



SQUARE ENIX PRODUCTS



Thank you for supporting the Final Fantasy Trading Card Game, we are very excited to begin our casual Organized Play Program. Below are the applicable rules to run a successful event.

## Definition of an event

An event is defined as “a planned public or social occasion”. With regards to the Final Fantasy TCG this can mean anything from a demonstration of the game, to a formal competition between players with prizes, to any number of players playing the game casually.



## Participant Roles

Within an event/tournament there are different roles which participants can take on:

- **Player** – a player is defined as a participant who is attending to play matches of the Final Fantasy TCG.
- **Referee** – several levels from Base Referee to Head Referee depending on their knowledge of the FF TCG rules and the level of the competition. In case of a dispute the end decision falls to the Head Referee or the Tournament Organizer if necessary.
- **Tournament Organiser (TO)** - The TO is responsible for the overall organisation of the event. This may include, but is not limited to finding and training a referee team, hiring space, ensuring enough tables are provided and allocate prizes for the event. Any player who wishes to escalate a dispute past the Head Referee level, should speak to the TO. The Head Referee should have perfect knowledge of the game rules.

\*A comprehensive rule guide is being developed. In the meantime, if there are any unanswered questions, please consult the official Square Enix Final Fantasy Trading Card Game website <https://www.fftradingcardgame.com/na/page/how-to-play>.



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## Structure of a single match

A "Match" of Final Fantasy TCG should consist of 1 Swiss tournament round or 1 game in 2-4 players or single elimination format. The time limit for players to complete their match is 30 minutes; in case of a draw\* at the end of the allotted time, players get three extra turns to fulfil one of the victory conditions. If the game is still a draw after three turns:

- In a Swiss round: no player scores.
- In single elimination or 2-4 players format: The player who dealt the most damage points wins the game. If players still have the same number of damage points after three turns, the next player to inflict one point of damage wins the game.

\*A draw means none of the victory conditions were fulfilled (7 points of damage or one of the decks running out). Note that a clear winner needs to be determined at the end of each match.)

The following steps should be performed at the start of each match:

- Players determine who the "lead player" is.
- The "lead player" should decide whether they would like to go first or second.
- The player who has been chosen to be going first is now referred to as the "lead player".

## Tournament Format (Applicable to standard and limited game types)

The Final Fantasy TCG uses the Swiss tournament format and two different tiers:

- **Tier 1** – Tier 1 events are designed to be casual events to encourage player participation. Less emphasis should be given to top heavy prizing and more to a flat prize structure. In a Tier 1 event, deck lists are not required and all participants defined within the "Participant Roles" section of this document may take part as a player in the event, as well as any other assigned roles. A good example of a Tier 1 event would be a release event, or weekly tournament in store.
- **Tier 2** – Tier 2 events are designed as the first step on the competitive ladder. These events require a deck list. Referees and TOs cannot participate in the player role. Tier 2 events should offer higher prize incentives (premium promo cards...).



## Swiss Tournament Structure

Players	Rounds	Single Elimination*
2-4	Each player should play each other player	None
5-8	3 Swiss Rounds	None
9-16	4 Swiss Rounds	Top4
17-24	5 Swiss Rounds	Top4
25-32	5 Swiss Rounds	Top8
33-64	6 Swiss Rounds	Top8
65-128	7 Swiss Rounds	Top8
129-256	8 Swiss Rounds	Top8
257-512	9 Swiss Rounds	Top8

\* Single Elimination is optional. Match maximum duration = 30min. In case of an odd number of players, one player in each round receives a "bye" (free victory). A player cannot receive more than one "bye" per tournament.

## Types of Games

### Pre-built

- Players must bring their own 50-card deck (no sideboard allowed).
- Players must inflict 7 points of damage or deplete their opponent's deck to win a match.

### Limited

Special rules for all limited formats

- Decks must contain at least 40 cards (40 to 41 cards recommended).
- Victory is attained by inflicting 6 points of damage instead of the usual 7.
- Players can have more than three copies of the same card in their deck.

### Draft

This limited format is the most popular and recommended for the Final Fantasy TCG.

- Requires 4 booster packs per player and 4 players per table.
- Flow of the game:



1. Each player should open their first booster pack.
2. Each player should pick the card they wish and add it to their "card pool".
3. They should then pass the remainder of the pack in the designated direction.

Pack	Pass cards to the
1	Left
2	Right
3	Left
4	Right

4. Each player should then repeat step 2-3 until there are no cards left in their booster pack.
5. Each player should then open the next pack and repeat steps 2-5 until they have no more packs to open.
6. Players should then build a limited deck using only the cards in their "card pool".
7. Players should then play 1 game against each other player in their draft pod of 4 to find an overall winner.\*

\* Draft can also be used in a small scale Swiss tournament with 8 players and 3 rounds.

### Sealed

This limited format is recommended for pre-releases and the weeks following a new Opus launch. Aimed at experienced players.

- 9 boosters per player (this is to allow sufficient options for deck building).
- Flow of the game:
  1. Each player should open their 9 boosters to create their "card pool".
  2. They should then build a deck using only the cards in their "card pool".
  3. Players should then participate in the tournament using the decks they have built.





## **Simplified Sealed – (This format is currently being tested)**

This limited format can be used for pre-release events and weeks following a new Opus launch. It is aimed at less experienced players and the rules are altered as follows:

- 6 boosters per player
- Backups can be played using CP of any colour (Unless if there is a specific colour required in the card's instructions. Forwards must still have at least 1 CP of their element paid as part of their cost).
- Flow of the game:
  1. Each player should open their 6 boosters to create their "card pool".
  2. They should then build a deck using only the cards in their "card pool".
  3. Players should then participate in the tournament using the decks they have built.

## **Prizes**

- 1<sup>st</sup> place – Premium "Foil Vincent" Promo Card
  - 2<sup>nd</sup> place – Premium "Foil Lann"
  - 3<sup>rd</sup> place – Standard Promo Card
  - Participation awarded a standard promo card at the Retailers discretion
- \*Promo cards are playable in tournament play. These cards are for promotional/event use only and not meant for resale.

Retailers can substitute Promo Cards for booster packs in the following manner.

- 1<sup>st</sup> place – 3 booster packs
- 2<sup>nd</sup> place – 2 booster packs
- 3<sup>rd</sup> place – 1 booster pack



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