore no need to select an opponent, the battle begins immediately. When a creature that can only attack one enemy at a time has several possible enemies to attack, you need to choose one target.

2. The battle begins

Depending on the "Attack Zones" and "Defense Zones" of the attacking and defending creatures, the direction of attack and the possibility of a counterattack are determined.

3. The offending creature attacks

After any attack adjustment has been made, attack points are subtracted from the HP of the defending creature. When the HP of the defending creature becomes 0, that creature is removed from the field and its owner gains 1 mana. After the battle is finished, the player needs to pick up the defeated creature card from the field and place it in the graveyard.

4. The defending creature counterattacks

If possible, the defending creature will attempt a counterattack. If its target is not within the attack zone, the direction of the defending creature will be temporarily adjusted so it faces the target. Once the counterattack is completed, it will revert to its original direction. If a counterattack reduces the HP of the offending creature to 0, the offending creature will be removed from the field and its owner gains 1 mana. After the battle is finished, the player needs to pick up the defeated creature card from the field and place it in the graveyard.

JUDGMENT TIME

1. You lose when you can no longer draw a card

If, at the beginning of a turn or in the middle of the game, you no longer have a card to draw, you will lose the game.

2. If you occupy 5 fields at the end of a turn, you win

Manage to occupy 5 fields with your creatures to win the game. When you only need to acquire one more field to win, a "Check" icon will be displayed on-screen for the player who is close to victory.

3. You lose when you violate the time restriction three times

In an online duel, a player loses the game when the player goes past the time restriction three times.

If your opponent achieves a "Check", aim to defeat an enemy creature, reducing their HP to 0. If you cannot decrease the territory occupied by your opponent within your turn, they may summon a creature during their turn and the possibility of defeat will become very high.

GLOSSARY OF TERMS

Board
The board is the area of the Play Mat that consists of nine fields and is where battles take place.

Cast
The act of using a spell.

Creature
A character that is summoned when a Creature Card is placed on a field. All creatures fall into one of the following element categories: Fire, Water, Earth, Wood, Biolith or "Neutral."

Deck
The 30 cards to be used during battle. A deck can consist of Creature Cards and Spell Cards and can be assembled according to strategy or preference.

Dodge
A creature with Dodge avoids all damage from physical attacks half the time. A creature may have more that one Dodge attempt — only one needs to succeed to negate all damage.

Draw
The act of taking a card from the deck.

Element
An element is one of five attributes that categorize either a creature or a field. The five elements are Fire, Water, Earth, Wood and Biolith. A field's element affects the Hit Points of a creature that is summoned on to it, for example an Earth Field will naturally favor an Earth Creature. Biolith Fields have no affect on any creature's Hit Points and Biolith Creatures are not affected by any particular Field element.

Field
There are nine fields on the board and each field is essentially a square of land. When a creature is summoned onto a field, the field becomes the summoning player's own territory.

Fieldquake
A magical effect that results in a field tile being flipped over to its reverse side.

Fortress
A Fortress cannot attack. It may counterattack, if able to do so.

Graveyard
Discarded cards are placed in the Graveyard, as well as Creatures trashed from the board, and cast Spell Cards. Cards in the Graveyard are viewable by the opponent.

Half the Time
Certain cards refer to events that happen half the time. Before starting the game, you should agree on how to resolve these events. This can be done by flipping a coin, rolling a die, playing 'Rock, Papers, Scissors', or any other method with a 50/50 probability. You should define one outcome as a 'win' and the other as a 'lose' for the affected player.

Hand
A set of Game Cards in a player's possession at any one time.

Incarnation
Incarnation is a form of summoning. A creature with Incarnation may be brought onto the board on top of an existing allied creature of the same element. You must sacrifice the allied creature on the board to summon the new creature onto that field, paying the difference between the Summoning Cost of the new creature and that of the sacrificed creature.

Invisibility
When a creature gains Invisibility it avoids all damage from physical and magical attacks all the time.

Library
The deck of 30 cards that you draw from throughout the game. Shuffled and placed face down at the start of the game.

Magic Attack
Unless otherwise stated on the card, a Magic Attack targets 1 enemy creature of your choice. Magic Attacks cannot be counter-attacked and are not affected by Dodge attempts or Protection.

Mana
Mana is a form of energy that is required to play a Game Card. Mana is gained at the start of a turn and mana reserves must first be built up so that more powerful Game Cards can be played.

Mulligan
The act of replacing your cards if you are not content with your opening hand. In this case, you return all 5 cards to the deck, reshuffle, and draw another hand of 5 cards. This may only be carried out once at the beginning of a battle.

Owner
The owner of the card stays the same throughout the battle.

Perfect Dodge
A creature with Perfect Dodge avoids all damage from physical attacks all the time.

Phase
A set of action steps within a turn. During the same turn, a player cannot go back a phase.

Possession
When you gain Possession of an enemy creature you can activate it in your Phase 2 as if it were one of your own creatures. The possessed creature cannot be activated by its original owner. Creatures that are possessed upon summoning do not carry out their initial attack. A possessed creature can be activated on the turn it is possessed. Creatures with the power of Possession may themselves be possessed.

Protection
When a creature has Protection, the damage from a physical attack is reduced by the amount of that protection. For example, Protection +2 would reduce an Attack of 4 to an Attack of 2. In the case of a creature that attacks more than once, each attack is reduced by the amount of the Protection.

Quickness
A creature with Quickness counterattacks before the attack of a creature without Quickness. Attacking a creature with Quickness can be dangerous — if the counterattack destroys the attacking creature, it is destroyed and does not attack at all. If both attacker and target have Quickness, the attacker attacks first as normal.

Sacrificed
If a creature is sacrificed, its card is taken from a field and put into the player's graveyard. The creature's owner does not receive mana for losing the creature (see Destroyed).

Spell
The effect of magic that appears with the use of a Spell Card. The four major types of spell are "Ritual", "Conjuration", "Dominion", and "Sorcery."

Summoning Lock
When four or more creatures have been summoned onto the board, the summoning lock will be unlocked and the summoning restriction will be lifted.

Trash
The act of discarding a Creature Card to the graveyard. A Creature Card is trashed when the HP falls to zero in battle. The owner of a Creature Card whose Hit Points falls to zero during battle gains one point of mana.

Turn
A turn is a set of actions taken by a player, such as casting a spell or summoning a creature. Battles are fought between two players taking alternate turns.

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"Reborn"
Performed by Stone Sour
Produced by Nick Raskulinecz
Mixed by Randy Staub
Music and Lyrics by Corey Taylor/James Root/Josh Rand/Shawn Economaki

Published by EMI April Music Inc./Stone Sour Music (ASCAP)
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Ending Theme
"Cardiff"
Performed by Stone Sour
Produced by Nick Raskulinecz
Mixed by Randy Staub
Music and Lyrics by Corey Taylor/James Root/Josh Rand/Shawn Economaki

Published by EMI April Music Inc./Stone Sour Music (ASCAP)
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Game Experience May Change During Online Play.

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PLAYSTATION®EYE CAMERA INSTRUCTIONS

Before using this product, carefully read these instructions for the PLAYSTATION®Eye camera and retain it for future reference. Read also the instructions for the PLAYSTATION®3 system.

Warning
To prevent fire or shock hazard, do not expose the unit to rain or moisture.

The PLAYSTATION®Eye is not compatible with the PlayStation®2 computer entertainment system or EyeToy®–compatible games.

Use and handling precautions
• Avoid prolonged use of the PS3™ system and the PLAYSTATION®Eye camera.

• Do not expose the product to high temperatures, high humidity or direct sunlight.

• Do not allow the product to come into contact with liquids.

• Do not put heavy objects on the product.

• Never disassemble or modify the product.

• Do not throw or drop the product or subject it to strong physical shock.

• Do not twist the cable or pull it forcibly.

• Do not place any rubber or vinyl materials on the product exterior for an extended period of time.

• Do not touch the metal parts or insert foreign objects into the connector for the product.

• Do not place or use the product on an unstable surface.

• Check that you have enough room to play.

Cleaning the camera
• Before cleaning the product, be sure to disconnect it from the PS3™ system.

• Use a soft, dry cloth to clean the product. Do not use solvents or other chemicals. Do not wipe with a chemically-treated cleaning cloth.

• Use air pressure to clean off any dust that has collected on the lens.

• This product contains small parts which, if removed, may present a choking hazard to children. Any cleaning of the product should be done by an adult, or under close adult supervision.

For Customers in the U.S.A.
FCC NOTICE
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

• Reorient or relocate the receiving antenna.

• Increase the separation between the equipment and receiver.

• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

• Consult the dealer or an experienced radio/TV technician for help.

Connecting the PLAYSTATION®Eye camera
Securely insert the camera's USB connector into one of the USB connectors on the front of the PS3™ system. The blue LED power indicator on the front of the camera will light up to indicate that the camera is now ready to use.

Disconnecting the PLAYSTATION®Eye camera
To disconnect the camera, gently pull the camera's USB connector from the PS3™ system. Do not pull on the cable itself as this may cause damage to the connector. Removal of the camera during play will result in the termination of the live feed.

Using the PLAYSTATION®Eye camera
Insert the PLAYSTATION®Eye-compatible software and follow the on-screen instructions. It is recommended that you stand between 5 and 6.5 feet (1.5 – 2.0 meters) away from of the camera.

Switching between wide angle and standard view
Check that the lens angle selector is rotated to the appropriate setting. Turn the lens angle selector to the right so that the lens angle marker is in line with the blue dot for "wide angle view." Alternatively, turn the lens angle selector to the left so that the lens angle marker is in line with the red dot for "standard view".

Adjusting the camera angle
If your camera is positioned on the floor, simply tilt the camera for extra elevation or swivel the camera base around to reposition it. People of different heights should tilt the angle of the camera for extra convenience. DO NOT move the whole camera, just tilt it gently.

Hints
• Check that the background behind you is as motionless as possible, as background motion may hinder gameplay.

• Check that there is enough room to play – watch out for shelves, doors, walls, pets and above all, other people.

For more information on the PLAYSTATION®Eye camera's voice/video chat feature, refer to the user's guide for the PS3™ system.

Troubleshooting
Go through this section if you experience difficulty in operating the product. Should any problem persist, visit www.us.playstation.com or call SCEA Consumer Services at 1-800-345-7669 for assistance.

The PLAYSTATION®Eye camera does not recognize your movements.
• There may be a problem with the lighting in your room.

• Check that there are no flickering lights and that you are evenly lit from the front.

• Avoid using low-energy bulbs and fluorescent tubes if possible and switch on any extra available lights.

The on-screen buttons activate without your interaction.
• There may be background motion behind you. Check that the background behind you is as motionless as possible.

• If there is a window in your background, consider drawing the curtains and using artificial lights instead.

Your on-screen image appears too bright or too dark.
• The lighting in the room is not suitable.

• If your on-screen image looks too dark, switch on all available lights in the room and point them at you.

• If your on-screen image looks too bright, draw the curtains and use artificial lights instead.

You cannot see yourself on the screen.
• The camera is not plugged in.

• The camera is not positioned correctly.

Specifications

Interface	USB 2.0
Connector	USB
Power consumption	DC 5V, Max. 500 mA
Dimension (approx.)	84 x 67 x 57 mm (3.3 x 2.6 x 2.2 in)
Weight (approx.)	173 g (6.1 oz)
Cable length (approx.)	2 m (6.6 ft)
Operation temperature	5°C to 35°C (41°F to 95°F)
Video capture	640 x 480 pixel
Video format	Uncompressed or JPEG
Lenshead	2.1 F-stop, <1% distortion, fixed focus (25 cm (9.8 in) to ● ——— ● at 75º FOV)
Field of view	56º to 75º FOV zoom lens
Frame rate	640 x 480 at 60 frames/second 320 x 240 at 120 frames/second

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