

BAKUGAN® RULES

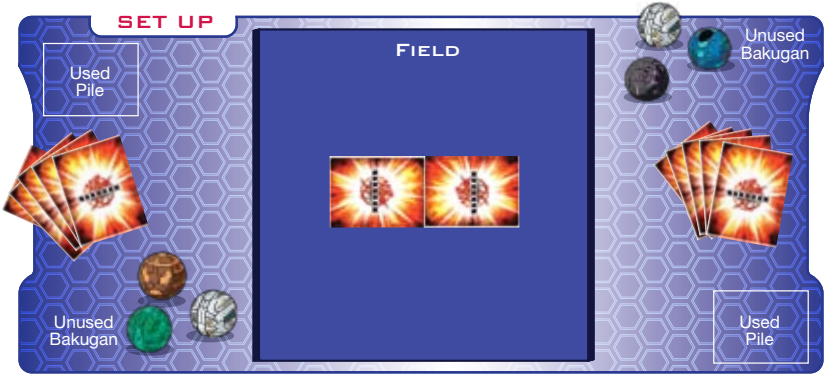
This is a 2 player game. Each player has a team of 3 Bakugan and each is trying to be the first to capture 3 Gate cards.

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.



RULEBOOK

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.



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.

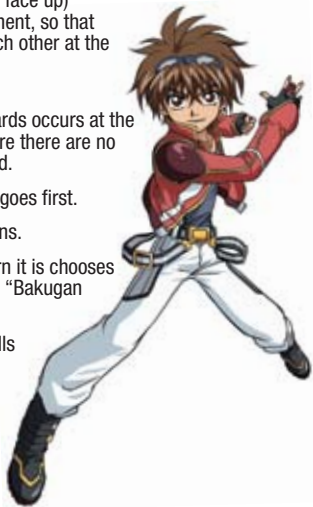
If the Bakugan opens on a Gate card and there’s no other Bakugan on that Gate card, it is now the other player’s turn.

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!’

?
VISIT
BAKUGAN.COM
FOR MORE INFO ABOUT BAKUGAN



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.

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 G-Power Boost: 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.

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.



The first player to get 3 Gate cards in their used pile wins!

ADDITIONAL RULES:

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.

NEW VESTROIA™ RULES

BAKUGAN TRAP™ RULES

A Bakugan Trap can only be played after the Gate card is flipped over, when a battle has started between two Bakugan. The Bakugan Trap must match the attribute (Pyrus, Aquos, Darkus, etc.) of your Bakugan in the battle.

Place your Bakugan Trap on the Gate card to reveal the hidden **attribute** or **G-Power rating** on the inside of the Trap. If an **attribute** shows, *change* the attribute of your battling Bakugan to that of the Bakugan Trap. If the **G-Power** shows, *add* that to your battling Bakugan’s G-Power.

At the end of the battle, your Bakugan Trap goes to your used pile.

When you move your Bakugan from your used pile to your unused pile (because you need one to roll), move your Bakugan Trap as well.

You may only use 1 Bakugan Trap in the basic game, or 2 if you are playing with the Big game rules.

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.

Warning! This toy contains magnets or magnetic components. Magnets sticking together or becoming attached to a metallic object inside the human body can cause serious or fatal injury - seek immediate medical help if magnets are swallowed or inhaled.



Contains small parts & small balls.

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 # 113, 11/F, CHINACHEM GOLDEN PLAZA, 77 MOODY RD., TSIMSHATSUI E., KOWLOON, HK. SPIN MASTER TOYS UK LTD., MEADOWBRANK, FURLONG ROAD, BOURNE END, BUCKS, SL8 5AJ, UNITED KINGDOM. Game rules and artwork © 2008 Spin Master Ltd and Sega Toys. TM Spin Master Ltd. All rights reserved. T61322_0026_20010629B68_GBL_US_R2