



This document will help you play a shortened version of the *Fullmetal Alchemist TCG*. To help you understand, important game concepts are printed in **boldface**.

Setup:

Do not shuffle your decks! If you do mix up the cards, you can put them in the right order by placing the card numbered "1/11" (in the lower-right corner) on top of your deck, followed by "2/11," and so on, with "11/11" on the bottom.

Each player starts the game by revealing their leader card. Normally, each player would have a separate deck that just contains that player's leader(s). In this case, it's the top card of the deck (1/11). Put that card into play in front of the player.

Leaders start with one or more ally cards in play. Normally, each player would search his deck for his starting ally card. In this case, it's the next card of the deck (2/11). Put that card into play next to your leader.

The total cost of your starting allies (the number in the coin in the upper-left corner) must be less than or equal to your leader's command (the number in the green flag in the upper-left corner).

Each player reveals the next card of his deck. This is his location card (3/11). **(Usually, locations are in a separate deck, but for purposes of this demo, we've included them in your main deck.)** Since each player has zero victory points and each location is worth two victory points, the player with the highest wits on his characters chooses which location will be used this turn. The Homunculi (*Lust*) player has eight total wits **(the number in the black book)** and selects the Elric player's *High Command* to go into play. Since only one location is used per turn, the Homunculi player sets his location face-down to the side for next turn. **(Normally, this would go back to the bottom of that player's location deck.)**

Each player draws four cards from his deck to start the game

Draw Phase:

In the draw phase, players draw cards to restock their hands.

Each player draws two more cards from his deck and adds it to his hand. Players should now each have six cards in their hands.

Recruit Phase:

In the recruit phase, players bring new allies into play.

The Homunculi player recruits *Gluttony*, taking it from his hand and places it next to his other characters. The Elric player recruits *Rose Thomas*, which he also takes from his hand and places next to his other characters.

The total cost of characters recruited in this phase must be less than or equal to your leader's command.

Main Phase:

In the main phase, players take turns playing attachments (silver coin in the upper-left corner) and taking actions on event cards and on characters with the Main keyword. These actions make characters more powerful, so they can battle later in the turn.

The Elric player is the active player. He plays the *Introduction to Alchemy* attachment from his hand onto *Edward Elric*.

The Elric player has no further main actions and passes.

The Homunculi player plays the *Eyepatch* attachment onto *Lust*.

Each attachment must have a cost less than or equal to the cost of the ally (or command of the leader) it's played on.

Now, look at *Envy's* card. He has an ability in his text box that starts with "Main," so he can use it now. The Homunculi player uses *Envy's* ability to copy *Gluttony's* 6 strength. You might want to place a six-sided die on his card to keep track of *Envy's* new strength of 6.

Both players pass in succession.

Search Phase:

In the search phase, players assign their characters to search parties to travel to a location and (usually) fight over that location.

Maneuver Step:

Beginning with the Homunculi player, each player assigns some, none, or all of his characters to a search party, to seek the Philosopher's Stone.

The Homunculi player sends all of his characters. The Elric player also sends all of his characters.

Action Step (1):

The Elric player has more total wits on his characters and therefore goes first.

He attacks *Lust* with *Alphonse Elric*. This suspends normal play, and we enter a battle.

Battle (1):

The location indicates that all battles here will use the strength attribute (in the red symbol).

As the Elric player attacked, he sets his character (by rotating him or marking him with a token) and gets the first battle action. Since he's currently winning (4 to 2), he passes.

The Homunculi player plays *Intimidation* to reduce *Alphonse Elric's* attributes by 2; he uses *Envy's* 5 wits to pay for the event.

The cost of the event is indicated by the 5 in the upper-left corner. To play it, you must select a character with that number or higher in the proper attribute (wits, in this case). This doesn't reduce that character's wits.

The Elric player plays *Arm Blade* to give *Alphonse Elric* 4 alchemy (5 minus 2 for *Intimidation* plus 1).

The Homunculi player passes.

The Elric player now uses the ability granted by the location to give *Alphonse Elric* +2 strength -- but the Homunculi player will use *Lust's* ability to cancel that!

***Lust* can set the X in her text box to any value. Since *Alphonse* has wits of 2, she sets it to 2, and, since she has 4 wits, she meets the requirements.**

Lust has a strength of 2. Because of *Intimidation*, so does *Alphonse*.

The Elric player wants to retain some tricks for combat later, so he settles for a tie.

The Homunculi player also passes.

Because it's a tie, both *Lust* and *Alphonse* are defeated (turned face down). All events played are discarded.

Action Step (2):

Now it's the Homunculi player's turn to take a search action. He chooses to attack *Edward Elric* with *Envy* – who, you'll recall, copied *Gluttony's* strength of 6!

Battle (2):

As the attacker, the Homunculi player sets *Gluttony* and takes the first action. He's winning decisively (6 to 3) and passes.

The Elric player plays *Intimidation* from his hand, reducing *Envy's* attributes by 2. He will pay for *Intimidation* with *Rose Thomas's* 5 wits.

The Homunculi player is still winning (4 to 3) and passes.

The Elric player uses the ability granted by the location to give *Edward Elric* +2 strength and is now winning (5 to 4).

Both Players pass.

Envy is defeated (turned face down).

When a battle isn't a tie, the character with the lower ability is defeated.

Action Step (3):

The Elric player uses *Rose Thomas's* ability to reduce the goal for the location by her strength of 3. The location now has a goal of "Wits +0."

Battle Step (3):

The Homunculi player sets *Gluttony* to attack *Rose Thomas*. Each player passes in the battle, and *Rose Thomas* is defeated.

Each player passes consecutively.

Resolution Step:

The Elric player has more total wits on all his undefeated characters than the Homunculi player at this location, and meets the goal. **(Even if the requirement of a site is +0, your attribute total must still beat the total of any other search parties.)** He wins the location and comes closer to finding the Philosopher's Stone. **The object of the game is to win enough locations to score 9 victory points (the number in the red stone in the upper-left corner of the location).**

Cleanup Phase:

In the cleanup phase, players discard their defeated characters and make their characters ready for the next turn.

Each player selects one of his defeated characters. Since the Homunculi player's leader is defeated, he must recover (flip face up) his leader. The Elric player can recover either *Rose* or *Alphonse*. All other defeated characters are placed into their owner's discard pile.

Each player resets all his cards (by removing tokens on them or returning them to an upright position), and begins turn two by drawing two cards (draw phase). Players will fight over the Homunculi player's *Yoki's Mansion* site this turn.

See if you can play a turn on your own! Good luck!

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