

## Damage Zone

When you receive damage, put the top card of your deck face up here. You lose the game when a 7th card is placed in this zone. (7 points of damage)

# Turn Structure

## Active Phase

Activate your Characters.

## Draw Phase

Draw 2 cards (only 1 card for the 1st player the 1st turn).

## Main Phase 1

You can play Characters onto the field, cast Summons or use abilities.

## Attack Phase

Attack the opponent with your Forwards. You can use abilities and Summons.

## Main Phase 2

You can do the same things as in Main Phase 1.

## End Phase

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



# FINAL FANTASY

ファイナルファンタジー

TRADING CARD GAME

Deck

Put your deck here.  
Your deck must contain  
exactly 50 cards.

Break Zone

Put the broken cards  
and the discarded cards  
here.

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