

Cloud vs Sephiroth: First Games and Fair Upgrades

A one-page teach order, three-game diagnosis, and matched-upgrade rule for keeping the red-white and blue-black decks fun together.

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Know the teaching jobs

DECK	COLORS	WHAT IT REWARDS	WATCH FOR
Cloud	Red-white	Board presence, equipment, and combat sequencing	Attacking because mana is available rather than because combat is favorable
Sephiroth	Blue-black	Selection, interaction, graveyard value, and timing	Holding every answer until tempo is already lost

Teach, swap, diagnose

1. **Game one: play open-handed**
Name lands, costs, phases, attacks, blocks, and the stack only when each first appears.
2. **Game two: swap decks**
Closed hands reveal whether the result came from the list, the draw, or an unfamiliar decision.
3. **Game three: record the hinge turn**
Write down the mana miss, dead card, and decision worth replaying before changing either deck.

Three-game diagnosis

GAME	MANA MISS	DEAD CARD	HINGE DECISION	WINNER
1	_____	_____	_____	_____
2	_____	_____	_____	_____
3	_____	_____	_____	_____

The fair-upgrade rule

- ☐ **Reset first** — Photograph both stock lists and keep every removed card.
- ☐ **Change four cards per deck** — Improve consistency before adding raw power.
- ☐ **Add one signature rare each** — Keep both decks equally inviting and easy to recognize.
- ☐ **Replay both seats** — Use at least three games, including one deck swap, before the next change.
- ☐ **Stop when one side wins for free** — Undo the last unequal change instead of buying another answer.

Sources. Wizards of the Coast Final Fantasy product page and official Starter Kit decklists; current Magic rules; exact-card records from Scryfall used by the linked guide.
Accuracy. Every figure on this sheet was read from the sources above on 2026-09-09. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.
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