# Cardfight vanguard simulator

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Go back to the top of Cardfight Vanguard Simulator for PC and Android Development Plan: Phase 1: Create the main menu of the GUI Playmat Map Map Map Deck Editor, Connected to the Phase 2 database: Create the basic functiona code features of the first 100 cards to make confirm your email to allow the exchange. Having trouble? x We are experiencing interruptions in the delivery of e-mail. If you don't get emails from us, please try after 8am EST. New Cardfight Simulator Cardfight Capital has decided not to update any more because of fears that Bushiroad will press for legal action. While I am disappointed to hear this news, I fully understand it and support it at the end of the day. However, this does not mean that I will stop using the game simulator like most of you. Online simulator is a great way to run into different players and play styles. I've been playing Vanguard online sequences since October 2012 and I've at least faced 200 different people. So since the ad CFC ending, I've been looking for a replacement. Although I still use CFC, with BT10 coming with more shadow Paladins support, the clan I like but has an acute lack of support, find a new simulator to play on is necessary. So far I have found 2 possible replacements. · Cardfight Area is a russian made simulator. So watch out if you start drinking more vodka and hate the ending of Rocky IV. Although Russian, the game is entirely in English. (scroll down to download link) Internet Trading Cards is a digital binder card that you can use to track your cards and trade with others. However, you can also site to play online as well. this post will be my review of these two sites and comparing them to CFCs. I'll judge them based on these criteria: access, visual design, deck maker, map selection/gallery, controls, and glitches/CFC access errors: Just go to the site and click play now. You can make an account on Byond or log in as a guest and you can edit your name to be whatever you want. Sadly, the data is stored directly to the computer meaning if you log in from another computer, your decks don't come with. You can also look at other people's maps, and you are given a log of your games, seeing what moves you and your opponent did. CFA: First you need to download the customer, unpack it and open it. This means that it has the same problem preserving CFC has. However, its biggest problem is signing in. selecting the deck you choose the server to use... by entering IP. Unfortunately, the game doesn't come with a default server or a proposed server. Fortunately, I'm 78.107.248.143 . This server usually has most people. Also, every time you sign in, must enter the name. The value of identity theft can occur because of trolls. TCO: First, the account is mandatory. Secondly, the game has a lobbying sense if you want to get on the game game You will need to buy a premium account or wait a while. One day I had to wait an hour before the table opened. The only good thing is the online binder. It allows you to save decks online meaning you can access them anywhere and you can use other peoples decks. Visual Design CFC: Sprites. That's the best part of CFCs. The ability to move around and have a visual representation of itself has made it easier to immerse himself in the game. Colors and sprites where well done and was quite a lot. Locations have made it easier for both tournaments and one from fighting because you can spot your fights. The only bad part is that the cardfield doesn't slip to your perspective and that your opponent's hand is not visible. CFA and TCO: They decided to go a little more streamlined. Chat, a list of players, fights happening now, and people who want to fight. Its fine and works well. It doesn't have the same charm as CFC. Deck Creator CFC: Very good editor. On the left you have cards organized by release, with which the trial deck or booster package it came in. Finally, the last column of cards you can search by class, name, clan, etc. you can save the decks and easily access them and edit them. The rules are also implemented in deck making i.e. 16 triggers, only 4 heals, etc. etc. CFA: Good as well. Divided by a clan. Each with a scenic representation of each map. Simply click the card and number will appear saying how much you have in your deck. The only serious problem is that it doesn't give a list of how much each class you have so prepare to count it yourself. Saving and loading the deck is a bit annoying too. TCO: That's very bad. Unlike CFCs, there are no rules. You can have as many triggers you want or even less than 50 cards. The deck builder is bad. Just hope that your opponent has made their deck accessible so you can see if they use a legal deck. Searching is easy though. Choice cards and CFC gallery: All in the direction of BT09 and has a few extra and promo cards. Good before the new trial decks come out later this month. The cards look very good and they are updated only with pure scanning and the proper effects have been released. CFA: Updates as soon as the cards have been released. With any available picture and effect. They don't look so cool all the time. But the choice of map is still diverse. TCO: It's very strange. Most cards are there and others are not. It seems it's too focused on collecting rather than having information about maps... and even then its bad. Many cards have the wrong name and sometimes the effects. Plus the pictures for some cards are horrible and old. Even when clean and new card scans were in for a few weeks. CFC Management: Its good. Personally, I like keyboard management. This adds enough complexity to its not boring. On the field, you can drag and move the cards. They are simple and start ahead. Ctrl S for shuffling, Ctrl you get up, or Ctrl B B etc etc. and once you get the hang of it, it's easy. CFA: Ooooooohh not good. These controls are not very good. The problem is that he only uses the mouse and uses it awkwardly. Both left and right buttons do different things based on where you click on them meaning misclicking is a problem. In addition, there are buttons on the screen to shuffle and move the cards to the deck. You can only move the card by clicking on the map, then clicking where you want to go. Its just annoying and pointless when you click and drag will be faster. For example, instead of just clicking on the card and dragging it to your hand, you should click on the card and then press the H button that will move it into your hand. Interestingly, it has a power control where you can click on the card with the middle button (which is just inconvenient) and set its power. This allows maps with power-enhancing effects to show their strength, like Ride Chains or Crossrides. The problem is that you can just put the mouse on the map and see its power. Also, it's quicker to just type in the chat power of your tc than to go through it all. Finally, one little moment. You can go to different stages like ride, main, battle, etc. It's a nice touch, but its almost impossible to see the change. The transition from light gray to white isn't visual enough to make sense: Oh, my opponent is over. TCO: Better, but has a huge flaw, making it almost impossible to use for new maps. The game also uses only a mouse, but makes it much better. The left button to move the cards around and unflip them while the right button is used to attack or, more importantly, knock down the menu. From this menu you choose what to do, like searching your deck, stir, mill, etc. etc. one of the drawbacks is that it focuses too much on drag and drop. Cards are not locked in a circle, the damage zone can be disorganized, hell you can even move your cards opponents. He tries to simulate how the real game will go, but he falls flat. But the huge drawback that makes this game impossible is that it doesn't list the card effect. Sure, you can see the map, but if you and your opponent can see reading Japanese, you don't gunna understand it. You either have to believe that your opponent is using the right effect or look for every card they use. Glitches/CFC Mistakes: Aside from the lag that other games can get with increasing players, there seem to be only two very small glitches. One is that your sprite can get stuck if they are surrounded by obstacles or players, but just moving to a new area fixes this. Secondly, if you and your opponent challenge each other at the same time and both take it, the game freezes the game mat, but all you have to do is leave the match and re-challenge. Oh, my. A lot. A lot. This is a fairly new game, so I'll wait and see if it fixes them. But chat, maps and more are very buggy. Also, having a chat constantly go off in battle and only talking by clicking Before you enter this is the worst idea this game has. TCO: No real glitches. It's too easy for them really. Premium membership and table idea is complete. I'm surprised this site hasn't been shot down yet. Unlike CFCs, they actually make money from people using there services that are so copyright infringement that its insane. The final thought of CFC is still the best. Excellent design, deck editor and controls. Hopefully someone can emulate this game and copy its style. The CFA still has a long way to go before becoming... Competent. I would say play with the manual opened in another window because you Gunna needs it. But I have hope for that. I think if the controls were just a little better, I would recommend it more. TCO: It may have better control, but that doesn't mean its good. The overall mat play system only means it's harder to play, not realistic. Premium account shit stoobid. The gallery of cards and the fact that decks don't have to follow the rules is bad. Don't play this one. So my review under came to an end. Im Gunna continue to play CFC until the CFA gets better. I really hope it can. Also, if you've heard of other Cardfight Simulators, post them in the comments. I've heard about Cray Online, but still don't find a good download link or IP server besides, I've heard of they haven't released anything yet, but they seem passionate. So when it comes out, I'll probably check it out. Of. cardfight vanguard simulator android. cardfight vanguard simulator download. tabletop simulator cardfight vanguard. cardfight vanguard pack opening simulator. cardfight vanguard battle simulator. cardfight vanguard tabletop simulator download. cardfight vanguard pack simulator