

Life Area

Place **5 cards** from the top of your deck face down into your Life area during step 4 of the "Game Preparation" section.

1**2****3****4****5**

Game Preparation

- Greet your opponent before the game.
- Each player places their Flame deck in its designated area, then shuffles their deck and places it in its designated area.
- Each player draws **5 cards** from the top of their deck and puts them into their hand. Then, they may return all cards from their hand to their deck, shuffle it, and redraw **5 cards** from the top. This redraw may be done **only once**.
- Each player places 5 cards from the top of their deck into their Life area face down.
- Each player plays Rock-Paper-Scissors. The winner goes first.
- The player who goes second places **1 Flame card** from their Flame deck onto the Scene and exhausts it.
- Once both players have finished preparing, the game begins.

ENN ENN NO SHOUBOUTAI FIRE FORCE TRADING CARD GAME

© 大久保篤・講談社／特殊消防隊動画広報第参課

Complete Rules are Available Here! ➤➤➤



Deck

Blitz Shield Mode

A deck consists of **35 cards**, and you may include any number of cards with the same card number.

Strategy Mode

A deck consists of **40 cards**, and you may include up to **2 cards** with the same card number.

THE ADOLLA

When a card is Placed here
It is placed face-up.

When a Flame card is placed here
Immediately return it to the Flame deck.

Turn Sequence

Preparation Phase

You perform steps

① to ③ once.

- All of your exhausted cards become ready, and return all Flame cards that are given to your Units on the Scene to their ready state.
- Draw 1 card.
- Place 1 Flame card from your Flame deck onto the Scene.

Main Phase

You may perform any of the following four actions any number of times and in any order:

- Dispatch a Unit card from your hand to the Scene by paying its cost.
- Play a non-Reaction Event card from your hand.
- Activate a card's Activate ability.
- Attack with your ready Unit that was not dispatched this turn.

*Please see the "About Battle" section for details on how to attack.

*Each player may have up to **8 cards with Flame**, including Flame cards, on the Scene. If a player has **9 cards with Flame** on the Scene, they must immediately place 1 card with Flame into their THE ADOLLA.

End Phase

- Activate any effects that trigger at the end of the turn.

- Any effects that last until the end of this turn will now end.

- End your turn. Then, your opponent's Preparation Phase begins.

*Players alternate between their turns and their opponent's turns until the winner is decided.

- When you deal damage to your opponent while they have **0 Life cards**.
- When your opponent's deck reaches **0 cards**.

Winning the Game

Place **5 Flame cards** here.

