

1.) **Draw Phase**, during a turn, a player must always draw 3 dice per turn. Players are only allowed to hold up to 18 dice in their hand/Dice Bowl, extras must return to Dice Deck.

2.) **Roll Re-Roll Phase**, in each turn during this phase, both players must roll their dice into the dice bowl. Players can re-roll but once per turn. Players can choose which dice to lock out before rolling or re-rolling the dice.

3.) **Cast Phase**, both players can decide to whether or not use the gems in their gem storages to activate their Warlock ability ahead of time. Depending on your Warlock-type, Warlock abilities grant advantages that can greatly affect the outcome of the game.

Warlock cards can be used depending on the number of gems in the Gem Storage. But once a gem is used for a Warlock card's ability, they are banished from the game and never healed back to the deck.

Some Warlock abilities only activate before, after, or during any one of the 4 phases.

4.) **Fight Phase**, it's the battle phase where the player attacks while the other player defends with their dice. The dice are placed on their cards' slot to perform attack or defense against each other.

The dice slots indicates how many times you attack/defend with your card, inserting slots all at once means you attack/defend once. If all 3 slots are filled, that card is used and you move on to the next card.

Whoever is the attacker, when attacking, the player uses the same attack power they have before but increases with each dice placed in the slot.

Whoever is the defender, when defending, the player can use the dice to stop some of the damage but still receive it unless they defend it completely.

5.) **Gem Storage Phase**, if a card is defeated and discarded during the "Fight Phase", they're placed in the Gem Storage which is the game's discard pile, with their card backs facing up and can be used later for their Warlock Card. Stone cards will not add to the gem storage, as it possesses no value when discarded.

6.) **End Phase**, for the attacker to end a turn, the attacker must draw 3 dice from the Dice Deck. Also, the dice left over in the cast cards are sent back in the dice deck. Repeat back to phase 1.