

CAPCOM

STREET FIGHTER II

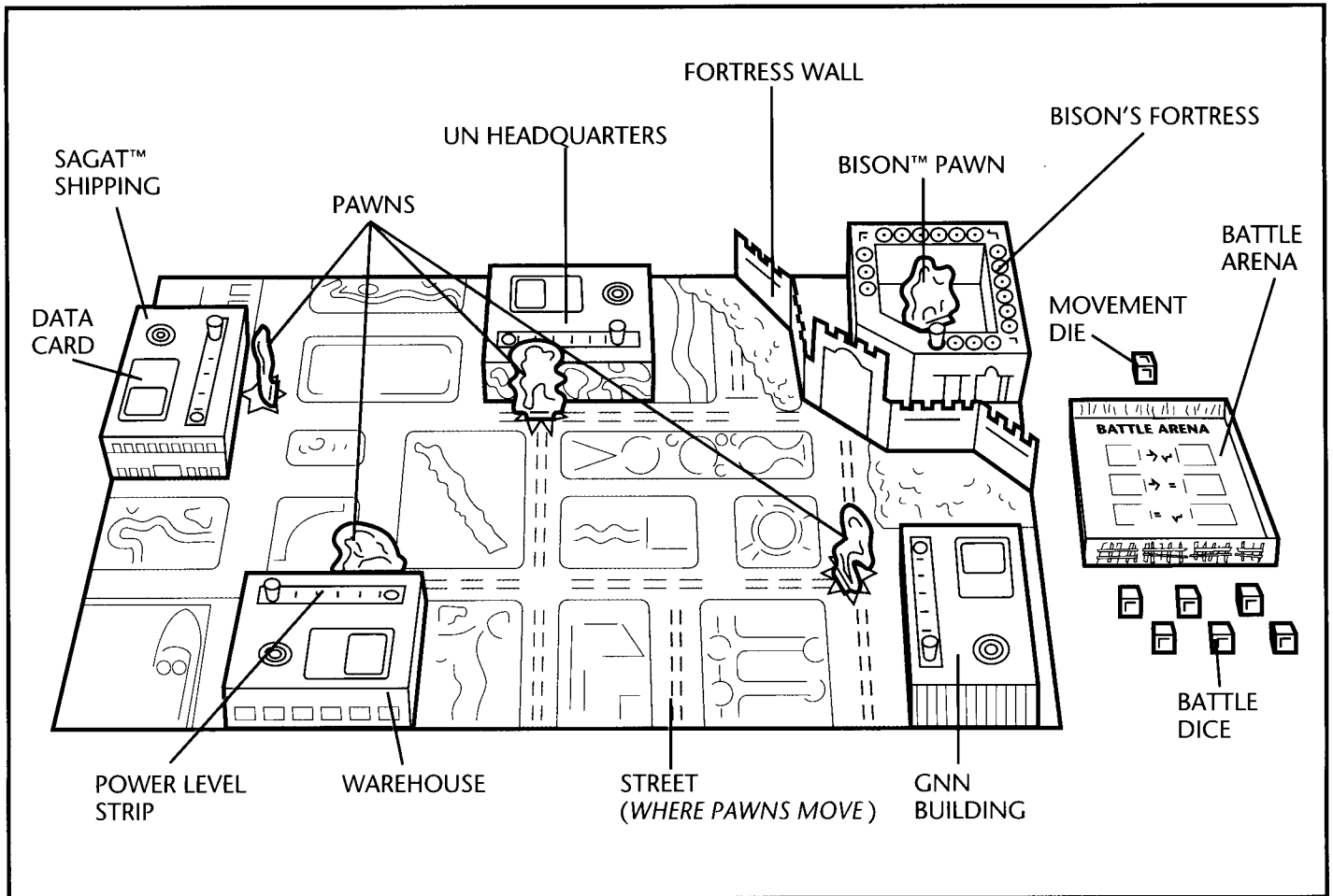
INSTRUCTIONS

2 to 4 Players

Contents: • Gameboard • 12 Pawns • 12 Data Cards • 4 Buildings • Bison's Fortress and Wall • Battle Arena
• 5 Pawn Stands • 8 Power Level Pegs • 4 Access Tokens • 7 Dice • 8 Building Stands • 4 Clips • Label Sheet

Figure 1 shows the assembled gameboard set up for 4 players.

FIGURE 1



ASSEMBLY

Please refer to Figure 1 for gameboard assembly.

Remove the pawn stands, building stands, clips and pegs from underneath the cardboard platform. Separate the clips and twist the pegs off their runner. Discard waste.

Assemble the 4 Buildings

Carefully punch out the UN Headquarters, GNN, Warehouse and Sagat™ Shipping buildings from part sheets A and B. Discard waste. Fold each building along its scored lines. Then fold the end tabs along their scored lines and insert them into their matching slots as shown in Figure 2.

Attach the 4 Buildings to Gameboard

See Figure 1 for the proper location of each building (also printed on gameboard). Punch out gameboard slots and discard waste. For each building, insert one building stand up through the gameboard slot. Then fit the side of the building into the stand. See Figure 3.

Assemble the Battle Arena

1. Carefully punch out all parts from the cardboard platform. Discard waste.

2. Fold the Battle Arena along its scored lines. Then fold the end tabs along their scored lines and insert them into their matching slots. The Battle Arena is assembled the same way as the buildings. See Figure 2.

3. Place one Battle Arena label on each of the 4 corners of the Battle Arena as shown in Figure 4.

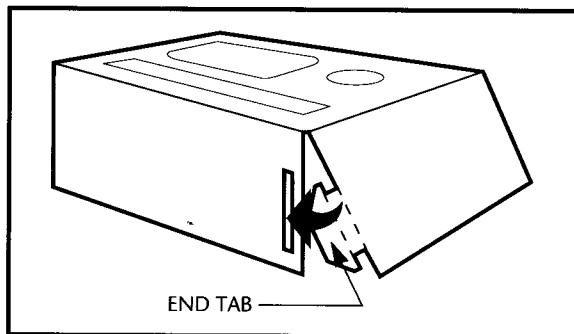


FIGURE 2

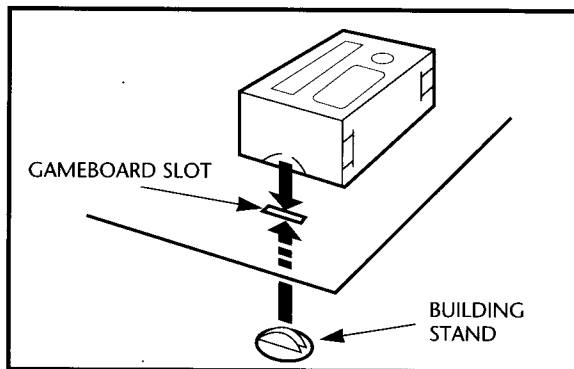


FIGURE 3

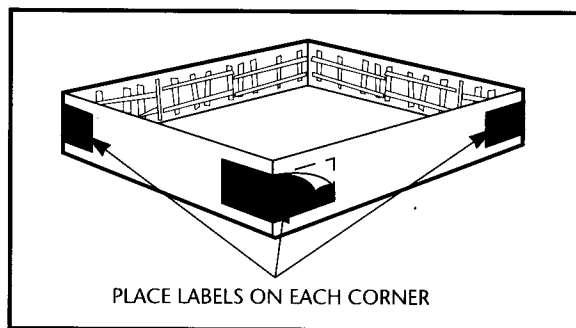


FIGURE 4

Assemble Bison's Fortress

1. Carefully punch out the 2 Fortress pieces from part sheet C. Discard waste.

Take the larger 3-panel piece and fold it along all of its scored lines. Then fit the 3 bottom tabs into their 3 slots, as shown in Figure 5.

Do the same for the smaller 2-panel piece, fitting the 2 tabs into their 2 slots.

2. Join the 2 Fortress pieces as described below. See Figure 6.

- Insert clips A and B into the 2 top slots of the 2-panel piece.
- Join the tops of the pieces by sliding the end tab of the 3-panel piece under clip B inside the 2-panel piece.
- Then join the bottoms of the pieces by sliding clip C onto the 2 joined bottom walls.

3. Form the corners by sliding the 4 small bottom tabs into their grooves as you overlap the top. See Figure 7.

4. Slide the end tab under clip A, and fasten at the bottom with 1 clip to complete Fortress assembly. See Figure 8.

5. Attach Fortress to gameboard in its proper location, as you did for the buildings, using 2 building stands.

IMPORTANT! To disassemble the Fortress, simply remove the 2 clips on the bottom of the Fortress and slide out the end tabs.

Assemble the Fortress Wall

Fold the Fortress Wall along its scored lines. Position the wall in front of Bison's Fortress and attach to gameboard using 2 building stands, as you did for the Fortress. See Figure 1 for location.

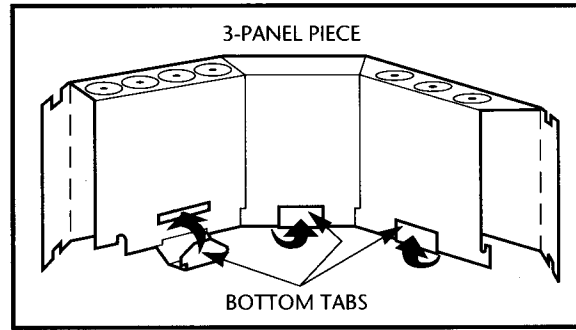


FIGURE 5

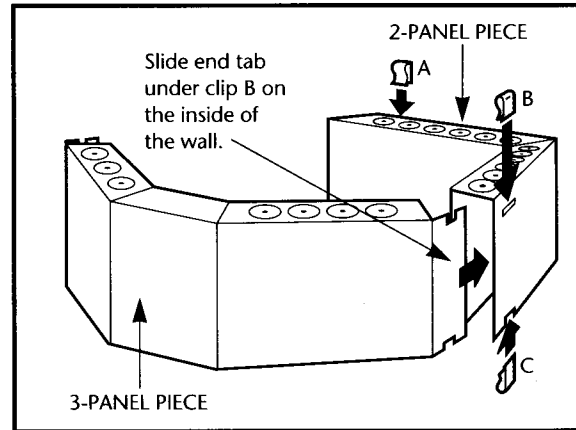


FIGURE 6

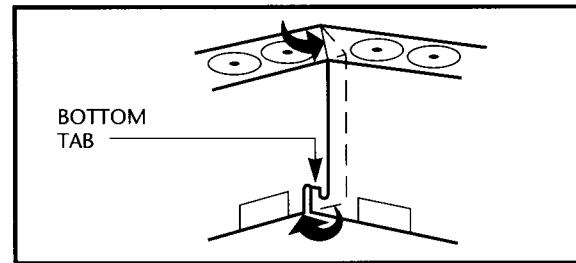


FIGURE 7

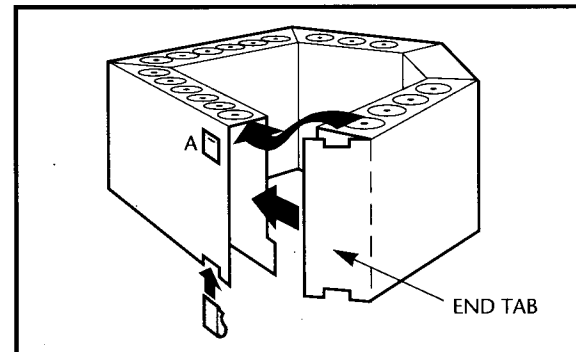


FIGURE 8

Apply Labels to the 7 Dice

6 Battle Dice: Carefully place the labels numbered

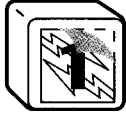
1 - 6 on *each* of the *red* and *black* Battle Dice.

Make sure there are 6 different numbers per die.

It doesn't matter which label is on which side of each die.



Movement Die: Place the other numbered labels, (*one*) 1, (*three*) 2's and (*two*) 3's on the *white* Movement Die. It doesn't matter which label is on which side of the die.



The Data Cards

Punch out Data Cards from part sheet D and set them aside. Discard waste.

SETUP

Please refer to Figure 1 for game setup.

1. Fit the M. Bison pawn into a plastic stand and place it inside his Fortress. Set his matching Data Card out of play.
2. There are 11 pawns to choose from! Choose 1 pawn and its matching Data Card. All players do the same.

Fit your pawn into a plastic stand and place it on the Home Base Star in front of the building closest to you. This building will be your Street Fighter's home base throughout the game. All players do the same. Place any extra pawns, cards and stands out of play.

3. Place your pawn's Data Card *faceup* on the DATA CARD space on the roof of your home base. All players do the same.

4. Insert one Power Level peg into the hole at the START position on Bison's Countdown strip (located on his Fortress).

5. Insert one Power Level peg into the hole at the START position on your Power Level strip

(located on the roof of your home base). All players do the same. Place any extra pegs out of play.

6. Place the Battle Arena and the 6 Battle Dice near the gameboard, within easy reach of all players.

7. Place the 4 Access Tokens out of play. They are only used in the Advanced Game.

HOW TO PLAY

Object: Battle other Street Fighters and be first to defeat M. Bison!

Each player rolls one Battle Die. The player with the highest number goes first. In case of a tie, reroll. Play then continues clockwise.

On Your Turn

On each of your turns, you should try to battle opponents to increase your power level. Your object is to become strong enough to defeat M. Bison and win the game!

On a turn, roll the white Movement Die and move your pawn along the gameboard streets to try to get into battle position with an opponent. Once in position, you can battle.

Moving and battling are *always* optional. If you are in battle position at the start of your turn, you do not have to roll the Movement Die at all!

Movement Rules

Street Fighter II is different from other games because instead of moving *spaces*, you move *directions*. How far you travel is up to you and your die rolls. See the rules below and Figures 9 and 10 on page 5 for details.

- Move your pawn *only* along the gameboard streets.
- You may move *up to* the number of directions on your die roll.

- Each street direction counts as 1 on your die roll. You may stop anywhere along a street; or turn at an intersection (any place where 2 streets meet) and change direction if you roll more than "1" on the die. Figure 10 shows examples of intersections.
- You may pass an opponent's pawn if you wish.
- **Moving into Battle Position:** If you stop beside an opponent's pawn, you are in *battle position* with that pawn. You may now battle that pawn if you wish. See Figure 10 for an example of moving into battle position.

If you are in battle position with more than one pawn, choose only one pawn to battle.

How To Battle

At the beginning of the game, each player rolls only one die in battle. As battles are won, power levels increase and players can roll *more* dice in battle! See **Increasing Your Power Level** on page 6.

To battle, choose either a *red* or a *black* Battle Die to roll. Your opponent rolls the remaining color die. At the same time, you and your opponent **roll** your dice in the Battle Arena. Then, **place** the dice in the top dice spaces of the Battle Arena. (Figure 11 on page 6 shows an example of die placement.) Reroll any die that lands outside the Battle Arena.

NOTE: The background color of each number on the die represents a Martial Arts technique (see Die Roll Skill Chart below).

DIE ROLL SKILL CHART

Die roll	Martial Arts Technique
1	White Belt
2	Yellow Belt
3	Green Belt
4	Purple Belt
5	Brown Belt
6	Black Belt

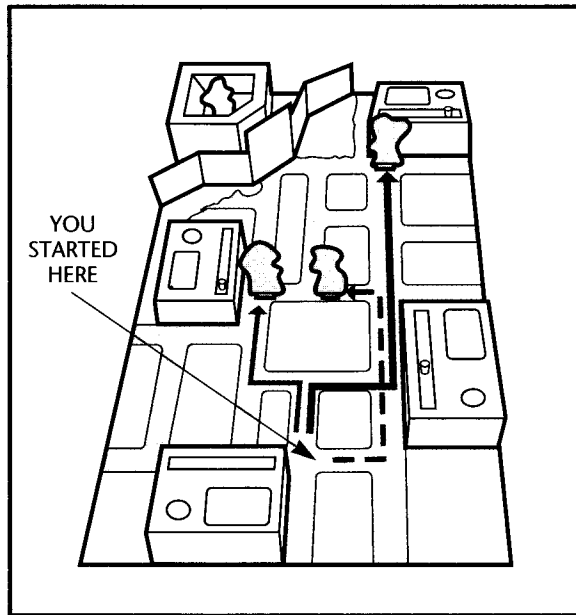


FIGURE 9
MOVE EXAMPLES

You rolled a 3 and can move up to 3 directions. Here are just some of the directions in which you can move your pawn.

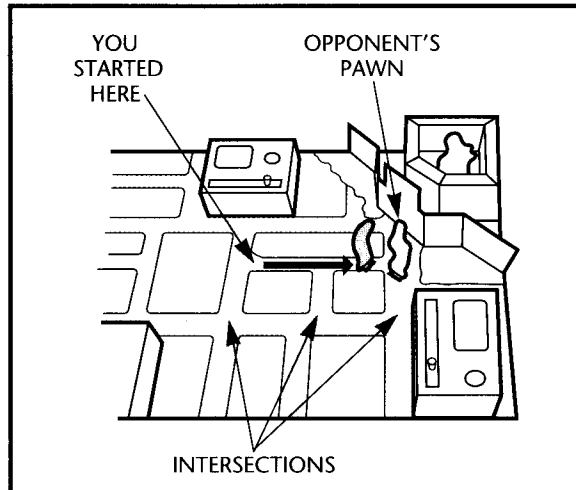


FIGURE 10
BATTLE POSITION

You rolled a 2. Instead of taking your full move, you decide to stop to battle your opponent's pawn after moving one direction.

WHO WINS THE BATTLE?

The player who rolls the higher number wins the battle. In case of a tie, reroll. See Figure 11 at right for an example.

Winning A Battle: Keep your pawn where it is. Move your Power Level peg up one notch (to the right). See Figure 12 at right.

Losing A Battle: You must return your pawn to the Home Base Star in front of your home base. Then move Bison's peg up one notch on his Countdown strip toward the **BISON WINS!** space at the end.

Bison's Countdown Strip: After each battle, the losing player must move the peg one notch on Bison's Countdown strip. If the peg reaches the **BISON WINS!** notch, Bison wins the game! Players should always be aware of where Bison's peg is so they can try to defeat him before he wins!

Increasing Your Power Level

With each battle you win, your power level increases.

When you reach the **ROLL TWO BATTLE DICE** notch, you may roll 2 dice every time you battle! When you reach the **ROLL THREE BATTLE DICE** notch, you may roll 3 dice every time you battle! (See Figure 12 for these notch positions.)

If your peg reaches the **YOU WIN!** notch, the game is over and you win without battling Bison.

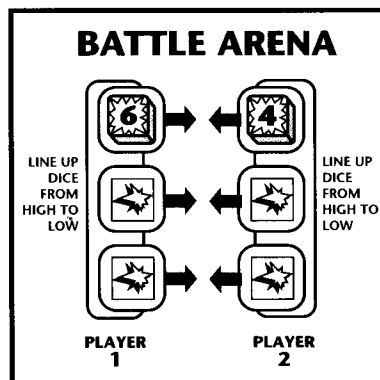


FIGURE 11

Player 1 rolls a 6 — Player 2 rolls a 4. Player 1 wins the battle!

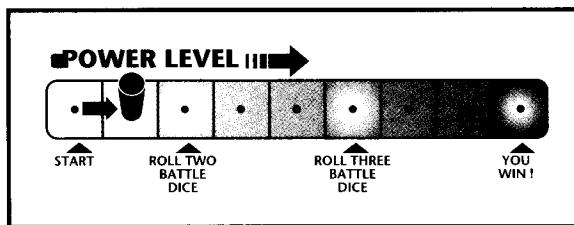


FIGURE 12

You've won your first battle! Move your peg one notch to the right.

Battling With More Than One Die

Battling players choose a die color to roll. The rules for battling are explained below. See Figure 13 on page 7 for a battle example.

1. At the same time, you and your opponent roll all the dice your power level allows into the Battle Arena.
2. Then place your dice by lining them up highest to lowest on one side of the Battle Arena. Your opponent does the same on the other side.
3. Determine the winning die in each opposing pair (higher roll wins). The losing die is removed from battle. The winning die or tying dice remain in battle.
4. Reroll any of your remaining dice, following steps 1-3. Your opponent does the same. Keep rolling and placing remaining dice until only one player has dice left. That player wins the battle!

In Figure 13, Player 1 rolls 2 dice and Player 2 rolls 3 dice.

Invading M. Bison's Fortress

Instead of battling an opponent, you may attack M. Bison on any of your turns, if you think you have enough power to defeat him. He may have to be battled many times before he is defeated.

IMPORTANT! If Bison's peg is nearing the **BISON WINS!** space on his Countdown strip, you may want to stop fighting your opponents and fight Bison on your next turn. Or, you may want to let a more powerful opponent battle him, just to keep Bison from winning the game!

ENTERING BISON'S FORTRESS

To battle Bison, you must move *into* his Fortress. To do this, you must use one move on your die roll to "scale the Fortress Wall." For example, if your pawn is at the gate of the Fortress Wall, you need to roll at least a 1 to jump over the wall and into his Fortress.

BATTLING BISON

Battle Bison as you would fight other Street Fighters. Bison always rolls 3 dice in battle.

The Role of Bison: The player with the *lowest power level* will play the role of Bison during the battle. If players are tied for the lowest power level, the closest player clockwise to the Bison challenger assumes the role of Bison.

Winning the Battle Against Bison: If you win the battle against Bison, the game is over and you win!

Losing a Battle to Bison: If you lose the battle, move Bison's peg up one notch on his Countdown strip and send your pawn back to your home base. Your turn is over, and the game continues. You may battle Bison again on a future turn, if there is still time.

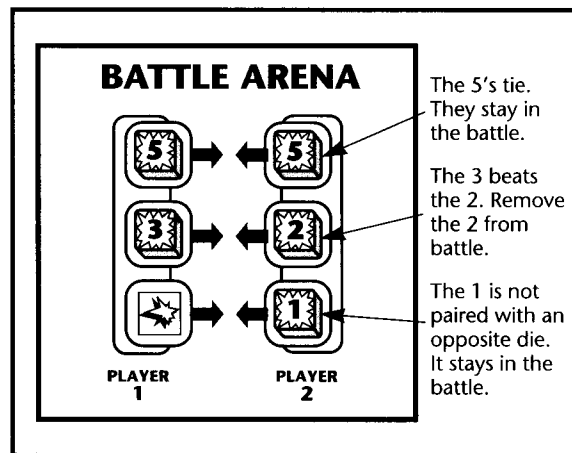
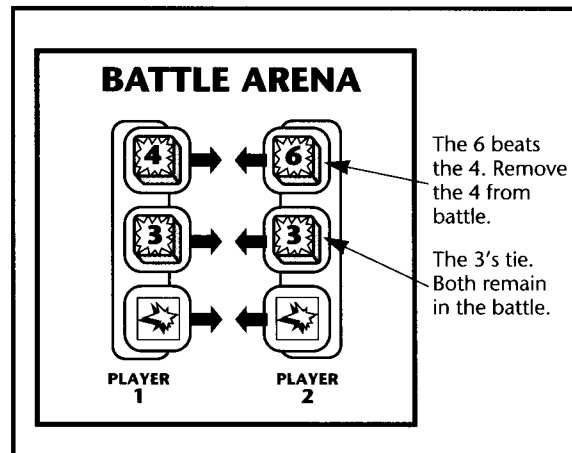
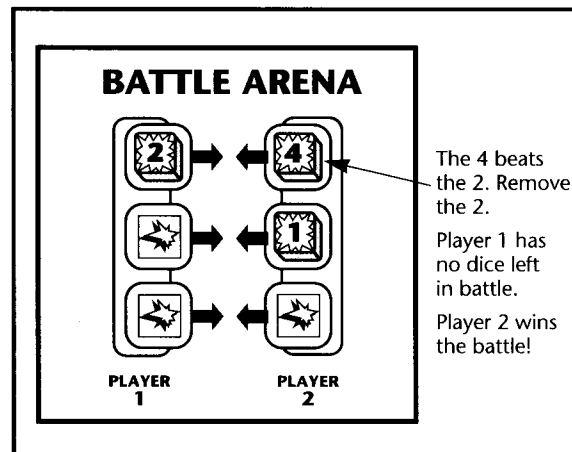


FIGURE 13
FIRST DIE ROLL



SECOND DIE



THIRD DIE

HOW TO WIN!

The player who defeats M. Bison in battle wins the game!

2 Other Ways to End the Game

- **Bison Can Win!** If the peg on Bison's Countdown strip reaches the **BISON WINS!** notch, the game is over — Bison wins!
- **You Can Win Without Battling Bison!** If your peg reaches the **YOU WIN!** notch on your Power Level strip, you win automatically!

ADVANCED GAME

In this game, each player must collect an Access Token before he or she can battle M. Bison. Access Tokens are collected by winning battles.

SETUP

Set up as you would for the regular game, with the following addition:

Place all 4 Access Tokens *faceup* at random locations anywhere along any street. Spread them out so that all players have access to them.

NOTE: If placing a token on an intersection, place it so that it is clearly in the middle of the intersection.

HOW TO PLAY

Gameplay is the same as in the regular game, except that each player must collect an Access Token by winning battles against opponents.

TOKEN LIMIT! You only need 1 token to battle Bison. You may collect 2 tokens if you wish, but you *cannot* collect more than 2 tokens.

If you have 2 tokens, a player may win *one* of them from you in battle. However, you can never lose your first token in battle.

How to Collect an Access Token

To collect a token, you must win a battle at a token's location, or against a player who has 2 tokens. There are 3 ways to do this:

- Move your pawn onto an unoccupied token, and wait for an opponent to battle you there.
- Or move onto a token already occupied by an opponent, and battle.
- Or battle any opponent who has 2 tokens.

Battling for a Token

Battle rules are the same as in the regular game. If you collect a token after winning a battle, take the token and place it on the **PLACE TOKEN HERE** spot on the roof of your home base.

If you win a second token, stack it on top of your other token.

Rules for winning and losing battles are the same as in the regular game. NOTE: Don't forget to move Bison's peg after each battle.

Battling Bison

Once you collect a token, you may battle Bison as in the regular game.

You can use your own Street Fighter action figures instead of the pawns! Just set them up and use them to play the game in the very same way.