

# **Door**

Ralf Schwate

**COLLABORATORS**

	<i>TITLE :</i> Door		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# Door

### 1.1 Door.guide

Door.guide

Doorways

Main back to Main Node of STCCG

### 1.2 STCCG.guide/Universe/Card List/Doorways

Doorways

Rarity	Name	Description
Set	Icon	
C AU	Alternate Universe Door	Seed card, allows to play AU icon cards OR Draw card Nullify ↔ one Revolving Door or Subspace Schism OR One ship passes ↔ thru Q-Net OR Nullify one Temporal Rift
R AU	Devidian Door	Play a card from the future, play one Personnel or ↔ Equipment card, show Doorway next turn (if not ↔ shown, loose game)
R QC	Manheim's Dimensional Door	A Play on planet, if player has same card as opponent's card ↔ brought into play, suspend latter one and play one card on ↔ your own
C* QC	Q-Flash	use for Q-Continuum side deck/as dilemma ↔ brings Q-Continuum cards into play/ ↔ nullify Q icon card
C QC	Q's Tent	

Stock a side deck under tent (up to 13 cards) ↔  
OR Play card to get card from side deck1

For a description of terms used see  
Legend

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### 1.3 STCCG.guide/Cards/Doorways/Alternate Universe Door

Main Universe  
Doorways  
FAQ Picture

Alternate Universe Door

Doorway  
common AU

Place one on table during the seed phase. Door is now open, allowing your AU icon cards to enter play.  
OR Stock in deck and use as follows:  
Plays to nullify one Revolving Door or Subspace Schism. (Discard doorway.) OR Allows one ship to pass through Q-Net. (Discard doorway.) OR Nullify one Temporal Rift, and return doorway to your hand.

Any questions? See the FAQ

View the Picture of the card?

For a description of terms used see  
Legend

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Main Universe  
Doorways  
FAQ Picture

### 1.4 STCCG.guide/Cards/Doorways/Devidian Door

Main Universe  
Doorways  
FAQ COTD#146 Picture

Devidian Door

Doorway

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rare AU

Allows you to play a card "from the future." Whether or not you currently have a Devidian Door in your hand, at any time say "Devidian Door" and play (to anywhere) one Personnel or Equipment card from your hand. However, any time during your next turn, you must show opponent a Devidian Door from your hand and place it out-of-play, or you lose the game.

Any questions? See the FAQ

What tells Wesley in his COTD us about the card?

View the Picture of the card?

For a description of terms used see  
Legend

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Main Universe

Doorways

FAQ COTD#146 Picture

## 1.5 STCCG.guide/Cards/Doorways/Manheim's Dimensional Door

Main Universe

Doorways

FAQ Picture

Manheim's Dimensional Door

Doorway

rare

Q-Continuum

AU icon

Plays on any planet. Affects all players. While in play, whenever any player has a card in hand matching one just played by the opponent, the Manheim Effect (a temporal "hiccup") may occur. Opponent's card is suspended while player shows matching card, returns it to hand and plays any card from hand as if played normally. (Not duplicatable.) Nullify with Anti-Matter Pod.

View the Picture of the card?

For a description of terms used see  
Legend

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Main Universe

Doorways

FAQ Picture

## 1.6 STCCG.guide/Cards/Doorways/Q-Flash

Main Universe

Doorways

FAQ COTD#302 Picture

Q-Flash

Doorway

Common\*

Q-Continuum

Place one atop Q-Continuum side deck during the seed phase. Q-Continuum is now open and in play.

OR Seed under any mission like a dilemma. Any crew or Away Team encountering this Q-Flash must experience X cards from opponent's Q-Continuum, where X = the number of personnel present.

OR Stock in deck and play to nullify one Q icon card.

What tells Wesley in his COTD us about the card?

View the Picture of the card?

For a description of terms used see  
Legend

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Main Universe

Doorways

FAQ COTD#302 Picture

## 1.7 STCCG.guide/Cards/Doorways/Q's Tent

Main Universe

Doorways

FAQ COTD#301 Picture

Q's Tent

Doorway

Common

Q-Continuum

Place one atop Q's Tent side deck (up to 13 different cards) during the seed phase. Q's Tent is now open and into play. OR Stock in deck and use as follows:  
 Once per turn, play to take a card from tent into your hand, either your choice (discard doorway) or random selection (place doorway on top of your draw deck).  
 Must show card to opponent. Draw no cards this turn.

What tells Wesley in his COTD us about the card?

View the Picture of the card?

View the preview Picture?

For a description of terms used see  
 Legend

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Main Universe

Doorways

FAQ COTD#301 Picture

## 1.8 STCCG.guide/Universe/Legend

### Legend

Here a short description of the different fields:

#### Rarity:

C common  
 C\* common, but 4/3 frequent as normal commons  
 U uncommon  
 R rare  
 UR ultrarare  
 P promotional

#### Set

OS Original Set  
 AU Alternate Universe Set, abbreviated to AU  
 QC Q-Continuum Set, abbreviated to QC  
 WP Warp Pack  
 PR Promotional

#### Affiliation

F Federation  
 K Klingon  
 R Romulan  
 U Un-Aligned

#### Icon

A Alternate Universe card,  
 Alternate Universe Door  
 must be open



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Q Q-Continuum card,  
Q-Flash  
must be open