





Fate/Grand Order Duel -collection figure- is a board game where you get to summon Heroic Spirits with mini-figures and command cards. As one of the Masters, the player will command 3 Servants and combat other players.

# 1 PREPARE FOR THE GAME

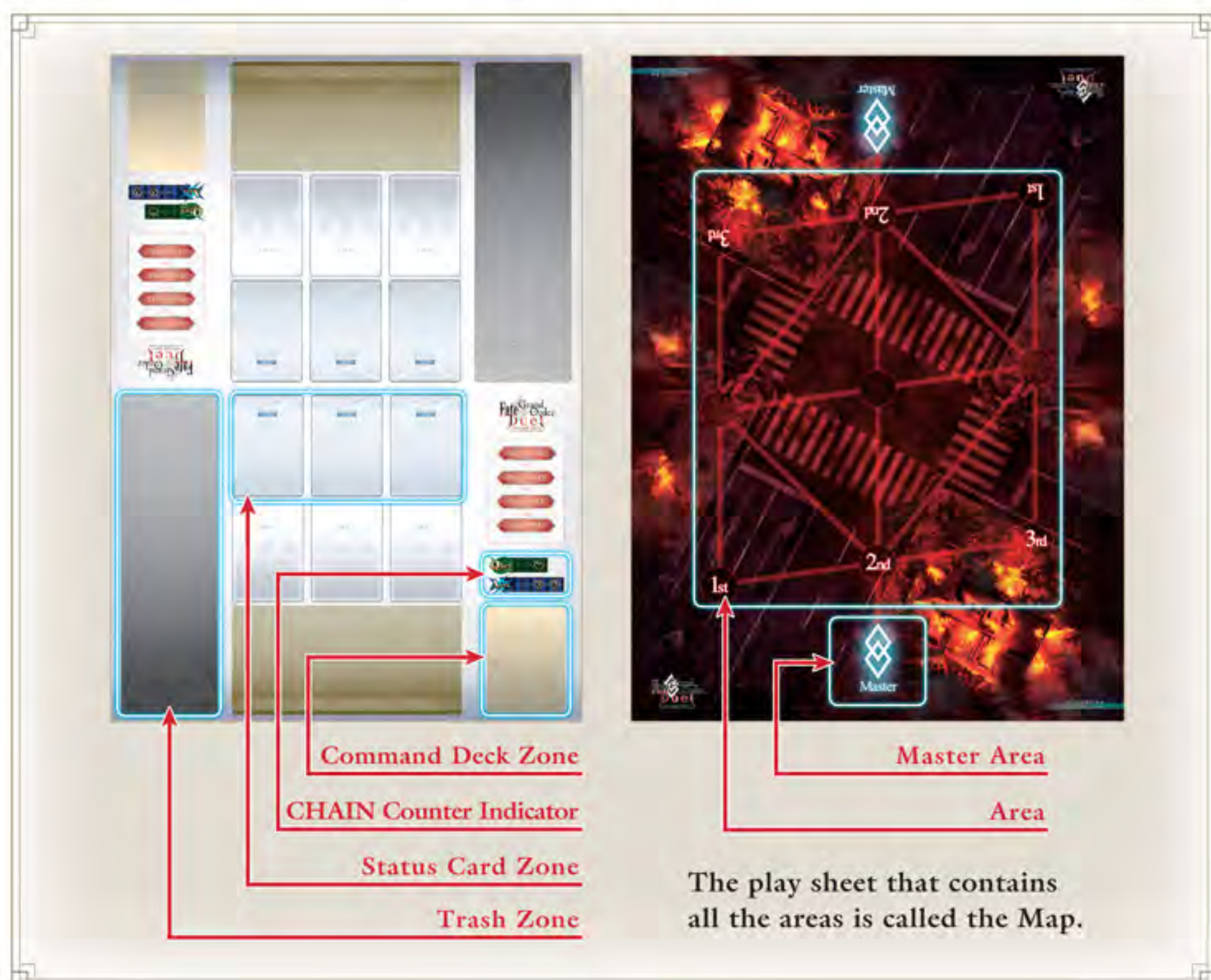
## SERVANT

Each Servant will come with the following elements:

<p><b>FIGURE</b></p> <p>A figure that is used to indicate a Servant's position on the map.</p> 	<p><b>STATUS CARD</b></p> <p>A card that has the Servant's information.</p> 
<p><b>COMMAND CARD</b></p> <p>The five-card set that comes with each Servant.</p> 	<p><b>SKILL CARD</b></p> <p>Only applicable for advanced rules.</p> 

## PLAY SHEET

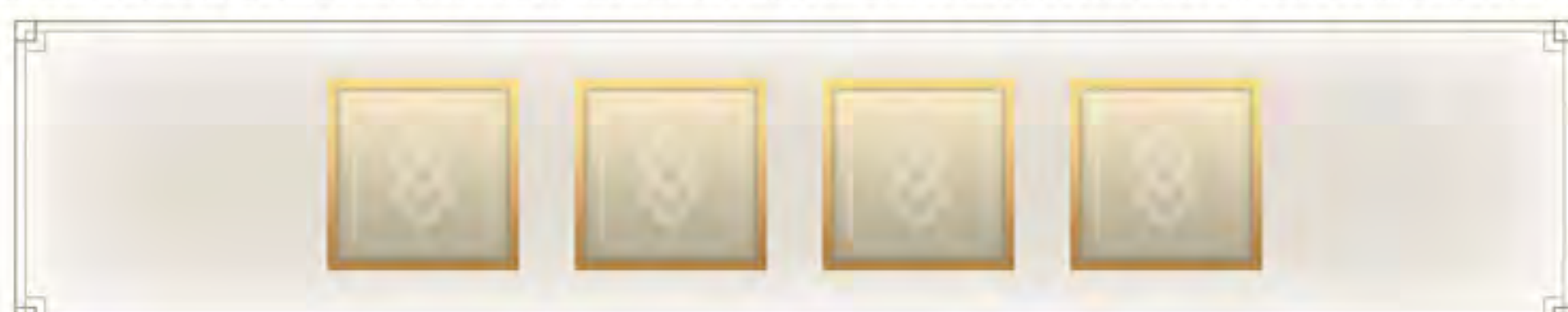
All the required cards and figures will be placed on the play sheet prior to each game. Please download and print out the play sheet from the official website.



The play sheet that contains all the areas is called the Map.

## TOKEN

Tokens used for counter indicators. Carefully cut out the tokens from the box and use them for the game.



# 2 PREPARE FOR PLAY

## PREPARE YOUR PARTY

In Fate/Grand Order Duel -collection figures-, each Master will command 3 Servants (3 sets of Figures/Status Cards/Command Cards).

These 3 Servants will be your party.

Please follow the rules to form your party.

- Prepare 3 Servants.
- The total cost of the 3 Servants must not exceed 11.
- You may not include Servants with the same Servant ID in the same party.



※Gather 3 Servants meaning gather 3 Figures + 3 corresponding Status Cards + a deck of 15 corresponding Command Cards.

## PREPARE FOR PLAY

1 Please bring out the play sheet and place it on the table as shown.

2 Play rock-paper-scissors to decide who goes first.

3 Place 3 Status Cards face up in the STATUS zones indicated on the play sheet.

Then place figures in the areas corresponding to the order their Status Cards are placed in the Status Zone. These areas are called "Starting Areas."



4 Shuffle and place 15 Command Cards in a pile face down in the zone indicated as COMMAND DECK.

Both players may not look at the Command Deck through the game.

5 Draw 5 cards from the Command Deck to form your starting hand.

Your opponent may not look at your hand throughout the game. If you do not like your starting hand, you may return the cards to the Command Deck, reshuffle, and redraw your starting hand. This can only be done once per game.

The game will start once preparations are finished.

## HOW TO WIN THE GAME

A Master is declared winner when they fulfill one of the following conditions:

- All 3 opponent's Servants are eliminated.
- Move one of your Servants into the opponent's Master area.
- When the cumulative cards in opponent's hand, Command Deck, Command Cards in battle, and trash are less than 4.

# 3

## GAME FLOW

The players will take turns following each other throughout the game. Each turn consists of following phases:



Each Master's turn ends after End Phase, where they then pass the turn to the opposing Master.

### START PHASE

No action. (In advanced rules, you can use a Skill Card here.)

### ACTION PHASE

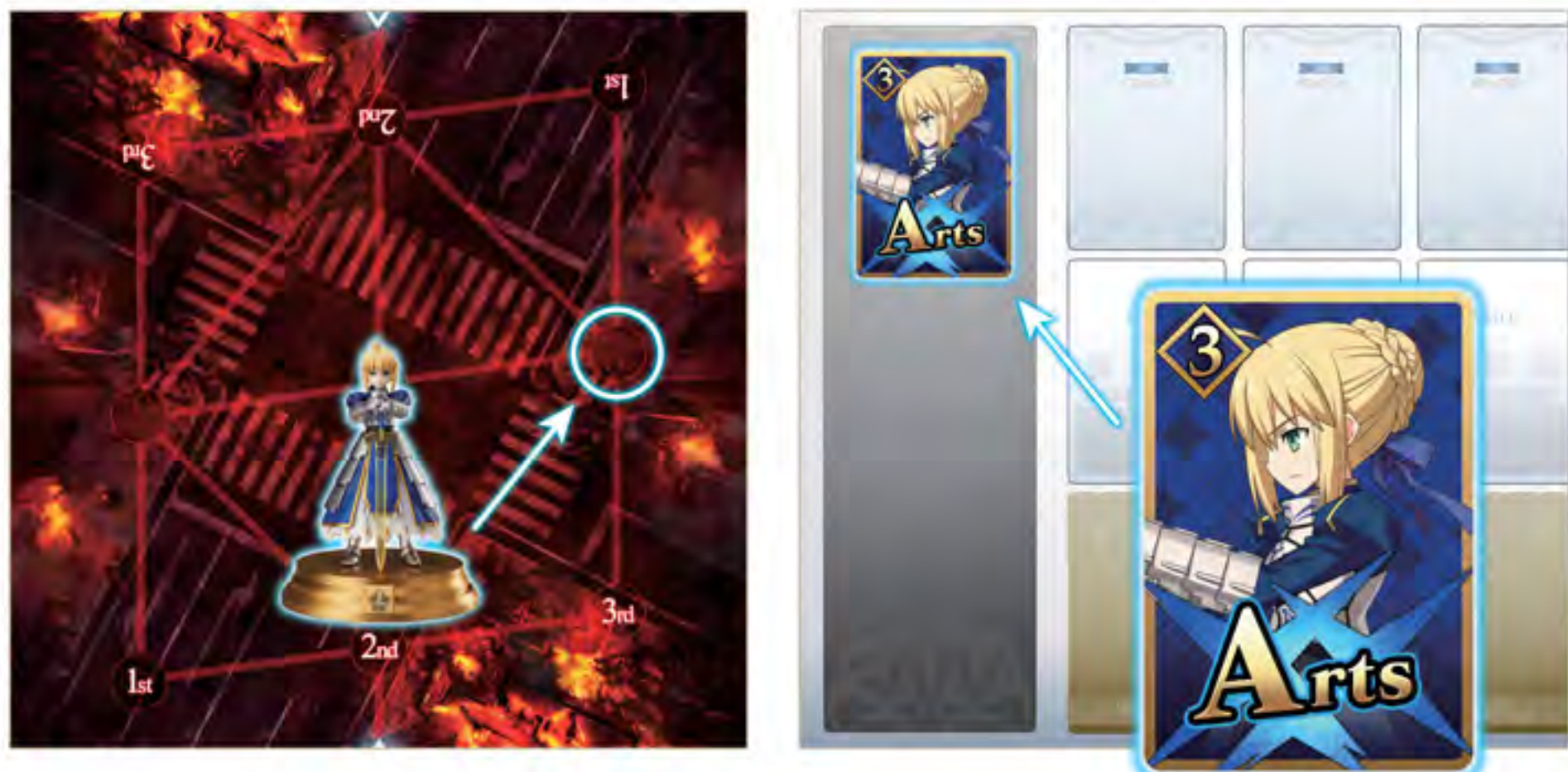
Move your Servant to an adjacent area.

## 1. HOW TO MOVE YOUR SERVANTS

Choose one of your Servants and designate the area you want to move to. Once decided, place one Command Card of that Servant from your hand to the Trash Zone.

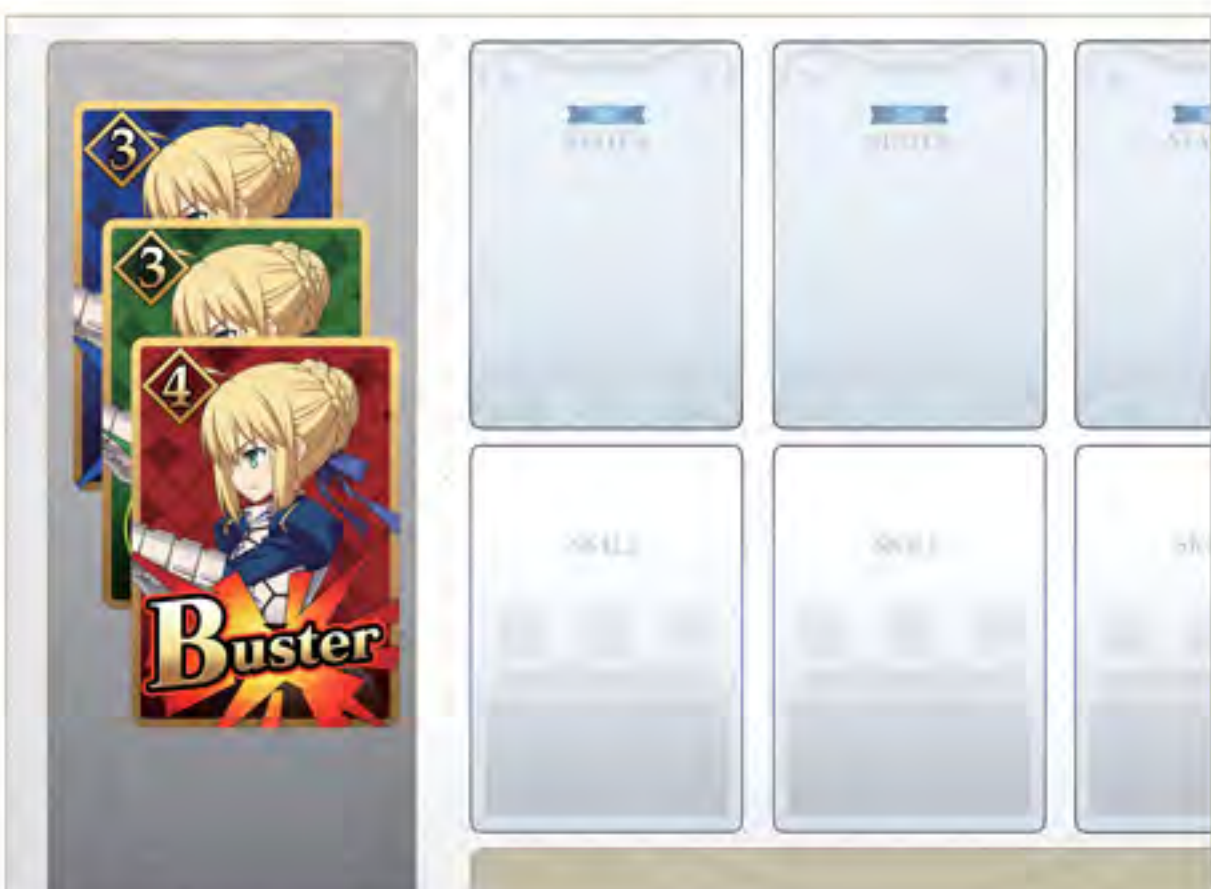
### MOVEMENT RULES

- You must move a Servant whenever is possible.
- You may not move to an area occupied by an ally Servant nor your own Master area.
- If you do not have Command Cards of movable Servants in your hand, place your entire hand in the Trash Zone and end your Action Phase.



### HOW TO PLACE CARDS IN THE TRASH ZONE

Place cards face-up and vertically in the Trash Zone. You may place them in a cascading fashion to tell which cards you have in the Trash Zone to make the gameplay smoother.

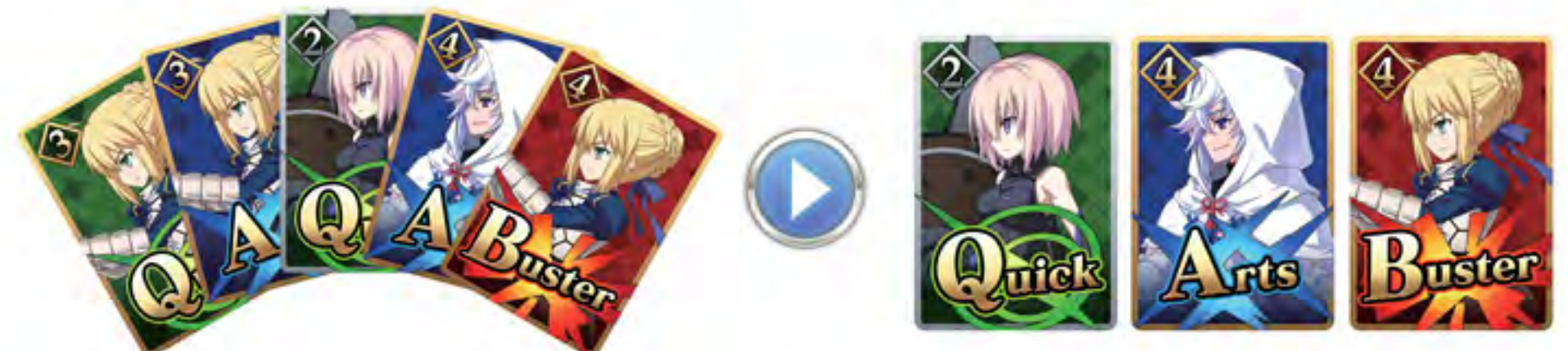


## 2. BATTLE

If an opposing Servant is occupying the area you want to move to, battle will commence between your attacking Servant and the opponent's defending Servant in that area.

Battle will happen between the Servant (Attacking Side) who is trying to take over the area and the Servant (Defending Side) who is occupying the area.

- Both players will pick 3 Command Cards from their hands and place them face-down in the BATTLE zone indicated on the play sheet. Once the command cards are placed on the battle zone, both players will open them face-up at the same time.



- Confirming CHAINS

Depending on the Command Cards chosen, the following CHAINS may occur:

#### Quick CHAIN



All 3 cards are Quick

Place a counter chip at the start position of the CHAIN counter indicator. Total power +3 at next turn.

#### Arts CHAIN



All 3 cards are Arts

Place a counter chip at the start position of the CHAIN counter indicator. Total power +3 throughout next two turns.

#### Buster CHAIN



All 3 cards are Buster

Total power +3 at that turn.

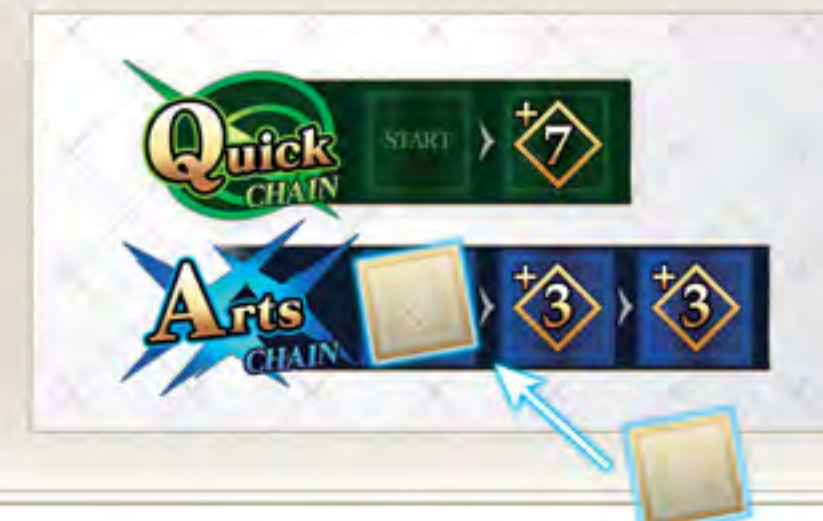
#### Brave CHAIN



All 3 cards are from the same Servant

For that turn, total power + (the lowest power from the 3 cards).

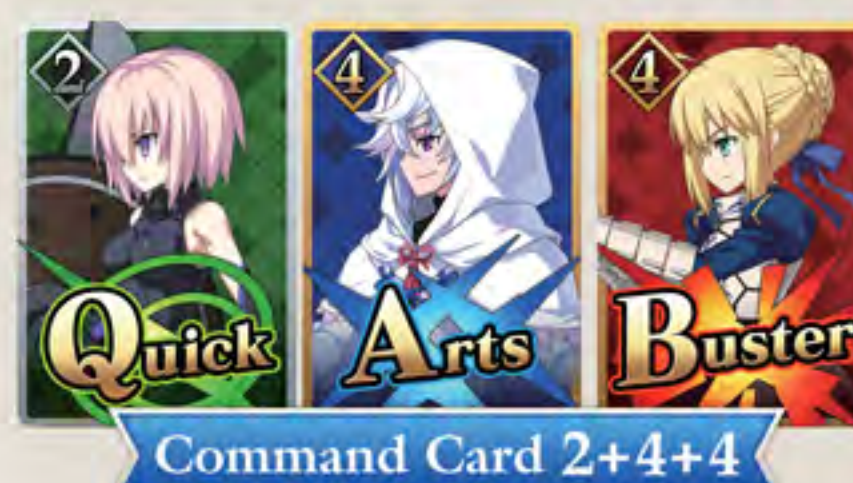
※You do not gain any power bonus during the turn when Quick CHAIN and Arts CHAIN activate.



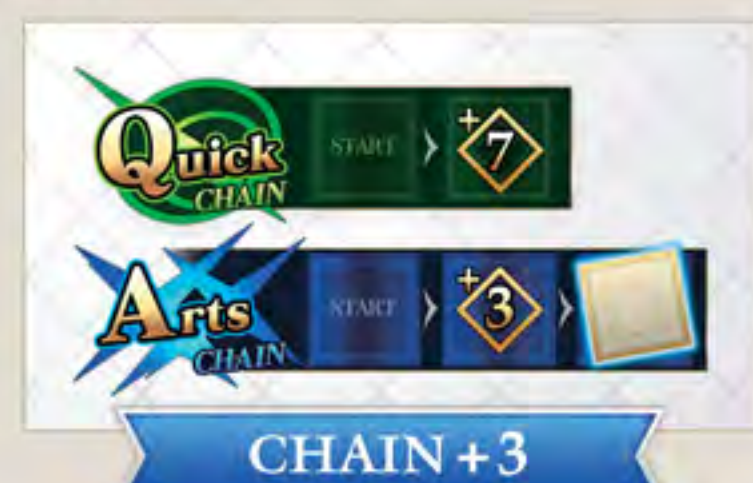
Place the counter chip as so during a turn where an Arts CHAIN is activated.

- Accumulate the total power from your hand and CHAIN bonus.

### EXAMPLE



Command Card 2+4+4



CHAIN +3

Total Power of 13

**4 The player with the highest amount of power wins the battle.**

If the Attacking Servant wins, the Defending Servant will be eliminated. If the Defending Servant wins or if the battle ends in a draw, nothing will happen.



**ELIMINATION** Remove the eliminated Servant figure from the game.  
 ※Status Cards and Command Cards will remain.

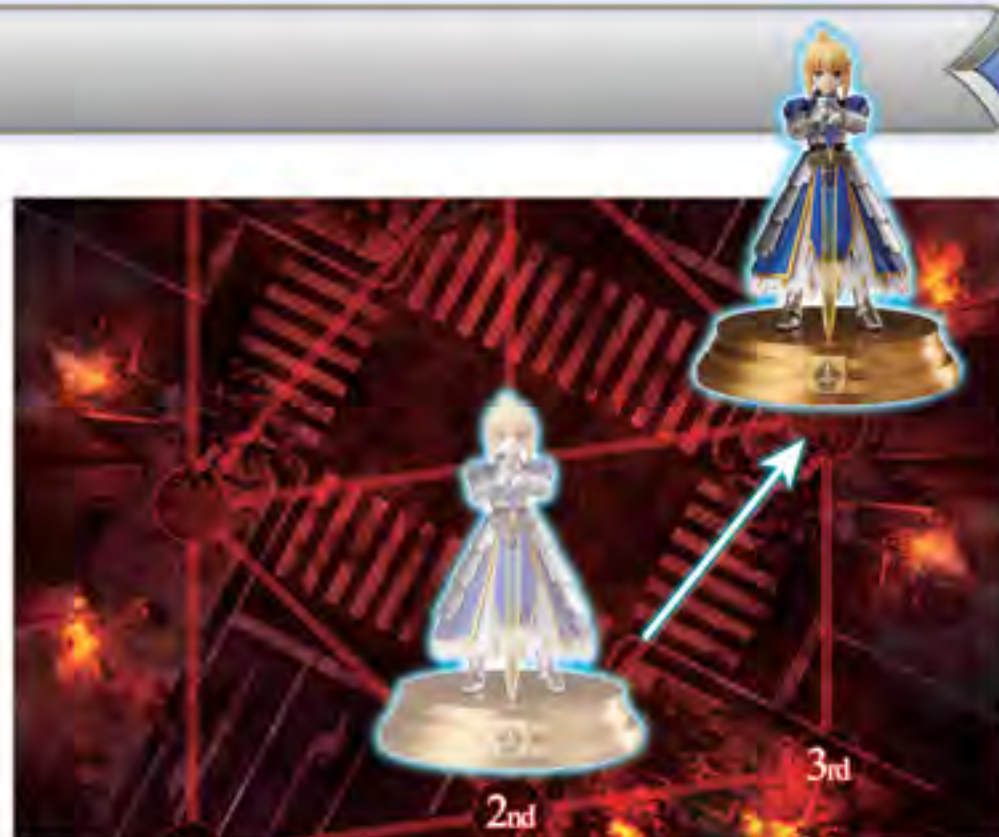
※Please place removed materials outside the play sheet in an orderly fashion.

**5 Place Command Cards used in the battle in the Trash Zone after the battle is concluded.**

**3. MOVEMENT**

Move Servants to an adjacent area.

If the designated area has no Servant or if the moving Servant wins the battle, you may move the Servant to that area. If the moving Servant loses the battle or ends in a draw, no movement will occur.



**CHARGE PHASE**

Both players will draw cards from the Command Deck until they have 5

**IF THERE ARE NOT ENOUGH CARDS IN THE COMMAND DECK**

If there are not enough cards in the Command Deck, follow the instructions to make a new deck.

- Choose 1 Command Card and remove it from the game.
- Reshuffle the remaining cards into a pile and that will be your new Command Deck.

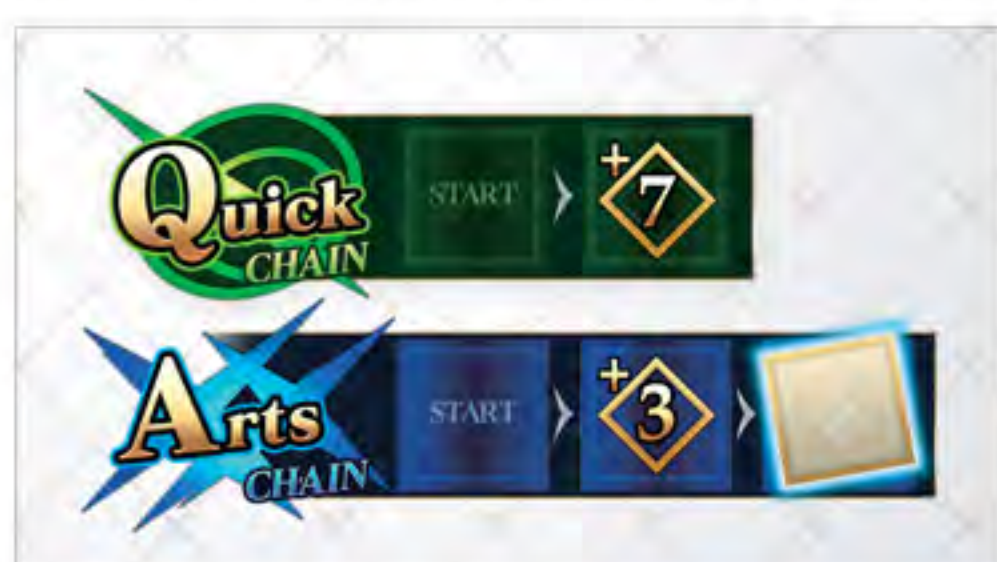


Example 1: If you need to draw 4 cards, but there are only 3 cards left in your deck: first draw 3 cards, make a new deck and then draw 1 card.

Example 2: If you need to draw 4 cards and there are only 4 cards left in your deck: draw 4 cards, do not make a new deck and end your turn. Only make a new deck when you have to draw again.

**END PHASE**

Both players will advance their counter chips to the next position.



※Both players will advance their counter chips to the next position.

This marks the end of a player's turn. Both players will take turns following the same process.



**ADVANCED RULES**

Advanced rules will add Skill Cards to the gameplay. Each Servant will have 1 Skill Card.

**SKILL CARD**

A special ability card possessed by each Servant. You may only use 1 Skill Card per Servant per game.



**NP RULE**

Vertical Arts Command Cards are called "NP" in this game. If a requirement of "Cost: Use X NP" is noted on the Skill Card, that means X number of Arts Command Cards must be placed horizontally.



Example: [Cost: Use 2 NP]

By adding Skill Cards to the game, the following rules are added:

**BEFORE STARTING THE GAME**

**PREPARE YOUR PARTY**

Prepare a Skill Card for each Servant in your party.

**PREPARE FOR PLAY**

Place the corresponding Skill Cards faced down in the adjacent SKILL zone below each Status Card.

**START PHASE**

During each turn, a Master may use 1 Skill Card during the Start Phase.

**HOW TO USE SKILL CARDS**

- Turn the faced down Skill Cards face up.
- Follow the effects and instruction on the Skill Card.
- Skill Cards are removed from the game after they are used (except for cards that have continuous effect).

**CONTINUOUS EFFECT**

If a Skill Card has "Continuous Effect" noted on it, it does not get removed from the game and remains on the play sheet, once it is turned face up. When the Servant with this skill is removed from the game, the associated Skill Card with a continuous effect is also removed from the game.

**ACTION PHASE**

**BATTLE**

When a Servant is eliminated, the associated Skill Card is also removed from the game, even if the Skill Card is unused.