

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.

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."

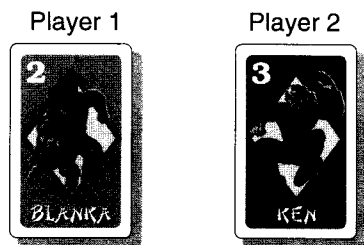
- Each player picks up one "life" pile and fans it as a playing hand. You're ready to battle!
- The youngest player goes first. Play passes to the left.

GAME PLAY

On your turn:

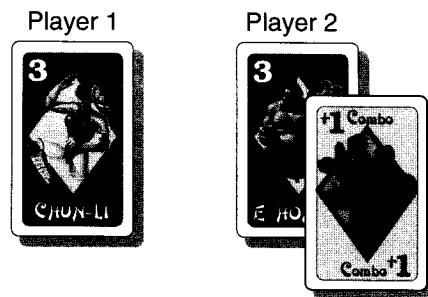
- Pick a player you want to battle. Now both of you give a loud STREET FIGHTER battle cry—like "Hiiyaaa!"—as you both throw a card face up on the table at the same time.
- The winner of the battle (see "Who won? Possible battle outcomes..." below) takes all the cards played in that battle and places 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...

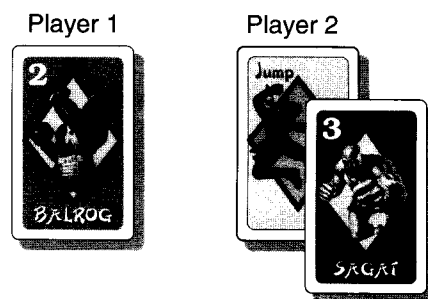


Throw two **regular number cards** and the higher number—the 3—wins.

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.)

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.



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

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