

WELCOME TO THE GAME:

((My tutorial rulebook is in the form of a comic, where it shows the game in action))

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 health points are your cards, each time your card takes damage, and you discard the top card and move on to the next card underneath it but looks different.

When a card is discarded from the deck they're in the Gem Storage which is the game's discard pile, with their card backs facing up. Warlock cards can only activate by depending on the number of gems in the Gem Storage.

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 “Layer 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.

INTRODUCTIONS TO THE GAME:

The Set-Up:

- Prepare the playmat or “Cast Binder”.
- Both players place their Diamond Card on “the field” on the “Cast Binder”.
- Cast Cards must all be placed face down, L1 Cast Cards must always be on the bottom of the deck while L5 Cast Cards must always be at the top of the deck.
- Both players place 3 starting Mana Gems of each type on each Gem Storage.

- Decide who goes first. Whoever goes second, places one more Mana Gem of their choice in the Gem Storage.

The Materials Needed (on what each player should have in a game):

- Both players need 2 gem decks, 5 cards for each gem deck.

The Battle and Style of Play:

- * The most common battle is “2 decks against 2 decks”.
- * Players are allowed to bring two or all of the same color of decks of 5 cards, like 2 red decks in a game.
- * There’s the “Battle Royale rule” where players are free decide to fight with a certain number of cards in one deck like only 2 Garnet Cards in a Garnet deck and 3 Emerald Cards in an Emerald deck. But the condition is that you MUST always have a “Layer 1” and follow-up cards in order like you brought only a layer 1 and layer 2 cards.

The Basic Principle Structure of the Cast Cards:

- * “L5” OR “Layer 5” cast cards are weak but are the easiest and most accessible with its seal slots, also has simple abilities. Usually has 2 to 3 durability crystals which can be used as many times as you want until end of turn.
- * While going down to “L1” OR “Layer 1” cast cards are the strongest but get more challenging to use and use a little less durability crystals.
- * “L1” cast cards are the harder to use cards since its seal slots are more demanding and has the least durability crystals.
- * Durability crystals can vary from card to card no matter the layer number (L#).
- * Sans-serif Bold Italic, Size 15 to 20.