



1

PLAY GUIDE

WELCOME

Greetings, new **Spellcaster**, and welcome to the Temple of the Shengha. I am the **Wise Master**, here to guide you on your journey to becoming a powerful **Champion**.



In order to discover and channel your magical abilities, I am giving you a powerful device: a **Magic Transmitter**. I hope you are ready for this great responsibility..



The **Magic Transmitter** is the link between your world and the Shengha Temple, unlocking the magic within you and sending it straight into duels. It clips to your ear and gathers your **Magic Power**, generated with body and mind. This **Magic Power** is stored in a Magic Power Gem in the Temple of the Shengha and used to cast cards against opponents

As you continue your journey through the Temple and harness your abilities, you will face increasingly powerful opponents - other Spellcasters who match your own talents. Some foes will be stronger than others - you will need to use all your might to defeat them.

Your ultimate goal is to rise through the ranks to become a **Champion of the Shengha**.

PLAY GUIDE



CHOOSING YOUR PATH

There are three tribes vying for control and guardianship of the Shenga Temple - **Joy**, **Fury** and **Fear**. When you begin your adventure, you will need to choose one to join, but you will be able to change your choice later. Each Tribe has their own special attributes and play style.

JOY

FURY

FEAR



Joy champions generate Magic Power 20% faster.



Fury Cards deal 1 extra point of damage.



Fear Creature Cards cost 1 less energy to use.

As you play, you may discover that a different Tribe suits your play style more!

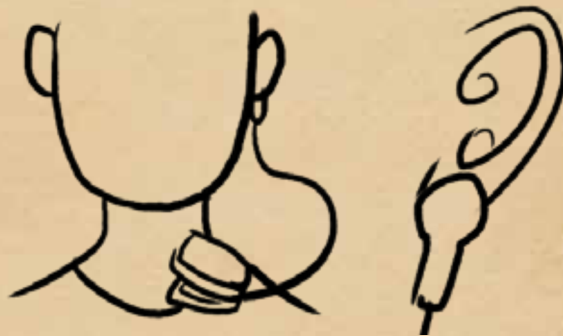
PLAY GUIDE



CONNECTING YOUR MAGIC TRANSMITTER

Your **Magic Transmitter** gathers **Magic Power** from your body and sends it through a **Portal** to the Shenga Temple allowing you to **cast cards** in **duels**. To use your Transmitter, plug the **Ear Clip** cable into the **Magic Transmitter**.

Attach the **Ear Clip** to your lower earlobe - don't worry, it doesn't hurt!



Once it is clipped on, your **Magic Transmitter** will begin to gather your inner **Magic Power**. A small red light on the side of the Transmitter should flash. It will not work if the battery is flat or if it not clipped to your ear, so check these before you begin.

When you open the **Champions of the Shenga** mobile app, your device will automatically search for your **Magic Transmitter** and connect the two together. It may ask you to **enable bluetooth** on your device.

TUTORIAL

When you first start to play, I, the **Wise Master**, and some of the other temple elders, will guide you through your first few duels, and show you how to **control your Magic Power**. There are 5 training duels in total. You may use the Tutorial instead of this guide if you wish.

Once you have completed the Tutorial, you may start to **duel** and put your **Magic Power** into action. You'll need to learn how to generate **Magic Power** and use the different types of **cards**.

PLAY GUIDE



DUELLING

In the Shengha Temple you compete in **Duels** against other Spellcasters to improve your mastery and protect your honour as you train to become a **Champion**. You must collect **Magic Power** while playing so that you can **cast cards**, to either help yourself or hinder your opponent.

Winning duels grants you **gold**, a **chest (containing gold and cards)** and gives you progress towards or increases your **rank**. If you lose a duel, you lose experience and may even drop to your previous rank.

In a duel, the bottom half of the screen belongs to you, while the top half belongs to your opponent.



1. Spellcaster (You!), 2. Opponent,
3. Magic Power Gem, 4. Magic Power Wave, 5. Particles, 6. Your Health,
7. Your Cards, 8. Opponent's Health,
9. Opponent's Cards

You must reduce your opponent's health to zero before they do the same to you by casting cards. You can cast cards on your opponent by **dragging the card from your hand onto the top half of the duel screen**. You can cast cards on yourself by **dragging the card from your hand to anywhere on the lower half of the screen**.

When you drag the card to the target, the coloured outline of their part of the screen will tell you if it has a **good** or **bad** effect. If the outline is **green** it will have a **good effect** and if the outline is **red** it will have a **bad effect**. To defeat your enemy you will need to damage them or protect yourself - or both!

Cards each have a **Magic power cost** to use, which can be seen in the centre of the card. More powerful cards also require you to be in a higher power **Magic Power Gem colour state**. You can cast cards as soon as you have enough energy and the right colour **Magic Power Gem** - you don't have to wait your turn!

PLAY GUIDE

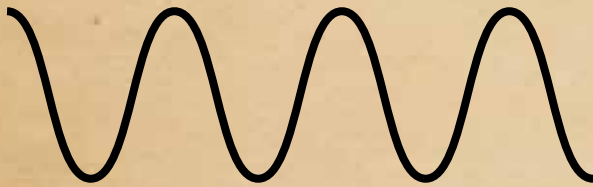


MAGIC POWER

The more mastery you have of your Magic Power, the better a Spellcaster you will be. This will require great control and focus of body and mind.

You can control your Magic Power with breathing - **regular, deep, gentle breaths all the way into your belly** will generate more power and allow you to cast more spells.

As you breathe, the **Magic Transmitter** sends your power to **Shenga**. Your breathing skill is represented by a **Magic Power Wave**. Breathing in will cause the wave to rise, and breathing out will cause it to fall. You should aim to make the wave look like this:



This pattern has even rise and fall and big smooth waves, achieved by **breathing deeply and regularly**.

As you create your **Magic Power Wave**, you will see **Particles** floating around the start of the wave - these help guide your breathing by **moving inwards when you should breathe in**, and **moving outwards when you should breathe out**. Don't worry, if you feel like they are moving too slowly or too quickly, you can change the speed in the settings menu.

As you generate Magic Power, Your **Magic Power Gem** will collect it. The better you breathe, the faster it will collect. The Gem will also start to flame, and **change colour**.

A **white or blue gem** shows that you are generating power relatively slowly, whereas a **red or purple gem** shows you are generating power quickly - this is impressive spellcasting!



This ancient art takes much practice, so do not worry if you are unable to reach red or even purple power level. You can cast plenty of spells with white or blue - but stronger Magic Power means casting more often and more powerful spells.

TIPS FOR BREATHING TECHNIQUES

Feel your belly rise and fall as you breathe in and out
Keep you back straight and your shoulders relaxed
Sssssh! Breathe quietly
Breathe in through your nose, and out through your mouth

PLAY GUIDE

6

CARDS

Cards allow the Spellcasters of the Shenga Temple to unleash their Magic Power. There are Five types of card you can use. Cards each have unique properties and effects, but the gem in the center always shows the **magic power cost** and the **gem colour** needed to cast the spell.



1. SPELLS

Damages the target

The number in the left shows how much **Damage** this card will do. Dragging this card onto your opponent will damage them. If your opponent has a creature or spell active the spell will target them!

2. HEALING SPELLS

Restores health

The number in the top right shows how much **Healing** the card will do. You can restore your health by dragging this card onto yourself.

3. ARMOUR

Protects against damage

The number in the top right shows how much **Armour** the card will give you. You will gain a protective shield against damage when you use this card on yourself.

PLAY GUIDE

7

CARDS



4. WEAPONS

Gives you a weapon which will damage the opponent automatically

The number in the top left shows the amount of **Damage** the weapon does each strike. The number in the top right shows **how many times** the weapon will strike before breaking. You should give yourself a weapon to automatically attack your opponent.



5. CREATURES

Fights on your behalf and absorbs damage from other creatures and spells

The number in the top left shows the **Damage** the creature deals each strike. The number in the top right shows **how many times** the creature will strike and **how much damage** it can receive before vanishing. If your opponent has a creature or spell active the creature will target and defend against them first!

Spells, Healing spells and Creatures all have **different deployment times** and have to 'load up' before activating, so you'll need to be strategic about speed.

Some cards belong to different **Tribes of Magic**, and may be more powerful when used by players who belong to that Tribe.

All types of cards can be used on yourself or your opponent, so be cautious about how you play them!

PLAY GUIDE



SPECIAL EFFECTS

There are some cards which grant Effects to your target. When used, they change the way cards and attacks work! These effects will appear above your or your opponent's attack icon when in use.

PANIC

Champions with Panic have a 50% chance of their attacks backfiring and attacking themselves.

TERRIFY

Champions are paralysed and too afraid to cast spells, creatures or use weapons when under the effect of Terrify.

MERCY

Champions under the effect of Mercy cannot deal a killing blow - they will always leave at least 1 health left on their target.

SPELLPROOF

Champions with Spellproof cannot be affected by spells - but they can still be damaged by creatures and weapons.

SPEEDY

Champions under the effect of Speedy will attack twice as fast with weapons!

Effects are caused by Spell and Creature Cards. Read the card description to learn what they will do. Battles can be won and lost by a well-timed Effect that blocks powerful attacks - or turns them back on the user.

You're ready to duel, Spellcaster.

PLAY GUIDE

9

NAVIGATING THE SHENGA TEMPLE

The **Shenga Temple** is accessible through the **Champions of the Shenga** app. Although dueling is your core mission, there are several different zones to explore and unlock your full **Magic Power**. At the bottom of your screen, you will see different icons - selecting these will allow you to navigate through the app.



MENU PAGE



This is the heart of the Shengha Temple. Here you can **Find Duels**, **Check your Rank** to track your progress from Trainee Imp to Champion, and **Change Your Tribe**.

You can even battle your friends if you are both online and you know their Spellcaster name. Just tap **Challenge Duel** and type in their Spellcaster name, they will have to accept your challenge for the battle to commence.

NAVIGATING THE SHENGA TEMPLE

 SPELL BOOK 

This your spellbook, it holds all of the cards that you collect in the game. The top of the screen shows your 8 card **deck** - **these are the cards that you will be able to use in duels**.

The bottom half of the screen shows your entire **card collection**. This will include powerful Spells, monstrous Creatures and legendary Weapons, each with unique artwork and special abilities. **You can customise your deck by moving these cards into it if you want to use them in duels. Touch, hold and drag the cards from your collection to your deck to try different ways of playing and find your own way to victory. You can only ever play with an 8 card deck.**

You can also tap on individual cards to read more in-depth information, including **casting time, durability and damage**.

PLAY GUIDE

11

NAVIGATING THE SHENGA TEMPLE



SEASONS SCREEN



In the Shengha Temple you can compete in **Seasons** of play, and **pit your magical abilities against other Spellcasters** around the world.

Every Season lasts **10 days**, and you must join to compete.

Discover your **closest rival**, and **defeat their score** by winning duels and collecting points to **climb the leaderboard**. See how many **wins** and **losses** you've battled through and collect points to **help your Tribe triumph** over other the others.

Season winners will receive precious chests as a **reward**.



PLAY GUIDE

12

NAVIGATING THE SHENGA TEMPLE



The shopkeeper resides here. Every time you log into the game he will have a random selection of chests available for you to spend precious gold on.

Collect gold by winning duels, and purchase chests to uncover rare and powerful cards to add to your Spellbook.



PLAY GUIDE

13

NAVIGATING THE SHENGA TEMPLE



CARD FORGE



The Card Forge is a mysterious and ancient training ground for Spellcasters to **power up cards** before battle and **practice generating Magic Power**.

When entering the Card Forge, think wisely about **which card you would like to power up**, drag it into the glowing card slot and take it into the Forge by clicking 'Go'.

Here, there are no distractions and your only task is to **use breathing techniques to generate Magic Power**. The higher the **Magic Power Gem** colour you reach, the more time you'll have in the Card Forge. The longer you spend in Card Forge, the more power ups your card will receive.

Power ups randomly generate, but all make your card more impressive for battle - for example reducing Magic Power cost, or increasing damage or deployment time.

Power Ups last for one duel only. Make sure you use them wisely.

PLAY GUIDE

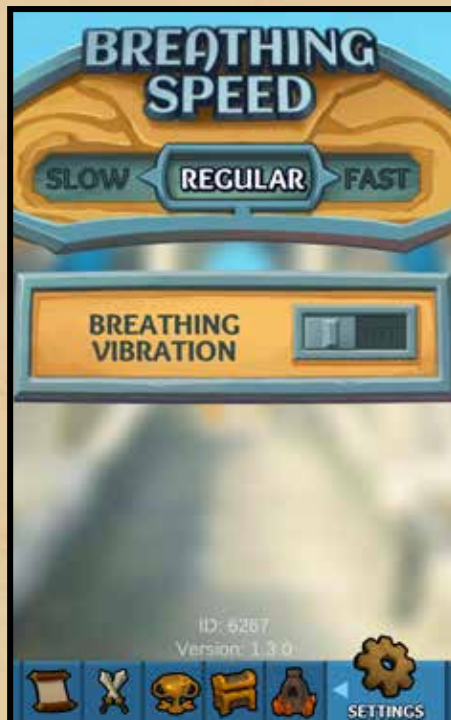
14

NAVIGATING THE SHENGA TEMPLE



This is a settings menu for the game, you can:

- Change the game's **Breathing Speed** between slow, medium, and fast depending on which feels best
- Check which **Magic Transmitter** your tablet is connected to
- Switch on **vibrating breathing guidance**



PLAY GUIDE

15

MAGIC TRANSMITTER MAINTENANCE



You must look after your Magic Transmitter, it is the only precious portal between this world and the Shengha Temple.

- If the battery is charged and the Magic Transmitter is working, a small flashing red light will appear on the side.
- To charge your Magic Transmitter, insert the USB charging cable into the Transmitter, and the other end into any plug. A small green light will glow when charging, it should take approximately two hours

Leaving the ear clip plugged in when the Magic Transmitter is not in use will drain the battery, so always unplug it after use!

Good luck on your Journey, young Spellcaster. I will be here to watch and guide you as you discover your Magic Power and become a Champion.

Need help? email

cots@bfb-labs.com