**STARTER GUIDE**

**What is the FFTCG?**

An exciting card game where characters of the Final Fantasy series meet and fight together!

**Battle with various characters!**

Featuring a huge cast of Final Fantasy characters, this card game comes with exciting team-ups and villains in unique dream teams! Build your very own deck of 50 cards with your favorite characters and fight your opponents in epic duels!

**Desk Construction**

- The deck must contain exactly 50 cards.
- You can only have up to 3 copies of the same card.

**How to read a card?**

There are 4 types of cards. You can recognize a card's type by the shape, color and name of the text box on the left side. (see N.3)

- **Forward**
  - Provides supports from the rear without participating in the battle by producing CP or other abilities.
  - Monsters can use various abilities from the turn in which they are played onto the field, including those with CP in their cost.

- **Backup**
  - Backups enter the field dull. You can use them at any time and can respond to other abilities and Summons.

- **Monster**
  - Deals damage to your opponent or protects you by blocking your Forwards.

- **Summon**
  - Summons are put into the Break Zone straight after use, but come with powerful abilities. They can be used at any time and can respond to other abilities and Summons.

**How to win?**

Attack your opponent with your Forwards and deal them 1 point of damage every turn they don't block. Repeat this until you have dealt them 7 points of damage to win. Alternatively, you can also win when your opponent's deck runs out and they cannot draw anymore.

**Conditions of victory**

- Deal 7 points of damage to your opponent.
- Your opponent cannot draw their next card.
- Deal damage when your opponent's deck is empty.

**Important Points**

- **The 8 Elements**
  - There are 8 different Elements in this game. You can recognize them by the card's top left crystal color as well as the icon in the lower left window.
  - Each card has a different ability to produce CP or activate abilities.
  - The Element of the card affects the cost required to play the card. The Element also in some cases affects the color of the card.
  - **Cost**: The Element required to play the card. The Element of the card influences the color of the card.
  - **Card Name**: The name of the card. It can be used in a certain way if it matches the Element of the card. The name of the card is a part of the ability cost.
  - **Card Type**: The type of the card. It changes from active to dull.
  - **Category**: The type of the card. It changes from active to dull.
  - **Effect**: The effect of the card. It can be used in a certain way if it matches the Element of the card. The name of the card is a part of the ability cost.
  - **Power**: The power of the card. It can be used in a certain way if it matches the Element of the card. The name of the card is a part of the ability cost.

**Types of Icons**

- **Back Attack**: A card that is played by the player's opponent and can be used by the player's opponent to attack the player. The card can be used to attack the player's opponent's deck and can be used to attack the player's opponent's deck.
- **First Strike**: A card that is played by the player's opponent and can be used by the player's opponent to attack the player. The card can be used to attack the player's opponent's deck and can be used to attack the player's opponent's deck.
- **Faint Strike**: A card that is played by the player's opponent and can be used by the player's opponent to attack the player. The card can be used to attack the player's opponent's deck and can be used to attack the player's opponent's deck.
- **Search**: A card that is played by the player's opponent and can be used by the player's opponent to attack the player. The card can be used to attack the player's opponent's deck and can be used to attack the player's opponent's deck.
- **Special Traits**
  - **Legend**: A card that is played by the player's opponent and can be used by the player's opponent to attack the player. The card can be used to attack the player's opponent's deck and can be used to attack the player's opponent's deck.
  - **Hero**: A card that is played by the player's opponent and can be used by the player's opponent to attack the player. The card can be used to attack the player's opponent's deck and can be used to attack the player's opponent's deck.
  - **Rare**: A card that is played by the player's opponent and can be used by the player's opponent to attack the player. The card can be used to attack the player's opponent's deck and can be used to attack the player's opponent's deck.
  - **Solution**: A card that is played by the player's opponent and can be used by the player's opponent to attack the player. The card can be used to attack the player's opponent's deck and can be used to attack the player's opponent's deck.
  - **S**: A card that is played by the player's opponent and can be used by the player's opponent to attack the player. The card can be used to attack the player's opponent's deck and can be used to attack the player's opponent's deck.

**How to play a card?**

In order to play cards, you must first acquire CP. There are two ways to produce CP.

1. **Dull a Backup (1CP)**
2. **Discard from your hand (2CP)**

**Acquiring CP**

- **Synergy (Cost: Effects)**: The ability can be used by playing the cost. Forwards and Backups abilities that include 7 1 in their cost cannot be used until their controllers' next turn (unless the card with the effect has haste). During an action ability effect resolution, even if the Character that used the ability is no longer on the field, the effect is still resolved.

**Field Abilities**

Field abilities can range from reducing the cost to card Summons to increasing the power of Forwards. They are only active while Characters with the ability are on the field.

**Auto-Abilities**

The effects of auto-abilities are automatically resolved when their conditions are fulfilled. A lot of cards have auto-abilities that activate when they enter the field.

**Special Abilities**

Unique and powerful abilities with their names written in orange on the card. The item indicates that you must discard the same name, even with a different serial number, as part of the cost to activate the card's special ability.
### Settting Up the Game

1. **Preparing the decks**
   - Each player has a deck of 40 cards each.
   - The decks are shuffled and placed face down on the table.

2. **Deciding the First Player**
   - The players determine which side takes the first turn.

3. **Draw 8 cards**
   - Each player draws 8 cards from their deck and places them face down in the play area.

4. **Start of the game**
   - The first card played checks for play conditions.

### Active Phase

- **Switching all your card characters in play**
  - Active cards (turned sideways) have their effects activated.

- **Draw 2 cards**
  - From the top of your deck.

- **Remove from play**
  - Cards removed from play are not played in the Active Phase of this turn or in the Break Zone and are removed from the play area for the remainder of the game.

- **Start of the game**
  - The first card played checks for play conditions.

- **Balthier**
  - Adds 1 point of damage for each Backup you control.

### Attack and Battles

- **Main Phase 1**
  - Abilities and Summons may be used.
  - Cast a Summon.

- **Main Phase 2**
  - Abilities and Summons may be used.

### EX Burst

- When the defending player receives damage and reveals their damage card, the card is marked with an “EX Burst Icon.”

### Important Points

- Attacking player chooses to Party attack with Party cards. If the Party is not prompted, the Party attack receives 1 point of damage.

- Opponent’s Turn

- **EX Burst**
  - If the defending player has an EX Burst Icon on their damage card, the EX Burst effect is immediately usable.

- **The effect is activated when the card is played.**