

**6+**  
Years



# **TRADING CARD GAME RULEBOOK**



## **WARNING:**

**CHOKING HAZARD** — Small parts & small balls.  
Not for children under 3 years. This toy  
contains inaccessible magnets.

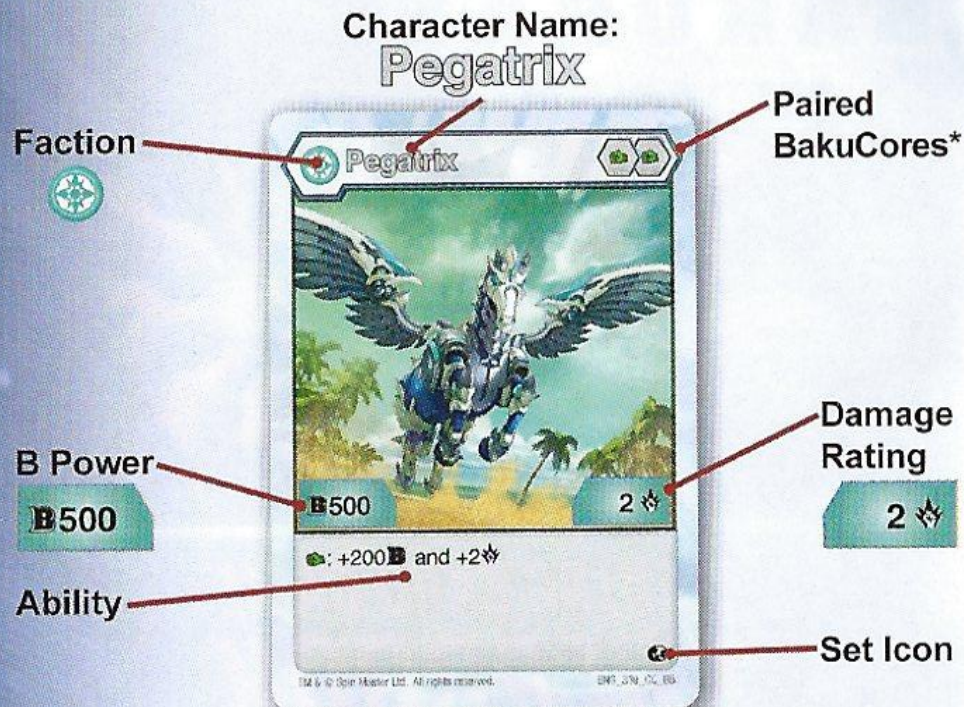


## CARD TYPES

There are five types of playing cards in Bakugan: Character, Action, Hero, Evo and Flip.

### CHARACTER CARD

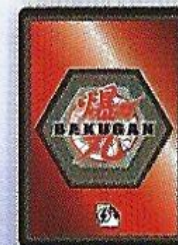
Each Bakugan comes with a Character Card.



Character Card Back

\*BakuCores included with Bakugan at purchase

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



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 facedown (flip a coin or BakuCore to determine who goes first) to create the Hide Matrix.\*



40-card Deck

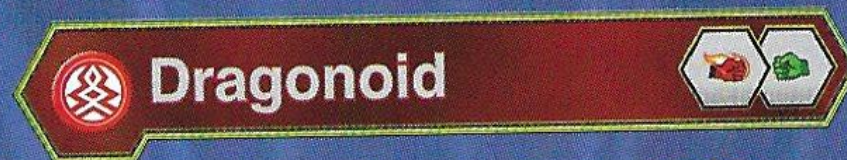
Character Card

Corresponding Bakugan

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

## BAKUCORES

BakuCores are metal, 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.



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





## 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

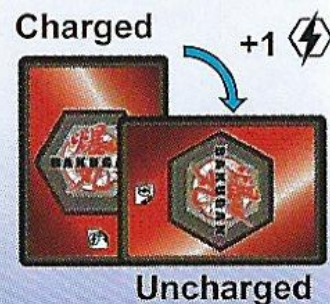
Players may select any card from their hand to play facedown as an Energy card.



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

Players may use Energy to play Action, Evo, and Hero 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.



## THE BRAWL

Player 1

Hydorous

Player 2

Nillicus

+100 B + B 200 = 300

+200 B + B 500 = 700

**VICTOR!!**

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. Combine the **B** score from each Character card with the **B** score from any BakuCore that was picked up.
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.

## VICTORY PHASE


7. The winner of the Brawl sets their open Bakugan on its Character card and is named the Victor.
8. 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.
9. Each player may play cards to modify ⚡ until both players pass.

## DAMAGE PHASE

10. The Victor combines the ⚡ from the Character card, any cards played and any BakuCore it picked up.
11. The Victor 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.
12. 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 can be countered.
13. If a Flip card is played, it must be used right away, before any more cards are flipped.



### ◆ TEAM ATTACK!

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

### ◆ END OF TURN

17. Players may play Action, Evo, or Hero cards before the turn ends.
18. Once both players are done playing cards, they Recharge their Uncharged Energy cards and begin a new Draw Phase.

### ◆ HOW TO WIN

19. A player that makes his opponent flip a card from their deck when they have no more cards left wins the game.
20. A player with no cards left in their deck cannot lose during 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

Each Faction has different personalities, strengths, and weaknesses, so choose wisely when building out your team!

## 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.



## TERMS - BAKUCORE



primarily modifies .



primarily modifies  at higher values and includes some combat keywords.




primarily modifies **B**.



primarily modifies **B** at higher values and also includes some combat keywords.





has many traps, combat keywords, and modifies **B** and .





## TERMS - EFFECTS





**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.

**Energize** - A card that is Energized is put into play facedown 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.

**Victor** - The Bakugan who wins the Brawl is the Victor.



## 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.

**Energy** - Any Action, Evo, Flip, or Hero card placed facedown during the Energy Phase.

For the most in-depth instruction and awesome gameplay videos, please visit:  
[www.bakugan.com](http://www.bakugan.com)



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**Meets CPSC safety requirements.**



**Warning! Small parts  
and Small balls.**

