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Captain TSUBASA

The Card Game

Otomo Challenge

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GAME OVERVIEW

Play a solo match against Shun Nitta's Otomo and try to defeat him with Tsubasa Ozora's Nankatsu or Kojiro Hyuga's Echo.

In this expansion, you'll also discover new game modes: 2 vs 2, dice-free mode and other variants. Add more variety to your matches with new signings, match cards and extra motivation cards.

COMPONENTS



18 **OTOMO** Cards
6 Normal level, 6 Good level,
and 6 TOP level to play the
solo mode



4 New Motivation Cards
2 **Nakatsu** and 2 **Toho**
differentiated by
the Golden Title



4 Match Cards
2 from **1st Partie** and 2 from **2nd Partie**



2 Fan Cards



12 **Roll Cards**
2 **Nakatsu** and 2 **Toho**
to replace the die



2 Turn Order Cards
for 2 vs 2 mode

2



3 Yellow Cards / Red Cards



8 New Signing Cards



1 six-sided die for **OTOMO**

Consider **0** to be 6



1 Ball Possession token



1 Whistle to keep track
of who kicked off



1 Scoreboard



2 Reminders for new signing
Ralph Peterson

SOLO MODE

The game is played in the same way as in the 2-player mode, but this time you'll face the **OTOMO** team, with a few changes:

OTOMO CARD EXAMPLE



- 1 Card level: Normal, Good or Top
- 2 Values for the 1st Half
- 3 Values for the 2nd Half
- 4 OTOMO's skill during the **Shoot/Pass** Phase
- 5 Maximum number of Turns and Cards to be played in the Attack Phase when **Attacking**
- 6 Maximum number of Turns and Cards to be played in the Attack Phase when **Defending**

OTOMO DECK CONFIGURATION

The **OTOMO** deck is made up of 18 cards, divided into three difficulty levels:

6 Normal level, 6 Good level and 6 TOP level cards

At the beginning of the match, you can choose the difficulty level of the team you'll face by selecting 12 cards as follows:

- EASY** 6 Normal level cards and 6 Good level cards.
- MEDIUM** 3 Normal level cards, 6 Good level cards and 3 Top level cards.
- HARD** 6 Good level cards and 6 Top level cards.
- RANDOM** 12 cards randomly.

These 12 selected cards will be shuffled and used during the 1st Half of the match.

At halftime or during injury time, shuffle them again to form a new draw deck.

SETUP

Choose whether you want to play with **N**ankatsu or **T**oho.

- 1 Only the cards of your chosen team are used.
- 2 Form a Match Draw Deck for the 1st Half Match by removing the Special Shot card of the team you did not choose. Shuffle the remaining 12 cards without revealing any of them.
- 3 Only take your 5 **Shot** (🔴), **Pass** (🟢) and **Defense** (🔵) tokens and place them next to your Play Area; return the rest to the box. Start the match with 1 token of each type available for use.
- 4 Shuffle the **OTOMO** cards.

PLAYING A MATCH

DRAW PHASE



Draw from your Draw Deck until you have 4 cards in hand.

- 4 ! If you are in **INJURY TIME**, draw until you have 5 cards instead of 4.
- If you are the **Defending** coach, draw 2 cards from the Match Draw Deck. Add one of the cards to your hand and eliminate the other card. You now have 5 cards in total.
 - If you are the **Attacking** coach, draw 1 card from the Match Draw Deck and add it to your hand. Draw a second card and eliminate it without looking at it.



ATTACK PHASE

Gameplay Sequence:

- 1 Play 2 full turns in a row.
- 2 Draw 1 card from the **OTOMO** deck.
- 3 Depending on whether you are **Attacking** or **Defending**, use the turn  / card  limit values that appear at the bottom of the **OTOMO** card.



If the card includes the **INJURY** effect, apply it immediately.

- 4 Play as many turns in a row as you wish until you either choose to pass or reach one of the two limits (number of turns or cards played).

Once one of those limits is reached, you may not play any more cards and your turn ends automatically.

- 5 Discard the used **OTOMO** card and draw another one from the **OTOMO** deck.

- 6 Check the values for **Shot**, **Pass** and **Defense** on the **OTOMO** team's card and apply any Optional Ability.

If the **OTOMO** draw deck runs out, reshuffle the discarded **OTOMO** cards to form a new draw deck.



5

 On **OTOMO's** second card, ignore the number of turns and cards shown.




SHOOT / PASS PHASE

Calculate the final values for **Shot**, **Pass** and **Defense** by applying any penalties from cards or fatigue—both yours and **OTOMO's**.

- If you are the **Attacking** player, perform your action as usual, comparing it against **OTOMO's** **Defense** value.
- If **OTOMO** is the **Attacking** team, it performs the first condition that applies:

- 1 **Shot**: If its **Shot**  value is greater than or equal to your **Defense**  value.

- 2 **Pass**: In all other cases.

Next, you can decide if you want to use your available tokens to improve your **Shot** (), **Pass** () or **Defense** () action, but **OTOMO** does not have any tokens to use.

Finally, **each** team simultaneously rolls a die and adds its value to the total of its action.

CARD EFFECTS

FAN CARD

If you play the Fan card while Attacking, give a Fatigue card to **OTOMO**. At the start of the next round roll a die:

- On a 1, 2, or 3, **OTOMO** subtracts 2 points from its **Shot**, **Pass** or **Defense**. Then remove the Fatigue card.
- If you roll a 4, 5, or 6, no effect is applied that round. Keep the Fatigue card and repeat the same procedure in the next round.



When **OTOMO** applies fatigue to you, place a Fatigue card in your Discard Pile.

INJURY

If you play an Injury card you may play one more card and/or one more turn than the limit shown on the **OTOMO** card.



When **OTOMO** applies this effect to you, play them as in the 2-player mode. The **INJURY** card will force you to discard a card randomly.

6

SPECIAL SHOTS

If a Special Shot occurs, resolve it by randomly drawing a **Special Shot** or **Special Defense** card.

OTHER RULES

If **OTOMO** has its Goalkeeper in play and can also re-roll the die, use the re-roll of the die where **OTOMO** has the best chance of blocking the goal / gaining possession.

In case of doubt or if they are the same, apply it to the goalkeeper.



DICELESS MODE



In **Captain Tsubasa: The Card Game**, it is possible to replace the die roll of the Result Phase by using cards. This helps reduce the impact of luck on the final outcome of the match.

To do this, use the numbered cards from 1 to 6 of each team.

Both players will play a card simultaneously and the number revealed will replace the die roll.

In other words, the card played will act as the die result.



Goalkeeper and Makoto Soda rolls cannot be replaced by cards. A die must always be rolled in those situations.

HOW TO USE

Freely choose a numbered card from those available in your hand.

In the first play, you will have all 6 cards. As you use them, your number of options will decrease.

Once you have used all 6 cards, you regain access to all of them again.

REROLL ABILITIES

Abilities that allow or require a reroll let you play a new card instead, replacing the one previously played.

If the opponent's roll is re-rolled, the opponent will choose the new card from those available.



You may not check which cards your opponent has already played.

4 PLAYERS 2 vs 2

In this mode, 2 players form the **N**ankatsu team and 2 form the **T**oho team.

At the table, sit next to your teammate and opposite the other team.

The game is played similarly to the 2-player mode but with the following changes:

SETUP

❶ At the start of the match, each team will divide its 12 initial cards between its two players as they prefer (randomly or by choice).

Each player will then have a personal draw deck of 6 cards.

❷ One of the two players will be chosen to have **Initiative**.

The player with **Initiative** acts **first during each round** within their team.




! Use the die to mark the player with **Initiative**. The player holding the die is the one with **Initiative**.

8 ❸ Additionally, each player will have their own Draw Deck, their own Discard Pile and their own Play Area.

Cards are personal and may not be exchanged with teammates at any point.

! Take special care to keep each player's cards separate in their own **Play Area** to avoid confusion.

MATCH RULES

Tokens (  ) earned by the team are shared between both players.

During their turn, each player may freely spend shared tokens to Motivate players or Sign new ones.

TEAM COMMUNICATION

During the **DRAW** and **ATTACK** phases, teammates may not communicate about which cards to play or which strategy to follow. Each player must act individually and autonomously.

During the **Shoot/Pass** phase, teammates may discuss how to spend tokens and whether to attempt a **Shot** or **Pass**. If no agreement is reached, the player with **Initiative** decides.

Players may not show their hand to their teammate.

DRAW PHASE

The player with **Initiative** on each team will draw from their personal deck until they have a maximum of 2 cards in hand. The other player on the team will draw until they have 3 cards in hand. If at the start of the Draw Phase a player already has more cards than their allowed maximum, they do not draw any cards and keep the ones they currently have.

Then, the player with **Initiative** on the **Defending** Team draws 1 card from the Football Pitch. After that, the player with **Initiative** on the **Attacking** Team does the same.

At the end of this phase, each player must have at least a hand of 3 cards.

ATTACK PHASE



The total number of cards that can be played in the Play Area per round is limited to 11 cards (combined from all players).

Players take turns playing cards in the following order, until all pass or the 11-card limit is reached:

1. Attacking Team's player with the **Initiative**.
2. **Defending** Team's player with the **Initiative**.
3. Attacking Team's player **without** the **Initiative**.
4. **Defending** Team's player **without** the **Initiative**.

9



You may use the player aid cards to help follow turn order.



SHOOT / PASS PHASE

Both teammates jointly decide whether to perform a **Shot** or **Pass** (Attacking Team only), and whether to spend any tokens to boost the action.

DISCARD PHASE

At the end of the round the **Initiative** swaps to the other teammate.

OTHER RULES

EXTRA TIME

In Extra Time, all players draw 3 cards from their deck.



The card limit in the Play Area per round remains 11.

CARD ABILITIES

If you play a card with an **Optional Ability** that affects the other team, you can choose which player the effect is applied to.

CARD ELIMINATION

When a card elimination **Ability** is applied, cards may be removed from:

1. Your team's **Play Areas** (both yours and your teammate's).
2. Your own or your teammate's **Discard Piles**.
3. Your own **Hand**.



You may not remove cards from your teammate's hand.

10

MOTIVATION AND SIGNINGS

The coach who Motivates one of their team's players or completes a Signing is the one who activates the **Optional Abilities** of the cards added to the Play Area.

- A Motivated player still belongs to the initial player's deck.
- However, a card obtained through Signing becomes part of the deck of the player who signed it.
- Any ability on Motivated or Signed cards is executed by the coach currently taking their turn.



A player may motivate a teammate's player, but the motivated player will still belong to the initial player.



NEW CARDS

MOTIVATION CARDS



SPECIAL SHOT

This **Special Shot** can be used by both teams.

The **Defending** Coach will choose 2 Special Save cards instead of 1 and will block the **Shot** if either of them matches the **Attacker's** chosen **Shot**.



BALL INTERCEPTION

This card remains in play for two consecutive rounds.

If a half ends or extra time begins, shuffle this card back into the deck with the rest.



DESPERATE TACKLE

If the Coach who is **losing the match** plays this card, they may perform a **Special Shot**, even if he does not have possession of the ball.

The Coach who plays this card receives 2 Fatigue Cards in their hand. Regardless of whether the shot is blocked or results in a goal, ball possession will pass to the team that did **not use** the card.



THE DOCTOR RECOVERS YOU

With this card you gain three tokens of your choice.

Remove this card from the game after use.

11



Remember that a **Captain Tsubasa** match is played with 12 First Half cards and 12 Second Half cards.

MOTIVATION CARDS



TEPPEI KISUGI / TAKASHI SAWADO.- Allows you to reroll a die that was rolled this round, including one rolled by the other coach.



SHINGO TAKASUI / KIYOSHI FURUTA.- If you play this card, you regain Ball **Possession**, but the round does not end and play continues.

Remove this card from the game after use.



12

NEW SIGNINGS

In this Expansion, you'll find new signings to make your *Captain Tsubasa: The Card Game* matches even more fun.

Shuffle and draw 4 of them, then place them face up on the side of the table, visible to both Coaches.



MASANDRI KATO

Masandri Kato remains in play until you gain Possession. If you play him while already having Ball Possession, this card is discarded at the end of the round. He must replace another goalkeeper.



MITSURU SANO

Card limit is reduced by 2, meaning it is 7 instead of 9 during the match. In extratime, it is 5 instead of 7.

The **Optional Ability** can only be used if the card limit in the Playing Zone has not yet been exceeded. If it has been exceeded, its **Optional Ability** cannot be executed, although the card can still be played normally.



TETSUO ISHIDA

This player can only be signed if there are 9 or fewer cards in the Play Areas and only by the coach whose turn it is.

When played from hand, he can still be played even if the card limit in the Play Area has been reached by the player who controls him. If the limit has been reached, this is the last action allowed (you cannot motivate or sign).

If Sandy Winter has modified the card limit, Michael Hilton may still be played.



MAKOTO SODA

The die-modification value can be used to alter a single roll made during this round. The modified result must remain between 1 and 6. This bonus is spent immediately and applies to only one roll, chosen right after that roll is made.

You can use bookmarks as reminders:



KEITH COLEMAN

Si Atacas, añade una carta de cansancio a la mano del otro jugador. Si **Defiendes**, se la añades al descarte. En el modo solitario, le das siempre una carta de Cansancio al **OTOMO**.

13



IWAO AKAI

When Jack Morris enters play, you must replace any other player in your Play Area, removing that player from the game. In addition, remove one Yellow Card.



TAKESHI KISHIDA

Double all tokens spent during the **Shoot/Pass** Phase.

This does not apply when using tokens to motivate or sign players.



MASAO NAKAYAMA

Choose one card from your Draw Deck and play it immediately. Then shuffle your Draw Deck.

AUTHOR'S VARIANTS

MANAGER

Each Coach selects 3 players from all possible signings—the ones they like most or that best fit their match strategy.

Shuffle the 6 chosen players and reveal 4 of them to be available. The remaining 2 will be revealed as soon as one of the initial 4 is signed.

FINAL MATCH SCENARIO

In *Captain Tsubasa: The Card Game*, you can play a special scenario based on the Final match. The scenario begins by simulating halftime of the Final, with the score in favor of **T**oho at 3-2.




In this match, you will use the 2nd Half Match Deck, Motivation Cards, but no Signings.

14 SETUP

The starting decks for each team will be as follows:

N ankatsu	T oho
Initial Cards	Initial Cards
Total Attack	Injury (1st Half)
Desperate Defence	Outstanding Save
Pursuing the Title	Team Play
Kozo & Roberto's Advice	Coaches
Confrontation	Fatigue (x1)

Nankatsu begins the second half with Tsubasa Ozora, Mamoru Izawa and Yuzo Morisaki already motivated (replace their base cards with the motivated versions).

Each team starts the second half with 1 token each for **Shot** , **Pass**  and **Defense**  available.

Nankatsu starts with Ball Possession.

Try to come back with **N**ankatsu or defend to exhaustion with **T**oho until the final whistle! The outcome of the Final is in your hands.

KNOCKOUT STAGE



FAN CARDS

These new Fan cards can be used to play a two-leg knockout round.

In the first match, one of the teams replaces its regular Fan card with this new one already motivated, simulating a home game with their supporters. In the second match, the other team does the same, simulating the return leg.

The total number of goals scored in both matches is added to determine the winner of the knockout round. Only in the event of an overall tie will extra time be played at the end of the second match.



15

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To all of them, I want to say THANK YOU — you've made all the effort worthwhile.

SOLO MODE – TURN SEQUENCE

1 DRAW PHASE

- Draw cards from your Draw Deck until you have 4 cards in hand.
(Draw up to 5 if you are in Injury Time)
- If you are **Defending**, draw 2 cards from the Match Draw Deck. Choose 1 to keep and discard the other. If you are **Attacking**, draw 1 card from the Match Draw Deck and discard the next card without looking at it.

2 ATTACK PHASE

- Play 2 full turns in a row.
- Draw 1 card from the **OTOMO** deck.
- Depending on whether you are **Attacking** or **Defending**, apply the turn ⌚ / card limit 📄 shown at the bottom of the **OTOMO** card.



If the card includes the INJURY effect, apply it immediately.

- Play as many turns in a row as you wish until you choose to pass or reach one of the two limits (turns or cards played).
- Discard the **OTOMO** card used and draw a new one from the **OTOMO** deck.
- Check **OTOMO's** play values and apply any **Skill** if present.

16

3 SHOOT / PASS PHASE

- If you are the **Attacking** player, perform your action normally, comparing it to **OTOMO's Defense** value.
- If **OTOMO** is **Attacking**, follow the first condition that applies:
 - 1 **Shot**: If **OTOMO's Shot** 🚫 value is equal to or higher than your **Defense** 🧤
 - 2 **Pass**: In all other cases.
- Spend your available tokens to improve your action: **Shot** (🔴), **Pass** (🟢) or **Defense** (🟡). **OTOMO** does not have tokens.
- **Both** sides roll a die simultaneously.
- **RESOLUTION**: Add up the card values + tokens spent + die roll (If there's a tie, the **Attacker** wins).

4 DISCARD PHASE

- Played cards and spent tokens are discarded.

CREDITS

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