

SNK
VS
CAPCOM

CARD FIGHTERS

カードファイターズ *SPECIAL*



INSTRUCTION BOOKLET

FROM THE VIDEO GAME TO THE PHYSICAL PLANE



CardFighterProject.com

The logo features a stylized flame graphic on the left, transitioning from purple to yellow. The text 'SNK VS CAPCOM' is written in blue and yellow. To the right, 'CARD' is in blue, 'FIGHTERS' is in red and yellow, and 'SPECIAL' is in yellow. Below 'FIGHTERS' is the Japanese text 'カードファイターズ'. The entire logo is set against a blue grid background with light rays emanating from behind it.

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Version 2.0
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This adaptation of the Neo-Geo Pocket Color game began as a small project, so that a couple of friends could play Card Fighters Clash as a physical card game. It was also a way for me to educate myself as a graphic artist to develop a product. What you hold in your hand right now has been a labor of love and is available to download for free at CardFighterProject.com. Our team does not claim any rights to the gameplay mechanics, characters, or artwork. All of those are Copyrighted by their respectful owners (Capcom, SNK, and the artists who have submitted artwork). No money has ever been made through this project and never will. We hope to build such a fanbase that SNK and Capcom may someday see the value of releasing a physical version of Card Fighters Clash to the masses. We hope you'll enjoy the game as much as we've enjoyed developing it.

- Kido

Table of Contents

Objective	7
Card Diagram	8-9
Card Description	10-14
Building a Deck	15
The Playfield	16-17
Setting up the Game	18-20
Order of Play	21
Phases Explained	22-33
Definitions and Abbreviations	34-40
Special Thanks	41-42



Objective

The objective of Card Fighter Special is to build a deck of 50 cards that will be used to defeat your opponent in card battle. A game can be lost through two different means. First, if you as the player have your Hit Points reduced to zero you lose. Second, if you no longer have any cards in your deck to draw, you lose. When you pull your final card the match is over.

As you read through this instruction book, keep in mind any rule on a card will always supersede the rules within these pages.

Card Diagram



1. Character or Card Name (Pg. 10)
2. Card Rarity (Pg. 11)
3. Card Type (Pg. 11)
4. Card Number (Pg. 11)
5. Special Ability (Pg. 12)



6. Ability Type (Pg. 12)
7. Ability Description (Pg. 13)
8. Character Back-Up(s) (Pg. 13)
9. Battle Points (Pg. 13)
10. Soul Point/Soul Point Cost (Pg. 13)

Card Descriptions

The first place to start learning how to play Card Fighters Special (CFS) is to look at the cards. In the diagram on the previous pages you will find all the info you need to understand the cards.

Below is an expanded description for each of these elements.

- 1 Character Name - pay attention to the character's names, there are several cards that have the same name but will be followed up with additional information contained inside of parenthesis. This is to keep you from using a wrong Back-Up. Below the character name is the game title that the character originated from. If the character is a variant, the game listed will be what game the variant originated

from. The game title has no bearing on gameplay, it's just a tidbit of info.

- 2 Card Rarity - in order from least rare to most rare is as follows: D, C, B, A, S. Card rarity also does not change gameplay.
- 3 Card Type - this section tells you what card type you have in your hand. There are character cards (SNK and Capcom), and there are Reaction and Action cards. Action Cards are used for offence, and Reaction cards are used for defense
- 4 Card Number - each number will start with a letter S for SNK, C for Capcom, A for Action, and R for Reaction.

- 5 Ability Name - this is the name of the special ability that the character possesses. Not all characters have a special ability.
- 6 Ability Type - there are three different types of abilities that characters may have in the game.
- Square Ability is an ability that must be activated verbally during the attack phase. It takes place of the characters attack.
 - ▲ Triangle Ability is activated immediately when the character enters the ring.
 - Circle Ability is a constant effect. As soon as the character enters the ring it begins to take effect and continues to remain active until the character is no longer in the ring.

- 7 Ability Description - tells you the details of how the ability changes the gameplay. Remember, anytime an these ability contradicts the rules of the game, always follow the rule on the card.
- 8 Character Back-Up(s) - characters listed here are the only characters that can offer "Back-Up" to this specific character. When you Back-Up a character you increase their available Battle Points by 300.
- 9 Battle Points (BP) - this is your characters attack and defense. As the character loses BP the attack is also reduced accordingly.
- 10 Soul Points (SP) - points gained when a character enters the ring. SP is

also spent to utilize an Action or Reaction card. You may also use SP to perform a special attack referred to as Union Attacks.

Begin to familiarize yourself with the different types of cards and their functions. Take some time to look over the 424 unique cards that make up the CFS Base Set. Once you have a good idea of how the card mechanics work you can begin to build a new deck to take into battle.



Building a Deck

A deck consists of 50 cards, no more, no less. You can have any combination of cards that you would like, but you cannot have more than three of any one card. For example, if you want to have three of card number C045, that is fine, but you may not have four.

You may also have a mix of both Capcom and SNK cards in your deck, it would actually be to your advantage if you build your deck using a mix of both types of cards. There are SNK characters that can Back-Up Capcom characters and Capcom characters that Back-Up SNK characters. You may also have as many Action Cards and/or Reaction Cards as you'd like, so long as you keep your deck at 50 cards.

The Playfield

SP

OPPONENT'S SIDE

DISCARD

DECK

3

2

1

1

1

2

3

2

DECK

3

DISCARD

YOUR SIDE

4

SP

- 1 The Ring - this is where most of the action takes place. When putting a card in the ring make sure they are directly in one of the available slots. It's important to keep these slots visually aligned as it plays a big role with certain character.
- 2 The Deck - the 50 cards that make up your deck go here, face down.
- 3 Discard - cards that are used are placed here, face up.
- 4 SP Reserves - the counters you use to keep track of your SP go here. They must be visible to your opponent at all times.

Setting up the Game

The first thing you need to do when setting up a round of CFS is to shuffle your deck. Each player has the option to shuffle or cut their opponent's deck, this is to insure they have not stacked the deck in their favor. Each player then places their deck, face down, in front them (as shown in the diagram on the previous page).

Next, set your counters for your HP to 3000. The first person to reduce their opponent's HP to 0 wins the game. For tournament rules you play best 2 out of 3 games.

NOTE: To keep track of all the numbers in the game, there are three methods you can use in order to

complete this task. You can record the numbers using the pen and paper method or you can use dice to keep track of each cards BP and your HP. Some find it easier to use 30-sided dice to keep track of the numbers, others use multiple 6-sided die (the number that faces up represents the current stat. If using 6-sided dice you will need to use multiple die for each card or each player's BP). The third method is to use small counters such as glass beads, winks, pennies, or any other small object. Of course, you can always use a mixture of methods, just find which way works best for you.

Watch these videos to see how other players have accomplished this task:

[y2u.be/vCNapjV2UOE](https://www.youtube.com/watch?v=y2u.be/vCNapjV2UOE)

[y2u.be/CDUK5uVCxsk](https://www.youtube.com/watch?v=y2u.be/CDUK5uVCxsk)

Now, decide which player will go first. This can be done by simply flipping a coin. The player who wins the coin toss chooses who goes first. There are advantages of being the first to go, but there are also disadvantages. Among the disadvantages, the player will have one less card to begin their first round (this will be explained later).

Both players draw 5 cards. If you draw 5 cards and don't have any character cards, show your hand to your opponent; shuffle and draw 5 new cards. Each player must have at least 1 character in their hand to begin the match. Once that requirement has been met, you can now begin. Whoever won the chance to go first may now begin their turn.

Order of Play

Card Fighters is played through four basic phases. These phases must be played in order.

Phase 1: Activate Phase

All of your characters become activated in this phase.

Phase 2: Draw Phase

Draw a card

Phase 3: Main Phase

This is the phase that most of the game is played out

Phase 4: Counter-Attack Phase

Defend and Counter

Phases Explained

Phase 1: Activate Phase - All Characters in your Ring are released from Freeze Phase.

Phase 2: Draw Phase - Draw one card. If you are just starting a new game the player who begins the match will not get to draw a card in the first round. (This is one of those disadvantage that was mentioned earlier. This rule is only for this one time, unless a new rule is implemented through a character ability or through an Action or Reaction Card).

Phase 3: Main Phase - In this phase you can do any or all of the following. You may also choose to do nothing and pass on your turn. Here are your options:

- Put 1 Character Card in an empty slot on your side of the Ring (cards do not have to be placed in numerical order). When a character first enters the ring they are put in Standby. This simply means, they are unable to attack or use a square ability (until you finish all four phases this round). To signify the character is in standby, turn the card diagonally.



- Back-Up a character who has already been in the ring during a previous turn to increase the character's BP. When you look at a Character Card

you will see several names under their Back-Up heading. Characters listed here are the only characters who can help your ringed character. For example, if you have Sakura in the ring and she has been there past her standby time, you can have one of her Back-Up characters support her. Right now Sakura's BP is 500, so you decide to use Shingo to back her, and you have him in your hand. Shingo has 400 BP, but since you are using him as a Back-Up, Sakura will only receive 300 BP from Shingo. No matter what their base BP is, the character only receives 300 additional BP.

Sakura can also receive Back-Up from Hinata, so if Hinata is in your hand you can use her to add yet another 300 BP to Sakura's current BP, but it must be

done in a separate turn. Just remember, you cannot back a character up with more Back-Up cards than what is listed on each individual character. So in the case of Oro, you cannot back him up with two Ryu characters. You also cannot back up Oro with Ryu (A) as that is a different card from the one listed with the name Ryu.

To back a character up simply place the Back-Up character under the base character. You also do not collect on their added SP when backing.



- Use Action Card(s). Any number of AC cards may be used in this phase, as long as you have the SP to support them. First you must spend the SP; then follow the rule on the card. Remember, if you are going to use an AC card, you must do it before you initiate your attack. By attacking, you are indicating that you are ending your turn.
- Attack - There are several ways your active ringed characters can attack. Here are the explanations for each of them. No matter which attack you choose to use your character must be put into a Frozen State afterwards (this is indicated by turning your character sideways).

When frozen, a character will not be

able to Counter-Attack when your opponent attacks you, so proceed with caution.



- **Square Ability** - Instead of performing a Single Attack or a United-Attack, a character might have a square ability. This special attack allows you to alter the rules of the game, or cause ill effects towards your opponent. First, declare that you are using your ability and read it out loud. Freeze the character and follow the directions on the card. You must initiate a Square Ability before you attack.

- **Single Attack** - Each character can attack on their own, or multiple characters attacking alone. To attack simply slide the card forward that will be attacking, to signal they are attacking. Their current BP will indicate their attack power. If you attack and your opponent defends, your character will also take damage.

Take the attacker's BP minus the defender's BP. If the attacker's BP is higher, they will defeat the defender and the attacker's BP will be reduced.

For example, if you have Ryu with 1000 BP attacking and Guile Defends with a current BP of 300, Ryu will win. But Ryu's BP is reduced to 700

BP. Adjust Ryu's BPs accordingly and Freeze him by turning his card side-ways. Let's pretend, Ryu attacks and your opponent decides not to defend, then Ryu's full attack of 1000 BP will damage your opponent's HP directly. The only time a Single Attack will damage your opponent's HP is if your opponent doesn't counter the attack.

- **Union Attack** - A union is an attack that combines the power of two or three characters in your ring. If you perform a Single-Union (attacking with two characters combined as one) it will cost you 5 SP. If you perform a Double-Union (attacking with three characters combined as one) it will cost you 10 SP. The advantage of performing a Union is

the initiated attack will pierce through the defending character. If they are unable to stop 100% of the attack, it will then cause damage to your opponent's HP.

Here is how a Union works. Let's say you have three characters ready to attack. For this example, I'll use Ryu, Ken and Chun-Li -- to make this easier to explain all three are currently sitting at 500 BP each. Let's begin by initiating a Single-Union with Ryu and Ken. First you need to spend 5 SP to initiate the attack. Next, you need to tell your opponent who is going to be the first attacker of the union and who will be second. Then combine their BP which in this example is a total of 1000 BP. For now you decide to leave Chun-Li

alone and will not have her do a single attack. Your opponent decides to use *Geese* to defend and he is at 800 BP. You declared that Ken will be your first attacker in this union. His attack slams into *Geese* reducing his BP by 500 BP. This will cause Ken to be KO'd and *Geese* to be reduced to 300 BP. Ryu now follows up as the second part of the union hitting *Geese* for another 500 BP of damage. Because *Geese* still has 300 BP, the remaining attack will KO *Geese*, but it will also reduce Ryu by 300 BP, putting him down to 200 BP. *Geese* is now discarded and Ryu's remaining 200 BP will damage your opponent by 200 HP. You now put Ryu into Freeze Phase.

A Double-Union works the same way,

except all three characters at once and a cost of 10 SP. Remember you have to declare who attacks 1st, 2nd and 3rd. Just remember, doing an attack like this will leave you wide open if your opponent chooses to attack you when it's their turn.

IMPORTANT!!!

If you are using a character with a Circle Ability in a Union, the circle ability will become void for that round if the ability takes place after an attack. For instance, Ken does not enter Freeze Phase after he attacks. But, if you include him in a Single or Double Union, he will be become frozen.

As soon as you declare an attack your turn is over and your opponent has a chance to initiate the next phase.

Phase 4 Counterattack Phase - In this phase you can use Reaction cards. Just remember, Reaction Cards must be used before you initiate a Counterattack. (Battle explanation mentioned above follow those instructions for Counterattack). You can only counter with single characters, there are no Union Counterattacks.

When all attacks and counters have taken place it is now the next players turn to start over at Phase 1.

Throughout the game, if a character ever returns to your hand or your deck, their stats are all reset. So, once you put that character back into play again you get to take advantages of their Abilities, SP and BP as if this is their first time entering the ring.

Definitions & Abbreviations

Abilities/Ability Effects - see Circle Ability, Square Ability, or Triangle Ability.

Action Card or AC Card - offers a variety of useful assistance. Listed on each AC Card is the SP Cost needed to use the card. Any number of AC cards can be used in a turn if you have the SP available.

Attack - is when you use your characters in an attempt to damage your opponent. Any number of characters can attack in the attack phase, except frozen characters or characters in standby.

Back-Up - when you use a card in your hand to make a character in your ring stronger. The character receiving Back-up gets 300 extra BP regardless of the Back-Up

character's BP. Note: the character combinations for successful Back-up are predetermined (see Character Card). Back-Ups cannot be utilized for characters who just entered the ring and cannot be used on Frozen Characters. Characters used for Back-Up are not considered to be in the Ring. If a character who is receiving Back-up is KO'd or returned to your hand or Deck, the Back-Up character(s) is discarded.

Battle Points or BP - shows a character's attack power and health. If the BP falls to zero, that character is KO'd and then discarded. The maximum BP you are allowed on a single card is 3000.

Character Card - cards that are played in the ring to advance the game through attacks and counter-attacks.

Circle Ability - a character ability that takes effect as soon as you place the character in your ring. This ability is a constant effect, until the character is discarded or forced out of the ring.

Counterattack - when your character counters an enemy attack. Single characters can only counterattack one attacker. Characters can't counterattack more than one attacker per round. Also, frozen characters can't counterattack.

Deck - the 50 cards used by each player in battle. You can add desired cards to a deck, but you can only include only 3 of the same card in it.

Discard - cards that are used. Used Action Cards, Reaction Cards, and KO'd character

cards are all put here.

Double Union - See Union

Freeze or Frozen - a condition in which characters are turned sideways to the right after attacking or using a Square ability. This causes the character to go into a waiting period until you enter Phase 1. Characters can also slip into Freeze Phase with an AC card or the power of another character's Ability.

Hand - cards held by each player are called the Hand. There is no limit as to how many cards can be in your hand at one time.

Hit Points or HP - refers to the player's life force. HP drops when the player is attacked by one of your opponent's characters. The player that reaches HP of zero

loses the match. You can gain HP through abilities, Action, and Reaction cards. The maximum amount of HP you can ever have is 5000.

Reaction Card or RE Card - a card that allows special defense tactics before you begin your counterattack.

Ring- the field wherein characters fight. Each player can have up to 3 cards in the Ring at a time (this does not include Back-Up characters).

Single Union - See Union

Standby - when a character first enters the ring they cannot attack or use Abilities. This is indicated by turning the card diagonally until you turn control over to your opponent. Characters are considered

on standby until after you have finished all four phases in this round. Backing-Up a character does not cause a Standby.

Solo Attack - when a character attacks on their own and is not part of a Union.

Soul Points or SP - shows needed energy for using Action Cards and Reaction Cards. United Attacks also cost SP. You also gain SP when a new character enters the ring, but not if they are entering as a Back-Up.

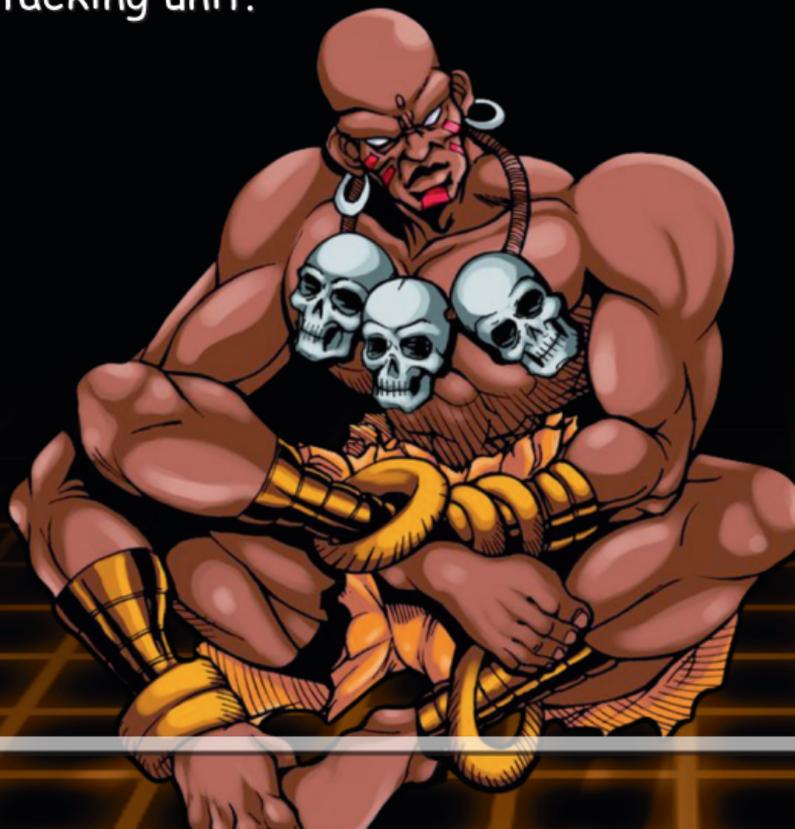
Square Ability - an ability that can be used instead of attacking. After using the ability the character is immediately put into Freeze Phase.

Standby - a temporary hold when a character first enters the ring. This temporary hold only lasts until your turn ends. Making

it so new characters entering the ring cannot attack but will be able to defend.

Triangle Ability - an ability that is used as soon as you place the character in to the ring.

Union or Union Attack - is when numerous characters attack together combined as a single attacking unit.



Special Thanks

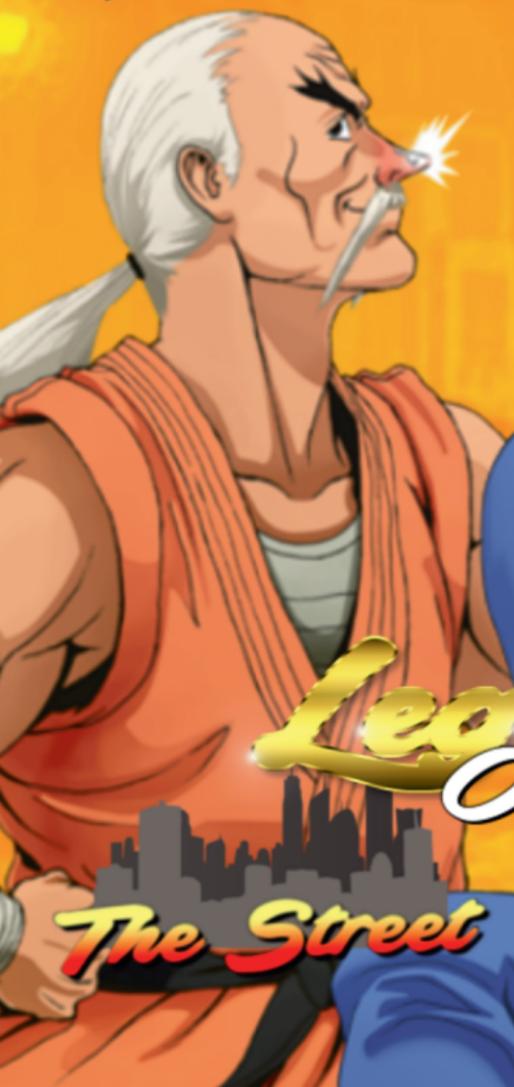
First of all, a special thanks goes out to SNK and Capcom for their wonderful games over the years that made this physical adaptation a possibility. Without those companies Card Fighter's Clash would have never existed.

A big thank you goes out to the artists who have contributed to the project. Those who drew illustrations specifically for the game and those who allowed us to use their work on the game. There are far too many of them to list here, but you can find their names at CardFighterProject.com listed right with the card they provided art for.

Thank you Flavor, for your willingness to take care of the server costs over the years. Vincent, for assistance towards the end finding needed art for AC and RE cards. Raúl, for finding many particular errors. And my new partner on the project, Raito for helping with the Spanish translation, as well as his work towards helping finalize the base set of cards. He will also remain on staff as we work towards the future of Card Fighter Special in building the expansions.

Last but not least, all the fans that through their encouragement and excitement for this project that kept me going all these years to finish it.

New Fighters
Approaching!



Legends
Of

The Street

Southtown

To view a video tutorial on how to play
Card Fighters Special go to this URL:
y2u.be/2hRpPheW9H4

For more cards visit:
CardFighterProject.com

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