

Fate/Grand Order Duel -collection figure- is a board game where you can summon Heroic Spirits with miniature Figures and Command Cards.  
As a Master, you will command 3 Servants and combat other players.

# 1 PREPARE FOR THE GAME

## SERVANT

Each Servant will come with the following elements:

### FIGURE

A figure that is used to indicate a Servant's position on the map.



### STATUS CARD

A card that has the Servant's information.



Rarity  
Command Card Composition  
Class  
Name  
Cost  
Servant ID

### COMMAND CARD

The five-card set that comes with each Servant.



Command Card Type Power

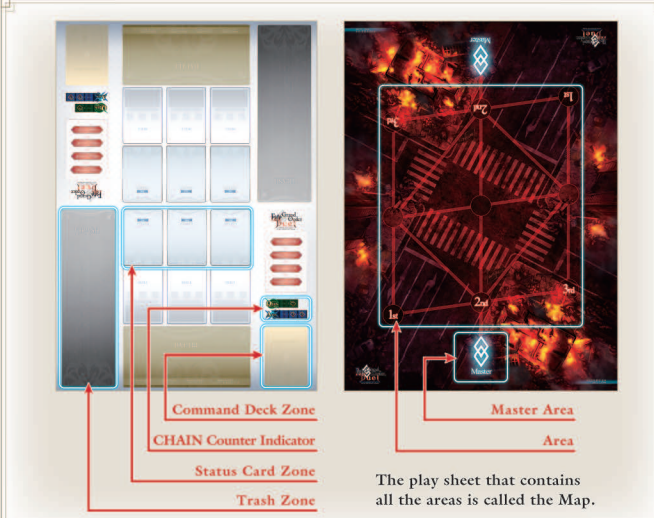
### SKILL CARD

Only used in advanced rules.



## PLAY SHEET

Each player's cards and Figures are placed on the play sheets prior to each game. Please download and print out the play sheets from the official website.



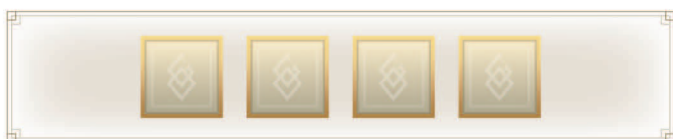
Command Deck Zone  
CHAIN Counter Indicator  
Status Card Zone  
Trash Zone  
Master Area  
Area

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

## TOKEN

Tokens are used as CHAIN 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.



\*Preparing 3 Servants consists of gathering 3 Figures, 3 corresponding Status Cards, and a deck consisting of 15 corresponding Command Cards.  
\*\*Cost may exceed 11 if both parties agree to the terms.

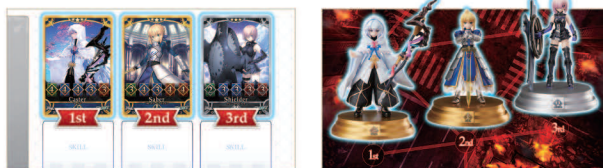
## PREPARE FOR PLAY

1 Lay out the play sheets as shown on the right.

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

3 Both players place 3 Status Cards face down on their Status Card Zones, then flip them face up at the same time.

Place figures in the Area with the same number as the Status Card Zone where their Status Card was placed. These areas are called Starting Areas.



4 Both players shuffle their 15 Command Cards, known as the Command Deck, and place them face down on their respective Command Deck Zones. Both players may not look through the Command Decks throughout 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

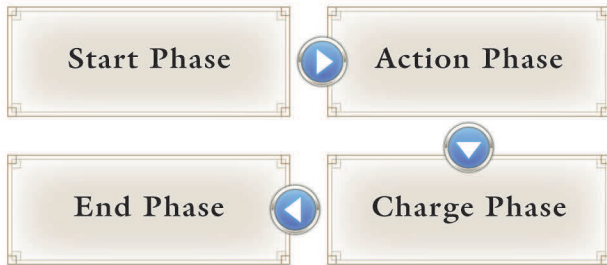
A Master is declared winner when they fulfill one of the following conditions:

- All 3 of the opponent's Servants have been eliminated.
- One of their Servants moves into the opponent's Master Area.
- When The cumulative cards in the opponent's hand, Command Deck, Command Cards in battle, and Trash Zone equal 4 cards or less.

# 3

## GAME FLOW

Players will take turns after each other throughout the game.  
Each turn consists of the 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.

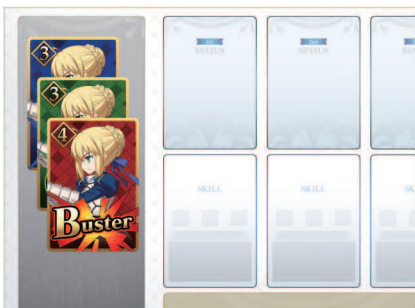
### MOVEMENT RULES

- You must move a Servant whenever possible.
- You may not move to your Master Area nor an Area occupied by an ally Servant.
- If you do not have Command Cards for 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

Cards in the Trash Zone should be placed vertically face up. 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

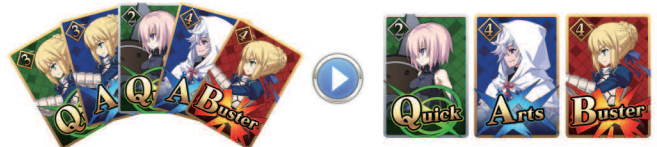
If an opposing Servant is occupying the Area you want to move your Servant to, battle will commence between your Servant (the Attacker) and the opponent's Servant (Defender).

\*If the Area is unoccupied by your opponent's Servants, proceed to the Movement step.

Battles occur between an Attacker trying to move into an Area and a Defender who is occupying that Area.

- Both players pick 3 Command Cards from their hands and place them face down in the zones marked BATTLE on the play sheet. Once the Command Cards are placed, both players will flip them face up at the same time.

\*Servants may use Command Cards even if they belong to a different Servant.



- Confirming CHAINS

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

#### Quick CHAIN



All 3 cards are Quick

Place a token on the starting counter of the CHAIN Counter Indicator. Increase total power by 7 next turn.

#### Arts CHAIN



All 3 cards are Arts

Place a token on the starting counter of the CHAIN Counter Indicator. Increase total power by 3 for the next two turns.

#### Buster CHAIN



All 3 cards are Buster

Increase total power by 3 for this turn only.

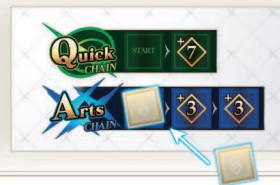
#### Brave CHAIN



All 3 cards are from the same Servant

Increase total power by the lowest value out of the three cards for this turn only.

\*You do not gain any power bonus during the turn you activate a Quick or Arts CHAIN.



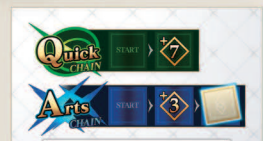
Example: When an Arts CHAIN is activated, place a token on the indicator as shown to the right.

- Both players add up the total power of their Command Cards and CHAIN bonuses.

### 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 is eliminated. If the Defending Servant wins or if the battle ends in a draw, nothing happens



**ELIMINATION** Remove the eliminated Servant figure from the game.\* Status Cards and Command Cards remain on the play sheet.

\*Place removed objects outside the play sheet and ensure that they do not become mixed with other objects.

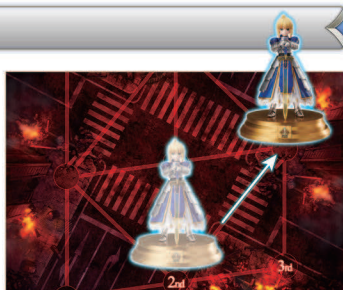
5 Place Command Cards used in battle in the Trash Zone after the battle has concluded.

### 3. MOVEMENT

Move your Servant to the Area you select.

If the selected Area has no Servant or if your Servant defeats a Defender, move your Servant to that Area.

If the moving Servant loses the battle or it ends in a draw, no movement occurs.



## CHARGE PHASE

Both players draw cards from their Command Decks until they have 5 cards in hand.

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

If you do not have enough cards in your Command Deck, follow the steps below to make a new deck.

- Choose 1 Command Card in your Trash Zone and remove it from the game.
- Compile the rest of the cards in the Trash Zone into a new Command Deck, shuffle it, and place it on the Command Deck Zone.

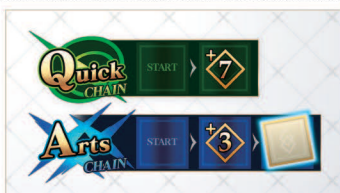


Example 1: If you need to draw 4 cards, but there are only 3 cards left in your deck: first draw 3 cards, make a new deck and then draw 1 card.

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

## END PHASE

Both players advance their tokens to the next indicator.



\*If a token is on the furthest right indicator, remove it from play.

This marks the end of the player's turn. Both players alternate taking turns until one wins.

## ADVANCED RULES

Advanced rules add Skill Cards to the game. Each Servant has 1 Skill Card.

### SKILL CARD

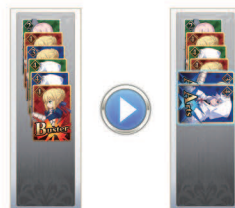
These represent each Servant's special abilities. Each Servant may only play 1 Skill Card per game.



### NP RULE

Arts Command Cards that are vertical in the Trash Zone are referred to as NP under this rule.

If a Skill Card requires a cost, such as "Cost: Use X NP", then X number of Arts Command Cards must be turned horizontal in order to pay for the cost.



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

## START PHASE

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

### HOW TO USE SKILL CARDS

- Flip the face down Skill Card 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 a 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.