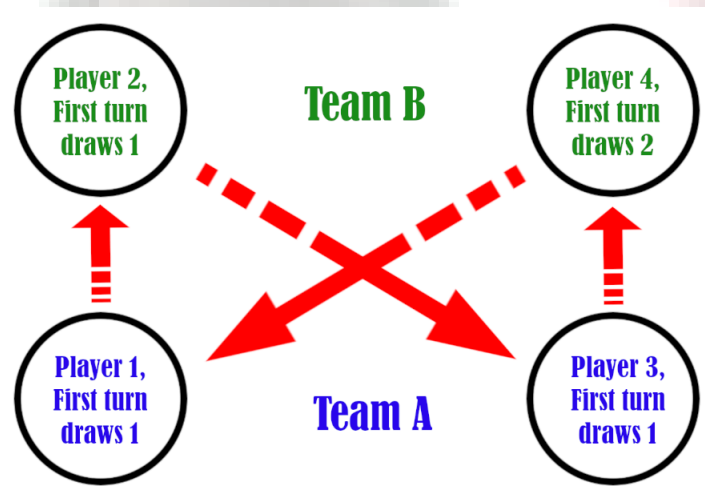


FFTCG 2v2 Format v1.5

Here is the 2v2 format we came up with. Below is also the testing and thought process we had for what we came up with if you have queries on how we concluded on the end results of this format.

- Can be played in Draft, Sealed or Standard.
 - If done in Draft or Sealed would recommend teams pool their cards for deck building.
 - If done in Standard would recommend decks do not share cards e.g. if one deck is running any Amaterasu the other cannot run any. This avoids a team running 2 discard heavy decks etc.
 - Normal card bans and restrictions apply
- 50 min round timer if timer is required
- Game is played to 7 damage each player in Standard, 6 in Limited as per normal.
- Damage in combat, if unblocked, is taken by both players simultaneously (same as Boss Fight) either player on a team may block if able.
- Players determine who is player 1 out of all 4 players by a random method e.g. highest dice roll is player 1.
- Turn order is played in a “zig zag pattern” (see diagram below) starting with player one, then the opponent directly across from them, then player one’s partner, then the player directly across from them. Then repeat this turn cycle.
- Players 1,2 &3 all draw only 1 card on their first turns while the player going last in the turn cycle draws 2 and receives a 2cp discount on the first backup they play.
- Partners may discuss and share hand knowledge between themselves at any point in the game.
- Normal Final Fantasy TCG rules and gameplay apply from this point forward with the below exceptions.
- If a player plays/cast a card that deals themselves a point of damage only that player receives a point of damage not both players of the team. This can create a 2v1 scenario if not managed in which case the turn cycle does not change.
- **ANY CARD TEXT THAT STATES “your opponent.....” IS TO BE CHANGED/INTERPERTED AS “you choose an opponent; they.....” or to a text that makes you choose a single an opponent on the team. (examples below)**

Diagram



"Your Opponent" vs "You Choose an Opponent; they" Examples

The following would become:



When Kurasame enters the field, select 1 of the 2 following actions.
"Choose up to the same number of Characters as the Ice Backups you control. Dull them and Freeze them."
"You choose an opponent; they discard 1 card for each Ice Backup you control."

Blizzaga S: Choose 1 Forward. Deal it 9000 damage.



You can only cast Zalera, the Death Seraph during your turn.
Select 1 of the 2 following actions.

"You choose an opponent; they select 1 Forward of cost 5 or more they control. Put it into the Break Zone. You choose an opponent; they discard 1 card."

" You choose an opponent; they select 1 Forward of cost 4 or less they control. Put it into the Break Zone. You choose an opponent; they discard 1 card."



You choose an opponent; if they have 2 cards or less in their hand, Y'shtola gains Haste.

When Y'shtola attacks, choose 1 Forward opponent controls. Deal it 9000 damage minus 1000 damage for each card in an opponent's hand you choose.



For each Earth Forward other than Sophie you control, Sophie gains +2000 power.

For each Water Forward other than Sophie you control, Sophie gains +2000 power.

At the end of each of your turns, if Sophie has 10000 power or more, draw 1 card and Sophie deals an opponent you choose, 1 point of damage.

The Testing and Thought Process

At Summer Cup 2026 we decided to try and create the FFTCG version of what is known to most as 2 Headed Giant. We did this via an All-star draft (just for fun) but would be best in a standard, draft or sealed format I believe. We tested this via 3 rounds each with a slightly different starting and or turn system to work out the best and most balanced way to play and make it enjoyable.

Round one was basically played as 2 heroes vs 2 heroes Boss fight style. This was fine but we found certain lines made it not as the game intended e.g. being able to play Shantotto and still generate a board of forwards. By the end of it we also concluded that most discard effects are far too strong in this format which led to the blanket card text errata of – all card text that state “your opponent” shall be read/interpreted as “Choose an Opponent”. This fixed cards like Kurasame from being far too powerful than intended (Kurasame potentially being able to force a 20cp worth of discard seems too powerful).

Round two was played in a “tag style” of 1 player from one team then one player from team two, followed by the 2nd player of team one and finally the final player of team 2 before starting the cycle again – for those who have played any 2v2 Yu-Gi-Oh or any 2v2 bandai games, you would be familiar with this sequence of turns. This way we found was not only fairer and more balanced but also opened up much more teamwork and strategic play. You now had to consider what was your board state going to be like in 3 turns, what was your partner holding and currently looking at doing, what was your opponent’s turn between your teams 2 turns looking like. There was an argument made that this style was far slower than the FFTCG we have come to know, but that is the nature of any multiplayer game whether it be TCGs or board games (the slower gameplay could also be the fact we did this as an All-Star Draft rather than standard, limiting our card pool to singleton). Ultimately this felt like the best and most enjoyable gameplay in teamwork, strategy and interactions.

Round three we played like round one, but we tried bottom deck 2 cards from everyone’s starting hand, the thought process being that have a team with access to 12cp worth of cards straight out the gate was too strong even if it is across 2 fields. In the end this slowed the starting game a lot and just made going first feel like a huge disadvantage.

In the end from the rounds, we test the above was what ended up being the best and most enjoyable. Please feel free to give it a go and let us know what weird interactions you come up with and if you enjoy it and what you would try changing.

Big shout out to the 8 testers and their feedback and thought on being my guinea pigs for this experiment – Daniel Gulyas, Rob Barron, Richie Alvin, Perri Dean, Dani Cardamone, Justin Branch, Peter Oppert and Adam Harris.