



**WARNING:**  
**CHOKING HAZARD** – small parts & small balls. Not for children under 3 years. This toy contains inaccessible magnets. Exposed magnets, if inhaled or swallowed can stick together or to other metal objects, and can cause serious or fatal injury. Keep away from electronic and medical devices.

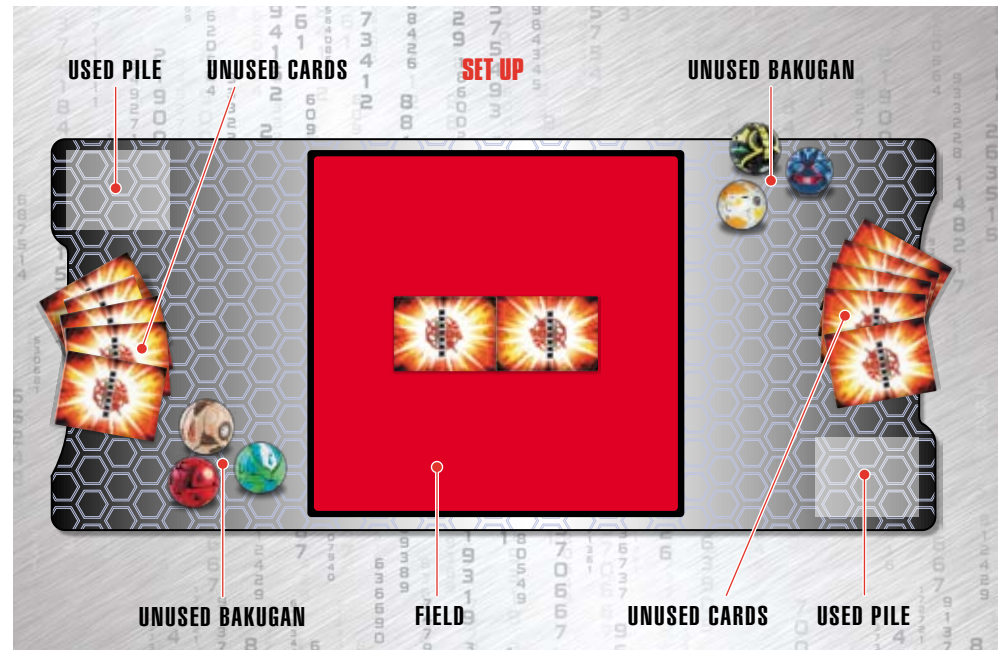
### BAKUGAN® RULES

This is a 2 player game. Each player has a team of 3 Bakugan and each is trying to be the first to capture 3 Gate cards.

### SET UP

Each player needs 3 Bakugan, 3 Gate cards: one of each color, and 3 Ability cards: one of each color. (The Gate cards are heavier than the others and make the Bakugan open.) Players should sit about 2-1/2 feet from each other. The play area should be a smooth, flat surface. The space between the two players is called the Field. When ready, each player says, "Field – Open!"

Players should hold their unused cards in their hands (or leave them face down), so that their opponent cannot see the face side. Their unused Bakugan should be closed (marble-like). Each player has a used pile on their left; this is where played Ability cards, Gate cards won, and used Bakugan go.



2

3

4



### PLAY!

Each player places one of their Gate cards face down (i.e., Bakugan logo is face up) in front of their opponent, so that they barely touch each other at the top, while saying, "Gate Card – Set!"

**NOTE:** Setting Gate cards occurs at the start of any turn where there are no Gate cards in the field.

The youngest player goes first.

Players then take turns.

The player whose turn it is chooses a Bakugan and says, "Bakugan Brawl!"

To begin, a player rolls one of his unused Bakugan at the Gate cards in the field OR he can play an Ability card before rolling. (Each Ability card indicates when it can be played – before, during or after a battle.)

### WHAT HAPPENS AFTER A PLAYER ROLLS?

If a player rolls a Bakugan and misses, the Bakugan goes into the player's used pile. If the Bakugan opens on a Gate card and there's no other Bakugan on that Gate card, it is now the other player's turn.

If the Bakugan opens on a Gate card and the other player has a Bakugan on that Gate card, Battle ensues – see "BATTLE!"

If the Bakugan opens on a Gate card and this player already has a Bakugan on this card, one of two things happen:

- If there's no other Gate card in play or this player already has a Bakugan on the other Gate card, this player wins that Gate card uncontested, placing it and his two Bakugan in his used pile. It then becomes the other player's turn.
- Otherwise this Bakugan is moved to the other Gate card. If that Gate card doesn't have an opponent's Bakugan, it is the other player's turn. But if it does, Battle ensues – see "BATTLE!"

### BATTLE!

Battle is one Bakugan vs. one Bakugan and happens whenever Bakugan from two different players end up on the same Gate card.

Detach the two Bakugan from the Gate card and read each Bakugan's G-Power. (found on the inside of Bakugan)

**GATE REVEAL:** Flip the Gate card over and do what it says.

**ABILITY CARDS:** Play Ability cards (if desired) – first, by the player whose turn it is. Each Ability card says when it can be played. Tell your opponent that you are playing the card, do what the card says and then put the card in your used pile.

**GATE CARD ATTRIBUTE BONUS:** After both players are finished playing Ability cards, simply match the color of a Bakugan to the color symbol on the Gate card and add that number to the Bakugan's G-Power.



5

6

7

8

### BATTLE! (Continued)

The battle is won by the Bakugan that now has the higher G-Power. The player who wins the battle puts the Gate card in their used pile. Return each Bakugan to its owners' used pile.

**IN THE EVENT OF A TIE:** The battle is won by the first Bakugan that stood on the Gate card.



9

### ADDITIONAL RULES (FAQS):

**Q: What happens when it is my turn and I don't have any Bakugan in my unused pile?**

**A:** Return all of your Bakugan from your used pile to your unused pile and roll one of them.

**Q: What Attribute is a clear Bakugan?**

**A:** Its Attribute is the same as their opponent's in this battle. If the opponent is also clear, both players choose which color their Bakugan is at the start of the battle before the card is flipped over.

**Q: I have a card, which disagrees with these rules, what happens?**

**A:** Cards always take precedence over the rules.

**Q: How far do I have to be when I roll?**

**A:** At least two card lengths away from the Gate cards.

**Q: What happens if I roll a Bakugan and it only partially opens?**

**A:** It counts as open.

### BAKUGAN TRAP

Bakugan Trap are played during a battle (from your unused pile). It must match the attribute of your Bakugan in the battle. Place your Bakugan Trap onto the Gate card, opening the Bakugan Trap.

**EFFECT:** You may change the Attribute of your battling Bakugan to any Attribute revealed on the inside of your Bakugan Trap.



11

### BAKUGAN BATTLE GEAR, POWER LEVEL and SPECIAL EVOLUTION RULES:

#### BAKUGAN BATTLE GEAR



**NOTE:** Each BAKUGAN BATTLE GEAR comes with a reference card. These cards aren't put in your used or unused pile. They are kept nearby so you can see any special rules it might have.

BAKUGAN BATTLE GEAR are played during a battle (from your unused pile). Place your BAKUGAN BATTLE GEAR on the back of your Bakugan to open it. Bakugan Battle Gear may also be opened on a Gate Card. Add the G-Power revealed on the inside of your BAKUGAN BATTLE GEAR to your battling Bakugan. If your Bakugan's attribute matches either of the attributes on your reference card, then you get that ability as well;

12

### BATTLE GEAR (Continued)



Or, if your BAKUGAN BATTLE GEAR matches the color of the Gate card (Bronze, Silver or Copper.) you choose any one ability on the reference card to use in this battle.

Bakugan Trap and BAKUGAN BATTLE GEAR move like regular Bakugan. At the end of a battle, they move to your used pile. When you have no Bakugan to roll, all of your Bakugan, Bakugan Trap, and GEAR move to your unused pile.

Each player may include a total of 2 Bakugan Trap and/or BAKUGAN BATTLE GEAR in a game. (4 in a Big Game).

13

### POWER LEVEL

The Power Level for the game is the total number of Gate cards in all player's used piles. If you see it on an Ability card, it means that you can't play that card until the Power Level of the game is at least equal to the Power Level listed on the card.

### SPECIAL EVOLUTION

**NOTE:** Each SPECIAL EVOLUTION Bakugan comes with a reference card. These cards aren't put in your used or unused pile. They are kept nearby so you can see any special rules it might have.

SPECIAL EVOLUTION Bakugan don't start the game in a player's unused pile. To get a SPECIAL EVOLUTION Bakugan into the game, you must meet two conditions (found on the

reference card). First, the Power Level of the game must be at least equal to the Power Level on the card. Second, you must have a Bakugan in your used or unused pile from which your Bakugan evolves (also shown on the reference card). If you meet both conditions, you may skip your turn and swap the SPECIAL EVOLUTION Bakugan for the one that it evolves from.

### THE BIG GAME – The Next Level of Bakugan

In the Big Game, each player uses 6 Bakugan, 6 Gate cards (2 of each frame color), and 6 Ability cards (2 of each frame color). All cards must be unique (no duplicates in your hand). To start, each player lays down 2 Gate cards side-by-side onto the field. The same Bakugan rules apply, however, the winner must now capture 6 gate cards instead of 3.



© 2009 Sega Toys/Spin Master Ltd. Bakugan®/MD and related trademarks are property of Spin Master Ltd. / et les marques de commerce qui y sont associées, sont la propriété de Spin Master Ltd. All rights reserved. / Tous droits réservés. SPIN MASTER LTD., 450 FRONT STREET WEST, TORONTO, ON M5V 1B6 CANADA. Spin Master, Inc., PMB #10053, 300 International Drive, Suite 100, Williamsville, NY 14221. Spin Master Toys Far East Limited, RM # 1113,11/F, Chinachem Golden Plaza, 77 Mody Rd., Tsimshatsui E., Kowloon, HK. Spin Master Toys UK Ltd., Riverhead House, Boston Drive, Bourne End, Buckinghamshire, SL8 5YS, United Kingdom. Customer Service: 01628 535 000 Email: uk.service@spinmaster.com. Spin Master France- 36 rue de Sully-92100 Boulogne Billancourt - France. Service Après-Vente - Numéro vert / France: 0800 803 355 ou E-mail : Jouets@spinmaster.com Site internet : www.spinmaster.fr

Conforms to product safety standards ASTM F963, EN71 regulatory requirements. THE ITEM INSIDE THIS PACKAGE MAY VARY FROM THE PHOTOGRAPHS AND/OR ILLUSTRATIONS. Please retain this information for future reference. Please remove all packing material before giving to children.



T61322\_0026\_20010625/B&B\_GBL\_US\_R2

15

16