FINAL FANTASY
ファイナルファンタジー
TRADING CARD GAME

FINAL FANTASY TRADING CARD GAME 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 allows you to bring together heroes 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!

Deck Construction

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



How to win?

Attack your opponent with your Forwards and deal them 1 point of damage every time they don't block. Repeat this until you have dealt them 7 points of damage to win. Alternatively, you 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**



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 text window.

Fire — An Element specialized in dealing damage to Forwards with strong spells. Fire Characters trade protection for firepower.

Ice — By dulling your opponent's Characters or making them discard their hand, Ice excels in wearing down your opponents.

Wind — Focusing on speed and featuring a lot of cards with a low cost to play, Wind excels in swift and nimble play by bypassing your opponent's block or by wearing down their deck.

Earth — With a lot of tough Forwards specialized in defense, Earth excels in soaking in damage and getting stronger over time.

Lightning — Excelling at taking out Forwards with one-hit moves, Lightning also specializes, like Wind, in quick attacks.

Water — Water is used to draw more cards, play around card combinations or return your opponent's Characters to their hand. This Element excels in progressively building an advantage over your opponent.

Light / **Dark** — Light and Dark cards are powerful and can be played using the CP of any Element. However, there can be only 1 Character of either affiliation on the field. Light and Dark cards don't generate CP when discarded so be careful not to include too many in your deck.

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)

Character



Forward — Deals damage to your opponent or protects you by blocking their Forwards.

Backup — Provides supports from the rear without participating in the battle by producing CP or with their abilities.

Monster — Monsters can use various abilities from the turn in which they are played onto the field, including those with ↷ in their cost.

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.

❶ Cost ● Element

The number indicates the cost required to play the card. The Element is indicated by the color of the crystal.

❷ Card name

The name of the card. If the ↷ icon is not present, you can only have one card with this name on your field at the same time. Cards marked with the EX icon are able to trigger EX Bursts.

❸ Card type ● Job ● Category

From left to right: indicates the type of the card, the job and their Category.

❹ Text

Describes the effects of the card. If the text mentions the name of the card, it refers to the card itself.

❺ Card number ● Rarity

Indicates the serial number and rarity (see lower left) as well as which game the card comes from.

❻ Power

Only present in Forward cards. Indicates the strength of the Forward and how much damage it inflicts in battle. When receiving damage over this value, the card breaks and must be put into the Break Zone. Damage received only affects the defense (e.g. if a 9000 Forward takes 4000 damage, its defense goes down to 5000 until the end of the turn but its attack remains 9000).

Important Points

- **If the ↷ icon is not present, only one card of the same name, even with a different serial number, can enter the field at the same time. (This doesn't include your opponent's cards.)**
- **Backups enter the field dull. You cannot have more than 5 Backups on the field.**
- **Only one Light or Dark Character can be on your field at the same time.**

Types of Icons

- Indicates the Element of the CP. In this case, the red icon indicates a cost of 1 Fire CP.
- Elementless CP. The cost can be paid with CP of any Element.
- Indicates that the Character must be changed from active to dull.
- S — Special Ability. Indicates that a card of the same name must be discarded.

Rarity

Legend ● Hero ● Rare ● Common ● S

High ← Rarity → Low

Cards' rarity range from C (Common) to L (Legend). There are also S-rated cards exclusive to Starter Sets and Premium (foil) versions of all the cards.

How to play a card?

When playing cards, you must pay each card's required Crystal Points (CP).

Acquiring CP

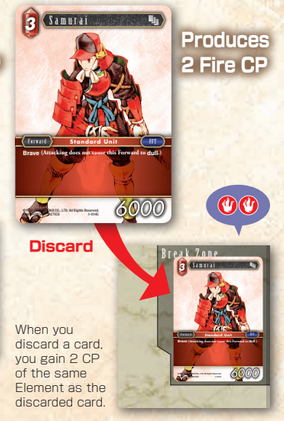
In order to play cards, you must first acquire CP. There are two ways to produce CP.

❶ Dull a Backup (1 CP)



When you dull a Backup, you gain 1 CP of the same Element as the card (in case of multiple Elements, choose 1).

❷ Discard from your hand (2 CP)



When you discard a card, you gain 2 CP of the same Element as the discarded card.

Pay the CP

When you play a card, you must pay the required CP cost with at least 1 CP of the Element of the card. In the cases of Light and Dark, there is no Element requirement.

When playing this card



3 CP must be paid, with at least 1 Fire CP.

When playing this card



5 CP must be paid, regardless of the Element.

Important Points

- **Light and Dark cards can be played by paying the CP cost with CP of any Element. You cannot discard Light and Dark cards to produce CP.**
- **When you produce more CP than required, any extra CP is lost and cannot be used to pay for an ability or another card.**



Abilities

There are 4 types of Character abilities that will help you get closer to victory.

Action Abilities

Syntax: [Cost: Effects]. The ability can be used by paying the cost.
Forwards and Backups abilities that include ↷ in their cost cannot be used until their controller's next turn (unless if the card with the ability 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 cast 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

Discard a card of the same name as part of the cost



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

Special Traits

Haste

Forwards with the Haste trait can attack or use abilities including ↷ as part of the cost on the same turn as they enter the field.

Brave

Forwards with the Brave trait don't dull when attacking but can still only attack once per turn.

First Strike

When attacking or blocking, inflicts damage to your opponent's Forwards first, unless they have First Strike as well. When breaking an opponent's Forward this way, your Forward doesn't receive any damage.

Search

You can search your deck for a copy of the corresponding card, reveal it, put it in your hand and then shuffle your deck. You can choose not to pick the card even if it is present in your deck simply by declaring so.

Freeze

A Frozen character won't activate during its owner's next active phase.

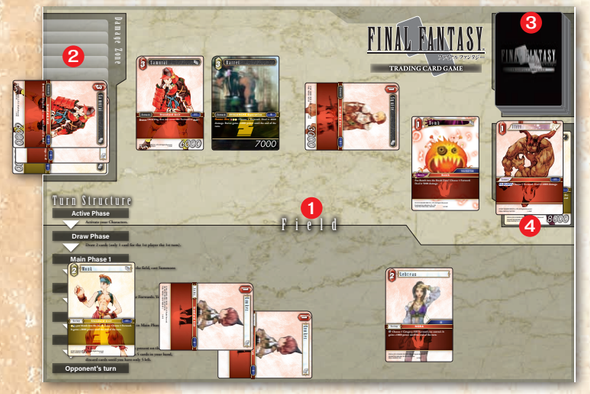
Back Attack

Like Summons and abilities, Characters with Back Attack can be played during either player's Attack Phase or Main Phase. They can be used to respond to your opponent's actions but can't be responded to since playing a Character doesn't involve the stack.

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Field Zones

Each player's field is made of the following zones:



1 Field

Your Character cards are placed here face up. Forwards and Monsters are played on the field active (turned upwards) while Backups are played dull (turned sideways).

2 Damage Zone

When you take a point of damage, put the top card of your deck here. Once you reach 7 cards, you lose the game.

3 Deck

Your deck is placed here face down. Unless specified, you are not allowed to shuffle, draw a card or look into your deck.

Having no more cards in your deck when you are supposed to draw will result in a loss.

4 Break Zone

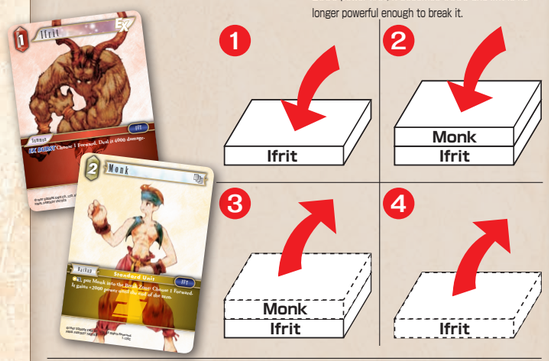
Broken Characters, discarded cards and cast Summons are placed here. The contents of the Break Zone can be checked by any player at any time.

Removed from play

Cards removed from play are not placed on the Field or in the Break Zone but are removed from the play area for the remainder of the game.

Effects Stacking

Whenever a player activates an ability or casts a Summon, the effect is not resolved immediately but instead goes in a "stack". Players can then use an ability or cast a Summon to "interrupt" the effect by adding another one on top. Once players have finished playing their effects, the effects are resolved in reverse play order.
For example:



❶Your opponent summons Ifrit (deals 4000 damage to a Forward) on your 4000 power Forward in order to break it.
❷In response, you activate the action ability of your Monk (designated Forward gains + 2000 power until the end of the turn).
❸Both players decide not to play other abilities or Summons. The stack is resolved starting from the latest effect played: The Monk's Action Ability.
❹As the Monk's ability gives the 4000 Forward + 2000 power first, it becomes 6000 and Ifrit is no longer powerful enough to break it.

Effects Stacking

As there are also effects that are solved immediately and therefore do not stack/ can't be interrupted, effects have been divided into two types.

Can be interrupted

- Summon
- Action Ability
- Special Ability
- Auto-Ability

Cannot be interrupted

- EX Burst
- Field Ability
- Playing a Character

Flow of the Game

Each player's turn progresses through the following steps:

Setting Up the Game

1 Preparing the decks

Each player must put together their own deck with exactly 50 cards. A deck cannot contain more than 3 copies of the same card (cards with the same name but different serial number are considered different). At the start of the game, each player schuffles their deck and place it face down in the Deck Zone.



2 Deciding the First Player

The players then randomly determine which side takes the First Turn.
The First Player only draws 1 card on their very first turn.

3 Draw 5 cards

Both players draw five cards from their deck to build their initial hand. The players are allowed one Mulligan (redraw) if they do not wish to keep their hand. They can take the whole five cards, put them at the bottom of their deck in any order, and draw five new cards.

4 Start of the game

The First player proceeds to their first turn. The game then continues with each player alternating turns. The game ends when either player fulfills a winning or a losing condition.

Active Phase

Switch all your dull Characters (turned sideways) to active (turned upwards).



Draw Phase

Draw 2 cards from the top of your deck. (The first player only draws 1 card on their very first turn.)
If a player's deck runs out of cards and they cannot draw anymore, they lose.

Main Phase 1 (abilities and Summons may be used)

The following actions can be done in any order:

Playing a Character

By paying the cost, you may put a Character on your field. Forwards and Monsters are both played active (turned upwards), Backups are played dull (turned sideways).
If a card ability text is marked with the icon, the ability cannot be used on the same turn the Character is played unless that card is a Monster.
Forwards cannot attack on the same turn as they are played.

Cast a Summon

By paying the cost, you may cast a Summon and activate its effects. Put your played Summons in your Break Zone. You may cast a Summon after your opponent has activated an ability or cast a Summon.

Use an ability

By paying the cost, you may activate an Action or a Special Ability.
You may activate an ability after your opponent has activated an ability or cast a Summon.

Attack Phase (refer to next page for details)

Main Phase 2 (abilities and Summons may be used)

Same as Main Phase 1

End Phase

- End all the effects marked as "until the end of the turn".
- All damage dealt to the Forwards present on the field is cleared.
- If you have more than 5 cards in your hand, discard cards until you have only 5 left.

Opponent's Turn

Attack and Battles

Let's dive into the core of the game with details on how to resolve an attack.

Attack Phase

After ending their Main Phase 1, the active player moves to their Attack Phase and can now attack.

1 Attack Preparation Step (abilities and Summons may be used)

Before the declaration of an attack, both players may activate abilities or cast Summons, starting with the attacking player, then the defending player.

2 Attack Declaration (abilities and Summons may be used)

The attacking player selects an active Forward and dulls it. Forwards that are already dull, have been played in the same turn or have already attacked once cannot conduct an attack this turn.



3 Block Declaration (abilities and Summons may be used)

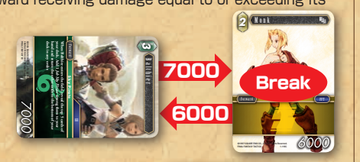
The defending player may choose to block with their Forwards. Only active Fowards can block attacks. Blocking does not dull a Foward.



4 Damage Resolution Step

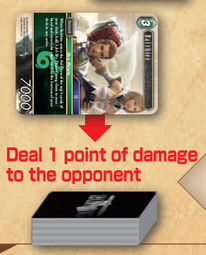
The attack is blocked

Both attacking and blocking Forwards deal damage to each other at the same time. A Forward receiving damage equal to or exceeding its power is broken and put into their owner's Break Zone. All damage received by a Forward is carried over until the end of the turn.



The attack is not blocked

If the defending player does not block the attack, they receive one point of damage, regardless of the power of the attacking Forward. They must then put the top card of their deck in their Damage Zone face up. They immediately lose when they reach 7 points of damage.
If the revealed card is marked with an EX Burst icon, the EX Burst effects are immediately usable.



If the player can/wants to attack again, they move back to Step 1 of the Attack Phase until they cannot attack anymore or they decide to end their Attack Phase. The turn then progresses to their Main Phase 2.

Party attack

If the attacking player has at least 2 Forwards of the same Element, they can decide to form a Party with those Characters. In that case, the Party is counted as one unit and its power is equal to the sum of the power of its Forward members. The defending player can block a Party with one of their Active Forwards and decide how to divide the damage amongst the members of the attacking Party.
For example, the attacking player has a Forward with 4000 Power and a Forward with 5000 Power. If they attack separately, the opponent could block both attacks with a 6000 power Forward breaking both Fowards. However, if the attacking player chooses to Party attack with those Forwards, even if the Party is blocked, only one Forward will be broken since the damage has to be divided. If the defending player chooses not to block, they receive 1 point of damage.

Important Points

- When forming a Party, all the Forwards' abilities can be used. A Party can only benefit from First Strike if all the Forwards forming the Party have this trait.
- Only the attacking player can form a Party. The defending player cannot form a Party.



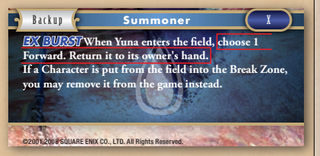
EX Burst

When the defending player receives damage and reveals their damage card, if the card is marked with an EX icon in the top right corner, the player triggers the card's EX Burst and may immediately apply the effects of the card. (Ex Burst is optional. The player may choose not to trigger the EX Burst.)
When an EX Burst is triggered, abilities or Summons cannot be played in response by either player. If the defending player receives 2 or more damage at the same time, they must reveal their first damage card and resolve the EX Burst before proceeding with the next damage.



Important Points

In this example, the effect is activated when the card is played. In the case of an EX Burst, even if the normal condition is not fulfilled because the card is not put on the field, the effect can still be applied.



The higlighted effect is applied

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