

Capcom®

# STREET FIGHTER II™

## World Warriors™ Card Game

**For 2 to 4 players / Ages 6 and up**

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### **OBJECT**

To earn the most points by the end of the game and become the Street Fighter II™ Grand Master by using your skills and special moves to defeat all your opponents.

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### **EQUIPMENT**

Deck of 60 STREET FIGHTER II™ cards:  
47 Character cards, 3 Challenge cards, 5 Combo cards, 5 Jump cards

#### **The Cards:**

- There are 3, 4 or 5 cards for each Character. These are worth **1, 2 or 3 points** each, depending on the character.
- **The Combo +1 card** may be played alone as a 1-pointer, or combined with any other card to add 1 point to that card's value.
- **The Challenge card (worth 5 points)** lets you get into a battle between two other players.
- **The Jump card (worth 0 points)** lets you see what your opponent throws, then play another card.

## SETUP

- Pick a dealer, who shuffles the deck and deals out all the cards, face down. Players do not look at their cards.
- Players divide their cards into face-down piles of 5 cards each. The number of piles depends on the number of players.

Each of these piles represents a Street Fighter's "life." Example: In a 2-player game, each player has 6 piles of 5 cards each, so he/she has 6 "lives."

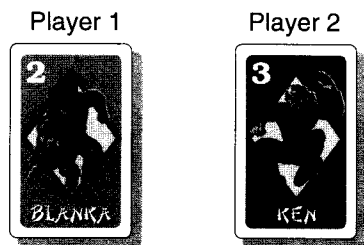
- Each player picks up one "life" pile and fans it as a playing hand. You're ready to battle!
- The youngest player goes first. Play passes to the left.

## GAME PLAY

### On your turn:

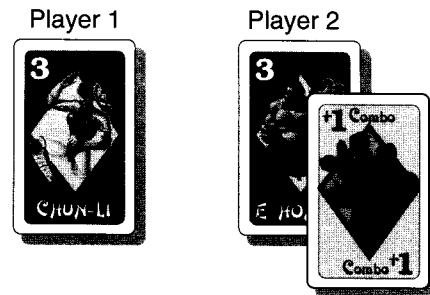
- Pick a player you want to battle. Now both of you give a loud STREET FIGHTER battle cry—like "Hiiyaaa!"—as you both throw a card face up on the table at the same time.
- The winner of the battle (see "Who won? Possible battle outcomes..." below) takes all the cards played in that battle and places them face up in a stack next to his/her "lives" stacks.
- The battle winner then chooses an opponent for the next battle. Remember: The player who just won a battle always picks his/her opponent for the next battle.

### Who won? Possible battle outcomes...

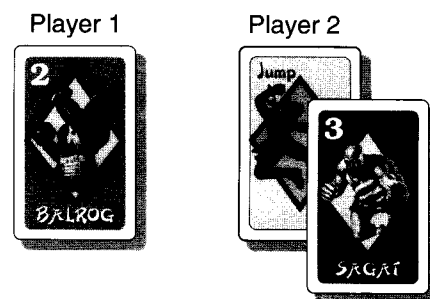


Throw two **regular number cards** and the higher number—the 3—wins.

Tied? If you both throw cards with the same number, you each throw one new card; keep going until you break the tie.



You may throw the **Combo +1 card** by itself as a 1-pointer or combine it with any other card to add 1 additional point. Throw these two cards at the same time. In the example shown here, you add 1 point to your 3-point card, for a total of 4 points. That beats the 3 your opponent threw down!



As your opponent throws a card, you throw a **Jump card**. Now that you've seen what your opponent threw, pick any card from your hand to play on it. Throw a higher card to win the battle, or discard a low card. But you **must** throw down a card!



Somebody else has joined the battle! Any other player not directly involved in the fight may throw down a **Challenge card**—worth 5 points—and scoop up all the cards! You may also play a Challenge card as a regular battle card, worth 5 points.

## Next "life"...

When you've used up a "life" pile—even in the middle of a battle—pick up your next pile. Keep this up until all players except one have run out of cards. The player who has cards left adds them to his/her pile of won cards. (If players all run out of card simultaneously, the game ends.)

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## WINNING

When all cards have been played, count up the **points** on all the cards you've collected. (Remember: The Combo +1 card is worth 1 point by itself and Jump is worth nothing.) The player with the most points wins—and becomes the Street Fighter Grand Master!

**For younger players**, use a simpler scoring method: Count up the number of **cards** you've collected. The player with the most cards wins.

In case of a tie, the tied players shuffle their collected cards and place them in a stack, face down. Then each of you throws your top card for a final battle; do it again if you have to break another tie. If more than two players are tied, all tied players simultaneously throw down one card apiece to decide the winner.

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We will be happy to hear your questions or comments about this game. Write to: Consumer Relations,

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Card Game