

**EXPERIENCE: STREETWAR**  
game rules

 **48 CARDS**  
 **2-4 PLAYERS**  
 **20-40 MINUTES**

**ENTER THE CITY:**

Shuffle the deck of cards properly and deal 5 cards to each player. If any player dislikes the cards, he/she is allowed to shuffle his/her cards back to the deck and draw new 5 cards. It can be done only once, at the start of the game.

The game takes place on a board - it is a city of 5x5 blocks, with the deck for the center block. This way it can be played even without the board, just with the deck placed in center.

**OCCUPY THE STREETS:**

Whole game consists of players taking turns in putting the cards on the board, filling blocks.

During a turn, one can play out as many cards as he/she has in hand or manages to collect. However, the cards may be put only on free blocks adjacent to already placed cards or the deck.

By placing the cards in the city, players earn points and various effects.

**CITY - THE PLAYING BOARD:**

As the game advances, city fills with live and burnt cards. **Live** cards are those, which haven't been burned in a combo. As soon as they are turned over, they're considered **burnt** cards.

Each time the city fills with cards completely, take all the burnt cards and shuffle them into the deck. The player whose turn it is, decides the moment of removing the burnt cards.

The live cards remain in the city and the turn continues.

*City halfway through the play:*



**SCORING:**

The goal of the game is to earn the most points. The fastest way to earn points is to collect and build combos.

**COMBO = at least 3 adjacent cards of the same color.**

The combo can be of any shape, but the cards must touch each other by sides, not by corners.

To build the combo, you can use any live cards of the color, even those placed by other players.

You can add a single Exxta card to any combo to double its point outcome.

When the combo is placed, it's time to burn it. Turn all cards in the combo face-down and add the sum of their point values to your score.

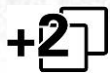
**You can burn only a single combo each turn!**

*Examples of right and wrong built combos:*



**CARD EFFECTS:**

Almost every card has an effect, which activates at the moment you place the card on the board:



Draw 2 cards from the deck. At any moment, your hand cannot exceed size of 5 cards!



Put this card instead of any live card in the city to take the card.



Earn 1 point for each card in your hand, including this one.



Burn any 2 live cards in the city. (Turn them face-down.)



If added to a combo, it doubles its value.



These cards don't need to be adjacent to form a combo.



Turn 1 burnt card in the city back to life. (Turn it face-up.)

**END OF TURN:**

At the end of turn, refill your hand up to 5 cards. This is the maximum amount you can hold at any moment during the game.



**MAX. 5  
CARDS**

**END OF GAME:**

The only way to end a game is to earn 100 points or more.

When any player's score exceeds 100 points, it's the last round of the game and it ends at the beginning of the next turn of first player.

The game is ended so that every player has the same number of turns.

**ALTERNATES:**

Different players - different rules. You can spice up the game with some of these alternate rules:

**Neighborhood:**

To make the first turn easier, place 1 card from the deck to each corner of the city before starting the game.

**Marathon:**

Experienced players can set the goal value up to 200 or 300 points.

**Limited:**

For greater strategic challenge: Effect of each color activates only once per player's turn.

**Freedom:**

Cards can be placed on any free blocks in the city. (Not only adjacent to already placed cards and the deck.)

You can make up and experiment any other alternate rules, but remember:

Alternate rules apply only after all players agree on them before starting the game!

**INFO:**

More information on the Experience game, such as actual rules, expansion packs and other stuff can be found on following sites:



[WWW.XPCARDGAME.COM](http://WWW.XPCARDGAME.COM)

information site of the Experience game



[WWW.FACEBOOK.COM/NEROGAMES.SK](http://WWW.FACEBOOK.COM/NEROGAMES.SK)

fanpage of game's author

**AUTHOR:**

The Experience game, as well as the design, rules and characters belong to Nero.