



War of the Zords™ Card Game

For 2 to 4 players / Ages 5 and up

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OBJECT

To win either the most Power Rangers™ or the most Evil forces cards, which you collect by battling your opponents. As you battle, you all construct the good Megazord™ and the evil Rita Repulsa™ from captured cards. When one is completed, the game ends...and you learn which forces won!

EQUIPMENT

60 cards: Some cards have numbers, indicating how many points they're worth

36 Good:

- 6 Picture puzzle cards that form Megazord
- 10 Teenage Hero cards (2 each of 5)
- 10 Power Ranger cards (2 each of 5)
- 10 Power Ranger Zord cards (2 each of 5)

24 Evil:

- 6 Picture puzzle cards that form Rita Repulsa
- 2 Rita Repulsa cards
- 4 Evil Space Aliens™ cards
- 12 Putty Patrol™ Aliens

SETUP

- Shuffle all 60 cards and deal out the entire deck, face down, evenly among all players.
- Players arrange their cards into a face-down stack and do not look at them.

THE CARDS

The Character Cards

Power Rangers (blue background):



Teenage Heroes
(2 each of 5)



Power Rangers
(2 each of 5)



Zords
(2 each of 5)

Evil Space Aliens (red background):



Putty Patrol (12)



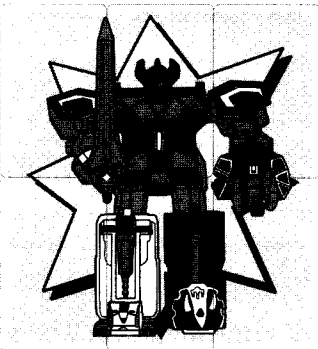
Evil
Space Aliens (4)



Rita Repulsa (2)

The Picture Puzzle Cards

Here's what the two completed pictures look like when all 6 Puzzle Cards are collected and placed on the table:



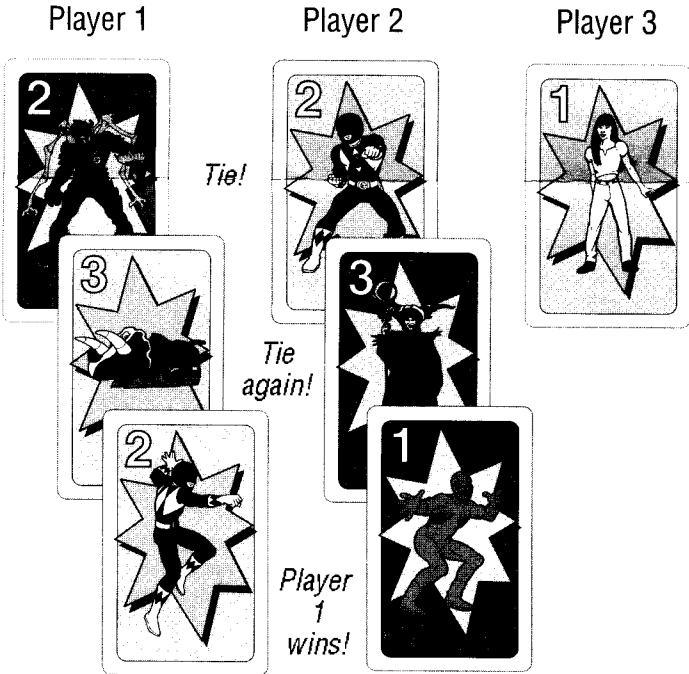
Megazord



Rita Repulsa

HOW TO PLAY

- **Good Battles Evil:** At the same time, all players turn over the top card on their stacks. The player with the highest value card wins them all. If there's a clear winner, the battle ends; but if two or more players tie for highest, they turn over the next card, and the next if necessary, until someone turns over a higher-valued card.



Character cards are worth 1, 2 or 3 points, as printed on the cards, but ...

Picture Puzzle Cards are each worth 4, so a single one automatically wins a battle!

- **Building Your Point Pile:** The battle winner collects all the cards players have turned over, and puts the Character Cards in a separate pile (to be counted up later).
- **Building the Picture Puzzle:** Then the winner places any (or all) captured Puzzle Cards face up on the table to begin the Good or Evil puzzle construction. Whenever any player turns over a Picture Puzzle Card and wins a battle, he or she adds it to the appropriate (blue or red) construction.

WINNING THE GAME

As soon as one player adds the sixth and last Picture Puzzle Card to either the Good or Evil construction, the game ends.

Which picture was finished first? If it was Megazord (Good), all players add up their blue-background Power Rangers cards. But if Rita Repulsa (Evil) was completed first, players add up their red-background Evil Space Aliens cards. The player with the most cards from the winning side wins.

Older players: You may add up the point value of the cards you collected. The player with the highest total wins.



We will be happy to hear your questions or comments about this game. Write to:
Consumer Relations, Parker Brothers, P.O. Box 1012,
Beverly, MA 01915.

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Proof of Purchase



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