

1.) **Draw Phase**, a player must always draw 4 dice from the Dice Deck per turn. The Dice in Hand can only hold up to 16 dice. Any more than that in hand is either discarded or replaced.

2.) **Roll Phase**, a player rolls their Gem Dice. 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**, the player has access to the Gem Storage during this phase. They decide whether or not to use the Mana Gems to cast something one point at a time, they can cast on:

-> Raise a Cast Card's Strike Points.

-> Fill a Cast Card's Durability Crystal.

-> Increase Shield Points.

-> Increase and/or decrease Gem Dice value.

-> Diamond Card ability.

Diamond Cards can be used depending on the number of Mana Gems in the Gem Storage. Some Diamond abilities only activate before, after, or during any one of the 5 phases. But once a Mana Gem is used, they are banished from the game and never healed back to the deck.

4.) **Fight Phase**:

A.) A player must place dice on the matching seal slots the Cast Cards needed in order to activate their special ability. But that will cost 1 Durability Crystal if you activate that special ability.

B.) A player must spend a Durability Crystal in order to use their Strike Points to attack an opponent's Shield Points.

C.) A player can roll their Familiar Dice as a choice to intercept during the opponent's turn, to protect one of their Cast Cards Shield Points from an opponent's Strike Points.

A player must use the dice face that landed. Familiars can't defend against another Familiar's abilities and the activations of a player's Diamond ability after the "Cast Phase".

D.) If a Cast Card is defeated and discarded during the "Fight Phase", they're placed in the Gem Storage to become Mana Gems. Stone Cards will not add to the Gem Storage, as it possesses no value when discarded.

5.) **End Phase**, a turn is over when the player;

-> Uses up all the dice in its hands

-> When the Cast Cards' durability crystals are all used up

During the "End Phase", the player must say "I end, refresh and reroll";

A.) Unused left over dice in your Dice in Hand can be saved and used again in next turn but player must reroll.

B.) you can refresh your Mana Gems. Add only 1 Mana Gem token in only one of the Gem Storages.

C.) Any dice used on Cast Cards are thrown back in the Dice Deck.