

FINAL FANTASY TRADING CARD GAME

RULE BOOK

1. Number of Players

1.1 This TCG's rules are written for two players. The current comprehensive rules do not cover battles with 3 or more people.

2. Basic Rules

2.1 When card text and comprehensive rules contradict each other, follow the card text. As an exception to this rule, a player can give up at any time regardless of what the cards say.

2.2 If two contradictory rules occur at the same time, one of which negates the other, the rule that states something cannot happen takes precedence.

2.3 If part of the card's text can't be followed, ignore that part.

3. Ending Conditions

3.1 When the game fills the conditions listed below, the player who meets these conditions loses and the other player wins.

3.1.1 If either player receives 7 points of damage the game will end in their loss.

3.1.2 If either player can't draw a card, the game will end in their loss.

3.1.3 If either player has no cards in their deck and receives damage, the game will end in their loss.

3.2 If during a game one player fulfills victory conditions and loss conditions at the same time, that player will still lose the game.

3.3 If all players lose the game at the same time, the game ends in a draw.

4. Concerning Numbers

4.1 FF-TCG uses full numbers. Divisions and decimals are not used. Additionally, real numbers and 0 are used. When a player decides a number, they cannot choose a negative one.

4.2 When a number ends in a division or decimal number due to cards and abilities, unless the card or ability in question states otherwise, the number is rounded down.

4.3 During gameplay, a value may fall into negatives, such as a Forward's power. If that happens, treat the value as a 0 for any gameplay aspects (for example, attacking or defending), but use the original negative value for any calculations that change the value itself.

4.4 Any number you cannot define, treat as a 0 instead.

4.5 If a card's number or cost has a letter included (X, Y, Z, etc), it is the sign of a variable. Mostly the variable will be defined in the card's text. If it isn't, the controller will decide the variable number.

5. Cards

5.1 When 'card' is written in rules or text, it is used to refer to a suitable FF-TCG card.

5.2 Card's front and information

5.2.1 Cost and Element

5.2.1.1 The color of the crystal on the card's upper left corner indicates its element. A card can be of Fire (red), Ice (light blue), Wind (green), Earth (yellow), Lightning (purple), Water (blue), Light (white) or Dark (black) element.

5.2.1.2 Cards can be played by paying the cost in CP.

5.2.2 Card name

5.2.2.1 A card's title. If the card has the Common Icon you can play as many as you want, if it doesn't you can play only 1 card with the same name. A card with EX Burst has the letters EX on the upper right corner.

5.2.3 Card types

5.2.3.1 A card's type is written on the card's information section. Can be Forward, Backup, Monster, Eidolon. Further, Forwards and Backups have their Job written on the card. Forwards, Backups and Monsters form the Character cards.

5.2.4 Text

5.2.4.1 A card's effect is written in a text box. If a card name is written in that text, it refers to that card and that card only.

5.2.5 Card number

5.2.5.1 Comprises of the rarity and card number. When talking about 'the same card', it refers to any card with the same card number. You can have up to 3 cards with the same number in your deck.

5.2.5.1.1 If a card has multiple card numbers, if any of those numbers is the same it is treated as the same card.

5.2.6. Power

5.2.6.1 A number that exists on Forward cards; in battle a Forward can deal only as much damage as their power is. When a Forward receives more damage than their own power, they get sent to the Break Zone.

6. Game Definitions

6.1. Player

6.1.1 'Player' refers to the battling participants in a game.

6.1.2 For each player, the other players are opponents.

6.1.3 The player whose turn it is is called the Turn Player, the other one is Non-turn Player

6.1.4 If both players have to act at the same time, the Turn Player makes all his decisions first, and then the Non-turn Player. However, the effects are determined at the same time.

6.2 Owner and controller

6.2.1 Owner refers to the player who had the card in their deck at the start of the game.

6.2.2 When a card is returned to play from removed status due to a card or ability, the owner is considered according to the 6.2.1 rule.

6.2.3 The controller of a card in a stack is usually the player who played that card.

6.2.4 When a card is played to the field due to an effect, if no special conditions apply the card is played under that player's control.

6.2.5 A card on the field is usually under the control of the player who played it to the field.

6.3 Card status

6.3.1 An upright card is in active status and a card on its side is in dull status. Changing a card into active status is called 'make active', and changing into dull status is 'make dull'.

6.3.1.1 It is also possible to make an already active card active or an already dull card dull.

6.4 Source

6.4.1 Generally the source of an ability is the card who brought that ability into play. However, in the case of some auto-abilities that work with a delay, it might not be that way.

6.4.1.1 When a card brings a delayed auto-ability into play, the source is that card and the controller of that card is the one who controls the card the time of the ability resolving.

6.4.1.2 When an auto-ability, action ability or EX Burst activates a delayed auto-ability, the source of it is that ability and the controller is the controller of that ability at the time of the ability resolving.

6.4.1.3 When a delayed auto-ability is activated by the effects of a field ability, the source of it is the card with that field ability and the controller is the controller of that card at the time of the field ability effect activation.

6.4.2 At times a launched ability is placed into stack instead. The division of source and target is not interrupted even when an ability is in a stack. All the required information is already known at the time the ability goes to the stack, and the rest will be decided at the time of ability activation. If at the time of that activation the ability's source is not where it used to be, use the information from before the time the source was removed from that area.

6.5 Processing damage

6.5.1 Processing damage is the process of "deal N amount of damage to the player"

6.5.2 Player who receives damage takes the topmost card of their deck and places it face up on the Damage Zone.

6.5.2.1 If at that time a card with EX Burst is drawn and the ability is used, it is still treated as an auto-ability coming from that card, but treat it as if all the conditions of that auto-ability has already come to pass. If 2 or more damage was dealt, the EX Burst of the first card will be used before the drawing of the second card.

6.5.3 When the number of cards placed on the Damage Zone this time reaches N amount, damage processing is complete. If not, return to step 6.5.2.

7. Areas

7.1 Areas define the place where the cards in game exist. Commonly these are the six areas of Field, Damage Zone, Deck, Break Zone, Hand and Stack. Aside from Stack each area exists separately for both players. Stack is used as a common area.

7.2 Aside from Stack each area has cards their player controls.

7.3 If a card would be moved to the Deck, Break Zone or Hand of a player other than its owner, move it to the owner's corresponding area instead.

7.4 When a card moves between areas, in general it will be considered a new card in that new area.

7.5 A card that is somewhere other than one of the game areas is outside the game. Outside the game is not considered one of the game areas.

7.6 A card outside the game can be brought into the game through certain effects. A card brought in like that will in general stay in play until the game's end.

7.7 Open and closed information

7.7.1 If all players can't see the front of the cards in an area then it is a closed area. However, even if all cards in Deck and Hand areas are displayed, they are still considered closed areas.

7.7.2 An open area is one where players can normally see the front of all cards, despite rules or effects displaying only the back of some or all the cards.

7.8 Field

7.8.1 Field is the area where you play your characters.

7.8.2 Within the field there exist three areas, one each for Forwards, Backups and Monsters. Placing a Forward, Backup or Monster is the act of placing it in the player's field.

7.8.3 Field is an open area. Both players can check the cards in this area.

7.9 Forwards

7.9.1 This is the area for placing Forward-type Character cards

7.9.2 You can play as many Forwards with the Common Troop icon (icon with three cards in the card name area) as you want, but if a card doesn't have that, only one card with that name can be played. You cannot play more than one Forward of those to the field. However, due to certain effects some might end up on the field. In that case, both Forwards are sent to the Break Zone.

7.10 Backups

7.10.1 This is the area for placing Backup-type Character cards

7.10.2 You can play as many Backups with the Common troop icon (icon with three cards in the card name area) as you want, but if a card doesn't have that, only one card with that name can be played. You cannot play more than one

Backup of those to the field. However, due to certain effects, some might end up on the field. In that case, both Backups are sent to the Break Zone.

7.10.3 Up to five Backups can be played by a single player. A sixth cannot be played.

7.11 Monsters

7.11.1 This is the area for placing Monster-type Character cards

7.11.2 You can play as many Monsters with the Common troop icon (icon with three cards in the card name area) as you want, but if a card doesn't have that only one card with that name can be played. You cannot play more than one Monsters of those to the field. However, due to certain effects, some might end up on the field. In that case, both Monsters are sent to the Break Zone.

7.12 Damage Zone

7.12.1 The area where cards are sent according to the game's flow.

7.12.2 When a player receives damage, for every 1 point of damage, 1 card is placed here. When the number of cards here becomes 7, that player has lost the game.

7.12.3 Damage Zone is an open area. All players can check the cards in this area, but they cannot change the order.

7.13 Deck

7.13.1 The area where you place your deck of cards at the beginning of the game, facing face down.

7.13.2 The deck is a closed area. Neither player can check the cards here or change their order.

7.14 Break Zone

7.14.1 The area where cards Broken due to damage or abilities, discarded cards, summoned Eidolons and others are placed.

7.14.2 Break Zone is an open area. All players can check the cards in this area, but they cannot change the order.

7.15 Hand

7.15.1 The area where cards drawn from the deck are placed.

7.15.2 The hand is a closed area, although the player whose side of the area it is can check them. That player can also change their order at will.

7.16 Stack

7.16.1 The area where Eidolons being summoned and abilities being used are in.

7.16.2 The stack is an open area. All players can check the cards and abilities here.

7.16.3 Please memorize the order of Eidolons and abilities in the stack. When a new Eidolon or ability is added to the stack, it is placed on top of the previous ones.

7.17 Exclusion

7.17.1 The area where excluded cards are sent.

7.17.2 The exclusion area is an open area. All players can check the cards here. They can also change the order as they wish.

8. Game Preparations

8.1 Deck construction requirements

8.1.1 Each player must organize their own deck

8.1.1.1 A deck must consist of exactly 50 cards.

8.1.1.2 A maximum number of 3 cards with the same card number can exist in a deck

8.1.2 Any field ability that concerns deck construction conditions replaces the abovementioned rules.

8.2 Starting the game

8.2.1 At the start of the game each player does each of the steps below.

8.2.1.1 Shuffle their deck. Afterwards, they can shuffle each other's decks.

8.2.1.2 Decide who will start the game with a random method.

8.2.1.3 Both players draw the topmost 5 cards of their deck

8.2.1.4 If you don't like the first 5 cards, place them in the order you like at the bottom of your deck and draw the next topmost 5 cards from the top of your deck. First the starting player does this, then the player who comes after.

8.2.1.5 The starting player becomes the turn player and starts the game. At the start of the very first turn of the starting player, they can only draw 1 card.

9. Phases

9.1 The game continues with several phases and steps. The phases and steps are recorded below. A collection of phases is called a turn, and the player who has the turn is called the turn player.

9.2 Active phase

9.2.1 Mainly a phase where the turn player's characters are made active. The flow of the phase goes as described below.

9.2.1.1 The turn player makes all the cards they control on the field into Active mode. This special action does not involve the usage of stacking.

9.2.1.2 Free-will actions cannot be taken in this phase. If an ability activates in this phase, it will come into effect in the next phase you can use actions in.

9.3 Draw phase

9.3.1 Mainly a phase where the turn player draws cards. The flow of the phase goes as described below.

9.3.1.1 At first the turn player draws 2 cards. This special action does not involve the usage of stacking.

9.3.1.2 Free-will actions cannot be taken in this phase. If an ability activates in this phase, it will come into effect in the next phase you can use actions in.

9.3.1.3 The starting player can only draw 1 card in their first turn.

9.4 Main phase

9.4.1 A phase where various strategies can be used. The flow of the phase goes as described below.

9.4.1.1 In each turn two main phases exist, main phase #1 and #2. Main phase #1 is before the attack phase, and main phase #2 is after it. The main phase towards the start of the turn is #1, and any main phase after that (for example if for some reason the number of main phases is increased) is main phase #2.

9.4.1.2 If the stack is empty and neither player wants to activate any free-will actions, the main phase ends.

9.4.1.3 Any auto-ability that is set to activate at the start of the main phase is placed in the stack along with any other auto-abilities that activate at that time or tried to activate during the earlier phases.

9.4.1.4 After that, the turn player chooses their actions.

9.4.1.5 When the stack is empty and the turn player is free to act at will, they can play Characters to the field. This is a special action and does not involve the usage of stacking.

9.4.1.6 When either player is free to act at will they can summon Eidolons. Eidolons can be summoned in main phases and attack phase.

9.4.1.7 When either player is free to act at will action and special abilities can be used. Action and special abilities can be used in main phases and attack phase.

9.5 Attack phase

9.5.1 A phase where the turn player can use the characters they control to attack their opponent. The rest of the details are in the section 'Attack Phase'.

9.6 End phase

9.6.1 A phase where the turn ending actions are carried out. The flow of the phase goes as described below.

9.6.1.1 All auto-abilities set to activate at the start of the end phase or at the end of the turn activate and are placed in stack. Next the turn player can choose any

actions they want. However, note that this is not a main phase or attack phase, so Eidolons, action abilities and special abilities cannot be used.

9.6.1.2 if the number of cards in the turn player's hand exceeds the maximum (5 cards), that player must discard cards until they have the maximum amount. This special action does not involve the usage of stacking.

9.6.1.3 Next, the following actions happen at the same time.

9.6.1.3.1 Any damage received by cards on the field is reset to 0. This special action does not involve the usage of stacking.

9.6.1.3.2 All 'until the end of the turn' effects end. this special action does not involve the usage of stacking.

9.6.1.4 Check if any rule processes or auto-abilities are set to activate at this time. If some do exist, auto-abilities are placed in stack, and the turn player can act at will. However, as this is not a main phase or attack phase, Eidolons, action abilities and special abilities can't be used. After both players have completed their actions, return to 9.6.1.3.1.

9.6.1.5 When no rule processes or auto-abilities are set to activate anymore, the opponent becomes the turn player and the next turn starts.