



SET //

Transform Bakugan figure from Monster mode into Ball model!



SHOOT & STAND //

If you can SHOOT Bakugan well to catch on BakuCores, Bakugan will pop up and transform (STAND) into Monster mode!



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P1

Let's practice Bakugan play with 3 kinds of Programs!

15 SET Challenge
Set your Bakugan within 15 seconds!

SET!
If its Challenge Level is high, it will be more difficult to SET!

S SET & SHOOT Challenge
Set your Bakugan, Shoot & Stand within 20 seconds from the distance of 2 Character Cards width!

SHOOT!
distance of 2 Character Cards width

G CONTROL Challenge
Shoot your Bakugan from a long distance!

SHOOT!
Measure the distance with Character Cards like this!

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Challenge Level //
Each Bakugan has its own Challenge Level!!

Challenge Level 1	Trox	
Challenge Level 2	Pegatrix	Nillious
Challenge Level 3	Dragonoid	
Challenge Level 4	Howlkor DX	DX BAKUGAN
Challenge Level 5		DX BAKUGAN

Challenge Level // More difficult with far distance!!

Challenge Level 1	SHOOT!	1 card
Challenge Level 2	SHOOT!	2 cards
Challenge Level 3	SHOOT!	3 cards

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Bakugan Type There are 6 types of Bakugan with different color each!

(Fire) Pyrus (Water) Aquos (Wind) Ventus (Light) Haos (Dark) Darkus (Gold) Aurelus
Aurelus type Bakugan is rare and stronger!

Card Type //
There are 2 cards, Character Card and Ability Card!

Character Card
It shows your Bakugan monster's power. You need to use the same Character Card with your Bakugan ball.

BakuCore Type
It shows which types of BakuCores you can use with this Bakugan's battle.

Damage Rate (DR)
You can give this damage to an opponent when you win with higher BP.

Rarity of this Card

Awesome Rare	Super Rare
AR	SR
Rare	Common
R	CO

※ You can use any BakuCores if its type is the same with the card.

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Ability Card

You will use them in "Expert Deck Battle" mode. You can use it with paying Energy Cost on each card.

Card Name
Type
Energy Cost
Action Card
Hero Card
Text
Trigger Card
Evo Card
Bakugan character name before evolution

※ You cannot use this card from your on-hand cards but from your card deck.

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EX With more strategies... Expert Deck Battle

Prepare for Battle (For 1 player) ※ Same to your opponent

You need 3 Bakugan & Character Cards which are matched with your Bakugan. Also you need 6 pcs of BakuCores.

※ You can only use "the same type of Ability Card with your 3 Bakugan" in your card deck.
※ You can use the same card MAX 3pcs in your card deck.

Player 1
BakuCores: 6pcs
Bakugan & Character Card: 3sets
Ability Card: 40pcs (Card Deck)

- Rock-Scissors-Paper winner will put 1pc of BakuCore on BakuCores area and loser will put after that, 1pc each by each.
- Players put their BakuCores 1 by 1 each.
- Set all BakuCores (total 12pcs) as this layout on next page.

※ Need to put BakuCores with touching the others at least on one of the outlines.

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Player 2

Energy Area
Discard Pile
Card Deck
Shoot Area
Stand-by Area
First placed BakuCores
Card Set Area
BakuCores Area
Card Set Area
Stand-by Area
Bakugan
Character Card
Shoot Area
Card Deck
Discard Pile
Energy Area
Player 1

※ Shoot Area is located in the distance of 2pcs of Character Cards From the first placed BakuCores.

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How to Play

Shuffle each card deck (40pcs Ability Cards) and take 5pcs each from the top of card pile as your on-hand cards.

START The player who makes an opponent to lose all card deck pile will be the winner!

※ **Player 1** & **Player 2** will do the same action together.

Draw Phase
Place your charged card in Energy area from "UNCHARGE (PAY)" to "CHARGE" position.

- Take 1pc Ability Card from card deck.
- Put 1 card from your on-hand cards in Energy area to charge your energy.

※ If you want to keep 5 cards on your hand, you don't have to put any card in Energy area.

Trigger Card should be a good choice to be put in Energy area, because you cannot use Trigger Card's ability from your on-hand card!

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How to Utilize Ability Card

You can valid your Ability Card's effect by paying your Energy.

You need to "UNCHARGE (PAY)" your charged card in Energy area as below.



UNCHARGE (PAY)

※ You can use Ability Card anytime in the battle if you have charged card in Energy area.

※ You cannot use the same charged card which is UNCHARGED (PAY) for other Ability Card until it will be charged in the next turn of Draw Phase.

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Shoot Phase

1 Choose 1 Bakugan from your Stand-by area and put it in Shoot area. Put its Character Card opened in Card-set area.

※ You cannot choose Bakugan in "Monster mode".

2 Shoot your selected Bakugan at the same time with an opponent with calling "3,2,1, Bakugan SHOOT!!"



3 Battle win / lose will be decided depends on each Bakugan's status after shooting.

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Battle Result

Case 1 Both 2 Bakugan failed transforming into Monster mode

Both players need to shoot their Bakugan once again.

※ If your Bakugan transform into Monster mode without BakuCores, it means failure as well.

Case 2 Only 1 Bakugan succeeded transforming into Monster mode

Transformed Bakugan wins this battle. Then, move to next process "Damage Phase." Loser Bakugan needs to go back to Stand-by area with its Character card with "Ball mode."

Case 3 Both 2 Bakugan succeeded transforming into Monster mode

Calculate BP (Battle Power) on its Character Card and an attached BakuCore. Higher BP means winner.

※ If you get BakuCores with "(minus, negative)," it means your BP will be decreased.

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Example: Both 2 Bakugan succeeded transforming into Monster mode



※ If both BP are the same, shoot again together after putting back each BakuCore.



You can utilize Ability Card as well!!



Loser Bakugan needs to go back to Stand-by area with its Character Card with "Ball mode." Also, an attached BakuCore on loser Bakugan needs to be put back on BakuCores area.

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Damage Phase

1 Winner Bakugan can give damage to an opponent depending on its DR (Damage Rate) on Character Card & BakuCore.



※ It is easier to decide the damage by counting the marks on Character Card & BakuCore.

2 Loser needs to take out Ability Cards from its Card Deck into Discard Pile as the same number with winner's DR.

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3 If Trigger Card comes out from card deck, loser can use its ability by paying a necessary energy cost from Energy area.



It means that you can use this ability with 1 Energy Card as cost.

Trigger Card

Stop damage from Aqua type (Aquos) to Dark type (Darkus)



STOP icon mark

If all of your 3 Bakugan win the Battle (transforming into Monster mode in each battle phase), you can give "TEAM ATTACK" to an opponent.

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"TEAM ATTACK"

You can give damage to an opponent with the number of total DR of all 3 Bakugan in your team!

※ Bakugan type will be the same as the Bakugan which you used in the last 3 battles.

4 Winner Bakugan will be put back to Stand-by area with Monster mode and with its Character Card & an attached BakuCore.

End of Turn

Final Result (Win/Lose) of Expert Deck Battle

The player who makes an opponent to lose all Card Deck pile will be a winner!

※ Repeat Battle until either player loses all cards from Card Deck pile again and again.

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BakuCore Type



Total 5 types of BakuCores have each different effect!



● Differences of each BakuCore type.

Attack	Mainly add more DR.
Super Attack	Mainly add more DR than "Attack" BakuCore.
Shield	Mainly add more BP.
Magic Shield	Mainly add more BP than "Shield" BakuCore.
Special	Unique Strong BakuCore, add more BP & DR.

※ Use in "Expert Deck Battle".

Double Strike	Increase DR into double.
Shadow Strike	No effect on its BP or DR.
Frost Strike	It charges more cost to an opponent when an opponent will use Trigger Card from its card deck.

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