

# Second World Card Game

## Winning/Losing Conditions

- is to give your opponent 10 level of casualty by killing your opponent unit in battle or direct attack

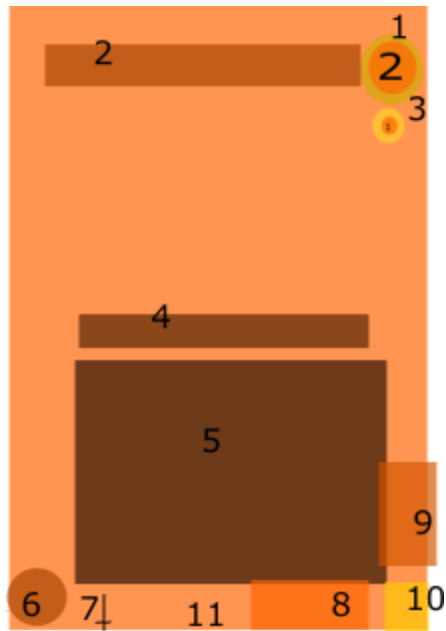
the casualty is on your left on the field. every time a unit die in combat it goes to the casualty zone. thring any point of the game if the sum of all the card level in a player casualty zone is 10 or more they lose the game.(face down card are level 1)

## Deck Construction Rules

- a deck is made of 30 card
- you can only have 3 copy of a card
- your deck can't be made of half of one support icon (ex you can only have a max of 15 sword icon, 15 shield icon or 15 sword and shield icon)

Deck recover- at any time in the game you run out of card in your deck you must do a deck recover. you take all card in your discard zone and pick a card place it face up in your casualty zone than take the rest and shuffle them place it back on the deck zone , draw one card

## How to Read a Card Unit

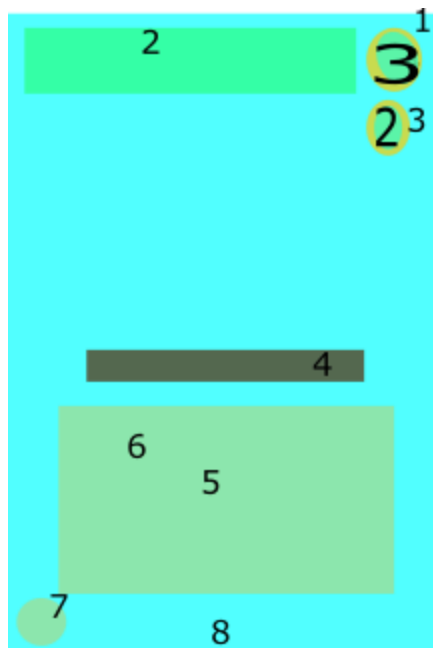


1. card level- the number of card you need on the support lane to play the unit
2. name- the name of the card you can only have 3 card with the same name in your deck
3. Loyalty- the number of face up card on that unit support lane that need to be the same color for the unit to stay in play.if at any time in the game that you don't have the loyalty to support the unit erase that lead unit
4. race/class- race and class tell you what type of unit the card is
5. text box- tell what ability and effect the card have.
6. color-tell which of the 5 color this unit belong to. (ex blue,green,yellow,orange, and ,purple)
7. support icon- in the battle phase they give their lead unit a boost. sword give 1 AT,shield give 1 DF and sword and shield give 1AT and 1DF
8. normal at/df - use in battle
9. Injured at/df- when a unit is wounded you turn the card sidway and use these AT and DF. a uint become injured when it lose combat or take damage equal to its defense stat
10. reinforce - use on the reinforce step in combat
11. other info- set number, rarity and illust

unit rank- there are 3 rank of unit basic unique heroic. the rank of unit tell you how many you can have in play at one time. you can have 3 basic unit

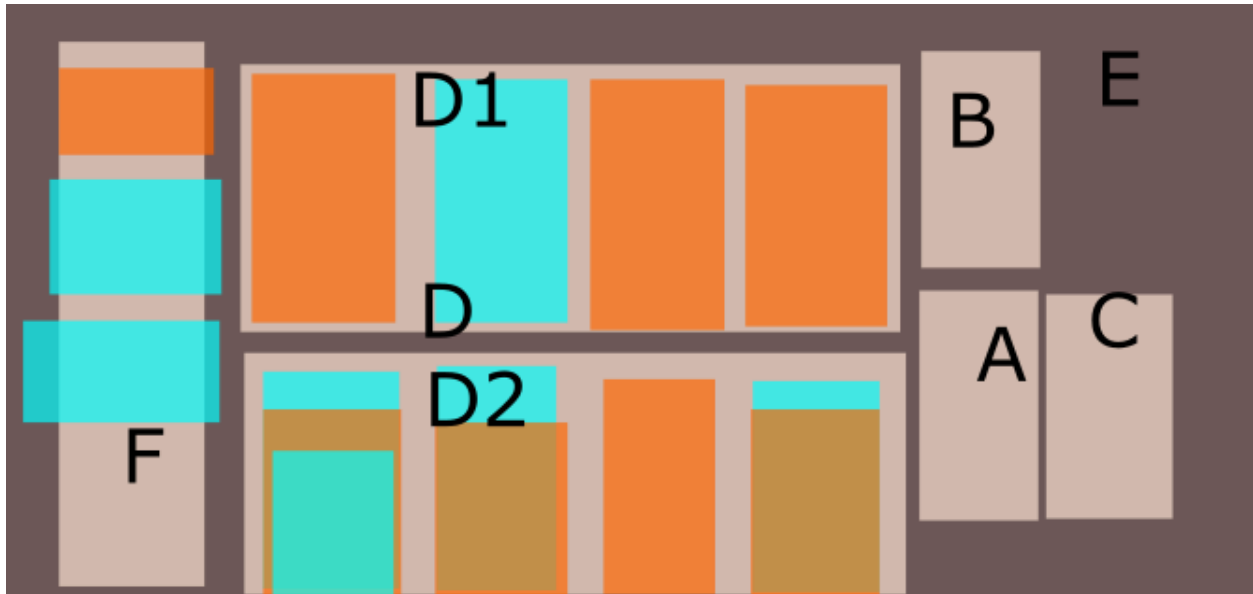
of the same name in play at the any time. you can only have one unique unit per name in play at any time. you can have only one heroic rank unit in play at anytime.

### How to Read a Card Action



1. card level- the number of card you need in a support lane to play the card
2. name- the name of the card you can only have 3 card with the same name in your deck
3. Loyalty- the number of face up card your support lane need to be the same color
4. type- there 3 type of action card. normal you can use once then discard,items you can equip one to a lead unit and tactic you can place them in your tactic zone
5. text box- tell what ability and effect the card have.
6. Second cost- you must pay this to play the card
7. color-tell which of the 5 color this unit belong to. (ex blue,green,yellow,orange, and ,purple)
8. other info- set number, rarity and illust

### Zones of the Game



- A. Deck zone- this is where you place your 30 card deck
- B. Discard card - where all use card go
- C. erase zone- this is where all card go when they're out of play
- D. Field - is made up of the lead zone and the support lane
  - D1.Lead zone is where you play your unit you have 4 spaces to play your unit. lead unit are the one that do the fighting
  - D2.Support lane just like the lead zone you have 4 spaces for the support lane under each lead zone you can place one card here per turn. You may place a card on an empty lane or stack it on another card on the support lane. There no limit to cards you may stack on your support lane you may move two card to other support lanes a turn.
- E. tactic zone- this is where you play your tactic action card you can only have one in play at a time
- F. casualty zone- this where you card that are kill in combat goes if you have 10 level of card in this zone you lose the game.(face down card are level 1)

### Ability And Cost

there 5 type of Ability in Second World main,Triggered,pass,reinforce,react, And Support

- Main- these ability can only be use on your main phase and as many time as you can pay the cost.(ex drin -draw a card)

- Triggered- a triggered ability happens when a condition is met (ex summon-draw a card)
- pass- passive abilities are always on as long as the card is in play (ex this unit has +1 attack)
- reinforce- these abilities only work on the reinforce step in combat. when you play these cards they add to the at or df of your lead unit in battle
- react- you may use react ability to react to an action you or your opponent made. both players can only play 1 react per action
- Support- S abilities only work if the unit is the top face up card of a support lane. these abilities can be any of the other ability types (ex S Main flip this card do 2 magic damage to a lead unit on this lane)

there are 3 main cost types: drain (move the card forward), flips, and discard.

- Drain- drain can only be used by lead unit. you drain unit to attack or use ability. to drain a unit you move the unit forward or turn it 90 degrees
- Flips- you can only flip cards in the support lane. flip cards are used to pay the cost of ability or action. you can flip a card by turning it over you can flip any card from any of your support lanes.
- Discard- you can discard cards from your hand or your support lane. discarded cards go to the discard zone.

## Starting the Game

1. both players shuffle their deck and decide who goes first
2. each player draws up to 10 cards.
3. each player gets 1 redraw by discarding as many cards as they want from their hand they can draw back up to 10 cards.
4. each player chooses 4 cards from their hand and places them face down on each support lane
5. When both players are ready they turn their support cards face up and the game begins

## Turn Phases

there are 4 phases to second world they are ,start ,main ,battle and end phases

### START PHASE

1. Any ability that says it starts or ends at the start phase does so

2. draw 2 card unless your the starting player than you draw 1 card
3. ready your drain unit
4. play a card into one of your support lane. if you play it face down you may draw another card. If you play it with it color side up you gain loyal if you place with I support icon up you gain a buff in combat.

#### MAIN PHASE

you may do any of these action in any order on your turn. play a unit,play a action,move your support cards, heal a unit, use a unit main ability,brake a unit.

- play a unit- to play a unit you need the support lane under that unit to have card equal to that unit level. you also need card face up giving loyalty of the same color equal to the unit loyalty. if at any time your lead unit do not have enough loyalty erase that unit.unit come in play ready.
- play a action - to play an action you pick a support lane with card equal to the action level and give loyalty equal to the action. you must also pay the second cost if the action have one. if the action is a use action you discard it after you do as the card say. if it a item you put it under one of your lead unit and if it a tactic you play it in the tactic zone(you can only have one tactic in play at a time)
- move your support cards- you may move up to one card per lane a turn.you may move the support card to a another support lane, turn a face down support card face up or chanege the support card side to get a support icon or loyalty. If the card is placed with it color icon up you gain loyalty. If it placed with it support icon up you gain a buff in combat.(ex sword mean +1 to your attack)
- heal a unit- to heal a unit you need to erase a copy of that unit from your hand or erase 2 card of the same color
- main ability - you may use any unit main ability as long as you can pay the cost
- break a unit- you may break as many non injured unit as you want on your turn. the broking unit are sent to the discard zone.

#### COMBAT PHASE

1. drain a ready unit to attack,you may normal attack or side attack. normal attack is attacking the unit in front of it.side attack is when you attack a unit on the left or right of the attacking unit lane. choosing to side attack the attacking unit gain -1 attack for the battle.when attacking you compare your unit attack stat to the defending unit

defense stat (Note any effect damage on a unit reduce their defense for the turn)

2. both you and your opponent may play one react ability
3. both unit in battle add the support icon from both unit's support lane
4. each player then choose if they want to play a reinforce. if they do they may play a hand reinforce or a deck reinforce. a hand reinforce is when you play a card from your hand on the battling unit and add it reinforce vale and if it has the reinforce ability you do as it say then after battle you erase the card. a deck reinforce is when to take the top card of your deck and place on your battling unit if it has the reinforce ability do as it say after the battle discard it
5. battle result- after a battle you can get 4 result, attack win, the attack crit, the defense win ,the defense crits.  
the attack win- when the attack is the same or higher than the defense you deal one wound on the blocking unit(turn sideways the unit is injured)  
the attack crits- the attack win by 5 or higher and deal 2 wound to the defending unit(a unit die if they take 2 or more wound)  
defense win- if the defense is higher nothing happen  
defense crits- the defense win by 5 or more the attacking unit take a wound  
if the attack go unopposed the defending player place the top card of their deck in there casualty zone face down(face down card in the casualty zone are level 1)
6. you can attack as many time as you have ready unit to attack with
7. Blocking can be done when you have a ready unit on your opponent's combat phase. drine it and that unit become the target for the attack.(block key word let draine unit block a attack)

## End Phase

1. any ability that say it start or end at the end phase do so
2. if any unit taking effect damage remove it
3. you ready your drain lead unit for your opponents turn
4. discard down to 10 card
5. your turn is over

## Key Word

**Armor X** - Physical damage dealt to this unit is reduced by X

**Block-** this unit may block even if it drain

**Dust** - This unit doesn't go to the casualty when it die

**EXP-** for every unit this unit kill it gain a 1/1 counter

**Flying** - This unit can ignore an opposing unit if it doesn't have flying or reach

**Intimidate X** - Opposing unit gets -X ATK

**Overrun x**- If this unit win a battle you may do x damage to an adjacent unit

**Pierce** - Damage dealt by this unit ignores Armor

**Ranged x** - This unit can attack x lane away

**Resist X** - Magical damage dealt to this unit is reduced by X

**Volatile X** - On death: this unit deals X damage to opposing unit