

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

F i e

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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