



RULE BOOK

DOUBLE BATTLE

300

150

250

-100

-50

50

Both players shoot another Bakugan. Stand and combine G Points of both of your Bakugan.

200

BAKUGAN 2006 SPIN MASTER LTD. & SEGA TOYS



SPEED PLAY

- Put one card face down in the center.
- Take turns shooting Bakugans.
- When any 2 Bakugans "Stand" on the card, they do battle!



Brawl for the card!

G Power 350

CAUTION:
This game requires nerves of steel!

Follow special commands

HoloSector Points (HSP)

To the victor goes the spoils!



FACTS

- Youngest player goes first.
- Shoot from 2 card lengths away
- The winner of a Battle shoots next.



Glorious and Splendid Victory!

If you "Stand" two of your Bakugans on a card you automatically capture that card.
If you tie, keep your Bakugans and remove the card from play.
You cannot shoot captured Bakugans.

WINNING BATTLES

- Compare the G power of the battling Bakugans.
- Flip the card over and add or subtract your G Power Boost.

$$\begin{aligned} & 350 \text{ (G Power)} \\ & + 150 \text{ (G Power Boost)} \\ & \hline & = 500 \text{ Total G-Power} \end{aligned}$$

- The Bakugan with the most Total G Power wins the Battle!
- When you win a battle you capture the card and the defeated Bakugan.



WINNING GAMES

Continue battling until all cards have been captured.

Then, count up your total HSP points.

Each Bakugan is worth 100 HSP
Player with the most HSP wins

$$\begin{aligned} & \text{Bakugan HSP} \\ & + \text{Captured Cards HSP} \\ & \hline & = \text{Total HSP} \end{aligned}$$

That's it!



ARENA PLAY

PREPARE

1 All players begin with the same number of cards and Bakugans. Min: 3 of each. Max: No max! (Only one Special Ability card each!)

2 All players lay one card face down, farthest away from themselves.



Lay your cards farthest from you. Youngest shoots first. Go counter clockwise. Shoot from 2 card length away.

3 Each card you lay down must touch other cards on one full side.



4 Your first card played may NOT be a Special Ability Card.

BRAWL

Shoot a Bakugan!

▶ STAND

Two Bakugans on the card?
...Do Battle!

Both Bakugans yours?
You automatically win!

▶ MISS

Keep your Bakugan.

Stand or Miss, you may lay down one more card if you have one.



Critical KO!

When your Bakugan knocks a standing Bakugan off a card AND remains STANDING on that same card you win the BRAWL!

HEAD-TO-HEAD

When only two players battle, each player places two cards down to form the field. (4 cards total)

CALLING STAY

STAY can only be called when you have NO Bakugans to shoot.

To STAY, a you choose a Bakugan STANDING on a card and call: "STAY".

If no other Bakugan STANDS on that card during the round, you capture the card AND win back your Bakugan.



VICTORY

1 The game ends when all the cards have been captured OR when only one player has Bakugans left to shoot.

2 Count up your HSP Points. Add up Bakugans + HSP. (see other side for details)

3 The player with the highest HSP wins the game!

A TIE IN BATTLE

SUDDEN FURY

1 Both players take back their Bakugans.

2 Turn the card HoloSector Side UP.

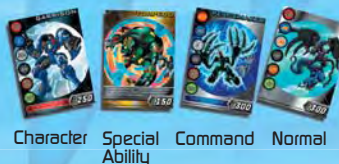
3 Then...Sudden Fury! Each player shoots.

Both Miss: Card stays, shoot again.

One Stands: He wins the Battle.

Both Stand: Sudden Fury AGAIN!

TYPES OF CARDS



ATTRIBUTES



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