Fate/Grand Order

HOW TO PLAY

Fate/Grand Order

Fate/Grand Order for Beginners

Learning the Basics

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Fate Grand Order

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Fate/Grand Order

Gameplay

Check out the basic flow of the game!

1

Use AP (Action Points) to embark on quests.

AP replenishes over time. Enjoy the many original stories!

SKIP ▶▶

Mash
D-Director, get behind me!
You too Senpai, prepare for battle!

2

Exciting battles using summoned Servants!

Select your Command Cards to attack!
Easy to learn turn-based battle!

3

New stories get unlocked.

Victory in battle will unlock more maps and quests!

MAIN MENU

FORMATION

Daily Quests, where players can earn Enhancement items, and Skill Up Quests where players can improve Servants' Skills and Noble Phantasms, can be selected here.

The Main Story, Limited Time Events, or Quests where you can obtain Enhancement items can be selected from the right-hand banners in the Main Menu.

Tap the Menu button for these options:

Formation

Edit your party formation and Support Setup, the latter of which lets you create a selection of Servants for your Friends to use.

Enhance

Level up and Enhance Servants and Craft Essences.

Summon

Summon Servants and Craft Essences using Saint Quartz and Friend Points.

Shop

Exchange event items, purchase Saint Quartz, and more.

Friends & Following

Manage your Friends List and search for new Friends.

My Room

Check out all sorts of information!

My Room

In My Room, you can revisit the main story and event stories, play the soundtrack, and check your own profile, among other features.
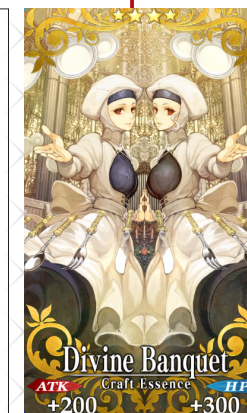

Cost

Your Master level determines the amount of Cost available to you for assembling your Servants and Craft Essences! Maximum cost can be increased by raising your Master level.

Servants

Characters who fight in battle

Player's Servants Maximum of 5 + Support Servant from a Friend Set 1 Servant

Craft Essences

Equip these to your Servants for additional effects!

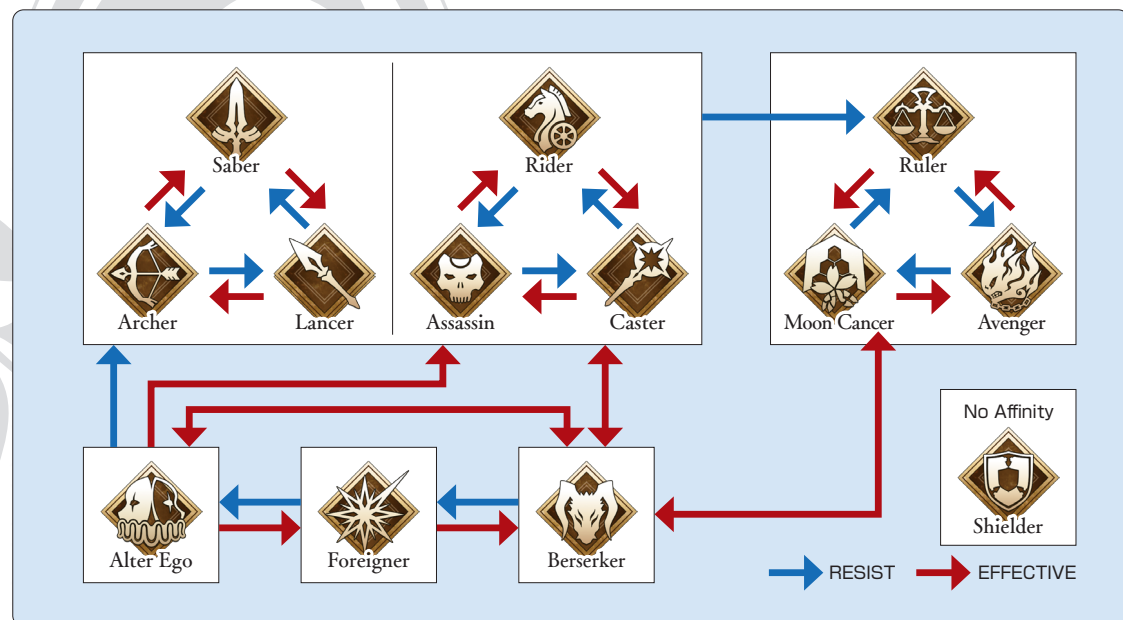You can equip one Craft Essence to each Servant in your party.

Summon

Servants and Craft Essences can be obtained as quest rewards, as well as from Summoning. Summoning is possible with Saint Quartz Summon, which uses Saint Quartz, or through Friend Point Summon, which allows ten free summons each day!

Class Affinity

Consider Class Affinity When Making Formations!

Saber

Rider

Ruler

Archer — Lancer

Assassin — Caster

Moon Cancer — Avenger

No Affinity

Shielder

Alter Ego — Foreigner — Berserker

→ RESIST   → EFFECTIVE

*There are Extra Classes not included in the Class Affinity Chart

Servant and enemy Classes can make for various advantages and drawbacks in battle.

The word "Effective" will be displayed in red if the attacking Servant has a Class affinity advantage, while "Resist" will be displayed in blue if the attacking Servant has a Class affinity disadvantage.

With Class advantage, you can deal increased damage!

With Class disadvantage, you will deal reduced damage!

Master Equipment

Equipment that provides Masters with skills to help their Servants in battle.

Master Equipment can be changed by tapping the bottom left hand corner of the Formation screen.

During battle, Master Skills can be selected from the right-hand side of the screen.

Friends & Following

Servants from other Masters can be added to a party's Support slot.

Support Servants have the "+SUPPORT" icon!
You can borrow one Servant from another Master without worrying about Cost.

Friend

◎ Support Servants' Noble Phantasms can be used.
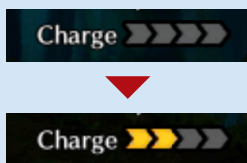◎ When a Friend uses your Servant, the amount of Friend Points you gain increases

Follow

◎ Available only in Part 1 Main Quests
◎ You may follow up to 3 Masters
◎ Support Servants' Noble Phantasms can be used.

BATTLE

Here are some helpful tips for what to do in the Command Order screen.

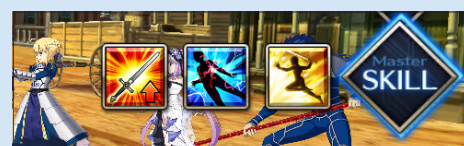Be careful! When the enemy's Charge Gauge is full, they will unleash a powerful attack!

When a Servant's NP Gauge reaches 100%, they are able unleash their ultimate weapon: the Noble Phantasm.
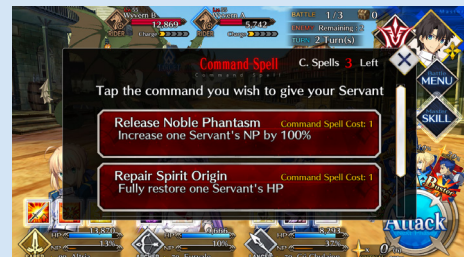
*The NP Gauge can be increased by attacking, using skills, or sustaining damage.

Servant Skills can be used to buff your allies or debuff enemies.

*Once you use a skill, you will need to wait a certain number of turns before using it again.

Assist your Servants with Master Skills and Command Spells!

Command Spells offer powerful special skills, such as reviving fallen Servants or increasing a Servant's NP Gauge to 100%.

*A maximum of 3 commands (3 strokes) can be used, and 1 command (1 stroke) is restored every day. Note that if the "Continue" command is selected, all 3 strokes are consumed at once.

Battle

Things that you can do will depend on which phase you are in.
Understanding the flow of the turn-based battle will be beneficial.

1 Tactical Phase

Select skills to buff allies or debuff enemies.

Press "Attack" to move to the Command Phase.
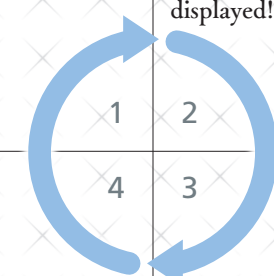
2 Command Phase

Select Command Cards to finalize your attack!

Pay attention to the status changes displayed!

Critical Star Rate

"Effective" will be displayed in red if the attacking Servant has Class advantage. "Resist" will be displayed in blue if the attacking Servant has Class disadvantage.
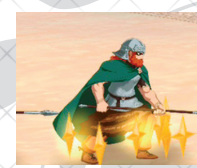
4 Enemy Turn

The enemy will attack no more than three times, regardless of how many enemies remain on the field.

If a starting member is defeated, a Servant from the Sub Member list will take their place.

3 Ally Turn

Servants will attack the enemy based on the selected Command Cards!

Critical Stars appear when attacking enemies.

Collecting more Critical Stars will give you a higher chance of inflicting critical damage during the next turn.

Command Card

Select three Command Cards to attack.

Five Command Cards are randomly distributed per turn! Your Servants will attack once three Command Cards are selected from the batch.

The Three Types of Command Cards

Quick Card
Allows you to gain more Critical Stars.

Arts Card
Allows you to fill up your NP Gauge faster.

Buster Card
Allows you to deal more damage.

Use the Same Type of Card To Boost Its Effect!

◆Quick Chain

◆Arts Chain

◆Buster Chain

Get more Critical Stars.

Increase the NP Gauge for each Servant in the chain.

Greatly boost your Servants' Attack.

Use three of the same Servant's Cards to get an Extra Attack!

Skills

Special abilities Servants can use to buff allies or debuff enemies.
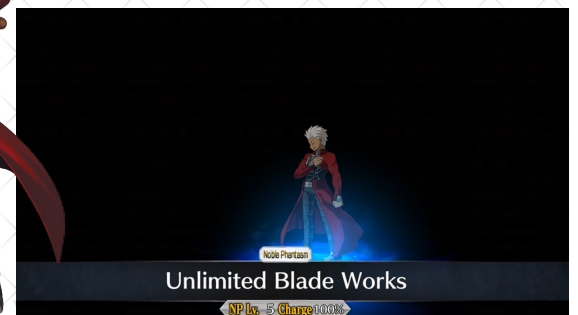
Noble Phantasms

Powerful attacks that can be unleashed once the NP Gauge has been filled!

Noble Phantasms are capable of various effects, such as inflicting tremendous damage, increasing allies' performance, or weakening enemies' abilities.

Unlimited Blade Works

Emiya

Unlimited Blade Works

ENHANCEMENT

Servant Skill Enhancement
Increase skill effectiveness!

Enhancing skills not only increases their effectiveness, but also reduces their cooldowns!

Enhancement (Pt. 1)

Servant Enhancement
Level Up or Increase Stats

Level Up Your Servants Using EXP Cards

EXP Cards can be obtained through Daily Quests from Chaldea Gate, from Friend Point Summons, and through other means.

Use Hero Crystals To Enhance Servants' HP and ATK.

Hero Crystals can be obtained as quest rewards, from Friend Point Summons, and through other means.

Enhance Noble Phantasm
Increase a Noble Phantasm's power!

By combining identical Servants, their Noble Phantasms can be increased to a maximum of level 5!

Enhancement (Pt. 2)

Ascension
Raise a Servant's Level Cap

Ascension also changes the Servants' appearance!

Craft Essence Enhancement

Increase the effects and abilities of Craft Essences!

Combine identical Craft Essences to reach Max Limit Break and enhance its effects!

Combine Craft Essences to level them up!