

A pixel art illustration of a game interface. At the top, a horizontal strip shows a photo gallery with five character portraits. Below this, the title 'FOTO FINISH' is written in large, bold, stylized letters. 'FOTO' is red with a black outline, and 'FINISH' is yellow with a green outline. Below the title, the word 'RULEBOOK' is written in orange. On the left, a character in a red shirt and white pants is running. In the center, a character in a white and blue outfit is running. On the right, a character in a yellow and blue outfit is riding a motorcycle. The background is dark blue with a grid pattern.

FOTO FINISH

RULEBOOK

**PANGRAM
GAMES**



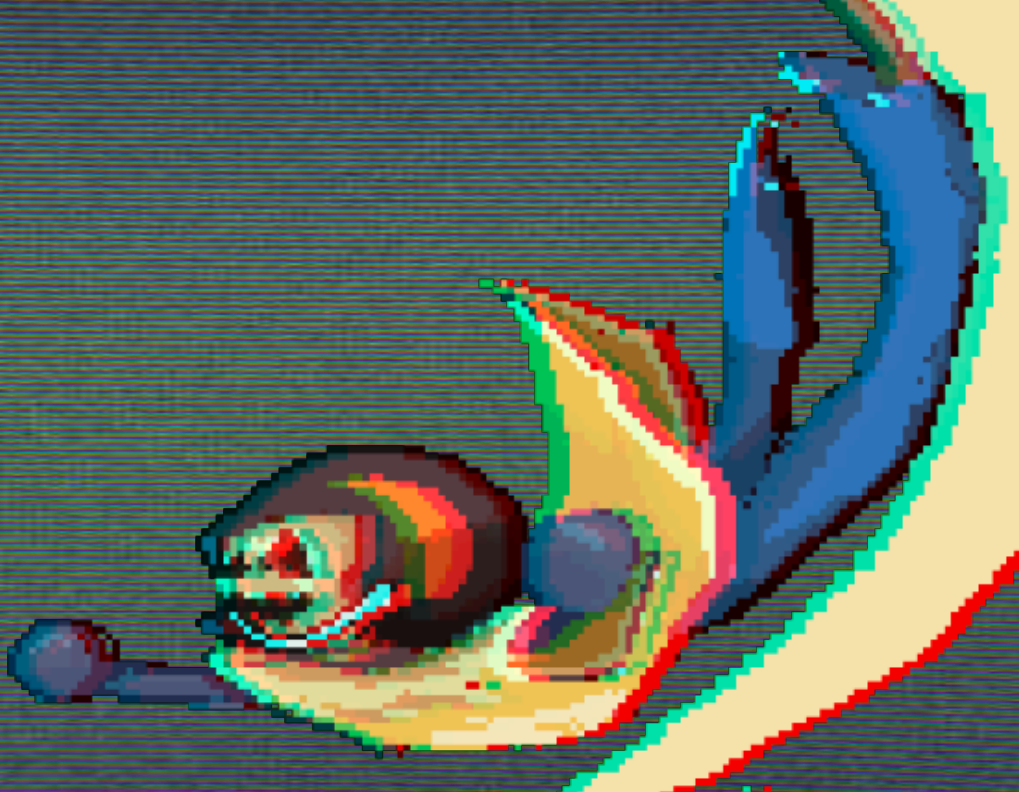
CREDITS

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See pg.15 for full credits.



Printed in China



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The background is a collage of pixelated images. On the left, a character with a large afro and a red top is visible against a yellow background. In the center, a character with a white shirt and a blue background is partially obscured by the text. On the right, a distorted, glitched image of a character with long hair is shown against a purple and pink background. The overall aesthetic is retro and digital.

FOTO FINISH

DECK-BUILDING GAME

DECK-BUILDING X ARCADE FIGHTER

1. CHOOSE YOUR FIGHTER

Each player begins the game with the same starter deck but unique character abilities.



2. LEARN NEW MOVES

Add stronger cards to your deck by matching inputs to unleash deadlier combos.



3. FIGHT!!

Players have 2 actions per turn: Draw or Combat. Play cards during combat to knock out your opponent. Observe their tactics. Improvise and adapt to the cards in the market and build up your deck.

4. WIN!!!

Outplay your opponent and emerge victorious!

In F.O.T.O FINISH, you are a fighter plucked from your reality and forced to compete in a deadly tournament. Only the winner will be allowed to return home. But, there was a glitch in the transport: you've lost all of your signature attacks and must relearn them—and pick up new techniques on the fly. Who is the enigmatic host of this strange tournament and who will come out on top?

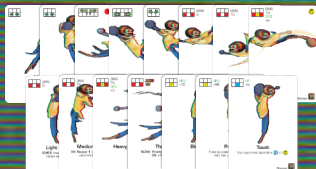
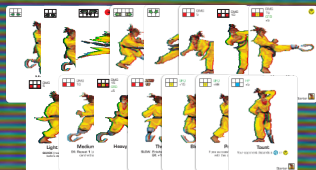
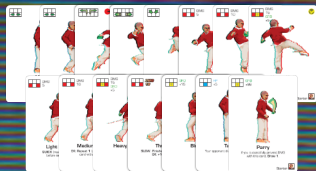
IN THE BOX



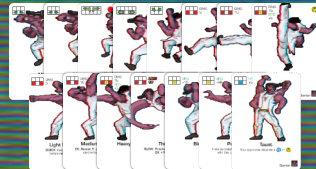
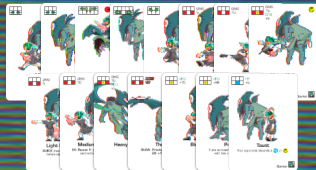
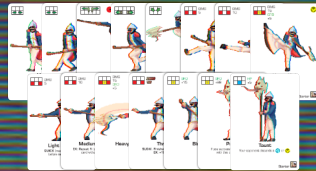
6 Ability Cards



6 double-sided
Character Cards



6 Starter Decks (15 cards per character)



48 Advanced Cards
(8 per character)

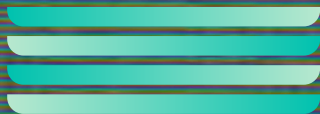


x4

24 Tracker Tokens



6 Stages



4 Platform Tokens



6 Arcade Mode Cards



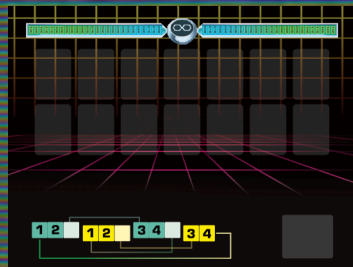
2 Controller Tokens



4 Player Aid Cards



1 Rulebook



1 Stage Mat

SETUP (2-PLAYERS)

Shuffle the **Ability Cards**¹ and deal 1 randomly to each player. Each player then takes their respective **Character Card**,² **Tracker Tokens**,³ and **Starter Decks**.⁴ Set aside the remaining Ability Cards, Character Cards, Tokens, and Starter Decks.



Characters have different abilities and starting HP, but the same starter decks.



A **Starter Deck** consists of 15 cards: **Move**(2×), **Dash**, **Air Dash**, **Jump**, **Block**, **Parry**, **Taunt**, **Throw**, **Light Punch**, **Medium Punch**, **Heavy Punch**, **Light Kick**, **Medium Kick**, **Heavy Kick**.

Lay out the **Stage Mat**⁵.

Shuffle the **Advanced Cards**⁶ to form the 48-card **Market Deck**⁷. Deal out the top 6

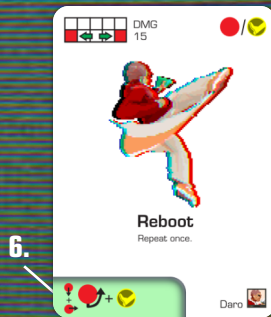
cards to form the **Market**^{7b}. If playing with more characters, the **Market Deck**⁷ is the **Advanced Cards**⁶ of the 2 selected characters(16) + the **Advanced Cards**⁶ of the 4 random characters (32).

Randomly select a **Stage**⁸. We recommend using *Training Room* for your 1st game.

Randomly decide who goes 1st. Put that player's **Tracker Token** on the first spot of the **Priority Track**¹⁰. The second player's token goes on the 3rd spot. Place each **Character Card** into the **Starting Spaces**⁹.

Each player places a **Token**³ on the **HP Bar**¹¹ to mark their hit points.

Each player shuffles their **Starter Deck**⁴ and draws their opening **Hand**¹² of 6.



Advanced cards have costs in the bottom left!

1. P1 Ability



12. P1 Hand



4. P1 Deck



3. Tracker Tokens

10. Priority Track

7B. Market

8. Stage

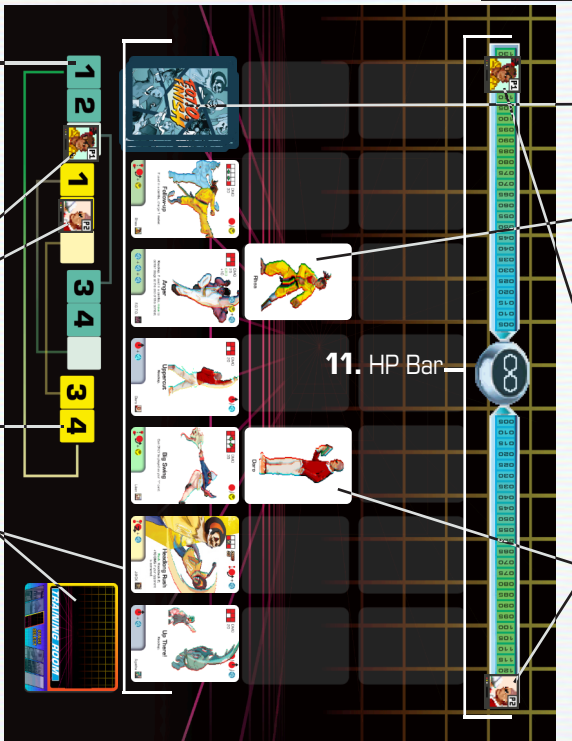
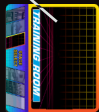
4. P2 Deck



12. P2 Hand



1. P2 Ability



7. Market Deck

2. P1 Character

5. Stage Mat

3. Tracker Tokens

2. P2 Character

11. HP Bar





3.

11.

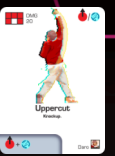
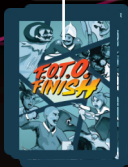
3.

9.

9.

7.

7B.



1 2



3.

1

3 4

3 4

10.

8.



- 3. Tracking Tokens
- 7. Market Deck
- 7B. Market
- 8. Stage
- 9. Starting Spaces
- 10. Priority Track
- 11. Health Bar

CARD ANATOMY

DAMAGE
The amount of damage dealt. Finishers are also larger and bolded!

RANGE
The red spaces indicate the spaces your attack hits. **Remember: the direction your character is facing matters!**

COST
This indicates what resources are needed in order to 'learn' this card (adding it to your hand from the market). In this case: 1 ⚡ and 1 ⚡.

EFFECT
Some cards have special effects, when played.

CARD SET
This will help you sort the cards.

DMG 25

RANGE PT. 2
This indicates the resource the card produces when used to pay for 'learning' a card. In this case: 1 ⚡ or 1 ⚡ is produced.

NAME
Hook

SLOW. Finisher. Unguardable.
EX: +10 DMG.

⚡ + ⚡

Léon

DAMAGE
35

RANGE PT. 2
Some cards both **move** and attack. They will have both a green arrow/green text and red hitboxes. **Movement always happens first!**

RESOURCE PT. 2
Some cards produce multiple resources. In this instance, this card produces 1 ⚡ and 1 ⚡. (⚡ is any resource with a red circle: ⚡, ⚡, ⚡, etc., are all ⚡.)

COST PT. 2
Some cards cost multiple resources. In this case, 1 ⚡ and 1 ⚡. (⚡ is both ⚡ and ⚡.)

DMG 35

RANGE PT. 2
Some cards both **move** and attack. They will have both a green arrow/green text and red hitboxes. **Movement always happens first!**

RESOURCE PT. 2
Some cards produce multiple resources. In this instance, this card produces 1 ⚡ and 1 ⚡. (⚡ is any resource with a red circle: ⚡, ⚡, ⚡, etc., are all ⚡.)

COST PT. 2
Some cards cost multiple resources. In this case, 1 ⚡ and 1 ⚡. (⚡ is both ⚡ and ⚡.)

NAME
Big Swing

is your 1st card.

⚡ + ⚡

Léon



HOW TO PLAY

GOAL

Reduce your opponent's HP to 0!

PLAYER TURN

On their turn, a player has 2 **Action Points** and may spend them to perform any of the following in any order (Actions may be repeated):

1. Draw a card — costs 1 action point
2. Initiate combat — costs 1 action point
3. Learn a card — costs 0 action points

Whenever a player spends an action point, progress the **Priority Track (See pg. 9)**.

LEARNING CARDS

Players increase the power of their decks through learning **Advanced Cards** from the **Market**. To learn a card, players must discard cards from their hand with **Resources** equal to the **Cost** of the card they wish to learn. They then add the learned card to their hand. Any unused resources are lost: they do not carry over.

COMBAT

Combat is the only time players can play cards. Combat is divided into the following phases:

1. Charge
2. Play
3. Damage
4. Clean up



1. CHARGE PHASE





A player may **Charge Meter** by placing 1 card from their discard pile under their **Ability Card**, max 4.

2. PLAY PHASE

The **Attacking Player** (the player who initiated the combat) plays 1 or 2 cards facedown. The defending player may then respond by playing



Any resource
= with a red circle,
including  / 

TIP: Cards that give a  resource can be used to buy powerful cards early because the  can be used as  or  to pay for cards!

The market doesn't refill when a card is learned: the market refills during the **END PHASE (see following page)**.

a number of facedown cards equal to or less than the attacking player.

Example: Player 1 (P1) initiates combat and plays 2 cards. P2 may respond with either 2, 1, or 0 cards. If P1 had only played 1 card, P2 can only respond with 1 or 0 cards. Any “When you initiate combat” effects also happen here.

3. DAMAGE PHASE

Both players simultaneously reveal their facedown cards one at a time. If the attacking player

plays 2 cards, and the defending player only plays 1, the defender may choose to reveal their card to the attacker's 1st or 2nd card.

In general, cards with lower 'DMG' are faster than cards with higher 'DMG' and resolve first. Cards also resolve according to the speed tiers listed →

When resolving cards, if a player takes damage, the rest of their unresolved face-up cards are cancelled!

If cards have the same speed tier, the defending player chooses and resolves first.

If cards have the same DMG, neither player deals DMG and both players draw 1 card.

Cards played by players stay in front of them. They are not placed into the player's discard pile until the **Clean Up** step.

1. Effects (including +HP and +GRD; excluding 'On hit')
2. Keyword QUICK
3. Movement (Cards with green in the top left corner OR with green text in the effect box)
4. Attacks (Cards with **DMG**—with lower **DMG** resolving first)
5. Keyword SLOW.

4. CLEAN UP

Played cards are placed into their respective discard piles. If a Character is in the top row, they **fall** to the bottom row. If Characters are facing away from their opponents **and there are no other cards to be revealed**, flip them so that they are facing each other.

END PHASE

Refill the Market. Check to see if priority passes.

Rules cont'd on following page!

HOW TO PLAY CONT'D

PRIORITY TRACK



Example: P1 has priority. They go first. On their turn, they buy a card, they use both their action points to draw 2 cards.

P2 draws 1 card, then initiates combat.

P1's turn again. They initiate combat twice.

P2's turn again. They buy a card, then initiate combat twice.

After P2 finishes their turn, both players may discard any number of cards and draw until they each have 6 cards in hand. P2 (following the line) is now at the start of the track. They have priority and start a new turn.



Follow the line from the 4 to the 1!

TIP: When you gain priority, you'll effectively have 4 actions in a row. Use this momentum to turn the tide of the fight!

COMBO

When a player's attack deals DMG, they may add more attacks from their hand to start a combo! Cards can only be added to a combo if the printed DMG is higher than that of the previous card played. A combo ends when a player decides not to play any more cards or they play a card with the keyword **Finisher**, these cards also have bolded DMG: **DMG 10**

See pages 14-16 for combat examples!

METER

Meter is a resource players use to play **Supers** and activate optional **EX** effects. Supers costs 3 meter, and EX costs 2. Players can have a maximum of 4 meter. Cards used for meter are tucked face up under Character cards. Spent meter cards are trashed and set aside.

MOVEMENT

Cards that move either have green arrows in the range:



OR have bolded **green text** in the effect box (eg. **Rush, move**). Players move their character as shown on the range icon OR to the spot specified in the effect text. Some cards move more than 1 space (**see Dash and Air Dash in the starter decks**). If a player moves into the air (top row), they stay there until the Clean Up step (**see previous page**). After a player moves (whether because of their own card or by an opponent's card) they choose which direction their character faces, this affects the range of their attack. (Remember characters turn to face each

other again during the Clean Up step.) Some cards both move your Character and deal DMG:



When these cards are played, resolve the **movement** and attack portions of the card separately. The movement would happen first (according to the appropriate speed tier) and the Attack portion would resolve after (if it resolves at all). It's possible for these cards to move your Character into an opponent's attack, cancelling the rest of your card!

PUSHING

Characters cannot share the same space! If a player moves onto a space that's already occupied, the moving player pushes the other player onto the next space in the direction of the movement. However, If a card moves more than one space, characters **move through their opponent** instead of pushing them.

TIP: Try getting behind your opponent to dodge their attacks!

RANGE

Range is indicated by the red squares in the top left corner:



Characters only attack the direction they are facing. Projectile attacks with red arrows have unlimited range, they extend until the end of the board:



GAME END

A game ends when a player reaches 0 HP.

ADDITIONAL RULES

If a player's deck is empty and they need to draw a card, they shuffle their discard pile to create a new player deck.

See pages 14–16 for
combat examples!

011

If the Market deck is empty, do not refill and continue play.

If both players use a projectile attack, the one with the higher DMG wins.

Cards are trashed face-up. Players share the Trash Pile.

If a player reveals a Super in combat, they must spend 3 meter even if their super is cancelled. If a player reveals a card with an EX ability, they may choose to spend 2 meter if their card is cancelled.

For card and Character-specific rules, **see page 20** or pangramgames.com/rules

KEYWORDS/GLOSSARY

CHARGE X: Put X cards from your discard pile into your meter.

CORNERED: On a space at the edge of the stage.

EX: You may spend 2 meter for bonus effects.

FINISHER: Cannot be comboed onto.

GRD +X: Prevent X DMG for 1 attack.

(GRD does not carry over between attacks).

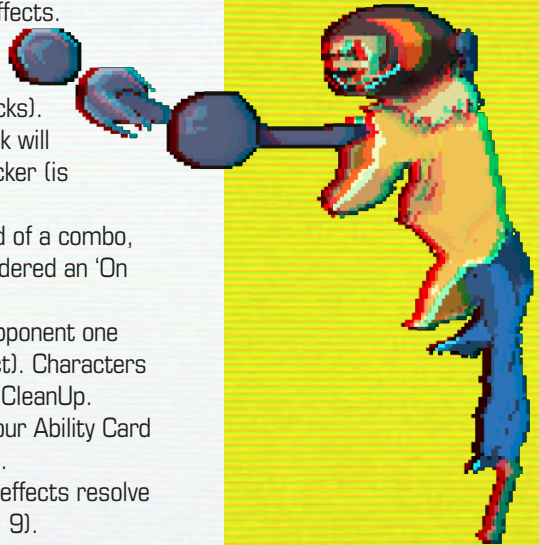
KNOCKBACK X: A player hit by this attack will be moved X spaces away from the attacker (is considered an 'On Hit' effect).

KNOCKDOWN: If this card hits at the end of a combo, your opponent discards 1 card (is considered an 'On Hit' effect).

KNOCKUP: If this card hits, move your opponent one space up (is considered an 'On Hit' effect). Characters that are knocked up don't fall down until CleanUp.

METER: Cards placed face-up beneath your Ability Card that are used to pay for EX/Super cards.

MOVE: Move your character. **Movement** effects resolve in Step 3 of the Damage Phase (see pg. 9).



ON HIT: Effects after 'On Hit:' only resolve if the attack successfully deals DMG.

PROJECTILE: Projectiles have infinite range. Projectiles don't follow the regular speed rules when played against another projectile. Higher DMG wins.

QUICK: This card resolves before movement.

RECOVER X: Add X cards from your discard pile to your hand.

REFRESH: Trash all cards in the market, then flip new cards from the market deck.

REPEAT X: If this card resolves, a copy of this card (without the repeat keyword) is played X times. Each time is considered a new card being played.

RUSH: This is considered **moving**. Move your character forward until adjacent to your opponent.

SLOW: Resolves after attacks without 'SLOW'

SUPER (SPLASH ART): Costs 3 meter to play.

TRASH: This card goes to the trash pile instead of the player's discard pile.

UNGUARDABLE: Ignore your opponent's **GRD** value.

WHIRLWIND: This attack hits both directions. (This hits behind the character).

GAME MODES

BEST OF 1

2 PLAYERS

Play until 1 player reaches 0 HP.

BEST OF 3

2 PLAYERS

Choose a random Stage. Play Rounds until a player wins 2 Rounds. A Round is fought until a player reaches 0 HP. At the start of each Round, players return their Characters to the Starting Spaces; set their HP to their max HP; shuffle their respective discard piles and hands to create new starting decks. (Meter carries over between rounds). The player who lost the last round decides who goes first and may choose a new stage.

ARCADE MODE

1 PLAYER

See page 17.

CAPTURE THE FLAG

2-4 PLAYERS

See pages 18-19.

TAG MODE

COMING SEASON 2.

COMBAT

EXAMPLE 1



P1 (**Rhea**) initiates combat and plays 2 cards. P2 (**Léon**) responds with 1 card and only to **Rhea**'s second card. **Rhea** reveals and resolves their 1st card: 'Move'. They decide to move 1 space to the right. Both players reveal their remaining cards. **Léon** reveals a 'Move' and **Rhea** reveals a 'Light Punch.' Because 'Light Punch' has the keyword QUICK, it resolves first and **Rhea** deals 5 DMG to **Léon**. **Léon**'s 'Move' is cancelled and **Rhea** may **combo**.

EXAMPLE 2



Rhea initiates combat and plays 2 cards. **Léon** responds with 2 cards. Players reveal their 1st card: **Rhea** reveals 'Move'. **Léon** reveals 'Move'. Since both cards are the same speed tier, **Léon**; as the defender, moves first. They decide to move back. **Rhea** then moves forward. Players reveal their 2nd card: **Rhea** reveals 'Heavy Kick' and **Léon** reveals 'Light Punch'. **Rhea** gains +5 GRD. **Léon**'s 5 DMG is prevented by **Rhea**'s GRD. **Rhea** Deals 15 DMG to **Léon** and may **combo**.

EXAMPLE 3



Léon initiates combat and plays 2 cards. **Rhea** responds with 2 cards. Players reveal their 1st card: **Léon** reveals 'Air Dash'. **Rhea** reveals 'Light Kick'. 'Light Kick' resolves first. **Rhea** deals 5 DMG and may combo. **Léon's** 'Air Dash' is cancelled. Players reveal their 2nd card: **Léon** reveals 'Heavy Punch' and **Rhea** reveals 'Medium Punch'. **Léon** gains +5 GRD. **Rhea's** 'Medium Punch' resolves first and deals 5 DMG. They may combo. **Léon's** 'Heavy Punch' is cancelled.

EXAMPLE 4



Léon initiates combat and plays 2 cards. **Rhea** responds with 2 cards. Players reveal their 1st card: **Léon** reveals 'Dash'. **Rhea** reveals 'Block'. **Rhea** gains 15 GRD and P2 dashes forwards (through P1). Players reveal their 2nd card: **Rhea** reveals 'Heavy Punch' and **Léon** reveals 'Throw'. 'Heavy Punch' resolves first but deals no DMG because **Rhea** is facing the wrong way. **Léon** then deals 10 DMG. It is now the Clean Up phase and **Rhea** turns around.

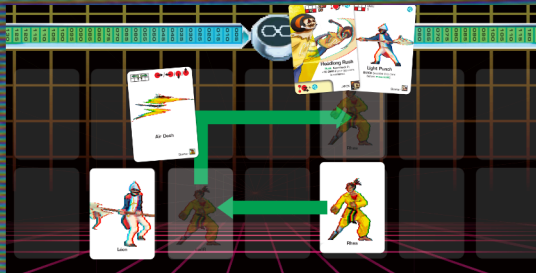
COMBAT CONT'D

EXAMPLE 5



Rhea initiates combat with 2 cards. **Léon** responds with 2 cards. Players reveal their 1st card: **Rhea** reveals 'Dash'. **Léon** reveals 'Move'. **Léon**; as the defender, moves first. They decide to move back. **Rhea** then dashes forward. Since players can't share a space, **Rhea** pushes **Léon** 1 space. Players reveal their 2nd card: **Rhea** reveals 'Taunt' and **Léon** reveals 'Light Kick'. 'Taunt' resolves its effects first: **Rhea** gets +5 HP and **Léon** discards a card. **Léon** then deals 5 DMG and may combo.

EXAMPLE 6



Rhea initiates combat with 2 cards. **Léon** Responds with 1 card and only to **Rhea's** 2nd card. **Rhea** reveals and resolves their 1st card: 'Air Dash'. They decide to move 2 spaces backwards. In Clean Up, **Rhea** returns to the bottom row. Players reveal their remaining cards. **Rhea** reveals 'Headlong Rush' and **Léon** reveals a 'Light Punch'. Because 'Light Punch' has the keyword QUICK, it resolves before the movement of 'Headlong Rush'. **Léon** misses. Then, **Rhea** moves and deals 35 DMG with 'Headlong Rush'.

Visit pangramgames.com for a how-to-play!

ARCADE MODE (1 Player)

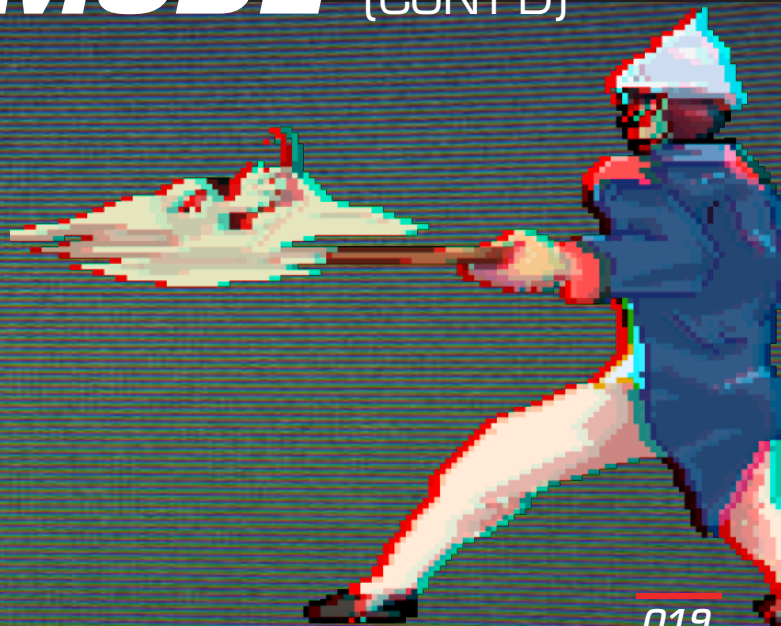
TK

ARCADE MODE (CONT'D)

TK

ARCADE MODE (CONT'D)

TK



019

CAPTURE THE FLAG

(2–4 players)

GOAL

Be the first to earn 5 pts.

EARN POINTS

KNOCKOUT: Deal 50+ DMG in 1 combo = **1 pt**
Picking up the flag* = **1 pt**



← The Flag
(Controller Token)

Starting a turn with the flag = 2pts

*** The very first time the flag is picked up, no points are awarded.**

SETUP

 (See opposite page)

There are 4 starting positions and no HP bars.



STAGE

The two edges of the stage are connected. **If you are in the corner and would move off the stage, you would move to the other side instead.**

There is a third row (accessible by jumping or getting knocked up from a platform).

PLATFORMS

When playing cards on a platform, players may **move**

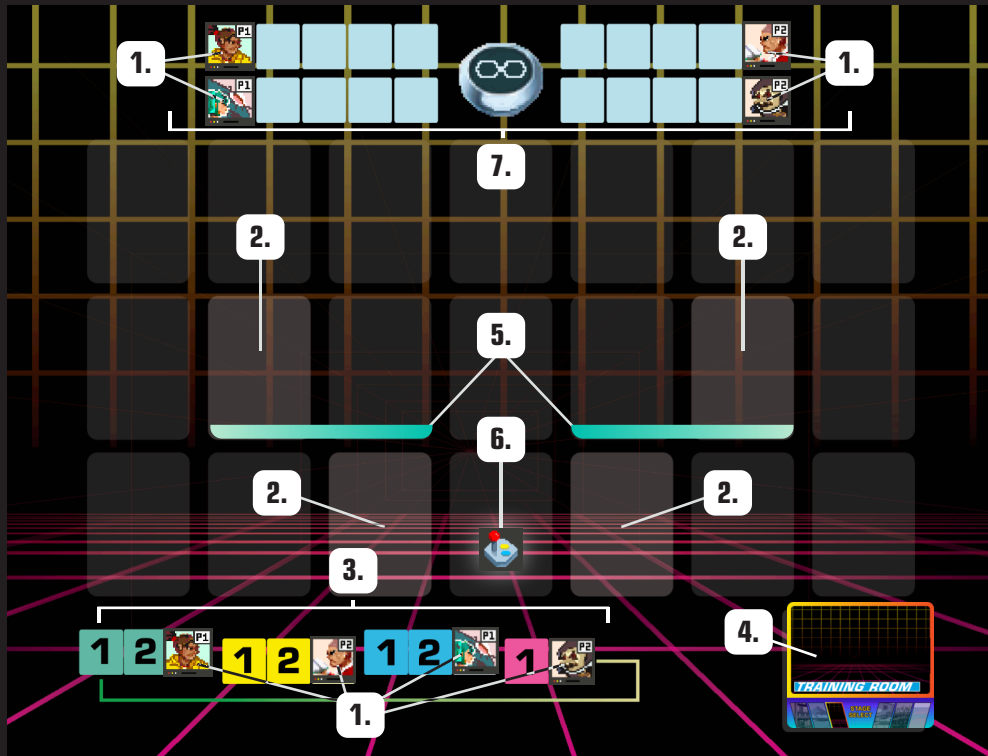
and go to the space below them if the card played has a  or  symbol as a resource (●/● count!).

This counts as a movement and player may turn their character. **This happens before completing the rest of the card's effects.** You can move from one platform to another with cards like 'Dash' and 'Air Dash'. Moving horizontally off of a platform can leave you suspended in the air until Clean Up (see pg. 22)!

PRIORITY TRACK

Priority is determined by a player's position on the track, starting from the left. Priority passes after the last player ends their turn. That player then moves to the front of the track and gains priority. Every other player shifts right. When priority changes, all players may discard their hands and draw up to six cards!





- 1.** Tracking Tokens
- 2.** Starting Spaces
- 3.** Priority Track
- 4.** Stage
- 5.** Platforms
- 6.** Flag
- 7.** Point Trackerz

CAPTURE THE FLAG

CONT'D

FLAG

1. PICKING UP THE FLAG

If nobody is holding the flag, a player may pick it up by moving onto it! Moving past it doesn't count! When a player picks up the Flag, they place the Controller Token on their Character and draw until they have 6 cards in hand.

2. DROPPING THE FLAG

A player drops the flag if they take **30+ total DMG in a combo**. When a player drops the flag, they are knocked back

2 spaces and the flag is dropped in the space in front of them.



COMBAT

Combat is the same as 2-player, with some key differences:

1. PLAYING CARDS

When a player initiates combat, **every** may play up

to 2 cards regardless of how many cards the attacker plays. All players who are not attacking are considered defending. When resolving cards (of the same speed) between defenders, the player with higher priority resolves first (from left to right on the track).

2. TAKING DAMAGE

If a player is dealt **30+ DMG** in a single combat, at the end of that combat, they are knocked back 2 spaces. They drop the flag.

If a player deals **50+ DMG** to a player in a single combat, that's a **Knockout**.

3. KNOCKOUTS

When a player is knocked out, they are not eliminated. They **respawn**. They may place their Character on an unoccupied starting position (They may not respawn on the flag). If no starting spaces are available, they move to center stage instead. When a player respawns, they may discard any number of

cards in their hand and draw up to 6 cards. **They cannot pick up the flag, be knocked out, or initiate combat** until the start of their next turn.

4. PUSHING

Players may be pushed onto a space that another player is on (See PUSHING on pg 11). It's possible to deal DMG to multiple players simultaneously.

CLEAN UP

Combat is the same as 2-player, with some additions.

1. FALLING

Characters fall until they reach the bottom row, or a platform, whichever comes first.

2. SHARED SPACES

If players occupy the same

space, the player with higher priority pushes the other player(s) to another adjacent space. They may then turn their Character to face another direction.

3. TURNING

Each player in priority order, may turn their Character to face the other direction.

LEARNING

At the end of their turn, players draw cards equal to the number of cards they discarded to learn cards that turn.

FAQS

TK



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