

### “Gem Dice”

-> The game’s main dice mechanic.

### “Gem Storage”

-> Where Cast Cards that were defeated go. It is the game’s discard pile but provides mana for your Warlock Card.

### “Shield Points”

-> They protect your Willpower Points but needed reinforcement from the Gem Dice.

### “Willpower Points”

-> They are the life points of your Cast Cards.

### “Dice Power Value”

-> They are the attack and defense points of Cast Cards provided by the Gem Dice.

### “Dice Support Value”

-> They are the white numbers in the Dice Slots that provide as power-ups for your Dice Power Value. One of the dice slots in the Cast Card has some of these “+1”, they’re called “Dice Support Value”. They increase a dice’s defense/attack value by +1.

### “Dice Bowl”

-> Where all the Gem Dice you drew from the Dice Deck are rolled and locked.

### “Dice Slots”

-> They’re part of the Cast Cards. This is where you place your Gem Dice to make attack or defense with your Dice Power Value.

### “Dice Deck”

-> Where you draw 3 dice at a time in each turn.

### “Cast Cards”

-> The game’s main collectable card mechanic. It always has a deck of 5 cards.

### “Ability Cost”

-> The numbers in the Cast Cards. As you place dice in the slots, not only did the numbers on the dice provides the power level to your attack/defense but the numbers on the dice can also at the same time pay the Ability Cost.

### “(Gem-Type) Mana Gem”

-> They’re the card backs of the Cast Cards, also they provide points for the Gem Storage and for your Warlock Cards. Warlock cards can only activate by depending on the number of mana gems in the Gem Storage. But once a mana gem is used for a Warlock card’s ability, they are banished from the game and never healed back to the deck.

### “Warlock Card”

-> They are the role of the player of the game. There are varieties of them but players are only allowed to bring one per game, the only exception to the “Summoner Rider” who could bring one more Warlock Card.