

### The Description of the Game:

“Cast Forth! Roll and Clash!!!” is a game where two Warlocks fight by rolling Gem Dice and using Mana Gems to cast magic from their Cast Cards.

### The Winning Condition of This Game:

The goal is to attack or defend your decks on the field, the cards on your field represents your health or “Willpower Points”.

The duel ends when a player manages to defeat all opponent’s cards off the field ‘til there’s nothing left. In other words, the player that has no cards left on their field, that player loses. The player that still has some cards left on their field, that player wins.

### The Set-Up:

- Both players place Warlock Cards on field.
- Both players place one starting Mana Gem of each type on each Gem Storage.
- Both players draw a starting hand of 4 Gem Dice from the Dice Deck.
- Decide who goes first. Whoever goes first, places a 2nd Mana Gem of their choice in the Gem Storage. Whoever goes second, draws 1 extra Gem Dice.
- Both players can redraw if they like but only once per game.

### The Combat Rules of the Game:

#### **For Attacker:**

Your target is the card’s willpower points, all it takes is one hit from your dice number but you need to go through its shield first.

#### **For Defender:**

You can defend with the dice number in your hand as much as you can, either completely or take half of some of the damage to your shield points, just be careful on how much dice you use in your hand.