



GENERATION 7.0(P) FEB 2025

PLEASE REFER TO TRIPOM ULTIMANIA FOR COMPLETE LISTINGS. AVAILABLE AT EVENTS AND [KUPO.SHOP](https://www.kupo.shop).

## -- CARD LIST & RULES --

Please use the following colour codes to help you determine what is available. Full details can be found in the TriPom Ultimania. Where multiple colours apply, multiple cells will be shaded. Discontinued cards can likely be found in earlier generation boosters.

STARTER PACK	DISCONTINUED	FOIL VARIATION
PROTOTYPE	VARIATION	<b>**NEW**</b>

### // MAIN SERIES //

Whether you are new to TriPom or a long-time collector, the main series is the core of TriPom. Many of the other categories are limited releases or timed exclusives. This list however is what you should aim to complete as your primary objective.

### **\*\*GENERATION 1\*\***

	NAME	MEDAL	
001-10	CLOUD	GOLD	
002-10	SQUALL	GOLD	
003-10	BALTHIER	GOLD	
004-10	STILTZKIN		
005-10	LIGHTNING	GOLD	
006-10	STEINER		
007-10	CID (IV)		
008-10	ARC		
009-10	KEFKA	GOLD	
010-10	AGRIAS		
011-10	AURON	SILVER	
012-10	YUNA	GOLD	
013-10	TIDUS	GOLD	
014-10	QUINA	SILVER	
015-10	VIVI	GOLD	
016-10	CHOCOBO		
016-10A	YELLOW		
016-10B	BLACK		
016-10C	GREEN		
016-10D	PURPLE		
016-10E	BLUE		
017-10	ZIDANE	GOLD	

018-10	TELLAH	GOLD	
019-10	NOCTIS	GOLD	
020-10	YDA	SILVER	
021-10	BAKU		
022-10	CHOCOLINA		
023-10	BEATRIX		
024-10	CACTUAR		
025-10	BARRET	SILVER	
026-10	GILGAMESH		
027-10	FIRION	SILVER	
028-10	CELES	SILVER	
029-10	ACE		
030-10	ANIMA	SILVER	
031-10	ULTIMA	SILVER	
032-10	TIFA	SILVER	
033-10	RED XIII	GOLD	
034-10	QUISTIS		
035-10	SEPHIROTH	GOLD	
036-10	SAZH	SILVER	
037-10	EDEA	GOLD	
038-10	SELPHIE		
039-10	IFRIT	SILVER	
040-10	LULU	SILVER	
041-10	KIMAHRI	GOLD	
042-10	RINOA		
043-10	FRAN	SILVER	

044-10	ULTROS		
045-10	GABRANTH	SILVER	
046-10	LUNAFREYA	SILVER	
047-10	TONBERRY		
048-10	GARLAND (I)		
049-10	SHANTOTTO		
050-10	RAMZA	GOLD	

**\*\*GENERATION 2\*\***

051-20	KING REGIS		
052-20	WAKKA		
053-20	RIKKU		
054-20	SEYMOUR		
055-20	AERITH	SILVER	
056-20	CAIT SITH		
057-20	ZELL		
058-20	IRVINE		
059-20	MOOMBA		
060-20	SHIVA	SILVER	
061-20	DR. TOT		
062-20	VAAN	GOLD	
063-20	PENELO		
064-20	PROMPTO	SILVER	
065-20	IGNIS		
066-20	GLADIO		

067-20	FANG		
068-20	VANILLE		
069-20	HOPE		
070-20	SERAH		
071-20	SNOW		
072-20	TAMA		
073-20	MOOGLE		
074-20	FAT CHOCOBO	SILVER	
075-20	AYMERIC	SILVER	
076-20	ASHE		
077-20	LOCKE	SILVER	
078-20	RAMUH	SILVER	
079-20	MALBORO		
080-20	BOMB		
080-20A	FIRE		
080-20B	ICE		
081-20	ALEXANDER	SILVER	
082-20	MAGITEK A.		
083-20	BAHAMUT	SILVER	
084-20	LAGUNA	GOLD	
085-20	SEIFER		
086-20	VINCENT		
087-20	ZACK		
088-20	KAIN	GOLD	
089-20	CID (VII)		
090-20	HILDIBRAND		

091-20	PRISHE		
092-20	LIBERTUS		
093-20	FLAN		
094-20	AHRIMAN		
095-20	BLACK WALTZ	SILVER	
096-20	DELITA		
097-20	LUNETH		
098-20	TYRO		
099-20	FREYA	SILVER	
100-20	GARNET	SILVER	
101-21	GOSETSU	SILVER	
102-21	EIKO		
103-21	JECHT	SILVER	
104-21	CID (VIII)		
105-21	GOBLIN		
106-21	SOLDIER		
107-21	YOJIMBO	SILVER	
108-21	ARANEA		
109-21	TERRA	GOLD	
110-21	RAPHA		

**\*\*GENERATION 3\*\***

111-30	WARRIOR OF LIGHT	GOLD	
112-30	ARDYN	SILVER	
113-30	NOEL	SILVER	

114-30	YUFFIE		
115-30	SABIN	SILVER	
116-30	DIAMOND WEAPON		
117-30	LANN		
118-30	KING MOG	GOLD	
119-30	JENOVA		
120-30	GARLAND (IX)		
121-30	Y'SHTOLA	SILVER	
122-30	GOLBEZ		
123-30	CECIL	SILVER	
124-30	AMARANT		
125-30	HEIDEGGER		
126-30	LEHKO		
127-30	ORLANDEAU	GOLD	
128-30	KUJA		
129-30	ODIN	SILVER	
130-30	BUGENHAGEN		
131-30	DEUCE		
132-30	CINDY		
133-30	ULTIMECIA	GOLD	
134-30	EDGAR	SILVER	
135-30	REFIA		
136-30	ANGELO		
137-30	EDWARD		
138-30	LEVIATHAN	SILVER	
139-30	CAIUS	GOLD	

140-30	IRON GIANT		
141-30	REYNN		
142-30	MATEUS	SILVER	
143-31	BARTZ		
144-31	RENO		
145-31	RUFUS		
146-31	PAINE	SILVER	
147-31	MARLENE		
148-31	ESTHAR S.	SILVER	
149-31	ELLONE		
150-31	GALBADIAN S.	SILVER	
151-31	KENNY CROW		
152-31	MARCHE		
153-31	O'AKA		
154-31	RUDE		
155-31	TREY		
156-31	XANDE	GOLD	
157-31	PELNA		
158-31	DRAUTOS		
159-31	RAUHBAHN	SILVER	
160-31	NYX		

**\*\*GENERATION 4\*\***

161-40	BROTHER		
162-40	BARKEEP		

163-40	DIABLOS	SILVER	
164-40	MAGITEK INF.		
165-40	ROSA		
166-40	BIGGS (VIII)		
167-40	WEDGE (VIII)		
168-40	CONDUCTOR		
169-40	CARBUNCLE		
170-40	CRYSTAL EXARCH	SILVER	
171-40	ADAMANTOISE		
172-40	DOOMTRAIN		
173-40	DR. ODINE		
174-40	ENKIDU		
175-40	FARIS	SILVER	
176-40	GALUF		
177-40	HOJO		
178-40	LENNA		
179-40	OGLOP		
180-40	PALOM		
181-40	POROM		
182-40	RAVUS	SILVER	
183-40	ROGUE TOMATO		
184-40	SERAFIE		
185-40	ZENOS	GOLD	
186-41	FUJIN		
187-41	MAECHEN		
188-41	ENNA		

189-41	NAMINGWAY		
190-41	BRAHNE	SILVER	
191-41	CID (XV)		
192-41	SHADOW LORD	GOLD	
193-41	YUNALESKA	SILVER	
194-41	SARAH		
195-41	SIREN		
196-41	MOOGLE (7R)		
197-42	GIGATENDER		
198-42	SPRIGGAN		
199-42	MOG		
200-42	CATERCHIPILLAR		
201-42	CLOUD (7R)	GOLD	
202-42	OCHU		
203-42	CHOCOCHICK		
204-42	JESSIE	SILVER	
205-43	CIE'TH		
206-43	FENRIR	SILVER	
207-43	HARPY		
208-43	BARRET (7R)	SILVER	
209-43	TIFA (7R)	SILVER	
210-43	HELL HOUSE		
211-44	ANTLION		
212-44	EMET-SELCH	GOLD	
213-44	SWEEPER	SILVER	
214-44	MARLE		

215-44	STRAGO		
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**\*\*GENERATION 5\*\***

216-50	ZORN		
217-50	THORN		
218-50	HONEYGIRL		
219-50	SANDWORM		
220-50	MANDRAGORA		
221-50	NOOJ		
222-50	LEBLANC	SILVER	
223-50	GHOST SHIP		
224-50	SIN	GOLD	
225-50	DR. AKI		
226-50	BIGGS		
227-50	WEDGE		
228-50	T-REX AUR		
229-50	URIANGER	SILVER	
230-50	MINWU		
231-50	BEHEMOTH	GOLD	
232-50	RYDIA	GOLD	
233-50	CHOCOBO		
233-50A	YELLOW		
233-50B	WHITE		
233-50C	RED		
233-50D	BLUE		

233-50E	BLACK		
234-50	PUPU		
235-50	CORNEO		
236-50	MIMIC		
237-50	ZUU		
238-50	RED XIII	SILVER	
239-50	AERITH	SILVER	
240-50	LICH	GOLD	
241-51	RELM		
242-51	ORMI		
243-51	LOGOS		
244-51	PROPAGATOR		
244-51A	PURPLE		
244-51B	YELLOW		
244-51C	GREEN		
244-51D	RED		
245-51	ARDBERT	SILVER	
246-51	YEUL		
247-51	COEURL		
248-51	MOOGLE (IVALICE)		
249-51	ANDREA		
250-51	MARILITH	GOLD	
251-52	MATERIA	SILVER	
252-52	JOHNNY		
253-52	DEMON WALL		
254-52	ALPHINAUD	SILVER	

255-52	ALISAIE	SILVER	
256-52	GENTIANA		
257-52	MOGGIE		
258-52	REM		
259-52	CHOCOBO SAM		
260-52	KRAKEN	GOLD	
261-53	GIMME GOLEM		
262-53	GARDEN FACULTY		
263-53	SCARLET		
264-53	RAIJIN		
265-53	THANCRED	SILVER	
266-54	BA'GAMNAN	SILVER	
267-54	HEIDEGGER		
268-54	NUTKIN		
269-54	CID (XIII)		
270-54	TIAMAT	GOLD	
271-54	MATOYA		
272-54	WHISPER		
273-54	HEDGEHOG PIE		
274-54	OZMA	SILVER	
275-54	RAINE		
276-55	SONON	SILVER	
277-55	CINNA		
278-55	DR. SID		
279-55	GOON		
280-55	ABZU	SILVER	

281-55	GIMME CAT		
282-55	TATARU		

**\*\*GENERATION 6\*\***

283-60	STEINER	SILVER	
284-60	LESLIE		
285-60	SHELINDA		
286-60	JACK	SILVER	
287-60	MIREILLE		
288-60	HECTEYES		
289-60	FUNGUAR		
290-60	REDDAS		
291-60	MADAM M		
292-60	MINDFLAYER	GOLD	
293-60	BANON		
294-60	AYMERIC	GOLD	
295-60	GOBLIN		
296-60	G'RAHA TIA	SILVER	
297-60	IRON GIANT		
298-60	FIONA		
299-60	ZIDANE	GOLD	
300-60	SQUALL	GOLD	
301-61	GAU		
302-61	YING YANG		
303-61	SCORPION S.		

304-61	KAIN		
305-61	ASH		
306-61	LEO		
307-61	MAGIC POT		
308-62	BALTHIER		
309-62	ARECIA		
310-62	YUNA	GOLD	
311-62	BOMB		
312-62	NEON		
313-62	LEBREAU		
314-62	BASCH		
315-62	MIDGAR ZOLOM		
316-52	Y'SHTOLA	SILVER	
317-52	YUFFIE	SILVER	
318-63	TORGAL		
319-63	NOCTIS		
320-63	JED		
321-63	CYAN		
322-63	BILLY BOB		
323-63	LOPORRIT		
324-63	JOSHUA	SILVER	
325-63	MALBORO	GOLD	
326-64	ROCHE		
327-64	GUY		
328-64	ABSOLUTE V.		
329-64	HAURCHERFANT		

330-64	CIDOLFUS		
331-65	GENESIS		
332-65	RYNE		
333-65	SAHAGIN		
334-65	SOPHIA		
335-65	CLIVE	GOLD	
336-66	NORG		
337-66	ZACK		
338-66	LARSA		
339-66	BATTERFLY		

**\*\*GENERATION 7\*\***

340-70	GARLAND		
341-70	KIMAHRI		
342-70	SKEESKEE		
343-70	WARD		
344-70	WUK LAMAT		
345-70	SEPHIROTH		
346-70	FAT CHOCOBO		
347-70	EDEA		
348-70	CHARON		
349-70	YANG		



## // LOCATIONS //

Introduced in 5.1, location cards allow us to revisit many locations from across the series. We suggest organizing these separately from the main series.

LC001-51	MIDGAR	
LC002-51	BALAMB G.	
LC003-51	HAMMERHEAD	
LC004-51	ISHGARD	
LC005-51	MOONFLOW	
LC006-52	ALTAIR	
LC007-52	ALEXANDRIA	
LC008-52	INSOMNIA	
LC009-53	CORNELIA	
LC010-53	NARSHE	
LC011-54	RABANASTRE	
LC012-54	BASTOK	
LC013-55	BARON	
LC014-55	ARCHYLTE STEPPE	
LC015-55	LAKELAND	
LC016-55	WORLD OF DARKNESS	

## \*\*GENERATION 6\*\*

LC017-60	IL MHEG	
LC018-60	CHOCOBO FARM	
LC019-60	GALBADIA GARDEN	

LC020-60	GIZA PLAINS	
LC021-60	FIGARO	
LC022-60	UR	
LC023-60	LINDBLUM	
LC024-60	GOLD SAUCER	
LC025-60	BLACK MAGE VILLAGE	
LC026-61	IIFA TREE	
LC027-61	TIMBER	
LC028-61	SAN D'ORIA	
LC029-61	MATOYA'S CAVE	
LC030-61	ALTISSIA	
LC031-61	GRIDANIA	
LC032-62	KILIKA	
LC033-62	PALOOM	
LC034-62	GALDIN QUAY	
LC035-62	WINDURST	
LC036-62	SHIP GRAVEYARD	
LC037-62	COSMO CANYON	
LC038-62	BAREN FALLS	
LC039-62	NINE WOOD HILLS	
LC040-63	BURMECIA	
LC041-63	MT. NIBEL	
LC042-63	SOUTH FIGARO	
LC043-63	TRABIA GARDEN	
LC044-63	THUNDER PLAINS	
LC045-63	ZELTENIA	

LC046-64	WINHILL	
LC047-64	ICE CAVERNS	
LC048-64	ORPHANS CRADLE	
LC049-64	LESTALLUM	
LC050-64	GRANDSHELT	
LC051-65	WALL MARKET	
LC052-65	ERUYT VILLAGE	
LC053-65	TRENO	
LC054-66	ZANARKAND	

### // LIMIT-BREAK //

These cards were introduced to highlight certain characters in their overpowered form, most commonly referred to as limit break. These come in two flavours. A standard version and eventually a foil version. These cards are rare and should be considered valuable. The foil versions are very rare.

LB001-20	SQUALL	
LB002-20	CLOUD	
LB003-20	ZIDANE	
LB004-21	LIGHTNING	
LB005-30	AURON	
LB006-30	FRAN	
LB007-31	TERRA	
LB008-40	GARLAND (I)	
LB009-43	RAMUH	
LB010-44	SHIVA	

LB011-50	IFRIT	
LB012-50	ODIN	
LB013-51	LEVIATHAN	
LB014-52	ANIMA	
LB015-64	ORPHAN	
LB016-65	KEFKA	
LB017-70	CLOUD OF DARKNESS	

### // PROMOTIONAL [PROMO] //

Each event has its own promotional card. These are the cards that have been released to date. Most people can obtain these by trading with attendees from other events. Leftovers from previous events are sometimes available at Chocolina's.

PR001-20	WINTER MOG	
PR002-20	VALENTINE MOG	
PR003-20	EGGSTATIC MOG	
PR004-21	SCAREDY-MOG	
PR005-21	KUPOCON	
PR006-30	FESTIVE MOG	
PR007-30	NESSIE MOG	
PR008-30	BLOBBY MOG	
PR009-30	PLUSH MOG	
PR010-31	MILESTONE MOG	
PR011-31	PIRATE MOG	
PR012-40	BRAVE MOG	
PR013-40	CARNIVAL MOG	

PR014-41	MARKET MOG	
PR015-42	CRYSTAL MOG	
PR016-50	BIRTHDAY MOG	
PR017-51	POP-UP MOG	
PR018-51	MAESTRO MOG	
PR019-53	RETRO MOG	
PR020-55	SPOOKY MOG	
PR021-60	SPIDEY MOG	
PR022-62	OPTIMUS MOG	
PR023-63	DARTH MOG	
PR024-64	BAT MOG	
PR025-66	WIZARD MOG	
PR026-70	INFINITY MOG	

LS008-41	FFIII	
LS009-41	FFIV	
LS010-41	FFV	
LS011-41	FFVI	
LS012-41	FFVII	
LS013-41	FFVIII	
LS014-41	FFIX	
LS015-41	FFX	
LS016-41	FFXI	
LS017-41	FFXII	
LS018-41	FFXIII	
LS019-41	FFXIV	
LS020-41	FFXV	

### // LIMITED SERIES //

This section contains cards that were released for a special event or special series and are not as widely available.

LS001-40	CLOUD	
LS002-40	TIFA	
LS003-40	BARRET	
LS004-40	AERITH	
LS005-40	SEPHIROTH	

LS006-41	FFI	
LS007-41	FFII	

LS021-51	MAGIC MATERIA	
LS022-51	COMMAND MATERIA	
LS023-51	SUPPORT MATERIA	
LS024-51	COMPLETE MATERIA	
LS025-51	SUMMONING MATERIA	
LS026-51	BLACK MATERIA	
LS027-51	WHITE MATERIA	

LS028-52	PALADIN	
LS029-52	WARRIOR	
LS030-52	MONK	

LS031-52	DRAGOON	
LS032-52	NINJA	
LS033-52	BARD	
LS034-52	BLACK MAGE	
LS035-52	SUMMONER	
LS036-52	SCHOLAR	
LS037-52	WHITE MAGE	
LS038-52	BLUE MAGE	
LS039-52	DARK KNIGHT	
LS040-52	ASTROLOGIAN	
LS041-52	MACHINIST	
LS042-52	SAMURAI	
LS043-52	RED MAGE	
LS044-52	GUNBREAKER	
LS045-52	DANCER	
LS046-52	SAGE	
LS047-52	REAPER	

LS048-53	ARC	
LS049-53	BARTZ	
LS050-53	BLACK MAGE	
LS051-53	BOMB	
LS052-53	CACTUAR	
LS053-53	CECIL	

LS054-53	CHOCOBO	
LS055-53	CID	
LS056-53	CYAN	
LS057-53	EDGAR	
LS058-53	EXDEATH	
LS059-53	FARIS	
LS060-53	FIGHTER	
LS061-53	FIRION	
LS062-53	GALUF	
LS063-53	GARLAND	
LS064-53	GOLBEZ	
LS065-53	GUY	
LS066-53	INGUS	
LS067-53	KAIN	
LS068-53	KEFKA	
LS069-53	KRILE	
LS070-53	LENNA	
LS071-53	LEON	
LS072-53	LOCKE	
LS073-53	LUNETH	
LS074-53	MARIA	
LS075-53	MATEUS	
LS076-53	MINWU	
LS077-53	MONK	
LS078-53	MOOGLE	
LS079-53	RED MAGE	

LS080-53	REFIA	
LS081-53	ROSA	
LS082-53	RYDIA	
LS083-53	SABIN	
LS084-53	TELLAH	
LS085-53	TERRA	
LS086-53	THIEF	
LS087-53	TONBERRY	
LS088-53	WHITE MAGE	
LS089-53	XANDE	

LS090-63	LICH	
LS091-63	MARILITH	
LS092-63	TIAMAT	
LS093-63	KRAKEN	
LS094-64	COUERL	
LS095-64	HECTEYES	
LS096-64	HILL GIGAS	
LS097-64	IRON GIANT	
LS098-65	REVENANT	
LS099-65	WYVERN	
LS100-65	DJINN	
LS101-65	MEDUSA	
LS102-66	AHRIMAN	
LS103-66	SAND WORM	

LS104-66	DEATH MASK	
LS105-66	FLAMEHOUND	
LS106-70	MOOGLE EATER	
LS107-70	KORNAGO	
LS108-70	SAND BEAR	
LS109-70	UNKNOWN	
LS110-70	MOUSSE	
LS111-70	SKULL DRAGON	
LS112-70	YETI	
LS113-70	MU	

### // CROSSOVER / MISC. //

These are cards that fall outside of Final Fantasy and may be from a related series or something entirely random.

XS001-40	SORA	
XS002-51	2B (OLD)	
XS003-62	2B - NieR Series	
XS004-62	9S - NieR Series	
XS005-62	A2 - NieR Series	
XS006-65	EMIL - NieR Series	
XS007-66	KAINE - NieR Series	
XS008-66	NIER - NieR Series	
XS009-70	MR BLOBBY	

## // RANDOM ENCOUNTERS //

This section contains cards that contain an X. The X can be calculated by rolling a die. These are cards that have already appeared in the series but have been reprinted with a different rank. No other changes are made.

RE001-60	ZENOS	
RE002-60	RAVUS	
RE003-60	BRAHNE	
RE004-61	HELL HOUSE	
RE005-61	MOOGLE	
RE006-61	CHOCOBO	
RE007-65	GARDEN FACULTY	
RE008-65	CORNEO	
RE009-66	CHOCOCHICK	
RE010-66	GILGAMESH	
RE011-70	???	
RE012-70	???	

## // ARTIST SERIES //

We decided to spotlight some of the amazing artists in the community. The artists were commissioned to produce 5 characters that already appear in the main set and replicate it in their own style. These cards are not available in booster packs and must be purchased as a separate set.

AS001-30	LIBERTUS	CRIMSON SUN	
AS002-30	ARDYN	CRIMSON SUN	

AS003-30	REGIS	CRIMSON SUN	
AS004-30	VINCENT	CRIMSON SUN	
AS005-30	SEPHIROTH	CRIMSON SUN	
AS006-30	TIDUS	FIVEONTHE	
AS007-30	PROMPTO	FIVEONTHE	
AS008-30	ZACK	FIVEONTHE	
AS009-30	NOEL	FIVEONTHE	
AS010-30	YOJIMBO	FIVEONTHE	
AS011-31	EDEA	TENGU ARTS	
AS012-31	VANILLE	TENGU ARTS	
AS013-31	YUNA	TENGU ARTS	
AS014-31	PENELO	TENGU ARTS	
AS015-31	SHIVA	TENGU ARTS	
AS016-31	ULTROS	KINGCAEL	
AS017-31	TERRA	KINGCAEL	
AS018-31	AURON	KINGCAEL	
AS019-31	CELES	KINGCAEL	
AS020-31	BLACK WALTZ	KINGCAEL	
AS021-31	STEINER	K. HENDERSON	
AS022-31	CLOUD	K. HENDERSON	
AS023-31	QUISTIS	K. HENDERSON	
AS024-31	RENO	K. HENDERSON	
AS025-31	KAIN	K. HENDERSON	
AS026-41	ZIDANE	T. HAWKEN	
AS027-41	STILTZKIN	T. HAWKEN	
AS028-41	LULU	T. HAWKEN	

AS029-41	SQUALL	T. HAWKEN	
AS030-41	LOCKE	T. HAWKEN	
AS031-42	FRAN	JESS JAGMIN	
AS032-42	AERITH	JESS JAGMIN	
AS033-42	LAGUNA	JESS JAGMIN	
AS034-42	FANG	JESS JAGMIN	
AS035-42	IGNIS	JESS JAGMIN	
AS036-42	ARANEA	KUPOCCINO	
AS037-42	TIFA	KUPOCCINO	
AS038-42	RINOA	KUPOCCINO	
AS039-42	SELPHIE	KUPOCCINO	
AS040-42	BEATRIX	KUPOCCINO	
AS041-43	CINDY	MEEKOBITS	
AS042-43	CARBUNCLE	MEEKOBITS	
AS043-43	HEIDEGGER	MEEKOBITS	
AS044-43	SERAH	MEEKOBITS	
AS045-43	JENOVA	MEEKOBITS	
AS046-52	CACTUAR...	ALEX MAINE	
AS047-52	BOMB...	ALEX MAINE	
AS048-52	CHOCOBO...	ALEX MAINE	
AS049-52	MOOGLE...	ALEX MAINE	
AS050-52	FLAN...	ALEX MAINE	

## A SIMPLE GUIDE TO TRIPOM – THE KUPOCON TCG

### THE REAL BASICS

A TriPom match is played on a 3x3 grid. You and your opponent bring your own decks and select five of your own cards to play with. Tournaments may have specific rules of what type of cards you can use. The general recommendation is no more than two medals in your hand and only one of those medals can be a Limit Break. Unlike chess and similar two-person games, TriPom players typically sit side by side, not across from each other. However, this is optional. A privacy screen may be required depending on your rule preference.

A coin toss determines who goes first. One player will be red, and the other, blue. Players take turns laying cards from their hands onto the grid (there are no illegal moves, merely inadvisable ones). If you place a card next to your opponent's card, the cards face off, and the attacker has a chance to "flip" (i.e. take control of/change colour) the defending card. Cards only attack on the turn in which they are played! They can only defend for the rest of the game. Once the grid is full, you count how many cards each player controls (including the card that wasn't played). Whoever controls (colour) the most cards wins the match!

### FLIPPING A CARD

As the object of the game, flipping your opponent's cards is obviously a task of severity. It requires delicacy to pull off. See

those four numbers on your card? Those are called “ranks” and they correspond to the four sides, or “faces,” of the card. North, south, east and west.

The different directions face-off with whichever rank they’re facing.

In the example shown, **Moguo** went first and placed his Chocobo card in the middle-right square of our board, leaving it open on three sides for attack. Its west face has an excellent value of 7 and its north has a strong 5. However, its south face (a 3) is vulnerable. **Momo** has the Seifer card in her deck. If she were to play it above Chocobo, the adjacent faces would tie (both having a value of 5) and nothing would happen, so she plays it underneath. Seifer’s north face (an 8!) handily beats Chocobo’s south face (3) and the card flips to **Momo**.

She now controls both cards, but Seifer’s West face is exposed and it’s **Moguo**’s turn!

**\*\*HOT TIP\*\*** *Check Your Corners!*

*The corners of the board are excellent positions for your cards, as the outer walls protect two of their faces right away. Keep an eye out for cards that fit well into these corners, and put them in your hand, kupo!*

## TYPES OF CARDS

### STANDARD

These cards are the bread and butter of the TriPom game. They typically have ranks that are 7 and lower. They rarely exceed 21 when the ranks are tallied. A rule of thumb with these cards is to not get attached – they’re mostly indefensible and will likely get taken as soon as they are played. Best to use their strongest face to attack a card that your opponent won’t be able to reclaim.



### SILVER AND GOLD

These cards pack a punch and can be useful in controlling the board. Silver medals usually have a rank of 8 or lower and total between 21 and 23. Gold medals usually have a rank of 9 or lower and total between 23 and 25. There are some exceptions.



### **LIMIT BREAK**

These are the strongest cards. Typically, you are restricted to one in your hand. The ranks typically contain an Ace (A) which is higher than any other rank possible. They typically total between 25 and 30.

### **MEDALS CONT.**

There are other medal cards, such as Artist Series, Promotional & Crossover. These cards typically follow the basic fundamentals of silver cards with some exceptions.

### **LOCATIONS**

Location cards are considered standard cards. They typically have ranks of 7 and lower and total to 22.

### **RANDOM ENCOUNTERS**

These are cards that currently exist in the main series. One of the ranks will display an X. Using a D10 dice, with 0 to 9 displayed (if your dice has a 10 instead of a 0, count 10 as 0) you may roll to find out the value of X. Each player may use one Random Encounter card. The dice roll is the value of that specific card, not both. For example, if you roll a 5 and the facing rank is 6, nothing happens. If you had rolled a 7, it would flip.