**Glossary**

| **Term:** | **Definition:** |
| --- | --- |
| Noble Phantasm | A paddle-like object that directs the enchanted sphere and prevents it from falling. It is controlled by the player and moves horizontally and can rotate by 45 or 135 degrees. |
| Enchanted Sphere | It is a magical ball that bounces off of objects in the game. The player uses this to destroy as many obstacles as they can. |
| Chance | The player’s chances to continue to the game after the enchanted spear falls. The player initially has 3 chances. If the player is all out of chances, the game ends. |
| Score | The number of points the player gains in one game. |
| Simple Obstacle | An obstacle that can be destroyed by the enchanted spear with one hit. |
| Firm Obstacle | A type of obstacle that is harder to destroy. They have numbers on them that indicate the number of times it should be hit to get destroyed. |
| Explosive Obstacle | A sphere-shaped obstacle that explodes when it gets hit. Its remains fall down after the explosion, and the player loses a chance if they get hit by them. |
| Gift Obstacle | This obstacle, when destroyed drops a box downwards. If the Noble Phantasm catches the box, the player gets a magical ability. There are four different magical abilities. |
| Chance Giving Ability | Increases the player’s chances by 1. It is obtained by touching the box that is dropped by a gift obstacle. |
| Noble Phantasm Expansion | A magical ability that doubles the length of the Noble Phantasm. It is obtained by touching the box that is dropped by a gift obstacle. It can be activated by pressing T or clicking on the icon on the screen. It lasts for 30 seconds. |
| Magical Hex | A magical ability that equips the noble phantasm with two canons at its both ends which fire magical hexes that can hit obstacles like the enchanted sphere does. It can be activated by pressing H or its icon on the screen. It remains active for 30 seconds. |
| Unstoppable Enchanted Sphere | A magical ability that empowers the Enchanted Sphere. It is obtained by touching the box that is dropped by a gift obstacle. With this ability, the ball destroys every obstacle it hits and goes through them instead of bouncing off of them after hitting and/or destroying them. The ability lasts 30 seconds. |