



CONTENTS

1. Number of Players

- 1.1. This document covers comprehensive rules for the FINAL FANTASY Trading Card Game. The game is played by two players. Games for three or more players are not covered by the rulings in this document.

2. General

- 2.1. If the rules in this document and the text on a card contradict each other, the card text takes precedence. The one exception is that a player is free to concede the game to their opponent at any time, and this cannot be prevented by any rules or text on a card.
- 2.2. If rules, abilities or Summons etc. would normally take effect and another rule or effect prevents that same effect from happening, the rule preventing the effect takes precedence.
- 2.3. If the effects of text on a card are impossible to carry out, that part of the text should be ignored.

3. Ending the Game

- 3.1. If any of the defeat conditions listed below are met, the player fulfilling them will be declared to have lost the match and the opposing player wins, ending the game.
 - 3.1.1. When a player takes 7 points of damage in “constructed” game or 6 points of damage in “limited” game, he or she loses the game and the game ends.
 - 3.1.2. If a player would have to draw a card but cannot, he or she loses the game and the game ends.
 - 3.1.3. If a player takes damage while his or her deck is empty, he or she loses the game and the game ends.
- 3.2. If a player simultaneously fulfils both the conditions for victory and defeat in the same turn, the defeat takes precedence.
- 3.3. If both players are defeated at the same time then the game ends in a draw.

4. Numerical Values

- 4.1. In FF-TCG, only whole integers are used as numerical values. No fractions are used. In general, only 0 and positive integers are used. Accordingly, if a player gets to choose a value, he or she cannot choose a negative value.
- 4.2. If a card or an ability would make a fractional value, the value is rounded down to the nearest whole integer unless stated otherwise in the card description.
- 4.3. Some values (e.g. the power of a Forward) can become negative numbers. If a negative value is created during play, it should be treated as that negative value at the point it is changed again and treated as zero otherwise. If a negative value is changed again then the negative value is used as is for the calculation.
- 4.4. If the game refers an undefinable value, treat it as zero.
- 4.5. If a value in a card text or a cost is defined with letters of the alphabet (e.g. X, Y or Z), this connotes a variable number. Some card text will define exactly how the variable value is set. Otherwise, the controller of the card can choose the value of the variable.

5. Cards

- 5.1. If rules or card text refers to a "card", this must be a legal FF-TCG card.
- 5.2. Information written on Cards
 - 5.2.1. Costs and Elements
 - 5.2.1.1. The colour of the crystal in the upper left of a card signifies its Element. A card can have the Fire (red), Ice (cyan), Wind (green), Lightning (purple), Water (blue), Light (white) or Dark (black) Element.
 - 5.2.1.2. To use a card, a player must pay the required CP cost. At least one of the CP used to pay the cost must be of the same Element as the card itself.
 - 5.2.1.3. Two CP can be generated by discarding a card from the player's hand. These CP will be of the same element as the card that is discarded. One CP can be generated by dulling a Backup card. This CP will be of the same element as the card that is dulled. However, Light and Darkness element cards cannot be discarded to generate CP.
 - 5.2.1.3.1. As a general rule, excess CP cannot be generated to pay a card's cost, and the exact amount must be generated. The one exception is that when discarding cards to generate CP, one more CP than required may be produced.
 - 5.2.2. Card Name
 - 5.2.2.1. This is the name of the card. If a card is marked with the "generic card" icon (3 cards) in the top-right corner, you may have any number of copies of the same name card deployed on your field. If it doesn't have this icon then you may have only one copy of the same name card on your field at any one time. Cards that trigger an EX Burst effect have the "EX" icon on the upper right.
 - 5.2.2.2. Each card belongs to a category. If a card has multiple categories, it belongs to all of these categories.
 - 5.2.3. Card Types
 - 5.2.3.1. Each card belongs to one of two major groups: Characters or Summons.

- 5.2.3.1.1. Cards with the “Forward” or “Backup” card type belong to the “Characters” group.
 - 5.2.3.1.1.1. Character cards are cards you can deploy to your field.
 - 5.2.3.1.1.2. Forward cards can attack or block.
 - 5.2.3.1.1.3. Each Backup card can be dulled to produce 1 CP in order to pay card usage costs.
 - 5.2.3.1.1.4. Most Character cards have jobs.
- 5.2.3.1.2. Cards with the “Summon” card type are Summons.
 - 5.2.3.1.2.1. Summons are cards that have a one-time effect when played and are never deployed to a field.

5.2.4. Text

- 5.2.4.1. Each card has an area of text where its effects are printed. If a card’s name is printed in its own text, it refers to this specific card.

5.2.5. Card Number

- 5.2.5.1. This code indicates the card’s reference number and rarity. The term “the same card” means cards with this same card number. You can include up to three copies of the same number card in your deck.

5.2.6. Power

- 5.2.6.1. Only Forward cards have a power value, and they use this to deal an equal amount of damage to opposing Forwards in battle. If a Forward receives damage equal or greater than its own power value, whether in battle or otherwise, it is put into the Break Zone.

6. Game Terminology Definitions

6.1. Player

- 6.1.1. “Player” refers to each of the people actually playing the game.
- 6.1.2. Another player who is playing against someone is referred to as his or her opponent.
- 6.1.3. The player whose turn it currently is, is referred to as the “turn player”. When both players can perform actions simultaneously, the turn player makes any decisions required first, followed by the non-turn player. The two players’ actions are then worked out simultaneously.

6.2. Owner and Controller

- 6.2.1. The “Owner” of a card refers to the player who started the game with that card in his or her deck.
- 6.2.2. If a card refers another card from the game, the owner of that card can be identified following rule 6.2.1. above.
- 6.2.3. The “controller” of a Summon placed in a stack is usually the player who played that Summon.
- 6.2.4. If a card is deployed to a field through an effect, unless otherwise specified, it is deployed under that card owner’s control.
- 6.2.5. The controller of a card deployed to a field is usually the player who put the card onto the field under his or her control.

6.3. Status of Cards

- 6.3.1. Cards arranged vertically are called "Active", while cards turned sideways are called "Dull". Putting a card in the active state is referred to as "activating a card", and putting it in the Dull state "to dull a card".

6.4. Sources

- 6.4.1. As a general rule, the "source" of an ability is the card which initiates that ability. However, some delayed effect type auto-abilities are exception to this.
- 6.4.1.1. If a Summon produces a delayed auto-ability, the source of the ability is the Summon itself, and the controller of the ability is the controller of the Summon when the ability is resolved.
- 6.4.1.2. If an auto-ability, an action ability or an EX Burst initiates a delayed auto-ability, the source of the auto-ability is the triggering ability itself, and the controller is the controller of the triggering ability when that ability is resolved.
- 6.4.1.3. If a replacement effect arising from a field ability initiates a delayed auto-ability, the source of the auto-ability is the card with the field ability, and the controller is the controller of that card when the replacement effect is applied.
- 6.4.2. Abilities' effects are put on the stack independently of their source. Once an ability is on a stack, its effects cannot be stopped by removing the source. If any information is required when an ability is put into a stack, that information is referenced at the time of placing. Otherwise, the information is referenced when effects are resolved. If the source of an ability has been removed from its original Zone when that ability needs to reference information from it, the card's information is used in the state it was in just before it left the Zone.

6.5. Damage

- 6.5.1. The process of "dealing X points of damage to a player" is called "resolving damage".
- 6.5.2. When a player takes damage, he or she places the top card from his or her deck into his or her Damage Zone.
- 6.5.2.1. If any card with the EX Burst icon is revealed and placed in the Damage Zone, the player can choose whether or not to trigger the Ex Burst and use the effect of the card. If two or more damage is dealt simultaneously, cards are drawn and placed in the Damage Zone consecutively. If a card with the EX Burst icon is drawn and placed in the Damage Zone while there are still further damage cards to draw, the EX Burst effects are resolved before the next card is revealed.
- 6.5.3. When the Xth card is placed in the Damage Zone in a single damage resolution, the current damage resolving process is ended. Otherwise, return to 6.5.2.

6.6. Types

- 6.6.1. "Type" refers to the different classifications of cards.
- 6.6.2. "Type" is divided into card types and job types.
- 6.6.3. Only Character cards have jobs.
- 6.6.4. Card types include "Forward", "Backup" and "Summon".

7. Zones

- 7.1. Zones are areas that cards are placed in during the game. The following Zones exist: field, Damage Zone, deck, Break Zone, hand and stack. Each player has his or her own version of each zone, with the exception of the stack (E.g. “player 1’s Break Zone”, “player 2’s deck” etc.). There's only one stack and both players make use of it.
- 7.2. Each player owns their version of each Zone, other than the stack.
- 7.3. If a card owned by a player would move to the deck, Break Zone or hand belonging to the other player, it moves to his or her version of that same Zone.
- 7.4. When a card moves to another Zone, it is considered as a new card in the destination Zone.
- 7.5. If a card is not in any Zone, it is considered out of the game. “Out of the game” is not considered a Zone.
- 7.6. Public Zones and Hidden Zones
 - 7.6.1. Zones where the cards in that Zone are not made visible to all players are called “hidden Zones”. A player’s deck and hand are always considered hidden Zones, even if all the cards in that Zone are revealed.
 - 7.6.2. Zones in which all the cards are visible to all players, with the exception of those turned face down due to various rules or effects, are called “public Zones”.
- 7.7. Fields
 - 7.7.1. Fields are the Zone into which players deploy their Character cards.
 - 7.7.2. Both players’ fields are public Zones. All players can see the cards in these Zones.
 - 7.7.3. You may deploy any number of copies of the same name Characters to a field if that Character’s card bears the generic icon (three overlaying cards icon), but you may deploy only one copy of a same name Character without it. It is prohibited to perform an action that would result in the simultaneous deployment of more Characters of the same name or Element than the limit allows. If an effect would deploy more of the same name or same Element Characters than the limit allows, then all of those Characters are automatically put into the Break Zone.
- 7.8. Damage Zones
 - 7.8.1. Cards are placed into this Zone as the game progresses.
 - 7.8.2. When a player takes damage, he flips the top card of his deck and places it in his/her own Damage Zone, repeating the process until he has drawn and placed one card per point of damage received. If a player has seven or more cards in his Damage Zone, that player automatically loses the game.
 - 7.8.3. Damage Zones are public Zones. All players can see the cards in these Zones, but are not allowed to change the order of the cards.
- 7.9. Decks
 - 7.9.1. These are the Zones into which each player places his or her initial draw pile.
 - 7.9.2. Decks are hidden Zones. No player can see the cards in these Zones, and they cannot change the order of the cards.

7.10. Break Zones

7.10.1. These are the Zones into which each player places his or her cards that have been broken due to damage or abilities, as well as cards discarded to generate CP or Summon cards that have taken effect.

7.10.2. Break Zones are public Zones and all players can see the cards in these Zones.

7.11. Player Hands

7.11.1. These are the Zones into which each player places his or her drawn cards.

7.11.2. Hands are technically hidden Zones, but the player to whom the Zone belongs can see the cards in it. The player to whom the Zone belongs can also freely change the order of the cards.

7.12. Stack

7.12.1. This is the Zone into which Summons and abilities are temporarily placed.

7.12.2. The stack is a public Zone. All players can see the cards and abilities in this Zone.

7.12.3. The order in which Summons and abilities are placed into the stack is strictly governed by the rules. When a new Summon or ability is put into the stack, it is placed on top of the other Summons or abilities already in the stack.

7.13. Removed from play Zones

7.13.1. These are the Zones into which cards that have been removed from play are put.

7.13.2. The removed from play Zones are public Zones and all players can see the cards in these Zones. The player to whom the Zone belongs can change the order of the cards in it.

8. Setting up the Game

8.1. Deck Construction

8.1.1. Each player must create a deck from the cards in their possession.

8.1.1.1. Each deck has to have exactly fifty cards in it for a “constructed deck”, or forty or more cards if it is a “limited deck”.

8.1.1.2. A deck may contain up to three copies of a card with the same card number.

8.1.2. Any ability relating to deck construction will replace the conditions set out under the rules above.

8.2. Setup and starting play

8.2.1. At the beginning of a game, both players follow the below procedure to set up:

8.2.1.1. Each player shuffles his or her deck. Then each player may shuffle his or her opponent's deck.

8.2.1.2. Players must choose a player using a randomizing method. That player then chooses whether to take the first turn or not.

8.2.1.3. Each player draws five cards from his/her deck.

8.2.1.4. The player who takes the first turn may put the five cards he has drawn to the bottom of his or her deck in any order and draw five new cards, this is only allowed once. The player who plays second may then do the same.

8.2.1.5. The first player is now the turn player, and begins the game. However, the first player can draw only one card in his or her first Draw Phase.

9. Game Phases

A game turn is divided into a series of Phases and steps, as outlined below. Each turn will have a “turn” player who takes the majority of actions in that turn before swapping over to the other player’s turn.

9.1 Active Phase

9.1.1. All of the Character cards that the turn player has already deployed are activated in this Phase. Actions in this Phase are performed in the order below:

9.1.1.1. The turn player activates all the dull cards that he has deployed on his field and are under his control. This is a special action and does not use the stack.

9.1.1.2. No players have priority in the Active Phase. If any abilities are indirectly triggered in this phase, their effects are worked out the next time a player gains priority.

9.2. Draw Phase

9.2.1. The turn player draws cards in this Phase. This Phase is performed in the order below:

9.2.1.1. The turn player first draws two cards. This is a special action and does not use the stack.

9.2.1.2. No players have priority in the draw phase. If any abilities are indirectly triggered in this phase, their effects are worked out the next time a player gains priority.

9.2.1.3. The first player only draws one card rather than two in his or her very first turn.

9.3. Main Phase

9.3.1. Players can perform several kinds of actions during this Phase. This Phase is performed in the order below:

9.3.1.1. Each turn has two types of Main Phase, known as “Main Phase 1” and “Main Phase 2”. Main Phase 1 takes place before the Attack Phase, and Main Phase 2 takes place after it. Only the first Main Phase in a turn is Main Phase 1, while any other Main Phases are automatically Main Phase 2 (for example when more Main Phases are added to a turn from various card effects etc.).

9.3.1.2. The Main Phase comes to an end if the stack is empty and both players forfeit their priority.

9.3.1.3. Put all auto-abilities that have "at the beginning of the Main Phase" as their trigger condition, as well as all other auto-abilities that have already been triggered onto the stack.

9.3.1.4. The turn player now gains priority.

9.3.1.5. While the turn player has priority and the stack is empty, they may deploy Character cards to their own field. This is a special action and doesn't use the stack.

9.3.1.6. Each player may cast a Summon while he or she has priority. Players can cast Summons during the Main Phase and Attack Phase only.

9.3.1.7. Each player may use an action ability or a special ability while he or she has the priority. Players can use action abilities and special abilities during the Main Phase and the Attack Phase only.

9.4. Attack Phase

9.4.1. The turn player can attack his or her opponent with any the Forwards under his control in this Phase. See "10. Attack Phase" for details.

9.5. End Phase

9.5.1. This Phase is when several processes are performed at the end of the turn, as described below.

9.5.1.1. Put all auto-abilities with "at the beginning of the End Phase" and "at the end of the turn" as their trigger conditions into the stack. The turn player then gains priority. Players cannot cast Summons or use action or special abilities in this Phase.

9.5.1.2. If the turn player has more cards than the allowed hand size (usually five) in his or her hand, he or she will now discard cards until his or her hand is at the maximum allowed size. This is a special action and does not use the stack.

9.5.1.3. The following processes are then performed simultaneously:

9.5.1.3.1. Remove all damage taken by the Forwards deployed in the field. This is a special action and does not use the stack.

9.5.1.3.2. Stop applying any "until the end of the turn" effects. This is a special action and does not use the stack.

9.5.1.4. At this point, check to see if there are any rule processes that trigger or any auto-abilities that are waiting to be placed on the stack. If there are then resolve all the rule processes and then put all the auto-abilities onto the stack. The turn player then gains priority. Players cannot cast Summons or play action or special abilities in this Phase. After both players have forfeited their priority, go back to 9.5.1.3.1.

9.5.1.5. If there are no further rule processes to resolve or auto-abilities triggered, start a new turn. The player who was not the turn player for the turn which just ended now becomes the new turn player.

10. Attack Phase

10.1. The turn player can attack his opponent with his deployed Forwards in this phase. The phase is carried out as follows:

10.1.1. Attack Preparation Step

10.1.1.1. Put all abilities that are triggered "at the beginning of the Attack Phase" or "when your Attack Phase starts" onto the stack.

10.1.1.2. The turn player then gains priority. Each player may use a Summon, an action ability or a special ability.

10.1.2. Attack Declaration Step

10.1.2.1. The turn player declares one of their Forwards to make an attack, or that he will choose to form a party. To form a party, he chooses multiple Forwards that share the same Element. The player can choose Forwards that fulfil the following criteria.

10.1.2.1.1. The Forwards chosen have to be active and they need to have the Haste attribute or have been continuously under the control of the turn player from the beginning of the turn.

10.1.2.1.2. They are legally able to attack (e.g. they haven't already attacked this turn and no effects prevent them from attacking).

- 10.1.2.1.3. If any Forwards are restricted by limitations, such as having to attack compulsorily, the Attack Phase cannot be brought to an end until all those Forwards have attacked, as long as those limitations are not overridden.
- 10.1.2.2. If the Forwards declared fulfil the conditions to attack legally, they will then be dull. However, if any of the Forwards have the Brave attribute, they will not be dull.
- 10.1.2.3. If any of the Forwards require a cost to attack, the turn player checks how much that cost is and declares the attacking Forward. After this, the cost is locked in, and even if it were to change later, the amount the player is required to pay doesn't change. When paying CP cost, the player must pay the exact amounts, with the exception of producing CP from discarding cards, where it is permitted to produce one CP in excess of the total needed.
- 10.1.2.4. At this point, if the Forward declared is still controlled by the turn player, it is now treated as an attacking Forward.
- 10.1.2.5. Next, put all abilities triggered by the attacking Forward onto the stack.
- 10.1.2.6. The turn player then gains priority and each player may use a Summon, an action ability or a special ability.
- 10.1.2.7. If no Forwards are declared to attack, skip the subsequent block declaration and damage resolution stages.
- 10.1.3. Block Declaration Stage
 - 10.1.3.1. When an attack is made against him, the non-turn player may choose a deployed Forward of his own to block. He or she may, of course, choose not to block instead. The player can choose a Forward to make a block based on the conditions below:
 - 10.1.3.1.1. The Forward to make the block has to be active.
 - 10.1.3.1.2. If there are any limitations placed on the Forward that can make the block, Forwards not fulfilling those conditions cannot be chosen to block.
 - 10.1.3.1.3. If any effects force one or more Forwards to block compulsorily, the player has to choose one of these Forwards to make a block unless this contradicts the rules in place. If the Forward chosen to block has a cost to make the block, the non-turn player checks how much that cost is and declares the blocker. After this, the cost is locked in, and even if it were to change later, the amount the player is required to pay doesn't change. When paying CP cost, the player must pay the exact amounts, with the exception of producing CP from discarding cards, when it is permitted to produce one CP in excess of the total needed.
 - 10.1.3.2. At this point, if the Forward card is still controlled by the non-turn player, it is now considered as a blocking Forward.
 - 10.1.3.3. If the blocking Forward is removed from battle during the block declaration step, that Forward doesn't take damage. If any of the attacking Forwards are removed from the battle during the block declaration step, those attacking Forwards don't take damage either.
 - 10.1.3.4. If attacking Forwards have formed a party, their combined attack is blocked as if they were one Character.

- 10.1.3.5. Put all auto-abilities triggered indirectly by declaring a blocking Forward onto the stack.
- 10.1.3.6. The turn player then gains priority. Each player may use a Summon, an action ability or a special ability.
- 10.1.4. Damage Resolution Stage
 - 10.1.4.1. If an attacking Forward is not blocked, it automatically deals one point of damage to the opponent.
 - 10.1.4.2. If an attacking Forward is blocked, both the attacking and blocking Forwards deal damage equal to their respective power values to each other.
 - 10.1.4.2.1. If attacking Forwards have formed a party, the blocking Forward assigns its damage among all the attacking Forwards.
 - 10.1.4.3. Next, put all auto-abilities triggered by dealing damage onto the stack.
 - 10.1.4.4. The turn player gains priority. Each player may use a Summon, an action ability or a special ability.
 - 10.1.4.5. If attacking Forwards formed a party, that party is now disbanded.
 - 10.1.4.6. If the turn player wants to make another attack, go back to 10.1.2. Otherwise, proceed to Main Phase 2.

11. Playing Cards and Abilities

11.1. Priority

- 11.1.1. A player with priority can play a card or an ability.
- 11.1.2. The turn player gains priority after all auto-abilities indirectly triggered at the start of a Phase or step are placed onto the stack.
- 11.1.3. Any rule processes are resolved before either player gains priority. Resolve all rule processes simultaneously and if this triggers any further new rule processes to resolve then resolve those processes simultaneously, repeating the procedure until no new processes arise.
- 11.1.4. When a player gains priority, put all triggered auto-abilities onto the stack. Repeat this procedure until there are no new rule processes to resolve and no auto-abilities to put onto the stack, then the player with priority can play a card or an ability, or forfeit priority.
- 11.1.5. After a Summon or an ability is resolved, the turn player gains priority.
- 11.1.6. If a player with priority chooses to do nothing (i.e. forfeits priority), his or her opponent then gains priority.
- 11.1.7. If both players chose to forfeit the priority consecutively and the stack is not empty, the Summon or ability at the top of the stack is resolved. If the stack is empty, the current Phase or step will end.

11.2. Paying the required CP

- 11.2.1. In order to play cards or abilities, players generally have to pay a CP cost.
 - 11.2.1.1. A player can produce 2 CP by discarding one card from his hand of the same colour as the card he is trying to play, or produce 1 CP by dulling one of his deployed Backup cards of the same colour as the card he is trying to play. However, the player cannot discard Light or Dark Element cards to pay a CP cost. The player can play a card with a cost equal to the number of CP generated, but at least one of those CP must have been produced by a card of

the same Element as the card being played. When a player plays a Light or Dark card, he or she can ignore the same Element requirement and only needs to produce the required CP cost from any Element cards. When paying a CP cost, the player needs to pay the exact amount of CP required, with the one exception that he or she is allowed to produce one excess CP by discarding cards. The card is then played as normal but this extra CP is wasted.

11.3. Casting a Summon

11.3.1. "Casting a Summon" refers to the process of moving a Summon card from a player's hand to the stack and paying the cost to activate its effects. If a player cannot follow the required procedure during the casting of a Summon, that casting is deemed illegal and the game is rewound to the point just before the Summon was cast.

The player cannot change any declarations made or costs paid when he or she casts the Summon.

11.3.2. The player declares a Summon to cast. He or she then reveals the relevant Summon card in his or her hand to the opponent. The Summon is then moved from the zone it is currently in to the top of the stack. The card keeps all of its characteristics and the player who played it controls it. The card stays in the stack until it is resolved or moved to another other zone by an effect.

11.3.3. If a Summon card "chooses" something, it needs a legal target to choose, or the player cannot play it. "To select" something is not equivalent to "to choose" something.

11.3.4. If a Summon card makes you choose an effect from among two or more effects, the player controlling the Summon declares which one it will be.

11.3.5. If a Summon card references information from other cards in relation to its cost, the cost value is fixed at the point the information is referenced. If the Summon has any additional cost or an alternative cost the player can choose, he or she selects which way to pay the cost. If the Summon has a variable cost, the player sets the value.

11.3.6. If a Summon card has effects that apply differently to multiple cards or players, the player chooses which effect is applied to which card or player. If it assigns values to multiple cards and/or players, the player has to assign a value of at least 1000 to each and can only assign values in multiples of 1000.

11.3.7. The cost to cast a Summon is locked. It doesn't change afterwards, even if the cost of the card itself is changed.

11.3.7.1. The player pays all cost simultaneously. He or she cannot pay just part of a cost. To pay a CP cost, you need to pay the exact number of CP required, with the exception of being permitted to generate and pay one excess CP through discarding a card.

11.3.8. The Summoning process is ended and the Summon is finally cast. All the auto-abilities triggered by casting the Summon are triggered at this point. If the player casting the Summon had the priority just before casting it, he or she gains the priority again.

11.3.9. If the effect of a Summon requires it to choose something but all possible targets are ineligible when effects are resolved, all the effects of the Summon are cancelled.

11.3.10. If an effect of a Summon changes the power of a Forward to a specific number, it changes the base power level printed on that card to this number and not the final power value after other effects have been applied. All other changes are applied to the new base value cumulatively.

11.4. Playing a Character

11.4.1. The player with priority can play a Character onto the field if it is the Main Phase and the stack is empty. Playing a Character is a special action and doesn't use the stack. It cannot be interrupted by Summons or abilities.

11.4.2. The player declares a Character to play and reveals the Character card in his or her hand.

11.4.3. If the Character requires the player to choose an effect from two or more, the player controlling the Character will declare which one to use.

11.4.4. If the Character's cost references information from other cards, the information is referenced at this point and locked in. If the Character has any additional costs or alternative costs that the player can choose, he or she selects which method they will use to pay the cost. If the Character has a variable cost, the player declares the value of this.

11.4.5. If a Character has effects applying differently to multiple cards or players, the player who plays the card declares which effect is applied to which card or player. If the Character's effect assigns values to multiple cards and/or players, the player has to assign a value of at least 1000 to each and can only assign values in multiples of 1000.

11.4.6. The cost to play a Character is locked. It doesn't change afterwards, even if the cost of the card is changed.

11.4.6.1. The player pays all costs simultaneously. He or she cannot pay just part of a cost. To pay a CP cost, you need to pay the exact number of CP required, with the exception of being permitted to generate and pay one excess CP through discarding a card.

11.4.7. The procedure ends and the Character is now played onto the field. All auto-abilities triggered by the Character entering the field are put onto the stack at this point and the turn player gains priority.

11.5. Abilities

11.5.1. Abilities refer to any instructions defined by a card text.

11.5.2. There are four kinds of abilities: Field Abilities, Auto-Abilities, Action Abilities and Special Abilities.

11.5.3. A card may have two or more abilities. If the card text has two or more paragraphs, these are each different abilities.

11.5.4. The cost noted in the text is a part of the ability.

11.5.5. Abilities' effects placed in the stack are independent from their card. Even if the card with the ability is moved to another Zone, the ability's effect stays in the stack and will try to resolve rather than being cancelled.

11.5.6. If an ability references information on another card in a specific Zone at the point it is put onto the stack or resolved, and if that card has already been moved to another Zone, then the information will be referenced as if the card had not yet left its original location.

11.5.7. If the effect of an ability changes the power of a Forward to a specific number, it changes the base power level printed on that card to this number and not the final power value after other effects have been applied. All other changes are applied to the new base value cumulatively.

11.6. Action Abilities

11.6.1. Action abilities are abilities that trigger an effect by paying a set cost.

11.6.2. Action abilities have a cost and corresponding effect, and are written in a "(cost): (effect)" format.

11.6.2.1. All the text before the colon (:) is the activation cost. To activate the ability, the player has to pay the cost value. To pay a CP cost, you need to pay the exact number of CP required, with the exception of being permitted to generate and pay one excess CP through discarding a card.

11.6.2.3. When using abilities with the Dull icon, if it is an ability used by a Forward or a Backup card, the ability cannot be used if the card is not under the player's control from the start of the turn unless that card also has Haste.

11.6.2.4. If an ability has a cost requiring the using player to dull or break a Character, this cost can only be paid by dulling or breaking Characters under the player's control.

11.6.2.5. If an ability has a cost requiring the player to remove a Character from the game or return it to its owner's hand, you cannot pay this cost by removing or returning a Character you would not otherwise be able to do so.

11.6.3. When an action ability is activated, put the ability onto the stack and pay the required cost to trigger the effect on the card. If a player becomes unable to follow the activation procedure part way through, that activation is cancelled the game is rewound to the point just before activating the ability.

The player cannot change any declarations that they have already made or costs they have already paid.

11.6.4. The player declares to activate the action ability. If a card in a hidden Zone has the action ability, the player then reveals that card to their opponent. If the cost of the ability requires the player to reveal a card in a hidden Zone, it can be activated only if the card is in that Zone. Put the action ability's effect on the top of the stack. The ability's effect on the stack will have only the text of the action ability which initiated it and no other special attributes. The player who activated the ability is the controller that ability. The action ability stays in the stack until it is resolved.

11.6.5. If an action ability requires to choose something, it needs a legal target to choose or the player cannot use it. "To select" something is not the same as "to choose" it.

11.6.6. If the action ability requires to choose an effect from two or more options, the player declares which one to use.

11.6.7. If an action ability references information from other cards for its cost, the information is referred to at this point and locked. If the action ability has any additional costs or alternative costs that the player can choose between, he or she selects which way they want to pay the cost. If the action ability has a variable cost, the player declares the value that this cost will be.

- 11.6.8. If an action ability has effects that apply differently to different cards or players, the player chooses which effects are applied to which cards or players. If the ability assigns values to multiple cards and/or players, the player has to assign a value of at least 1000 to each and can only assign values in multiples of 1000.
- 11.6.9. The cost of an action ability is locked. It doesn't change afterwards, even if the cost of the card is changed due to other effects.
- 11.6.10. The player pays all of the required cost simultaneously. He or she cannot pay only a part of the cost.
- 11.6.11. The process ends and the action ability is activated. All auto-abilities triggered by activating the action ability have their effects put onto the stack at this point with the exception of delayed auto-abilities. If the player who triggered the action ability had the priority just before using it, he or she regains the priority.
- 11.6.12. If the effect of an action ability requires the player to choose something and all targets are ineligible when it resolves, all the effects of that action ability are cancelled.

11.7. Special Abilities

- 11.7.1. Special abilities are activated by paying a cost in the same way as action abilities, but the player has to discard a Character card with the same name to use it, in addition to any other cost.
- 11.7.2. Special abilities have a cost and corresponding effect, written in the format: "(cost): (effect)".
 - 11.7.2.1. All the text before the colon (:) is the activation cost. To activate the ability, the player has to pay the cost value. To pay a CP cost, you need to pay the exact number of CP required, with the exception of being permitted to generate and pay one excess CP through discarding a card.
 - 11.7.2.2. When using an ability that has the Dull icon next to it, the card must have been under the player's control from the start of their turn unless the Forward or Backup card using the ability also has the haste icon. If it does not fulfil these conditions the ability may not be used.
 - 11.7.2.3. If an ability's cost requires to Dull or break a Character, the player has to control the Character being dulled or broken.
 - 11.7.2.4. If an ability's cost requires the player to remove a Character from the game or return it to its owner's hand, the cards removed or returned must be legally permitted to do so or they cannot be used to fulfil the cost.
- 11.7.3. When activating a special ability, the player places the ability's effect into the stack and pays the required cost to initiate the ability effects. If the player cannot follow the activation procedure while using a special ability, that activation is deemed illegal and the game is rewound to the point just before activation.

The player cannot then subsequently change any declarations made or costs paid when activating the special ability.
- 11.7.4. The player declares that they will activate the special ability. If a card in a hidden Zone has the special ability, the player now reveals the card. Then put the special ability's effect on the top of the stack. The ability's effect on the stack has only the text of the special ability which

generated it and has no other specific attributes. The player who activated the special ability is the controller of that ability. The special ability stays in the stack until it is resolved.

- 11.7.5. If a special ability requires to choose something, the target must be legally available to choose, or the player cannot use it. To "select" something is not the same as to "choose" something.
- 11.7.6. If a special ability can choose from two or more different effects to use, the player declares which one to use.
- 11.7.7. If a special ability references information from other cards as part of its cost, the information is referred to at this point and locked down. If the special ability has any additional cost or alternative costs that player can choose, they select which way to pay the cost. If the special ability has a variable cost, the player declares the value that this will be.
- 11.7.8. If a special ability has effects that apply differently to different cards or players, the player chooses which effects are applied to which cards or players. If the ability assigns values to multiple cards and/or players, the player has to assign a value of at least 1000 to each and can only assign values in multiples of 1000.
- 11.7.9. The cost of the special ability is now locked down. The cost will not change afterwards, even if the cost of the card itself is changed somehow.
- 11.7.10. The player pays all the required cost simultaneously. He or she cannot pay only a part of the cost.
- 11.7.11. The special ability is now activated and all auto-abilities triggered by activating the special ability have their effects put onto the stack at this point with the exception of delayed auto-abilities. If the player who activated the special ability had the priority before casting it, they subsequently regain the priority.
- 11.7.12. If the effects of a special ability require the player to choose something and all targets are ineligible when the effects are resolved, all the effects of that special ability are cancelled.

11.8. Auto-Abilities

- 11.8.1. Auto-abilities are abilities that trigger automatically when an event that fulfils its trigger condition(s) occurs.
- 11.8.2. Auto-abilities have their trigger condition and effects written in the format: "(trigger condition), (effect)". (e.g. "When ..., do ...", "At the end of ..., do ...", "Whenever ..., do ...", "At the beginning of ..., do ...")
- 11.8.3. Auto-abilities trigger automatically at the point when the event that fulfils their trigger condition(s) occurs. As a result, Auto-abilities may still trigger during Phases when a player is unable to deploy a Character, cast a Summon or activate an action ability.
- 11.8.4. If an auto-ability requires to choose something, it still triggers even if there are no legal targets available to choose from, but is subsequently removed from the stack immediately. It is not possible to stack other effects on this auto-ability. To "select" something is not the same as to "choose" something.
- 11.8.5. The controller of an auto-ability is the player who controls the source of the ability.

- 11.8.6. Auto-abilities trigger once each time the trigger event occurs. However, if the trigger event consists of multiple occurrences, the ability can trigger that number of times.
- 11.8.7. Auto-abilities do nothing at the time they are triggered. The next time that either player gains priority after an ability is triggered, all rule processes and effects are resolved and this is repeated until no new rule processes remain to resolve or auto-abilities remain to trigger. The turn player places all the auto-abilities under his control that have been triggered onto the stack in whatever order he likes, followed by the non-turn player placing all of the auto-abilities under his control and that have been triggered onto the stack in whatever order he likes. Priority is then decided.
- 11.8.8. If an auto-ability references information from other cards for its cost, the information is referenced at this point and locked down.
- 11.8.9. If an auto-ability requires to choose something, the target must be legally available to choose, or the player cannot use it. To "select" something is not the same as to "choose" something.
- 11.8.10. If an auto-ability can choose from two or more different effects to use, the player declares which one to use.
- 11.8.11. If an auto-ability has a variable cost, the player decides what this value will be.
- 11.8.12. If an auto-ability has effects that apply differently to different cards or players, the player chooses which effects are applied to which cards or players. If the ability assigns values to multiple cards and/or players, the player has to assign a value of at least 1000 to each and can only assign values in multiples of 1000.
- 11.8.13. Some auto-abilities are written in the format "(trigger event), if (condition), (effect)", indicating that their triggering has certain conditions that need to be met. These are called "conditional auto-abilities". Whether these conditions have been met or not is checked as part of the trigger event for conditional auto-abilities. If it is found that the condition has not been met, the ability does not trigger. Whether the conditions have been met is checked again when the ability is resolved, and if they are found to have not been met at this point, the effects of the ability are cancelled.
- 11.8.14. Some auto-abilities are written in the format: "When (trigger event), you may (effect)". These abilities are put onto the stack, regardless of whether the player chooses to initiate the effect or not. The choice is made when the ability resolves.
- 11.8.15. Auto-abilities trigger only when their trigger event actually occurs. If the trigger event is superseded by an effect that replaces it with another event, the ability doesn't trigger.
- 11.8.16. Some auto-abilities have trigger events that consist of when a card is moved from one Zone to another. This is called a "Zone movement trigger".
- 11.8.16.1. When auto-abilities of this nature are resolved, they require the player to check for the affected card in the Zone it has moved to. If this card cannot be found in the new Zone then the effect will do nothing.
- 11.8.16.2. If an ability with a "Zone movement trigger" cannot find the card it will affect because it did not actually enter the Zone it should have moved to, the ability's effects will fail. The most common type of Zone movement trigger is when a card enters the field.

11.8.16.2.1. Abilities that trigger by entering the field are triggered just after the card moves to the field. They are written in the "when (this card) enters the field," or "a (job) Forward/Backup enters a field," format. Whenever an event occurs in which one or more cards enter the field, all the cards on the field including those just deployed are checked to see whether a trigger condition is met.

11.8.17. Some effects initiate auto-abilities that take effect at a later time. These are called delayed auto-abilities. Delayed auto-abilities are written in the "when ..., do ..." or "at ..., do ..." format.

11.8.17.1. Delayed auto-abilities are generated through resolving other Summons or abilities, or applying replacement effects. They will not be indirectly triggered until actually generated, even if the trigger event occurs before the ability is generated.

11.8.17.2. Delayed auto-abilities are triggered only once at the point which the trigger conditions are met, unless it specifically has a set duration such as "until the end of the turn".

11.8.17.3. If a delayed auto-ability affects a card, it will affect that card even if the characteristics of the card are changed. However, if the affected card leaves the Zone it is in, the auto-ability stops affecting it.

11.8.17.4. If a Summon generates a delayed auto-ability, the source of the ability is the Summon, and the controller of the ability is the controller of the Summon when that Summon is resolved.

11.8.17.5. If an action ability or an auto-ability generates a delayed auto-ability, the source of the delayed auto-ability is the same as the source of the ability that generated it. The controller of the delayed auto-ability is the controller of the source of the ability that generated it.

11.8.17.6. If a replacement effect from a field ability generates a delayed auto-ability, the source of the delayed auto-ability is the card with the field ability. The controller of the delayed auto-ability is the controller of the source card at the time the replacement effect is applied.

11.8.18. Some auto-abilities depend on a factor in the current game status to trigger. These abilities trigger as soon as the required condition is met, and are put onto the stack at the next opportunity. These kinds of abilities won't trigger again until the ability itself is resolved and removed from the stack. However, if the card with the ability is still in the same triggering zone after then, and the required condition is met again, the ability will trigger again.

11.8.19. If the effect of an auto-ability chooses something but all possible targets are invalid when it resolves, all the effects of the auto-ability are cancelled. To "select" something is not the same as to "choose" something.

11.9. Field Abilities

11.9.1. Field abilities initiated by cards will always apply an ongoing effect. These effects are active for as long as the card itself is on the field, unless otherwise specified. The effects are active in the Zone noted on the card.

11.9.2. An ongoing effect that changes a characteristic of a card is applied to that card as soon as it is deployed to the field. In effect the card never enters the field with its original characteristic as written and starts with the modified value.

11.9.3. Field abilities do not use the stack.

11.10. Ex Burst

11.10.1. Some Summons or Character cards are marked with the Ex Burst icon.

11.10.2. When a player takes damage and puts the top card of his or her deck into the Damage Zone, if the card turned over has the Ex Burst icon, the player may apply the effects written on the card immediately. Using Ex Burst is optional, and the player may choose not to use the effects when the card is revealed. Players cannot respond to an Ex Burst.

11.10.3. Summons initiating an Ex Burst apply all of their effects. Other cards only apply the effects of the auto-abilities they possess that are marked with the EX burst icon.

11.11. Resolving Summons, Action Abilities, Auto-Abilities and Special Abilities

11.11.1. When both players consecutively forfeit their priority, the Summon, action ability, auto-ability or special ability on the top of the stack is resolved.

11.11.2. If the Summon, action ability or auto-ability on the top of the stack chooses one or more targets but all possible targets have subsequently become invalid due to changes in conditions, its effect is cancelled.

11.11.2.1 If the ability resolving chooses targets and at least one of the available targets is still valid, the effect of that ability isn't cancelled and applies to all the valid targets.

11.11.3. When resolving a conditional auto-ability, check to see if the trigger condition is still met. If not, remove the ability from the stack and do nothing.

11.11.4. If a Summon or ability on the stack references the source's information but that source card has subsequently moved to another Zone, it references the information on the card at the point just before it left its original Zone.

11.11.5. The controller of a Summon or the ability resolves the effects as instructed in the card's text. However, replacement effects may change these instructions.

11.11.5.1. If a Summon or an ability on the stack requires a choice that was not declared at the time it was played, the controller of the ability or the Summon makes the required declaration at the time it resolves.

11.11.5.1.1. At the time of declaration, the player is still required to choose legal targets.

11.11.6. Some Summons and abilities require both players to choose or perform something at the same time. In this case, the turn player first declares all choices and performs all actions required of them in any order they like, followed by the non-turn player doing the same. This obviously means that the non-turn player will have knowledge of what the turn player did.

11.11.7. If the source of a Summon or ability on the stack references a source card's information, but that card has been moved to another Zone, it will reference the information from the card at the point just before it left the original Zone.

11.11.8. If an ability instructs a player to do something, this action is done by the card that is the source of the ability and not the ability itself.

11.11.9. If a Summon or ability requires a player to declare variable when it is resolved, this value is declared once and does not change afterwards.

11.11.10. After being resolved, a Summon moves from the stack to its owner's Break Zone. Abilities cease to exist after being resolved.

11.12. Effects

11.12.1. Effects refer to the instructions given by Summons and abilities.

11.12.2. Effects include single effects, ongoing effects and replacement effects.

11.12.3. Single Effects

11.12.3.1. Single effects do something once, then cease to have any further role.

11.12.4. Ongoing Effects

11.12.4.1. Ongoing effects apply for a set duration, or until the end of the game if not otherwise specified.

11.12.4.2. Some Summons and abilities invoke ongoing effects that change information on the cards or the controller of a card or cards. Those effects only affect the cards which are already present at the time when the ability is triggered.

11.12.4.3. If Summons or abilities generate ongoing effects with variables, these variables are set once at the time they are resolved.

11.12.4.4. Some field abilities also apply ongoing effects. Those effects apply as long as the card that invokes the field ability remains in the zone that the abilities are active within.

11.12.4.5. These kinds of ongoing effects will also affect cards that are not present at the point when the ability is triggered.

11.12.4.6. If more than one ongoing effect needs to be applied, apply each one in the following order: 1) Effects that change the controller of a card or cards. 2) Effects that change the text of a card or cards. 3) Effects that change the card type and/or the job of a card or cards. 4) Effects that change information on cards other than their power. 5) Effects that change the power of cards.

11.12.4.7. When applying more than one of the same kind of ongoing effect, apply the effects that change the information on the source card itself first, then apply all others. When applying more than one power-changing ongoing effect, apply the effects that change the power of the card itself, then apply others.

11.12.4.8. An ongoing effect initiated by a field ability has the same timestamp as whichever happened later out of the ability that initiated the effect or the effect that initiated that ability.

11.12.4.9. An ongoing effect initiated by resolving a Summon or an ability has a timestamp that is the same as when the original effect triggered.

11.12.4.10. The timestamp of a card is the same as the time that the card entered the Zone it is in.

11.12.4.11. If two or more cards gain the same timestamp, the turn player choose the respective order of the two timestamps.

11.12.4.12. When two or more ongoing effects are active and one of them influences if the other applies or changes how it applies, it is said that the latter depends on the former. Otherwise, the latter is considered independent to the former.

11.12.4.13. If an ongoing effect depends on another, but the latter effect does not depend on the former, apply the latter effect first. If both effects depend on each other or are both independent of each other, apply them in the order of their respective timestamps.

11.12.5. Replacement Effects

11.12.5.1. Replacement effects are a specific type of ongoing effect. Replacement effects are applied continuously when replacement events occur. Replacement effects wait for a replacing event to trigger and then switch over a part or all of that effect to other events.

11.12.5.2. Abilities that increase or reduce damage are usually replacement effects.

11.12.5.3. Replacement effects need to be active before the replacing events can occur. It is not possible to replace events that have happened already with something else.

11.12.5.4. If a replacement effect replaces a replacing event, that event is considered not to have happened.

11.12.5.5. The same replacement effect cannot be applied again as the result of a replacement effect.

11.12.5.6. Some Summons, action abilities, special abilities and auto-abilities replace part or all of their effects when they are themselves resolved. These are called “self-replacement effects”. When applying replacement effects to a replacing event, first apply self-replacement effects and then apply any other replacement effects.

11.12.5.6.1. When applying multiple replacement effects that affect cards or players to a single replacing event, first apply all self-replacement effects. Then, if any of the other effects replace the controller of a card at the point when it is deployed to a field, the player deploying the card chooses one of these effects. Next, the controller of the card which received the effects or the player who received the effects chooses the order to apply any remaining replacement effects.

12. Rule Processes

12.1. Rule processes are procedure that are performed when specific conditions are fulfilled.

12.2. Rule processes are checked during the game and no one controls them.

12.3. When a player gains priority, the game checks if there are any rule processes that are triggered. If there are, perform all of the required processes simultaneously as a single event. Then repeat checking for newly triggered rule processes (and triggering auto-abilities) until there are no more processes left to perform and no more auto-abilities to trigger. All auto-abilities triggered are then automatically placed onto the stack. After this has concluded, player priority is finally assigned.

12.4. Rule processes cover the following:

12.4.1. A player with seven cards in his or her damage zone loses the game.

12.4.2. A player who tried to draw a card from an empty deck after the last rule process loses the game.

12.4.3. A player who took more damage points than the number of cards remaining in his or her deck loses the game.

12.4.4. Characters with zero or less power are put in their owner's Break Zone.

- 12.4.5. Characters that received damage equal to or greater than their power value are broken. If a Forward is broken by this rule process just after it took damage, the source of the damage is considered to have broken the Forward. Otherwise, the source is not checked.
- 12.4.6. If a player controls two or more cards with the same name that don't have the generic icon, put all of these cards into their owner's Break Zone.
- 12.4.7. If a player controls two or more Light and/or Dark Element cards, put all of them into their owner's Break Zone.

13. Infinite Loops

- 13.1. Infinite loops occur when the same procedure happens repeatedly. If an infinite loop is triggered and no players are able to take actions to stop it, the game ends in draw. If a player can stop the loop then follow the rules below:
- 13.2. If only one player can stop the loop, that player chooses how many times to perform the loop and repeats the actions that many times before bringing the loop to an end. The player cannot then re-start the same loop again immediately, unless forced to by the effects of an auto-ability etc.
- 13.3. If both players can stop the loop, the turn player chooses how many times he wishes to perform the loop, followed by the non-turn player doing the same. The loop is then repeated by the smaller number of times and stopped. The player who chose the higher number cannot then re-start the loop in the exact same situation that it started, unless forced to by the effects of an auto ability etc.

14. Illegal Actions

- 14.1. If a player starts to perform an action but cannot end it legally, then the game is rewound to the point just before attempting to perform the action.
- 14.2. In this situation, all payments made are undone and all costs generated are rewound too.
- 14.3. Rewound processes never trigger any abilities or are replaced by any effect.
- 14.4. The player who had priority just before the illegal action regains priority.

15. Keywords

15.1. Keyword Actions

- 15.1.1. Some actions are defined with keywords. These are as follows:

- 15.1.1.1. Activate

- 15.1.1.1.1. To activate a Character means to turn a dull Character to the active state.

- 15.1.1.1.2. It is possible to activate already active Characters.

- 15.1.1.2. Dull

- 15.1.1.2.1. To dull a character means to turn an active Character to the dull state.

- 15.1.1.2.2. It is possible to dull already dull Characters.

- 15.1.1.3. Break

- 15.1.1.3.1. To break a card means to move it from a field to its owner's Break Zone.

- 15.1.1.3.2. There are some situations where cards are placed into the Break Zone other than when regular breaking occurs, such as through paying costs, effects that state “put

into the Break Zone” or through rules processes but these are not treated as “breaking” unless it is explicitly written that they are.

15.1.1.4. Discard

15.1.1.4.1. To discard a card means to move that card from the player’s hand to their Break Zone.

15.1.1.5. Remove

15.1.1.5.1. To remove a card means to move that card outside of any of the delineated Zones and take it completely out of play.

15.1.1.6. Shuffle

15.1.1.6.1. To shuffle refers to shuffling face down cards in order to randomize their order.

15.1.1.7. Casting

15.1.1.7.1. Casting refers to placing a Summon card, normally from one’s own hand, onto the stack by paying the required cost.

15.1.1.8. Search

15.1.1.8.1. To search means to find specific cards from your deck, reveal them and put them aside. After following the instructions on the searching card, the player then shuffles their deck.

15.1.1.9. Forming a Party

15.1.1.9.1. To form a party means to attack with two or more Forwards as if they were a single Forward.

15.1.1.9.2. You can only make a party from Forwards sharing the same element.

15.1.1.9.3. You can only make a party with Forwards that can legally attack at stage 10.1.2.1.

15.1.1.9.4. You can make a party with any number of Forwards.

15.1.1.9.5. If part of a party leaves the field and there is only one Forward left on the field, it is no longer considered as a party.

15.1.1.9.6. A Forward can block a party if it can legally block at least one Forward that makes it up, and this results in the whole party being blocked. (e.g. If a Forward with "cannot be blocked by a Forward of cost 3 or more" and another with "cannot be blocked by a Forward of cost 4 or more" make a party, the whole party can be blocked by a Forward that has a cost of 3 or less.)

15.1.1.9.7. A party can deal First Strike damage only if all Forwards in the party have First Strike. Otherwise, they deal damage normally.

15.1.1.9.8. If a party is blocked and deals damage to the blocking Forward, each Forward in the party checks it can legally deal damage to that blocking Forward before calculating how much damage is dealt. The damage can then be redirected or prevented. If any of the Forwards in the party deal damage to the blocking Forward and break it, each of the Forwards in the party is considered to have broken the blocking Forward, even if that particular Forward couldn't legally deal damage.

15.2. Keyword Abilities

15.2.1. Brave

15.2.1.1. Brave is a field ability that changes the rules at the attack declaration step.

- 15.2.1.2. Forward with the Brave trait don't dull when attacking but can still only attack once per turn.
- 15.2.2. Haste
 - 15.2.2.1. Haste is a field ability.
 - 15.2.2.2. Forwards with Haste can attack even if they are not controlled by a player consecutively from the beginning of the turn.
 - 15.2.2.3. Characters with Haste can activate an ability the cost of which includes the dull icon, even if they are not controlled by a player consecutively from the beginning of the game.
- 15.2.3. First Strike
 - 15.2.3.1. First strike is a field ability that changes the rules at the damage resolution step.
 - 15.2.3.2. If any of the attacking or blocking Forward have First Strike, these Forwards will deal damage before the other Forwards. Once all First Strike cards have dealt damage, the remaining Forwards then do so.
 - 15.2.3.3. After resolving First Strike damage but before resolving non-First Strike damage, the turn player gains priority. However, players cannot cast Summons or play action or special abilities at this stage. Any abilities triggered by First Strike damage are not put onto the stack until all other damage is resolved.
 - 15.2.3.4. If attacking Forwards form a party, they all have to have the First Strike trait to deal First Strike damage.
- 15.2.4. Freeze
 - 15.2.4.1. Freeze is a field ability that changes the rules in the activation phase.
 - 15.2.4.2. Frozen Characters do not activate during their controller's next Activation Phase.

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