



Get started

To start playing JaegerGems 3 you must use the **!start** command on the JaegerGems server. Then you will choose your starter Gemma and your duelist name. Below is an overview of the game features, but you can find all commands with the **!help** command.

Gemma

JaegerGems revolves around collecting and duelling with Gemma. These Gemma have various statistics and attributes:

- All Gemma have a primary type and a secondary type out of the following: *Beast, Myth, Construct, Organism, Phasma, Sapient, Order, Chaos, Light, Dark, Wind, Earth, Aqua, and Flame*
- All Gemma have an Attack, Defence, Speed, Health and Guard. Most Gemma have 2 health and 2 guard
- All Gemma start with one ability. Certain type combinations form a composite type which comes with a passive ability. For example an Aqua/Beast Gemma also has the composite type [Fish].
- All Gemma also have a Personality and a current Mood.

By duelling you earn tokens, for 3 tokens you can buy new Gemma with the command **!buycapsule**. Gemma you buy end up in the BC (Bracelet Computer), an unlimited Gemma storage. You can view the BC with **!bc** where all your Gemma are listed with their respective slot number. You retrieve Gemma from the BC with the command **!bcw <Gemma slot number>**, and deposit to the BC with **!bcd <Gemma slot number>**.

EXP System

Gemma earns most experience points in duels by defeating opposing Gemma, but they also earn some by surviving attacks and using abilities. A Gemma also earns more XP the more it likes you and the better its mood is. One of the ways to increase your Gemma's affection for you by using the **!pet** command, which also gives an indication of their current affection and mood. Gemma affection and mood change based on their personality, for example some really enjoy using abilities in battle while others don't like being put in the BC.

When a Gemma levels up its stats increase based on their personality, and at certain levels they earn upgrades which are accessed with the **!upgrade** command. At level 3 they earn their second ability, at level 5 they earn another health point, at level 7 they can change their secondary type, and at level 10 they can change one of their abilities.

Trade & Fuse

You can trade Gemma with fellow duelists using the **!trade** command, and cancel such a trade with **!canceltrade**.

You can spend 5 tokens to fuse two of your Gemma. The resulting Gemma will have the two primary types of the two Gemma components (in random order) and one or two of their abilities (depending on level).

NPC Opponents

With the command **!challengenpc** you can choose to duel a random NPC of equal standing, a stronger NPC, or take on the Elite Four. The Elite Four consists of four unique NPC duelists and the champion, to complete the challenge you have to beat all five in a row.

Join Gangs

There are seven gangs in Jaegergems 3 which can be viewed with the **!gangs** command. Each gang embodies two types, but members are not obligated or restricted to those types in any way. You can join one of the gangs with the command **!join <gang name or gang id>**. The gangs are:

Gang	Embodies
Dancers	Aqua, Wind
Evokers	Earth, Flame
Knights	Light, Order
Outlaws	Dark, Chaos
Paragons	Sapien, Construct
Rangers	Beast, Myth
Shamans	Organism, Phasma

You can earn badges by defeating gang members:

Defeating three gang members earns you that gang's *basic badge*.

Defeating three gang members in a row earns you that gang's *elite badge*.

Leaderboards

You can view the duelist leaderboard with **!lb** and the gang leaderboard with **!gangstar**.