

How to win the game

- Destroy all 6 of your opponent's Gate
- Your opponent have 2 face down cards from the main deck in his/her Remove area

Deck construction rules



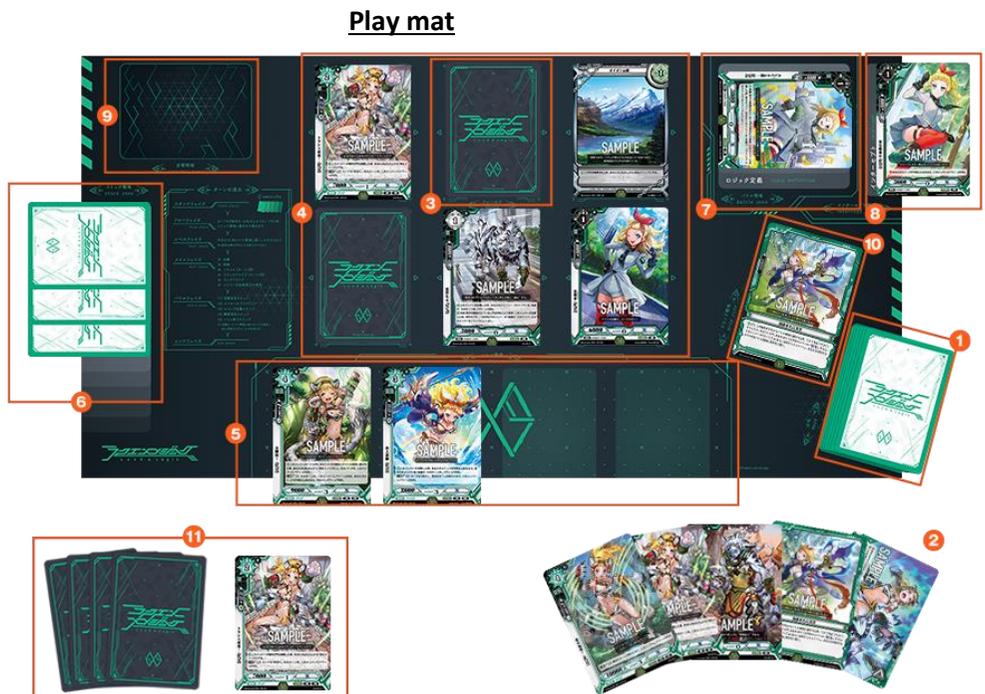
Main deck 50 cards

- You can only use cards with White card back.
- You can only have up to 4 cards with the same name.
- You must have 8 Paradox cards.



Gate deck 10 cards

- You can only use cards with Black card back.
- You can only have up to 2 cards with the same name.



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| <ol style="list-style-type: none"> 1) Deck: Where you place your main deck 2) Hand 3) Circle: Total of 6, all gates are placed onto them in face down. Members are placed on top of the gates. 4) Field 5) Level area: All player's level are place here in face up, only the first player's first level is in face down.(The first player is allowed to check the face down card at any time) 6) Stock area: All player's stock are place her in face up, players are not allowed to switch the positions. 7) Battle area: Where players place their logic cards during battle. | <ol style="list-style-type: none"> 8) Intercept area: Where players place their intercept members during battle. 9) Paradox zone: Where players place their Paradox cards. 10) Drop zone: Where players place their used cards in face up. 11) Remove zone: The extra Gate cards from the start of the game are placed here in face down. When your deck refresh player will put 1 card from the top of his/her deck into this area in face down. Players are not allowed to check the face down |
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Card types



Member card
Character cards use for battle.
There are 3 types of member cards
Logicalist- Humans of Septia with ability to Trans with the foreigners.
Foreigner- Travellers from other world.
TranceUnion- Trance form between Logicalist and foreigners.



Tactics card
1 of the cards use during Logic definition.



Gate card
Cards that links the other worlds with Septpia.



Paradox card
1 of the cards use during Logic definition.
The cards allow the battle rules to change from comparing of Power to comparing of Aura etc.

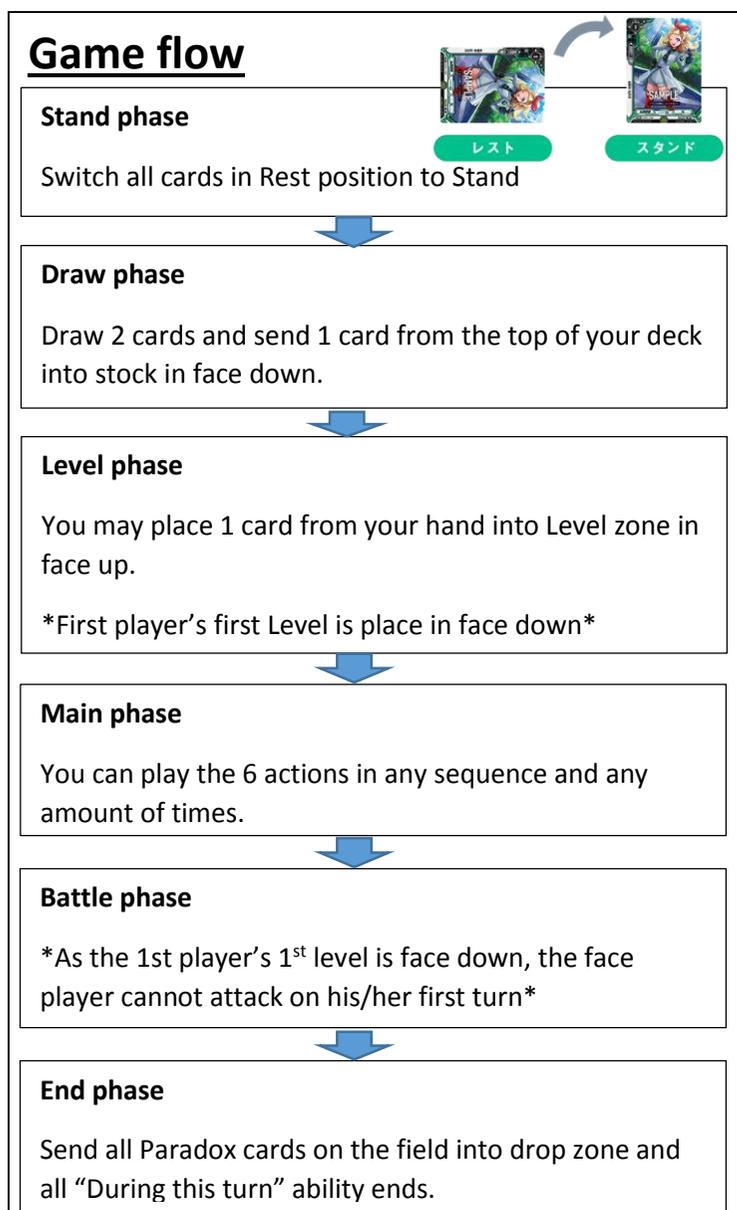
How to read the cards



Territory

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| <ol style="list-style-type: none"> 1) Card name: Make up of your card's Name and Nick name. 2) Nick name: Member's nick name 3) Name: Member's name 4) Contractor: Name of the foreigner in the TranceUnion. You can still Trance using other foreigner with different name. 5) Level: Player must have the same or higher level than the stated number in order for you to play this card. 6) Territory- The amount of gate needed when playing this card. 7) Cost: The amount of stock you need to pay when playing this card. 8) POWER: This card's battle power. | <ol style="list-style-type: none"> 9) Aura 10) Limit: The amount of time you can do a Logic definition. 11) Logic: The ability when place in the Battle area. 12) Flavour text 13) Text: The card's ability. 14) World 15) Attributes 16) Colour 17) Paradox rules 18) Gate number |
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Level

If you have 5 or more cards in your Level zone, you may swap 1 card in your hand with 1 card in your Level zone.

Main phase

- Sortie a member**
You may place members onto the field as long as the level is the same or lower than you player's level and in the territory required in stand position.
- Move your member**
You may move your member from 1 circle to the other but the card position will remain.
- Trance (once per turn)**
As long as you fulfil the requirement, you may overlap a Logicalist and a foreigner as soul and sortie a TranceUnion from your hand or deck onto them. The attacking TranceUnion gets POWER+1000 for every card in its soul.
- Logic drive (once per turn)**
A special ability that can only be used by TranceUnion with soul. Even if you have multiple TranceUnion on the field, you can only use 1 Logic drive per turn.
- Use a member's activate ability**

Battle flow

1) Battle declaration step

Rest a standing member, select an opponent's circle and attack it. If there's a member go to 2, else destroy the gate. Gate in the back row can only be attacked if the gate in front is destroyed. Destroyed gates are flipped face up.

2) Intercept step



The attacked player may choose other members from other circle(even in rest) and move them to the intercept zone. Player can power up the attacked member's POWER with the amount in the Logic.

3) Logic definition step

3A- If the amount of cards in the Battle zone is lesser than the attacked member's Limit, you may use 1 of the 2 ways for Logic definition. -

Place a card in the Battle zone from your hand -

Rest 1 card in your Level zone, draw 1(Level boost) and place 1 card from your hand into Battle area.

3B- If the amount of cards in the Battle zone is lesser than the attacking member's Limit, follow the Logic definition flow in 3A

3C- Till both player pass, repeat 3A and 3B till both member's limit.

Battle flow (Continue)

4) Result step

4A- If there's no cards in the Battle zone or Paradox zone, compare the member's POWER, if the POWER of the attacking member is the same or greater, the attacking member wins.

4B- If there're cards in the Battle zone or Paradox zone, compare the member's Aura, if the Aura of the attacking member is the same or greater, the attacking member wins.

If the attacked member loses, send the member and its soul to Stock zone in face down.

If the attacking member loses, nothing happens

5) End of battle step

Send all cards in the Battle area and Intercept area into drop zone. Only Paradox card stays in the Paradox area. If you have other members who are able to attack, go back to 1.

Logic drive



Special abilities that only TranceUnion with soul can activate

Types of Logic

	Power Logic	Increase the Member's POWER
	Aura Logic	Increase the Member's Aura
	Limit Logic	Increase the Member's Limit
	Tactics Logic	Using of tactics card
	Paradox Logic	Using of Paradox card, changing the winning condition of battle. There are other abilities too.

Level Boost

Rest 1 card in your Level zone, draw 1 card from your deck. You must place 1 card into the Battle zone from your hand. You may repeat this as many time during Logic definition. Rested level card will stand during your next Stand phase.



Paradox Logic

Paradox card's ability activates when it's place in the Battle zone. If both players have a Paradox card in the Paradox/Battle zone, both cards will be flipped face down. If you have 2 Paradox cards in the Paradox/Battle zone, both cards will be flipped face down.

