

## How to play

B.E. Witches is played almost exclusively with a mouse.

**Left click :** Select a block, cast a spell, use an item, reset the board... Anything not listed below.

**Right click :** Switch all selected blocks.

**Middle click :** Unselect every block.

**Enter key :** Pause the game.

Now you might have already played the game and opened this file because you don't understand what in the world is happening. That's okay, it looks more complicated than it is. Open the .png file called "How to play" and everything with a number will be described below.

**1 :** The board. It contains several kind of blocks, the most important ones being the onion like blocks. If you align 3 or more of these horizontally or vertically, they will be cleared off the board and give you mana of the corresponding color.

**2 :** The stock. This shows how many blocks are left to fall into the board. When this reaches 0, no more blocks will fall.

**3 :** The button. The board is empty, what next? Just click on this button, and the board will be refilled after a set time. Be careful though, as any block left on the board when refilling the board will come back as a cursed block, which does not grant mana when cleared. **If you click it by mistake, click it again to cancel the refill!**

**4 :** The heart cursor. This is you, the cursor, with which you click stuff. It's color indicates it's HP (white < red < blue < green < gold). HP automatically regenerates to an extent. More about this in 10.



**5 :** Select indicator. This shows how many more blocks you can select. In the picture, you can select up to four at once.

**6 :** The spells. These are your spells. Each spell has a color, and with enough mana of that color, you can cast the spell by clicking on it.

**7 :** The items. These are your items. Unlike spells, these require energy to be used. You can get energy by clearing more than 3 blocks at once.

**8 :** The combo meter. Clearing blocks increases your combo, using a spell, an item or destroying a heart eater resets the timer. If the timer runs out, your combo is lost. By getting a high enough combo,

you can use free spells, which do not cost any mana. In the picture, the fire spell can be used for free, either by clicking it or by letting the timer run out.

**9 :** The life bar. It shows your health, your opponent has one too. Whoever's reaches 0 loses. (health is not the same as cursor HP).

**10 :** Heart eaters. In the final game, there will be many kinds of heart eaters, but you will only see sharks in this demo. These guys try their best to hit your heart cursor. If they do, the cursor loses 1 HP. Letting your cursor get hit when it has no HP (white) will cause an actual loss of health, meaning you can lose by letting your cursor get hit too much. However, clearing a block on a shark will stun it and his core will appear. Click this core to destroy the heart eater and cause damage to your opponent.

**11 :** The summon circle. It fills with time, and summons heart eaters when filled completely.

**12 :** The spell circle. It fills with time, and spell indicated below (Fire in the picture) is cast by your opponent when filled completely.

**Tl;dr : Clear blocks to get mana to cast spells. Kill sharks by clearing blocks on them and clicking their core. Click the button to refill the board.**

And now, Spell description :



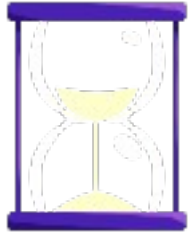
Fire : Damages the monster.



Heal : Heals yourself.



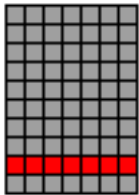
Heart Up : + 1HP



Slow Down : Lowers the monster's casting time temporarily.



Defense Up : Increases your defense temporarily.



Line Clear : Clears the indicated line of all blocks. Blocks cleared that of do not give mana.



Mana Multiplier : Doubles The obtained mana temporarily.