The full Image (for reference) that is used to clarify the terms in the dictionary:

***Note: Actual game may look different from this.
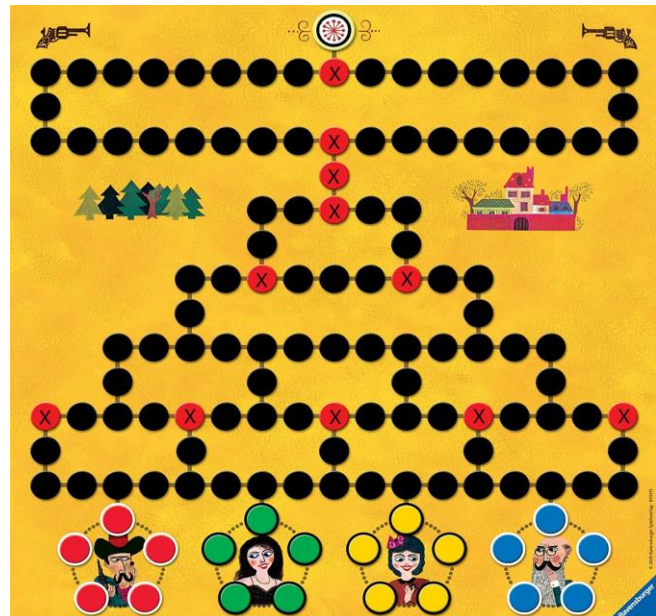
Term	Definition
Game board (board)	The area in which the game is played, includes all spaces
Win	A player wins the game when they are the first player that game to land one of their pawns on the tower
die	A 6-sided die that the player or computer opponent rolls, the value of the roll indicates the number of spaces the player may move one of their pawns that turn
Space (tile)	Place where a pawn can land. These are the black dots represented by the image.
House (base)	The starting locations of the pawns in the lower section of the board. These special spaces can house up to 5 pawns of their colour. When a pawn is landed on by another pawn, they return to their house
Empty / free space	Any unoccupied space on the board

pawn	 The objects in red, green, yellow and blue that represent different players and computer opponents, each player has control of 5 pawns which they can move on their turn the exact number of spaces indicated on the die they roll, provided this will not move the pawn over a barrier. Pawns cannot move both forwards and backwards in a single turn
barricade (tower)	Obstacles that block the player from moving their pawn past the space occupied by the tower. These are red circles with "X" on them. Towers can be moved to an unoccupied space on the board when a player's pawn lands directly on them. Towers cannot be placed on the throne, the first row of the board, or in a player's house. The game contains 11 towers
throne	The space where a player needs to place a pawn in order to win the game. The top-most space on the board. A player cannot move a pawn to the throne if they roll a die that exceeds the exact number of spaces required to reach the throne
Valid move	A move this is a legal according to the game rules; one the system will accept
Computer opponent (player)	A stand-in player controlled by the system when the number of players in a game is less than 4
Difficulty - easy or hard	A setting that changes how challenging the computer opponents in a game are
Colour vision deficiency	Any condition which impairs a player's ability to differentiate between certain colours
Colour palette	The colour scheme of the board game and pawns, can be changed to aid players with colour vision deficiencies, or to suit the player's preference