Marvel vs. Capcom: The Final Frontier – Card Fights

Overview:

*Marvel vs. Capcom: The Final Frontier – Card Fights* is a card game which requires quick reflexes and a sharp mind in a one versus one battle against your opponent.

Contents:

* Playing card box
* 55 card playing deck (Cards 1-12 and 15 of 4 different suits comprised of Light Marvel, Dark Marvel, Light Capcom and Dark Capcom)

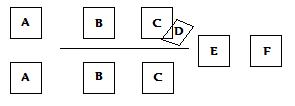
Optional Additional Items:

* A pencil, paper and calculator to calculate score (not included)

Objective:

The objective of the game is deal damage to your opponent by placing cards down onto his fighter cards in such a way that you do the most damage to his fighter while at the same time protecting your fighter cards by defending them at the same time. The player that deals the most damage to his opponent wins the game.

Set-up:

Play with all 55 cards (standard 52 cards plus 3 jokers). Each player is dealt 9 random cards. Each player then places down 2 cards face down of their choice to be their “fighter cards”. Once all 4 fighter cards are placed down, the fighter cards are flipped upwards so that both players can see what they are. Fighter cards may not be jokers. Use the following diagram as a reference for the layout of the battlefield:

Player 2

Player 1

A: Combo & Combo Breaker Cards

B & C: Player Fighter Cards

D: Attack and Defend Card placement (‘D’ cards can be placed on any of the ‘B’ or ‘C’ cards)

E: Draw Pile

F: Discard Pile

Place the remaining cards next to the fighting cards in the ‘E’ position to create a draw pile.

Game Play:

Basic Game Play:

Cards may be placed at any time during the game as this is not a turn-based game. To attack, a player can place a card onto his opponents’ fighter cards (‘D’) as long as the card being placed is of adjacent value to the card underneath it. (For example: a 5 of Light Marvel or 7 of Dark Capcom may be placed upon a 6 of Light Capcom.) To defend such an attack, place a card of adjacent value on top of the recent “attacking card” and then take both the attacking and defending card and place it in the discard pile (‘F’). Players can refill their hand to a maximum of 7 cards at any point during the game. Players may discard cards from their hand at any given moment to draw new cards from the draw pile (‘E’) but may not discard more than 6 cards at a time without placing at least 1 card on the battlefield. If both players discard 6 cards and pick up a full hand of new cards and still have no available options to place cards down on the battlefield, a stalemate is declared and the game immediately goes to scoring. (See scoring section)

Advanced Game Play: Combos

To combo your opponent, place an adjacent number card on top of your opponents’ fighter card pile of the same suit. Once the card is placed, the attacker yells “Combo!” and the opponent is not allowed to do anything until the attacker yells “Hyper Combo!” with the exception of the defender combo breaking at any given moment. Once the attackers’ combo is started, they may continue to place adjacent value cards on top of their initial combo card, as long as it is of the same suit. The attacking player may place a combo finish card at any point during the combo by placing any card of the combo suit down, to end their combo. If the player either wishes to pre-maturely end their combo or runs out of moves to continue their combo, the must yell “Hyper Combo!”, to end their combo and protect themselves from a Combo Breaker. To Combo Break the defender must place a card of the same value on any of the attacker’s combo cards and yell “Combo Breaker!” If “Hyper Combo!” is yelled, the attacking player takes their combo cards and places them in their combo pile (‘A’ on the battlefield diagram) and then normal game play resumes. If “Combo Breaker!” is yelled, the defending player takes the combo cards, including their combo breaker card, and places them in their own combo pile, as combo breaking deals the same damage as attacking combos. Normal game play resumes after this. Cards placed in the Combo & Combo Breaker piles (‘A’) should be stagger so that individual combos can be easily differentiated.

Advanced Game Play: Jokers

A joker may be played at any time except during combos. A joker is placed into the discard pile (‘F’) and the player who played it may chose from one of two options. To play a joker the player must yell “Hero Special!”. When a joker is played all game play stops until the joker effect ends. The three kinds of joker cards are: Deadpool, Spiderman and Venom.

1. Force your opponent to put their entire hand into the discard pile so that they must draw new cards for their hand.
2. Take the top 4 cards from the draw pile and randomly place them on top of piles ‘A’ and ‘B’. These cards do count as damage.
3. Take all of the cards from the discard pile (‘F’) and shuffle them into the draw pile (‘E’).

Deadpool may choose from abilities A or B. Spiderman may choose from abilities A or C. Venom may choose from abilities B or C.

Scoring:

The game ends once the entire draw pile is empty or if a stalemate is declared. To calculate score each player adds up the value of all of the attacking cards. (A card is worth its’ face value in damage. For example, a 5 of Dark Marvel suit deals 5 points of damage and a 15 of Light Capcom suit deals 15 damage). Each individual combo must be calculated separately. To calculate combos multiply each combo card by the number of hits into the combo the combo card was placed. (For example if a player played down a combo of 7-Dark Capcom, 8-Dark Capcom, 9-Dark Capcom, 4-Dark Capcom; the points would be calculated as (7x1) + (8x2) + (9x3) + (4x4) to add up to a grand total of 66 points of damage.) Combo Breaker’s are worth the same amount of damage directed back towards the initial attacker including the combo breaking card.