

### BAKUGAN® RULES

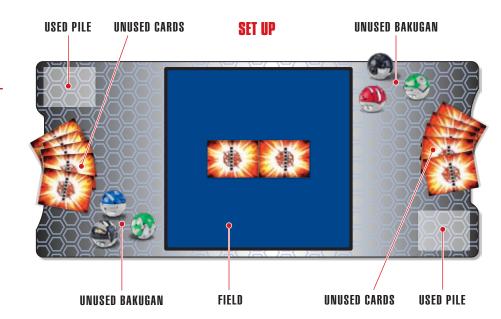
This is a 2-player game. Each player has a team of 3 Bakugan and each is trying to be the first to capture 3 Gate Cards.

### 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 may also use up to 2 support pieces (Trap, Gear, Bakugan Mobile Assault™ (BMA), Mechtogan), and up to 3 BakuNano. These pieces start in the player's "unused pile." 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 can hold their unused cards in their hands (or leave them face down in their unused pile). Their unused Bakugan should be closed (marble-like). Each player has a "used pile" on their left to place Gate cards won, used Bakugan and played Ability cards.

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**BAKUGAN ATTRIBUTES** 











### PLAY!

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

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

The youngest player goes first, then the players

The player whose turn it is chooses a Bakugan from their unused pile and says, "Bakugan Brawl!"

That player rolls the unused Bakugan at the Gate Cards in the Field

## 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 is no other Bakugan on that Gate Card, it is now the other player's turn.

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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 this player already has a Bakugan on the other Gate Card or there's no other Gate Card in play, 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

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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. Note: Some Ability Cards can be played at times other than in a battle.

**EXAMPLE OF G-POWER** 

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

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# **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.



# 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 and all of your support pieces from your used pile to your unused pile and roll one of your Bakugan.
- 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?

OTHER SUPPORTING BAKUGAN® PIECES

Bakugan Trap, Bakugan Battle Gear, and Bakugan

Mobile Assault vehicles can also be played during a

battle for increased G-Power. For rules on all of the

Bakugan, please visit www.Bakugan.com

A: It counts as open.

# **MECHTOGAN AND MECHTOGAN TITAN**

Mechtogan are played from your unused pile during a battle by placing a Mechtogan next to your Bakugan. In order to play the Mechtogan, it must share an attribute with your battling Bakugan.



Open your Mechtogan with an Mechtogan Activator to reveal its G-power. You can also attach any BakuNano(s) from your unused pile to increase your Mechtogan's G-power (see BakuNano rules). Your Bakugan gains G-power equal

to the G-power on the Mechtogan and that of any attached BakuNano. After the battle, place the Mechtogan in your used pile.

> The same rules apply to the Mechtogan Titan.

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# BAKUNANO

BakuNano can be played with a Mechtogan, Mechtogan Titan OR with a Bakugan. You may carry up to 3 BakuNano in your force. To play a BakuNano during a battle, its symbol must match the Gate card's color.



Add the BakuNano's G-Power to your Mechtogan's or Bakugan's G-Power. You can play any/all BakuNano from your unused pile. When played solely with a Bakugan, BakuNano are removed

from the game after the battle. In contrast, when attached to Mechtogan, BakuNano simply go to your used pile after the battle



# 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), 6 Ability cards (2 of each frame color), and up to 4 Support

Pieces and 6 BakuNano! All cards must be unique (no duplicates). To start, each player lays down 2 Gate cards side-by-side onto the field.

The same Bakugan rules apply, however, the winner must get 6 gate cards into their used pile.

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Warning: CHOKING HAZARD -Small parts and small balls.

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