

Explanation of the card game (Japanese ver.)

Basic Rules

The field consists of 3x3 squares, and only one card can be placed in each square. The color of the cards (red or blue) indicates which team they belong to. Each player has a hand of 5 cards and takes turns placing cards in the remaining squares on the table.

The cards are numbered from 1 to 10, with four numbers on the top, bottom, left, and right of the cards, each number representing the strength of the corresponding side.

If a card is placed adjacent to an opponent's card, the result is determined by the strength of the two adjacent cards.

If your number is greater than your opponent's number, your opponent's card changes color and becomes your position.

When all 9 squares are filled, the winner is the player with the most cards in his or her position, including those not placed by the defender.

Round 1

Each turn is divided into two sides, the attackers and the defenders, which are randomly determined by the system. The attacker is the player who attacked first, and the defender is the player who attacked last.

Practice Area

The training area is a place where players practice battles. Whenever a new game rule is added, a new practice will be released in the training area. If you complete all the training missions for the first time, you will be rewarded with unexpected rewards.

Ranking Battle Ranking Battle

In Ranking Battle, you will be matched with other players and battle against them. The winner will receive ranking points and the loser may lose ranking points.

In the case of a tie, the difference in ranking points and the difference in points between the two players will be used as the basis for calculation, so both players may increase or decrease their points.

Players who finish in the top positions at the end of the season will have a chance to win rare rewards.

The game rules for ranking battles in version 1.0 are Free&Blind only.

To unlock Ranking Battle, you must create at least one deck.

[Deck].

All available decks consist of 5 cards.

Players can click "Your Cards → Deck" and select 5 cards to compose their deck.

Each player can save up to 4 decks and use them according to the battle situation.

Each deck can only contain up to 2 cards of SR or higher rarity and 1 card of SR+ rarity, and there are no restrictions on other rarity cards.

[Card Collection].

Cards are available mainly from Terra and drops from the gacha. Cards of A/S rarity must be obtained from Terra, and cards of SS/SR/SR+ rarity must be obtained from Gacha.

Gacha requires "the Lost pages," which can be obtained through drops from Terra or in exchange for ARGs at the store.

(Coming soon)

Click "Your Cards →Cards" to see the cards you have acquired, and "Cards →Library" to see the status of your collection and the cards you have not yet acquired.

The 1st season contains 67 cards, and new contents will be upgraded to "Library" at the same time when the new season is updated.

[How to use the cards

The cards' offensive and defensive strengths and weaknesses are arranged vertically and horizontally, and each card has its own strengths and weaknesses.

Each card is rated at four levels: initial, 1-star, 2-star, 3-star, and 4-star, with each star having a different upgrade effect. When the same card is acquired repeatedly, it can be upgraded on the card detail page. Also, if you get a card that has already reached 4 stars, it will change to a specific "Lost Page" (I wonder what it is?).

There are 5 attributes and various races, and a variety of tactics can be created by combining skills of attributes, combinations of attributes, and races.

Special Rules

In addition to the basic rules, there are various special rules in battle.

The special rules can be broadly divided into the following two categories

-Battle rules: Rules for placement and actions in battle.

-Deck Rules: These are the main rules for constructing decks by combining attributes, races, etc.

Currently, there are four main battle rules

-Free&Blind: The players cannot see each other's cards and can choose any card they want on their turn.

-Free&Seen: Both players can see each other's cards and can choose any card they want on their turn.

-Order&Blind: Both players must use their cards in an order randomly sorted by the system and cannot see each other's cards.

-Order&Seen: Both players must use the cards in a determined order in a deck randomly sorted by the system, and additionally can see each other's cards.