



GENERATION 7.4 JULY 2026

For a full breakdown of TriPom cards, including foils, variations, discontinued prints, starter packs, and more, please refer to the TriPom Ultimania! Available at events and online at kupo.shop.

In TriPom, each card features four ranks, numbers ranging from 1 to Ace (which represents 10), along with a ribbon symbol in the top-left corner, if applicable. It's important to note that the ribbon does not indicate rarity; instead, it reflects the overall strength or special function of a card's ranks.

Altogether, TriPom's card types offer a rich mix of strategy, collectibility, and creative expression, perfect for both competitive play and passionate fans.

// MAIN SERIES

Standard cards form the foundation of the game. These cards do not display any ribbon and generally include ranks of 7 or lower, with a total rank value not typically exceeding 21. Location cards and pixel cards are also considered standard unless otherwise specified.

Silver cards carry a silver ribbon and are slightly stronger than common cards. They typically include at least one rank of 8, with combined rank totals usually ranging between 21 and 23.

Gold cards, marked with a gold ribbon, represent an even higher tier of strength. These cards often feature ranks of 9 or higher and have total values between 23 and 26. Their enhanced stats can make a noticeable impact during play.

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

SERIAL	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	SILVER	
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		

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-REXAUR		
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.	SILVER	
304-61	KAIN	GOLD	
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	SILVER	
330-64	CIDOLFUS	GOLD	
331-65	GENESIS		
332-65	RYNE		
333-65	SAHAGIN		
334-65	SOPHIA		
335-65	CLIVE	GOLD	
336-66	NORG		
337-66	ZACK	SILVER	
338-66	LARSA		
339-66	BATTERFLY		

GENERATION 7

340-70	GARLAND	GOLD	
341-70	KIMAHRI	SILVER	
342-70	SKEESKEE		
343-70	WARD		
344-70	WUK LAMAT		
345-70	SEPHIROTH	GOLD	
346-70	FAT CHOCOBO		
347-70	EDEA	GOLD	
348-70	CHARON		
349-70	YANG		
350-71	SAZH	SILVER	
351-71	QUINA	GOLD	
352-71	COCKATRICE		
353-71	O'AKA XXIII		
354-71	BIKKE		
355-72	AGRIAS	SILVER	
356-72	JILL		
357-72	KIROS		
358-72	METEION		
359-72	TONBERRY	GOLD	
360-73	CHOCOLINA		
361-73	TIDUS	GOLD	
362-73	PALMER		
363-73	FLAN	SILVER	
363-73A	YELLOW	SILVER	
363-73B	BLUE	SILVER	
364-73	BEATRIX	SILVER	
365-73	CACTUAR		
366-74	DORKY FACE		

367-74	CISSNEI		
368-74	BENEDIKTA	GOLD	
369-74	PAPALYMO		
370-74	EDWARD	SILVER	
371-74	LULU	SILVER	

// LOCATIONS

Location cards are full-art trading cards that showcase iconic places from across the Final Fantasy series. These beautifully designed cards feature rich, immersive locations and are a celebration of the worlds that inspire TriPom.

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		

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	

LC055-71	DOMA CASTLE	
LC056-71	TENEBRAE	
LC057-71	BUHJERBA	
LC058-71	FISHERMANS H.	
LC059-71	MIST CAVE	
LC060-72	SANBREQUE	
LC061-72	ESTHAR	
LC062-72	ELFHEIM	
LC063-73	LIMSA LOMINSA	
LC064-73	JUNON	
LC065-73	HIDEAWAY	
LC066-73	MOLTEN CAVE	
LC067-74	BODHUM	
LC068-74	GAPRA WHITEWOOD	
LC069-74	KEFKA'S TOWER	
LC070-74	LIBRARY OF ANCIENTS	
LC071-74	FOSSIL ROO	

// LIMIT-BREAK

Limit Break cards are among the most powerful standard cards in TriPom. Identified by a unique Limit Break ribbon, these cards always include an Ace (10) and typically have a total rank value between 25 and 30. They're designed to showcase a character or moment at its peak.

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	
LB018-73	SAFER SEPHIROTH	

// OVERDRIVE

Overdrive cards bring a dynamic and strategic twist. These feature a distinct Overdrive ribbon and modify the balance of power by reducing two of the four ranks by one point and increasing one of the remaining two ranks by two points. This creates a card that's exceptionally strong in one direction but weaker in others, offering new ways to surprise your opponent.

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// PROMOTIONAL

Promotional cards, or "Promos", are a special type of card released exclusively for individual KupoCon events. Each one is unique to its specific event, and often matches the theme or location of that gathering. These cards are not found in standard packs and are highly collectible. Most fans obtain them by trading with attendees from other events, though leftovers are sometimes made available through Chocolina's, or our official store, kupo.shop. Promo cards feature a distinct promo ribbon and serve as both a gameplay option and a keepsake from your KupoCon experience.

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	
PR027-72	PILOT MOG	
PR028-73	KUPOCON X	

// LIMITED SERIES

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

FINAL FANTASY 7 REMAKE SET

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

CRIMSON SUN CALENDAR SET

LS006-41	FFI	
LS007-41	FFII	
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	

FINAL FANTASY 7 MATERIA SET

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	

FINAL FANTASY XIV ENDWALKER SET

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	
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FINAL FANTASY 15 ANNIVERSARY SET

LS048-00	REGIS	
LS049-00	NOCTIS	
LS050-00	LUNAFREYA	

WEAPON SET

LS051-71	SPIRIT LANCE	
LS052-71	BUSTER SWORD	
LS053-72	INVICTUS	
LS054-73	GUNBLADE	
LS055-74	MAGE MASHERS	

// PIXEL SERIES

Alongside these are the Pixel series, cards that portray characters in their simplified, pixelated forms. Cards representing characters from Final Fantasy I through VI feature very simple pixel art in keeping with the era, while characters from Final Fantasy VII and onward use enhanced pixel detail, reflecting the gradual evolution of game graphics over time.

PX001-63	TIAMAT	
PX002-66	SAND WORM	
PX003-53	LEON	
PX004-53	GALUF	
PX005-53	TERRA	
PX006-53	KEFKA	

PX007-53	ROSA	
PX008-53	LOCKE	
PX009-53	LENNA	
PX010-65	WYVERN	
PX011-64	COUERL	
PX012-53	CECIL	
PX013-70	SKULL DRAGON	
PX014-70	KORNAGO	
PX015-53	CYAN	
PX016-53	WHITE MAGE	
PX017-53	MARIA	
PX018-53	GARLAND	
PX019-63	KRAKEN	
PX020-53	ARC	
PX021-65	REVENANT	
PX022-66	AHRIMAN	
PX023-53	MOOGLE	
PX024-53	REFIA	
PX025-53	MATEUS	
PX026-66	DEATH MASK	
PX027-53	INGUS	
PX028-53	CHOCOBO	
PX029-63	MARILITH	
PX030-70	MU	
PX031-64	IRON GIANT	
PX032-53	FIGHTER	
PX033-53	GUY	
PX034-70	SAND BEAR	

PX035-53	TONBERRY	
PX036-63	LICH	
PX037-53	FIRION	
PX038-53	MINWU	
PX039-53	CACTUAR	
PX040-64	HECTEYES	
PX041-53	TELLAH	
PX042-70	MOUSSE	
PX043-65	DJINN	
PX044-53	LUNETH	
PX045-53	EXDEATH	
PX046-70	UNKNOWN	
PX047-53	GOLBEZ	
PX048-64	HILL GIGAS	
PX049-53	RYDIA	
PX050-53	BARTZ	
PX051-53	EDGAR	
PX052-53	KRILE	
PX053-53	CID	
PX054-70	YETI	
PX055-53	THIEF	
PX056-53	BOMB	
PX057-65	MEDUSA	
PX058-53	BLACK MAGE	
PX059-53	SABIN	
PX060-53	MONK	
PX061-66	FLAMEHOUND	
PX062-70	MOOGLE EATER	

PX063-53	FARIS	
PX064-53	KAIN	
PX065-53	XANDE	
PX066-53	RED MAGE	
PX067-71	YUNA	
PX068-71	ZELL	
PX069-71	RED XIII	
PX070-72	TORGAL	
PX071-72	SHANTOTTO	
PX072-72	VIVI	
PX073-73	CLOUD	
PX074-73	LULU	
PX075-73	ESTINIEN	
PX076-74	KRILE	
PX077-74	FRAN	
PX078-74	CLIVE	
PX079-74	RINOA	
PX080-74	LION	

// 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

Random Encounter cards introduce an element of chance into the game. These cards replace one of their four ranks with an X, which is resolved by rolling a D9 dice (numbered 0 through 9) during gameplay. The result determines the value of the X rank, making each encounter unpredictable and potentially game changing.

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	VIVVI	
RE012-70	TAMA	
RE013-71	HONEY GIRL	
RE014-72	ESTHAR S.	
RE015-73	BARRET	

// ARTIST SERIES

Artist Series cards showcase a unique artist ribbon and are illustrated by a single commissioned artist. These small sets are printed in limited numbers and stand out for their distinctive visual style.

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	SELPHE	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	
AS051-72	VIVI	ANEBARONE	
AS052-72	BALTHIER	ANEBARONE	
AS053-72	FREYA	ANEBARONE	
AS054-72	BASCH	ANEBARONE	
AS055-72	DIABLOS	ANEBARONE	

// ILLEGAL CARDS

To ensure fair and balanced play, certain types of TriPom cards are classified as illegal and are not permitted in gameplay under any circumstances.

Classic cards, which were part of the original version of TriPom, are not allowed. These are easily identified by being single-sided and lacking the modern formatting and design features used in current cards.

Legacy cards are also banned from play. These cards are double-sided, like modern cards, but can be recognized by their black name bar, which differs from the standard colored name bar that reflects the side of the card. While these cards remain a nostalgic part of TriPom's history, they are no longer compatible with current gameplay rules.

Additionally, any card that falls under the **crossover/miscellaneous** category is considered illegal for tournament or structured play. These cards begin with the serial number prefix XS and typically feature content from outside the main TriPom or Final Fantasy themes. While they may be fun collectibles, they are not permitted in official matches or casual games intended to follow standard TriPom rules.

Lastly, **prototype** cards, including any test prints, early designs, or concept versions not officially released for gameplay, are strictly prohibited. These cards are often used internally for development and may not reflect final stats, layout, or mechanics.

Please make sure your deck only includes current, legal cards to maintain consistency and competitive balance across all gameplay formats.

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!

