EXCEED
FIGHTING SYSTEM

STREET FIGHTER

CAPCOM   LEVEL99 games   Jasco GAMES

CARD OVERVIEW

CHARACTERS USE NORMAL, SPECIAL, AND ULTRA ATTACKS TO FIGHT

CHARACTER CARDS

STARTING SIDE

EXCEED SIDE

1. **Character Name**
2. **Character Ability**: This is always active
3. **Critical Icon:** Allows the character to use the Critical ability for the cost indicated.
4. **Gauge Cost**: Cost to enter Exceed Mode

WATCH THE TUTORIAL!

Don't want to read through the rulebook? You can dive right in to Exceed with an online video tutorial!

Just use this QR code or visit **level99games.com/games/exceed** to learn how to set up and play the game in minutes.

ATTACK CARDS

All Attack cards have two parts—the upper part is an Attack and the lower part is a Boost. Attacks are used during Strikes, while Boosts are played with the Boost Action.

ULTRA ATTACK

NORMAL ATTACK

SPECIAL ATTACK

1. **Attack Name**

2. **Owner's Mark**: What fighter the card belongs to (Normals will have a colored shape instead)

3. **Gauge Cost** (Ultra Attacks only): Cost to play the card

4. **Range**: What spaces the attack hits

5. **Power**: How much damage the attack will do

6. **Speed**: How fast the attack will activate

7. **Armor** and **Guard** *(not shown)*: How well you resist enemy attacks—if the attack has no armor or guard, these stats will not be shown

8. **Special Effects**

9. **Continuous Boost Mark:** Shown if Boost is continuous

10. **Boost Force Cost**

11. **Boost Name**

12. **Boost Effect**

SETUP

1. **Shuffle**: To begin playing, shuffle your complete 30-card deck together. A deck is formed by two sets:

   - **Normal Set:** 2 copies each of the 8 Normal Attacks—*Grasp, Cross, Assault, Dive, Spike, Sweep, Focus, and Block*. All characters have these same cards.

   - **Character Set:** 2 copies of each of your character's 5 Special Attacks and 2 Ultra Attacks.

2. **Area Setup**: Set up an arena with 9 spaces horizontally, and put your characters on the 3rd and 7th spaces respectively, with their Normal sides facing up. Give each player 30 life—they can never have more than 30—and decide who will go first.

3. **Starting Draw:** Shuffle your decks and draw 5 cards each. The player going second draws an extra card. Your maximum hand size is 7. If you draw a card at end of turn and have more than 7 cards in hand, discard until you have 7. (If you Strike, you do not draw or discard at end of turn.)

4. **Mulligan:** Discard any number of cards from your hand, then draw that many cards. After this, shuffle the discarded cards back into your deck. Do not reveal any cards to your opponent during this process.

5. **Game Start**: Play begins with the first player's turn.

THE PLAY AREA

Only one player's play area is shown here—both play areas are identical.

1. **Game Arena**: The Game Arena is 9 spaces long and is shared between both players.

2. **Gauge Area**: Cards which have been converted into gauge. Cards in your Gauge Area are face-up unless otherwise stated.

3. **Boost Area**: Any in-play Continuous Boost cards.

4. **Hand**: When cards are drawn, they are added to the player's hand. Players may not see one anothers' hands normally.

5. **Deck**: The player's shuffled deck. Players may not look through their decks under normal game conditions. Anytime a player does look through their deck due to a game effect, that player must shuffle the deck again.

6. **Discard**: Any discarded cards. Players may look through any discard pile at any time, but may not rearrange the order of cards in the discard pile. When you discard multiple cards, discard them in any order you wish.

7. **Sealed** *(not shown)*: Cards that have been Sealed are removed from the game, and are set aside out of play.

Some effects may generate new areas. These areas are separate from all other areas and may be located wherever you like on your side of the board.

GAMEPLAY

Players will take turns, back and forth. On each player's turn, that player will choose to take one of these actions:

- **Prepare**: Draw an extra card
- **Change Cards**: Spend Force to draw cards
- **Exceed**: Spend Gauge to power up into Exceed Mode
- **Reshuffle**: Reshuffle your deck and discard pile to form a new deck

- **Move**: Spend Force to move around the arena
- **Boost**: Use a card for its Boost effect
- **Strike**: Both players play a card secretly from their hands, and resolve the cards based on the rules in the Striking section

Note that some effects will give you new Actions. These will say "As an action…".

At the end of your turn, draw a card if you did not Strike. If you Strike due to a card effect (like a Boost), you still do not draw a card.

When a player's life reaches zero, they are eliminated from the game and their opponent wins!

OUT OF CARDS

In the course of the game, you may run out of cards in your deck

The first time you need to draw a card or Wild Swing and cannot, reshuffle your discard pile to form a new deck.

If you have already reshuffled and you run out of cards again, you lose the game immediately if you would draw a card or Wild Swing.

FORCE

FORCE ALLOWS YOU TO PLAY BOOSTS AND MOVE!

When you need to spend Force, you create Force to spend immediately through any combination of these methods:

- Discard any number of Normal or Special Attacks from your hand or Gauge to your discard pile to generate 1 Force per card discarded.

- Discard any number of Ultra Attacks from your hand or Gauge to your discard pile to generate 1 or 2 Force per card discarded (your choice).

You can only generate as much Force as you need to pay for any effect, *so it is not possible to 'overpay' for an effect*.

GAUGE

AS YOU ATTACK, YOU BUILD GAUGE—USE IT TO PLAY YOUR POWERFUL ULTRA ATTACKS!

You can get cards into your Gauge Area by hitting opponents *(see page 15)*. Gauge is very powerful, and useful for many different things.

Gauge can be used to upgrade your character's Ability with the Exceed action, play your Ultra Attacks, and activate Criticals. Gauge can also be spent as Force, which helps preserve cards in your hand when using actions and boosts.

When you spend Gauge, just move cards from your Gauge Area to your discard pile. You can choose to discard cards from your Gauge regardless of the order they were placed there.

ACTION BREAKDOWN

ACTIONS A CHARACTER CAN TAKE ON THEIR TURN AND HOW THEY WORK

PREPARE

When you take a **Prepare** action, simply draw an extra card. Since you also draw a card after taking an action, you will get a total of two cards this turn.

CHANGE CARDS

Change Cards allows you to spend Force to draw one card per Force spent *(see page 7)*.

Typically you will spend cards from your hand as Force, but don't forget that you can spend Gauge too—and that Ultra Attacks give you 2 Force *(and thus 2 cards)* instead of just one. You must spend all the Force you wish to spend up front, before drawing any of the cards.

EXCEED

The **Exceed** action costs the amount of Gauge shown on the front of your character card. Pay this much Gauge, then flip your character card over to reveal your more powerful Exceed Mode.

Exceed Mode completely replaces your character's original ability. Once you change to Exceed Mode, there is usually no way to change back to your standard ability.

RESHUFFLE

Reshuffle allows you to reshuffle your discard pile into your deck to create a new deck. This speeds up the Reshuffle you would normally get when running out of cards.

Whether you reshuffle with this action or automatically the first time your deck runs out, you only get one Reshuffle per game.

MOVE

Pay 1 Force per space to Advance or Retreat. Advancing past an opponent increases the total cost by 1 Force, and you can continue moving in the same direction after switching sides. Movement effects may also show up on some attacks or boosts—those do not cost Force.

In all cases when moving, if you are unable to move as far as indicated, move as far as possible, then stop.

If you would move into the opponent's space, you move past them instead. **You can never be in the same space as the opponent**.

CLOSE

Move towards the opponent the indicated number of spaces *(or as many as possible)*, but without switching sides with the opponent.

Closing 2 spaces. Since 'close' always moves you as far as possible without passing the opponent, closing 3, 4, or 5 spaces would look identical to this.

MOVE

Move either direction the indicated number of spaces *(or as many as possible)*, switching sides with the opponent, and continuing in the same direction beyond.

'Move' lets you choose which direction to go. Unlike Close, switching sides with the opponent is allowed.

ADVANCE

Move towards the opponent the indicated number of spaces *(or as many as possible)*, switching sides and continuing in the same direction beyond.

Advancing 1 space puts us adjacent. Advancing 2 would switch sides.

RETREAT

Move away from the opponent the indicated number of spaces *(or as many as possible)*.

Retreating 1 space from the center of the arena.

PUSH/PULL

Push moves the opponent away from you, as if they were Retreating. Pull moves the opponent towards you, as if they were Advancing. You can pull the opponent past you.

Pulling the opponent 2 spaces (moving them to the other side of you) or Pushing 1 space.

BOOSTS

Boosts are unique actions allowed by the cards in your hand.

To play a Boost, pay its Force Cost, put the boost into your in-play area, and then resolve its effects. Any effects in the boost that do not have a Trigger Keyword or a Stat Bonus occur right now.

You do not pay an Ultra's Gauge cost when using a boost on an Ultra attack.

INSTANT BOOSTS

Instant Boosts give you new kinds of actions, or a better economy on existing actions. Perform the actions on these boosts instantly. After resolving its effects, discard it.

CONTINUOUS BOOSTS

Continuous Boosts enhance your next attack with some benefit, and may also have an instant portion (shown by a **Now** trigger) that is performed immediately. All Continuous Boosts have a brown cross-shaped mark above their Force costs. There is no limit to the number of Continuous Boosts that can be in your in-play area.
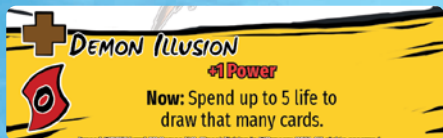
Continuous Boosts are discarded from play during the Cleanup step of the next Strike *(see page 13)*. If a Boost is **sustained**, keep it in play for the next Strike instead of discarding it.
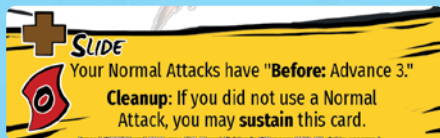

RUN

Advance up to 3.
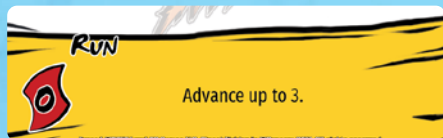
This Boost lets you rush forward right away, but will be discarded afterwards.

LIGHT
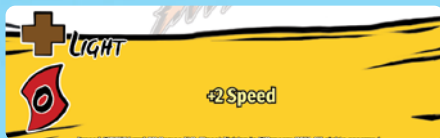
+2 Speed

This Boost stays in play and gives your next attack +2 Speed.

DEMON ILLUSION
+1 Power

Now: Spend up to 5 life to draw that many cards.

This Boost stays in play to give your next attack Power, but also lets you spend life to draw cards right away.

SLIDE

Your Normal Attacks have "**Before:** Advance 3."

Cleanup: If you did not use a Normal Attack, you may **sustain** this card.

This Boost gives your Normal attacks the ability to advance and stays in play if you don't use a Normal.

RESOLVING STRIKES

STRIKING WITH ATTACKS IS THE MAIN WAY TO DEFEAT YOUR OPPONENT

When you choose to initiate a Strike as an action or as part of a Boost, you are called the **Attacker** and your opponent is the **Defender**. Players follow these steps:

1. The Attacker sets their Attack Card or Cards face-down. *Note: Some characters have additional actions they can take "when striking." They do these actions before they set cards.*

   • A **Regular Attack** is formed by playing one card from your hand face-down.

   • An **EX Attack** is formed by playing two cards with the same name from your hand face-down. EX attacks have +1 Power, +1 Speed, +1 Armor, and +1 Guard.

   • A **Wild Swing** is formed by putting the top card of your deck into play face-down without looking at it.

2. The Defender sets their Attack Card(s) in the same way the attacker does.

3. Reveal the attacks!

CRITICAL

When you set any type of attack, you may spend 1 Gauge at the same time.

If you do, all Critical effects on your attack and character ability will apply during this Strike.

If you do not pay this cost, your attack will not gain its Critical effects.

You may Critical an attack even if you would gain no Critical effects from doing so. You may want to do this as a bluff.

REVEAL STEP

Flip over both players' attacks. You normally won't need to do much here, but there are a few special cases:

- **EX Attack**: Discard the extra copy of the EX attack to your discard pile.

- **Ultra Attack**: You must pay the Gauge Cost of a revealed Ultra Attack immediately. If you can't, the attack is Invalid. If you reveal an EX Ultra Attack, you only pay the Gauge Cost for that Ultra once. If you reveal an Ultra Attack from a Wild Swing, you may choose to make it invalid.

- **Invalid Attack:** If your attack is Invalid, discard it and perform a Wild Swing. Keep discarding and performing Wild Swings until you reveal a valid attack. These new Wild Swings are not considered to be setting a new attack.

PRIORITY ORDER

Whoever has the higher speed goes first.
In a tie, the Attacker goes first.

ACTIVE   REACTIVE

ACTIVE PLAYER ATTACK

The player with higher speed goes first and performs their entire attack.

An attack has 4 Steps:

1. Perform all **Before** effects

2. Check **range** to the opponent from the attack's origin *(usually your Character)*

3. If you were in range, perform all **Hit** effects, then do damage to the opponent

4. Perform all **After** effects

Ryu's Hadoken (above) hits all spaces from 3 to 8, meaning that this attack will hit.

TRIGGER EFFECTS

There are five kinds of Trigger Effects in EXCEED: **Before**, **Hit**, **After**, **Now,** and **Cleanup**. Each of these describes a different timing for when the effect will take place.

- **Before** effects will happen at the start of your attack, before you check your range to the opponent.

- **Hit** effects will only happen if you hit the opponent with your attack.

- **After** effects will happen at the end of your attack, after you have already hit or missed the opponent.

- **Now** effects happen immediately. These are normally located on Continuous Boosts to signify which part of the effect happens now and which happens later.

- **Cleanup** effects happen at the end of a Strike, and normally prevent Continuous Boosts from being discarded if certain conditions are met.

When a Trigger Effect comes up, you must activate it and follow all of its instructions. If you have multiple effects with the same trigger, you can choose the order they're activated, but you must still activate and resolve each one individually.

Triggers are easy to read once you get the hang of them. Different triggers can make similar looking attacks behave very differently.

Assault lets you close in first, then attack. **Cross** lets you attack first, then back up. **Grasp** lets you attack and move the opponent, but you only get the move effect if you hit with the attack.

DOING DAMAGE

When your attack hits, you will do damage to the opponent equal to your Power, reducing their life by this much.

If your opponent has any **Armor**, they deduct this from the total amount of damage they take over the course of the attack.

If your damage dealt over the entire attack is greater than the opponent's **Guard**, they are **Stunned**. Stunned opponents don't get to perform their attack. *(Cards without Guard or Armor printed on them count as having zero in these stats.)*

Guard and Armor are cumulative across all damage on the same turn. This means an attack with 2 Armor will prevent the first 2 damage taken, but if a card effect or attack deals damage afterwards on the same turn the Armor will not prevent it.

Focus has 2 points of Armor and 5 points of Guard. If you were to be hit by a 7-power attack, you would reduce that damage by your Armor, and only take 5 damage.

Since 5 damage is not greater than your 5 Guard, you would not be stunned.

If you were hit by an 8-power attack, however, you would take 6 damage, and would thus become stunned.

REACTIVE PLAYER ATTACK

If the Reactive Player is not Stunned, they may perform their attack the same way that the Active Player did. If they are stunned, skip their attack entirely.

CLEANUP

After all this, each player cleans up by doing steps 1-4 below. The Attacker performs them first, then the Defender after. After both have done this, perform step 5.

1. Resolve any **Cleanup** triggers on your Attack or Continuous Boosts.

2. Discard all Continuous Boosts in your boost area. If a Continuous Boost was **sustained** during this Strike, leave it in play instead.

3. If you hit your opponent—even if you didn't stun them—put your attack card into your Gauge Area. If you didn't hit your opponent, put your attack card into your discard pile instead.

4. Perform any 'End of the Strike' type effects you may have. These effects happen even if a player is Stunned.

5. It is now the turn of the next player—the Defender. If either player gained **Advantage** during the strike, they take the next turn, potentially altering the turn order. If both players gained Advantage, the one who most recently gained it takes the next turn.

GAMEPLAY EXAMPLE

1

Ryu goes first. He decides to put the pressure on and attack! He initiates a **Strike** by playing a card from his hand face-down. Ken also put a card from his hand face-down.

5 DAMAGE!

Before: Advance 2.

Hit: If you moved past the opponent during this strike, gain **Advantage** (you take the next turn, regardless of who initiated the Strike).

3

Ken's 4 damage is not enough to break Ryu's Guard and stun him, so Ryu gets to execute his Tatsumaki Senpukyaku now! Ryu advances two spaces with his Before trigger. Now Ken is in the range of his attack! Ken takes 5 damage, putting him at 25 life!

ACTIVE!

HADOKEN

RANGE 3-6
POWER 4
SPEED 4

Critical: +2 Power.

After: If you hit, you may return this card to the top of your Deck. If you do, add the top card of your discard pile to your gauge.

4 DAMAGE!

REACTIVE!

TATSUMAKI SENPUKYAKU

RANGE 1-2
POWER 5
SPEED 3

Before: Advance 2.

Hit: If you moved past the opponent during this strike, gain **Advantage** (you take the next turn, regardless of who initiated the Strike).

2

The attacks are revealed. Ken's Hadoken has a higher speed, so it executes first! Ryu is in the range of his attack, so he takes 4 damage, putting him at 26 life! Ken decides to not use the effect of the Hadoken's After trigger.

TO GAUGE

TO GAUGE

4

Now that both attacks have executed, both players enter Cleanup. Since both player's attacks hit, they both go to their Gauge. They can use this Gauge on later turns for things like making their attacks Critical or using powerful Ultra attacks!

Now gameplay proceeds with Ken's turn. Turns will continue rotating between players in this way with players playing boosts, attacking, and using other types of actions. When one player's life is reduced to 0 or they run out of a deck after Reshuffling, they lose and the game ends!

VARIANT: TAG TEAM

TAG TEAMS LET YOU PLAY WITH TWO FIGHTERS AT ONCE! UNITE TO FORM THE ULTIMATE TEAM!

Choose two different characters and shuffle all of their unique cards and 3 copies of each Normal Attack together to form a 52-card deck. Start with either character of your choice in play. Each character has 20 life.

Only one of your characters will be in play at any time, and the other will be tagged-out. Each character can use only their own attacks and boosts, but both may use the same Normals. The Special Attacks and Ultras of your tagged-out character are considered **Invalid Attacks** for your tagged-in character.

When a character takes damage, they apply it to their own life total. However, your Gauge and your hand of cards are shared between your two fighters.

Whenever either member of the opponent's team reaches zero life, you win!

TAG TEAM ACTIONS

- **Switch Characters:** Swap your active character for your other character in the same position. All Boosts remain in play when you switch characters, and apply to your new active character.

- **Cross Exceed:** You can change your tagged-out character to their Exceed Mode without tagging them in, paying all costs as normal.

- **Cross Boost:** Spend 1 Gauge and activate a Boost on a Special or Ultra Card from your tagged-out character. You still pay all regular Force costs for that boost.

NEW STRIKE TYPES

- **Cross Strike**: As you set your attack cards, you can spend 2 Gauge to tag your character instantly. This will allow you to use cards in hand that would otherwise be invalid.

- **Double EX:** You can set 3 copies of a Normal Attack to use a Double EX. This gives another +1 Power, Speed, Armor, and Guard, and all extra copies of the attack go to your discard after being revealed.

- **Ejection Strike**: All EX and Double EX attacks have the Ejection Strike property. This gives your attack "**After:** If the opponent is stunned, you may swap the opponent's active character for their tagged out character, and they cannot swap back until the end of the next Strike."

FREQUENTLY ASKED QUESTIONS

Q: Can I ask how many cards are in my opponent's hand?

A: Yes. This information is open knowledge to all players.

Q: If I Wild Swing into an Ultra, do I have to play it if I have the Gauge to pay for it?

A: You may pay the Gauge and use an Ultra that you Wild Swing into, but you do not have to. If you do not have the gauge or do not want to pay for a Wild Swing Ultra, it is considered an invalid attack and replaced with a new Wild Swing as normal.

Q: What if I have no cards in my hand and a Strike occurs?

A: You must perform a Wild Swing.

Q: I'm using an effect that cancels an opponent's Boost—when does that happen?

A: Canceling a boost happens after costs are paid but before decisions are made (like what card is named for the Parry boost). The player still draws at end of turn.

Q: If an effect allows me to spend something to gain a bonus, like 1 Force for +1 Power, can I do that multiple times?

A: No. Anything that lets you use it multiple times will be specifically stated ("You may spend up to 3 Force. For each Force spent, +1 Power.")

Q: If I am allowed to pay for an Ultra using something other than Gauge from an effect and I play the Ultra from hand, am I required to pay for it?

A: Yes. An Ultra played from hand <u>must</u> be paid for, even if you must use an alternate method of generating Gauge. If you Wild Swing into it, however, you may invalidate it if you do not wish to pay.

Q: If I EX an Ultra Attack, do I pay the Gauge cost for each copy?

A: No. The Gauge Cost is only paid once.

Q: For boosts that cause a Strike, when are they considered "resolved"?

A: The Boost is resolved right before the Strike begins. As such, any effects that trigger "after resolving an Immediate Boost", will happen before you set your card for the Strike.

Q: If an attack is coming from another source, do "Attacks at range 1 do not hit you" effects care about the character's position or the other source's position?

A: The range is measured from the other source's position, being the attack's point of origin.

Q: If an effect causes me to search my deck, do I have to shuffle afterwards?

A: Yes. Anytime you search your deck, you must shuffle afterwards.

Q: When do "playing" and "resolving" a card occur for effects that care about it? What about effects that cause a Strike?

A: Played: After spending costs, but before effects. Resolved: After effects occur. For effects causing Strikes, "Played" is the same. Resolving happens after effects, but before the Strike. Discarding the card happens after resolution.

Q: What happens if I Wild Swing with no deck and I've already reshuffled?

A: You lose the game.

Q: Can my life go above its maximum?

A: No.

Q: What is non-lethal damage?

A: Damage that cannot bring the opponent below 1 life. For example, if an opponent with 3 life is dealt 5 non-lethal damage, they take 2 damage.

Q: If I pay to Critical an Ultra and it is Invalid, are my followup Wild Swings Critical?

A: Yes, you spent the Gauge and are Critical for this Strike.

GLOSSARY

ADVANTAGE
Can be gained during a Strike. You take the next turn, regardless of who initiated the Strike. If Advantage is gained multiple times during a Strike (even by multiple players), the last player to gain Advantage goes next.

AFTER
A trigger on many attacks that resolves after the attack would deal its damage. It happens whether or not the attack hits. Does not happen if you are stunned.

BEFORE
A trigger on many attacks that resolves before checking if the attack hits the opponent. It happens whether or not the attack hits. Does not happen if you are stunned.

HIT
A trigger on many attacks that resolves if the attack hits the opponent, but before the attack's damage is dealt.

NOW
A trigger on some Continuous Boosts that resolves immediately on playing the Boost.

RESHUFFLE
Shuffle a player's discard pile into their deck. Do this when that player's deck is empty and they either draw a card or Wild Swing. A player can also Reshuffle early by taking the Reshuffle action. Either way, a player can only Reshuffle once per game - if a player's deck is empty, they have used their Reshuffle, and they would draw a card or Wild Swing, they lose the game immediately instead.

SEAL

Remove a card from the game, placing it into your sealed area.

STUNNED

If a player takes more damage than their Guard, they are stunned. If they have not yet activated their attack, it will not activate. Some cards check during Cleanup if the player was stunned, so note that a faster player can still be stunned during a Strike if the slower player hits back.

SUSTAIN

Prevents a Continuous Boost from being discarded when the current Strike ends. Sustaining a Boost only lasts until the next Strike. You may continue to sustain boosts over multiple Strikes.

CRITICAL

An ability introduced in Exceed: Street Fighter. If a player spends 1 Gauge when setting their cards for a Strike, their attack is considered Critical and all Critical effects on the card or their ability can occur. If they do not, ignore all Critical effects on their card and ability. (A Critical, Before effect would occur during the Before timing, if the player's attack is Critical.)

FORCE

Generated by spending cards from hand or gauge. An Ultra Attack can generate 2 Force if spent this way.

GAUGE

Generated by spending cards from gauge. Each card generates 1 Gauge, regardless of type.

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