

6+



*COLLECTIBLE TOY CARD GAME*  
**RULEBOOK**

KNOWLEDGE OF ENGLISH REQUIRED  
CONNAISSANCE DE L'ANGLAIS NÉCESSAIRE

# CARD TYPES

There are six types of playing cards in Bakugan: Character, Action, Hero, Evo, Flip and Baku-Gear.

## CHARACTER CARD

Each Bakugan comes with a Character Card.

Character Name:  
**Nillious**

Faction



Paired  
BakuCores\*

B Power

**B 600**

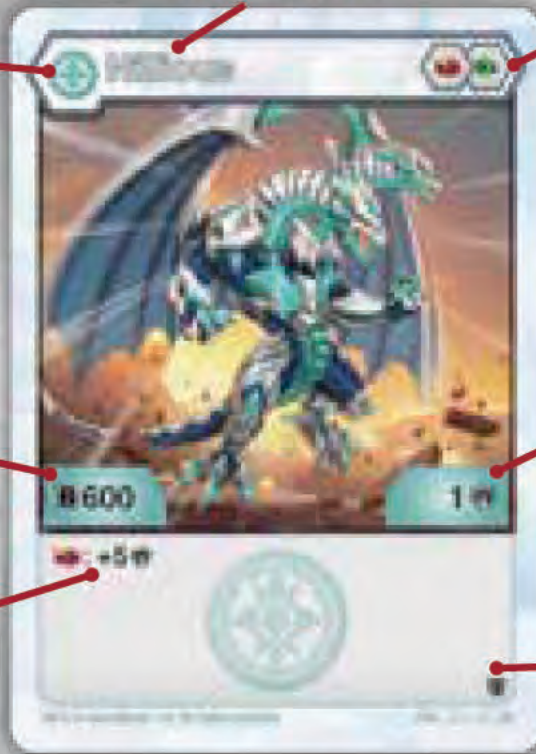
Damage  
Rating

**1** 

Ability

**+500**

Set Icon



\*BakuCores included with  
Bakugan at purchase

Character Card Back

Each 40 card deck can include any of these ability cards:



**ACTION**



**HERO**



**EVO**



**BAKU-GEAR**



**FLIP**



**Ability Card Back**

# GAME SET UP

Each Player needs:

1. **3 Bakugan** (and their **Character Cards**)
2. **6 BakuCores**
3. **40 card Deck**

Players will alternate placing BakuCore in the center of the playing field face down (flip a coin or BakuCore to determine who goes first) to create the Hide Matrix.\*



**40 card Deck**   **Character Card**   **Corresponding Bakugan**

\***Note:** BakuCore must touch one entire side to another BakuCore when placed in Hide Matrix.



# BAKUCORES

BakuCores are hexagonal shaped tiles that empower your Bakugan. The six BakuCores that you play with must match BakuCore symbols with those on your team's Character cards.



## Hydorourous



**Example:** Hydorourous has a  and  listed as his BakuCore types. You must choose two BakuCores that match his types when using him.

Back



Helix



Fist



Magic  
Shield



Flaming  
Fist



Shield



Effect

Front

# TIME TO BRAWL!

## STARTING THE GAME

Each Player will shuffle their 40 card decks and draw five cards to begin the game!

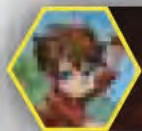
## DRAW

Both players will draw a card from their deck at the beginning of each round.



## ENERGY PHASE

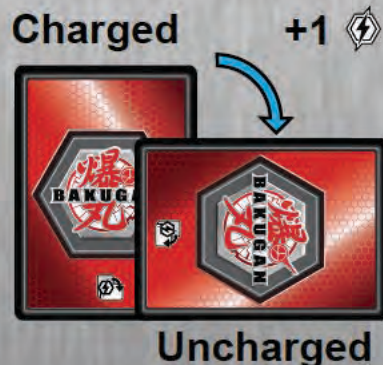
Players may select any card from their hand to play face down as an Energy card.



**TIP:** Flip cards make great Energy cards since they can't be played from your hand.

Players may use Energy to play Action, Evo, Hero and Baku-Gear cards from their hand before the next phase.

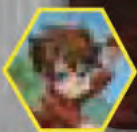
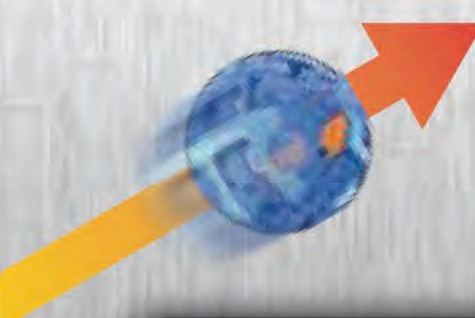
- Turn an Energy card sideways to make (1 ⚡).
- Energy cards that you use during your turn are charged at the end of each turn so you can use them again next turn.



## ◆ **ROLL**

Each player chooses an unopened Bakugan they will roll this turn.

Players must roll their Bakugan towards the Hide Matrix at the same time, releasing at least two card lengths away from the nearest BakuCore.



**TIP:** The arrow on your Bakugan notes the roll direction for best performance.

# Player 1



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=700

1. If no Bakugan open, roll again.
2. If only one Bakugan opens, that player turns over their Character card and is declared the Victor.
3. If both players' Bakugan open, they each will turn over their Character cards.
4. Find the **B** score of each Character by adding any BakuCores that a Bakugan picked with the **B** on its Character card.



## Player 2



+



=800

**VICTOR!!**

5. Players may play cards to modify **B** or other abilities until both players pass.
6. Highest **B** wins the Brawl.  
In case of a tie, both players put the top cards of their decks into their discard pile. Highest ⚡ cost card wins. Repeat this process if needed.

## ◆ **VICTOR PHASE**

- The winner of the Brawl sets their open Bakugan on its Character card and is named the Victor ▼.
- The other player returns their Bakugan to ball form, places it on its Character card, and returns any BakuCore it picked up back to the Hide Matrix.
- Each player may play cards to modify 🏆 until both players pass.

## ◆ **DAMAGE PHASE**

- The ▼ combines the 🏆 from the Character card, any cards played and any BakuCore it picked up.
- The ▼ deals damage to the opponent for each 🏆 it has. The opponent flips one card into their discard pile from the top of their deck for each damage they are dealt.
- If a Flip card is exposed while flipping, the damaged player may pay the ⚡ cost of that Flip card to play it if applicable. 🖐 Flip cards will note what factions it can stop.
- If a Flip card is played, it must be used right away, before any more cards are flipped.

## **TEAM ATTACK!**

- If a player wins a Brawl and all three of their Bakugan are open, they deliver a devastating Team Attack!
- The ∇ Bakugan combines the ⚔ of each Bakugan on the team and any BakuCore they picked up.
- After a Team Attack, all three Bakugan return to ball form and all their BakuCores to the Hide Matrix.

## **END OF TURN**

- Players may play Action, Evo, Hero and Baku-Gear cards before the turn ends.
- Once both players are done playing cards, they Recharge their Uncharged Energy cards and begin the next turn.

## **HOW TO WIN**

- A player that makes his opponent flip a card from their deck when they have no more cards left wins the game.
- A player with no cards left in their deck cannot lose during the Draw Phase; they can only lose as a result of Damage.

# FACTIONS

A Bakugan may belong to one of six different Factions:



Aquos



Aurelus



Darkus



Haos



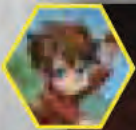
Pyrus



Ventus

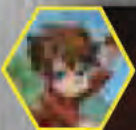
## DECK BUILDING GUIDELINES

Cards in your deck must share a Faction with at least one of your three Bakugan.



**Example:** In order to have Ventus cards in your deck, one or more of the Bakugan on your team must be Ventus.

No more than three copies of any card may be in your deck.



**Example:** A deck may only have three copies of Drago's Fury. A deck with four Drago's Fury would be illegal.

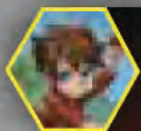
## ***GEOGAN RULES***

Geogans can be played during your turn, as a surprise substitution to help you out at a crucial moment in the game. After you have rolled your Bakugan, but before a Victor has been declared, you can play a Geogan card from your hand. Once a Geogan card has been played...

- Your previously rolled Bakugan will be retracted!
- You place any BakuCores your Bakugan was holding onto the Field.
- Then, select your Geogan toy that matches the Geogan card you played.
- Take aim and drop the Geogan from a height of one vertical card length anywhere over the Field.
- If your Geogan opens, it takes part in the Brawl for the turn. If it fails to open, it is as though the player missed their roll entirely.

# GETTING GEARED UP!

You can play a Baku-Gear card just like any other card - by paying its ⚡ cost listed in the top right corner.



**TIP:** Watch for some BakuCores that reduce the ⚡ cost of your Baku-Gear cards on the Bakugan that picks them up.

When you play a Baku-Gear card, attach it underneath your Character card of choice, granting that Character card the **B** and ⚡ bonuses listed on the Gear card.



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Keep a few things in mind:



- You **CAN** play Baku-Gear on Characters that don't match its Faction.
- You can **ONLY** have **ONE** Baku-Gear attached to a Character. If you ever play a second Gear card on a Character, you must choose one of the two Gear cards to discard, unless one of the two gear has ⚡.

**Now you're ready to harness the power of your new amazing Baku-Gear!**




# NOW YOU'RE READY


## **ARMOR RATING**

Armor Rating  is a powerful ability that some Baku-Gear cards have in *Shields of Vestroia*. These Gear cards will soak up extra damage from attacks. Here is how it works.

- Baku-Gear cards with a  symbol count as multiple cards when taking damage.
- When one of these cards flips from your deck while taking damage, reduce the amount of damage left in the attack by the  symbol indicated on the card.




For example, if you are attacked for 2  and the first card to flip from your deck is Unholy Bow (which has 1 ), the card would count as taking one damage and then its (1 ) would soak the next damage. This means you don't have to flip a second card from your deck.

If you are attacked for 3  and the first card to flip from your deck is Unholy Bow, you would need to flip one more card after Unholy Bow.

# FUSION BAKUGAN

Let's learn about Fusion Character cards - powerful new Bakugan for you to battle with.

Fusion Bakugan are double sided Character cards! They work a little differently than normal Character cards:

- Fusion Bakugan start the game with their non- **◀F▶** side face up.
- You can pay the  cost listed in the ability text of your Fusion Character to turn it over to its **◀F▶** side. It will remain on its **◀F▶** side for the rest of the game.
- Even though the **◀F▶** side of a Fusion Bakugan has more than one faction, you can only play cards in your deck that match the factions of the non-side of the Character card.





## FUSION CHARACTER CARDS






When you play with Dragonoid x Auxillataur Ultra, you will start the game with this side face up.


















During the game, if you can spend 8  you can turn your Character over to its powerful  side! Now it will have 2000 **B** for the rest of the game!

### ***HOW FUSION WORKS IN THE TOY BATTLING GAME***

In the Toy Battling Game, when you use a Fusion Bakugan, you will start each game with the non- side of the Character face up. If you ever manage to roll onto a BakuCore with a  symbol anywhere on it, you get to turn that Fusion Character over to its  side!

# EFFECTS


-  **Scan** - Look at the top card of your deck. You may put it on the bottom of your deck or leave it on top.
-  **Reroll** - A character with  can be Rerolled one time if you miss a roll with it.
-  **DoubleStrike** - Bakugan with  deal twice their  when attacking.
-  **ShadowStrike** - Bakugan with  can't have their **B** or  reduced.
-  **FrostStrike** - Flip cards cost 1 additional  for each point of  the attacking Bakugan has.
-  **Victor** - The Bakugan who wins the Brawl is the Victor.
-  **Draw** - Draw cards from your deck equal to the number listed after the  icon.

**Energize** - A card that is Energized is put into play face down as an Energy card.

**Charged** - An Energy card that is vertical and not spent is Charged.

**Uncharged** - An Energy card is turned horizontal when it is spent and becomes Uncharged.

# TERMS - CARD TYPES


**Character** - Special card back, Character cards display the **B** and  of your Bakugan toy as well as the BakuCore types they must play.

**Action** - Action cards are played from hand, have an effect, and then go to the discard pile.

**Hero** - Hero cards are played from hand, and then remain in play for the rest of the game.

**Flip** - Flip cards may only be played when flipped from your deck after losing a Brawl, they are unable to be played from hand.

**Evo** - Evo cards are played from hand and are played on top of their matching Character card and remain in play for the rest of the game.

 **Baku-Gear** - Baku-Gear cards are played from hand underneath any Character card.

For the most in-depth instruction and awesome  
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 **WARNING: CHOKING HAZARD** – Small parts & small balls. Not for children under 3 years.  
This toy contains inaccessible magnets. Keep away from electronic and medical devices.

 **ATTENTION ! DANGER D'ÉTOUFFEMENT** – Contient de petits éléments  
et de petites billes. Ne convient pas aux enfants de moins de 3 ans.  
Ce jouet contient des aimants inaccessibles.  
Maintenir à l'écart de tout appareil électronique et médical.



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