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For more information and game tips, visit:
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MIGHTY BEANZ™ TRADING CARD GAME



RULEBOOK

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BATTLING BEANZ!

In the **Mighty Beanz Trading Card Game**, two players battle for control of the Mighty Beanz Universe. You play with a starter deck of 40 cards, and you can purchase more starter decks and booster packs to design your dream Beanz deck. When you play a game of the Mighty Beanz TCG, each player must play with exactly 40 cards.

To play, you will also need actual Mighty Beanz—one for you and one for your opponent. Just so you don't get confused, when the rules mention these actual physical Beanz, they are called **MIGHTY BEANZ**. When the rules talk about game cards that have Beanz on them, they are called **BEAN CARDS**.

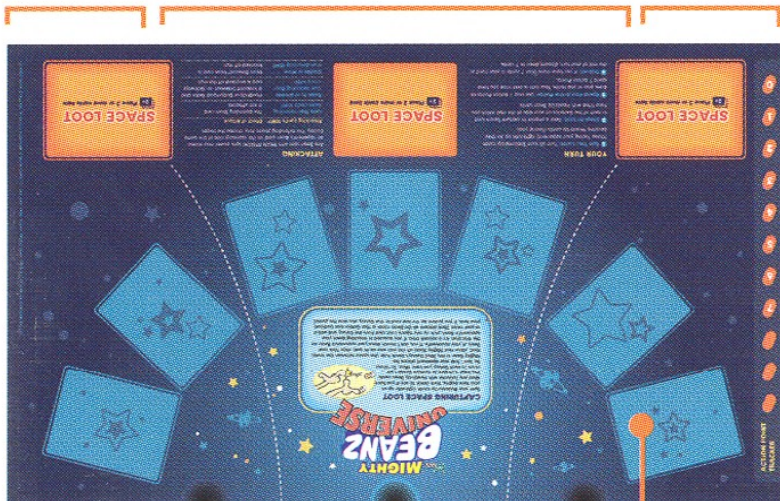
THE GAME MAT

To play the game, you'll also need two game mats, one for you and one for your opponent. When you put the two mats together, they form a single ring that represents the Mighty Beanz universe. The universe is divided into three parts, called GALAXIES. Half of each Galaxy is on your mat and half of each Galaxy is on your opponent's mat.

To start a game, place your mat and your opponent's mat together, with a small space between them (about the size of one Mighty Bean). During the game, you will be playing Bean cards into the empty slots on the mat. You only play cards on your mat and your opponent will only play on his or her mat. Note that the two card slots at the edges of each mat are considered adjacent (next) to each other even though one slot is on your mat and one slot is on your opponent's.

GAME MAT

3 GALAXIES



Your opponent's cards stay here

Leave a little space between the mats

These 2 cards are adjacent



Your cards stay here

BEAN CARD SLOT

GETTING STARTED

Shuffle your deck and pass it to your opponent for a final cut (your opponent will do the same). After your opponent cuts your deck and hands it back to you, place 2 cards

face-down in each SPACE LOOT location (there are 3 locations, one in each Galaxy). These cards are used to keep score. The goal of the game is to be the first player to capture both of the Space Loot cards in any single Galaxy.

Next, draw a hand of 5 cards. You can look at these cards, but keep them hidden from your opponent. If none of your 5 cards are Bean cards, you have the option of drawing a new opening hand. Show your hand to your opponent, shuffle them back into your deck, and draw 5 new cards.

When you are done drawing hands, put the rest of your cards face down near your mat. This will be your DECK. When you discard a card or a card gets taken off the mat, you will place it face up next your deck in a DISCARD PILE. (See the diagram.)

To decide who goes first, take a Mighty Bean and secretly put it in one of your hands. Now have your opponent guess which hand the Mighty Bean is in. If your opponent guesses right, he or she goes first. Otherwise, you go first. Now you're ready to play!

GAME SETUP



Your Deck

Hand of Cards

Discard Pile

SPACE LOOT

GAME BASICS

WINNING: The winner of the game is the first player to capture both Space Loot cards in any single Galaxy. The game also ends if one player draws the last card from his or her deck. Then the game is over and the player that captured more Space Loot overall is the winner.

CAPTURING SPACE LOOT: If you win by capturing Space Loot, how do you capture Space Loot? You have a chance to capture Space Loot cards at the beginning of your turn. For each Galaxy on your mat that is filled with Bean cards that are Headz-up (right-side up), you get two attempts to physically shoot a Mighty Bean at your opponent's Mighty Bean. If you knock it down, you capture a Space Loot card in that Galaxy and discard all of the Bean cards in that Galaxy.

TAKING A TURN: You and your opponent will alternate turns. During your turn, you use up action points. You each begin a turn with 7 action points and use these points to play and use cards, and draw new cards. When you use up all 7 action points, your turn is normally over (but some special action cards give you bonus action points that you can use to extend your turn).

PLAYING BEAN CARDS: The first thing you probably want to do is play Bean cards from your hand to the empty slots on your mat. Remember that to win, you need to fill up your Galaxies with Bean cards so that you'll have a chance to capture Space Loot.

BEAN POWERS AND ATTACKING: Most Bean cards have a special power. Once you have placed Bean cards on the mat, you can use their powers. The most common power is *Bean Attack*, which lets you try to knock your opponent's

Bean cards down and even off the mat. Using the powers on your Bean cards will cost you action points.

OTHER CARDS: The other cards in the game are Action cards and Cosmos cards. You play Action cards to make cool stuff happen in the game. Cosmos cards can be Moon or Asteroid Field cards, and they are played on the mat to give your Bean cards either an attack boost or a defense boost. Playing these cards costs you action points too.

That's basically about everything you'll need to know to play the Mighty Beanz TCG. The rest of these rules explain all of the game in more detail. Read through these rules before you play—but you don't have to memorize everything before you start! If you run into questions, there is a FAQ at the end of the rulebook and the most important rules are also printed on the mat. You can also visit our website (www.beanz-tcg.com) for game tips and other information.

TURN SEQUENCE

On every turn, you take the following steps:

1. SPIN YOUR CARDS: Spin all of your Bottomz-up (upside-down) Bean cards so that they are Headz-up (right-side up).

2. SHOOT FOR LOOT: Check to see if you have Headz-up Bean cards filling a Galaxy on your side of the mat. If you do, you get a chance to capture one of your Space Loot cards. Capturing Space Loot and winning the game is explained near the end of the rulebook.

3. USE YOUR ACTION POINTS: Use action points to draw, play, and use cards. When you have used up all of your action points, your turn is over and the other player's turn begins.

4. DISCARD: If you have more than 7 cards in your hand at the end of your turn, discard down to 7 cards.

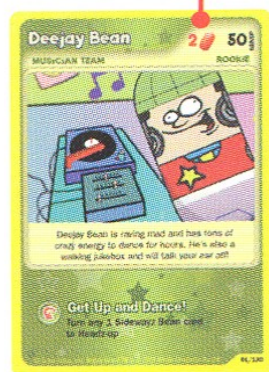
On your first turn: You won't have any Bean cards on the mat, so you can skip steps 1 and 2 and go right to step 3 (using your action points). The first thing you will probably do is play Bean cards from your hand into empty slots on your side of the mat.

TYPES OF CARDS

There are three kinds of cards in the game: **BEAN CARDS**, **ACTION CARDS**, and **COSMOS CARDS**. On the upper-right corner of every card is the COST, listed as a number next to a bean icon. This number tells you how many action points you must spend to play or use the card.

CARD TYPES

COST: 2 Action Points



BEAN CARD

COST: 1 Action Point



COSMOS CARD

COST: 0 Action Points



ACTION CARD

BEAN CARDS: Bean cards are used to fill slots in the mat. Each Bean card has a number of Mighty Merit Points (MMP), which indicates how good the card is at attacking other Bean cards and defending against attacks. Most Bean cards also

have a special power.

ACTION CARDS: Action cards have some kind of special effect on the game. After you play an Action card, it goes into your discard pile.

COSMOS CARDS: These cards are usually played to a slot on the mat to give a Bean card in that slot a boost. There are two types of Cosmos cards: Moon cards give attack boosts, and Asteroid Field cards give a defensive boost.

ACTION POINTS

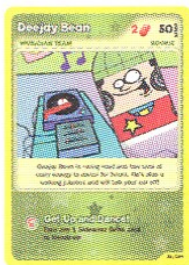
Each turn, you have 7 action points to spend. Most of the things that you do in the game will use up 1 or more of your action points. When you have used up all your action points, your turn is over and your opponent's turn begins. You can use your action points to draw, play, and use cards. The cost to play or use the card is indicated in the upper-right corner of each card.

Drawing cards: You also can spend action points to draw more cards. You can spend 1 action point to draw 1 card during your turn. You can spend up to 3 total action points per turn to draw 3 cards. If you have a few action points left over at the end of your turn, and you don't know what to do, it is usually a good idea to spend the points drawing cards. Some Bean card powers can let you draw more cards than the 3 cards you normally get to draw.

To help you keep track of your remaining action points, there is an action point track to the left side of your mat. You can use a Mighty Bean or any other object to keep track of how many action points you have used. Every time you spend an action point, move the Mighty Bean one step

up the track. It's OK if you end a turn with some action points remaining, but leftover Action Points do not carry over to your next turn.

CARD CHARACTERISTICS



ROOKIE



ADVANCED



PRO



SUPER PRO

BEAN CARDS

All Bean cards have five characteristics: **TYPE**, **TEAM**, **MMP**, **COST**, and **POWER**. Bean cards placed on the mat also have a **POSITION**.

TYPE: There are four types of Bean cards: **Rookie** cards are the weakest and most common, **Advanced** cards are a little more rare and more powerful, **Pro** cards are even more rare

and powerful, and **Super Pro** cards are the most rare and mightiest Bean cards of all.

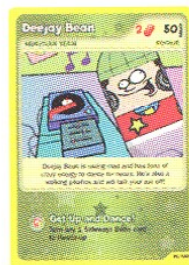
TEAM: Every Bean card belongs to a particular team. For example, the 5 Bean cards on the Circus team are the Lion Bean, Ring Master Bean, Cannonball Bean, Clown Bean, and Juggler Bean. The Circus team is a Rookie team. The Moon Quest Series of the Mighty Beanz TCG contains 18 teams.

MMP: Bean cards have a number of Mighty Merit Points (MMP), which indicates how good they are at attacking other Bean cards and defending against attacks.

COST: Every Bean card has an action point cost, listed in the upper-right corner of the card. This is the number of action points you use up to play the Bean card to the mat or use its power.

POSITION: Bean cards can be in one of three positions on the mat: **HEADZ-UP**, **BOTTOMZ-UP**, or **SIDEWAYZ**.

CARD POSITIONS



Headz-up
Bean card

A Bean card is Headz-up when it is first played to the mat.



Bottomz-up
Bean card

You spin a Bean card to Bottomz-up when you use its spin power.



Sidewayz
Bean card

A Bean card that has been successfully attacked becomes a Sidewayz Bean card.

- When you play a Bean card to the mat, you play it as a HEADZ-UP, right-side up Bean card. To play a Bean card to the mat, you use action points equal to the cost of the Bean card.

POWER: Most Bean cards have a power. Bean cards that don't have a power have a cheaper cost, so they are easier to play on the mat. A Bean card without any special powers is labelled **Chillin' Bean!**

- Some Bean card have HEADZ-UP POWERS. Headz-up powers are in effect as long as the Bean card is Headz-up. Headz-up powers don't use up action points.

- Other Bean cards have SPIN POWERS. To use a spin power, rotate a Headz-up Bean card all the way around 180 degrees so that it is BOTTOMZ-UP (upside-down). The spin power then takes effect. When you activate a spin power, you use up action points equal to the cost of the Bean card. *Bean Attack* is the most common spin power and is used to knock down your opponent's Bean cards. Not every Bean card can make a *Bean Attack*.

ONLY A Bean card with the *Bean Attack* spin power can attack.

- During your turn, you can spin a Bottomz-Up Bean card so that it is Headz-up again. This uses up action points equal to the cost of the card. Spinning a card from Bottomz-up to Headz-up doesn't activate the card's spin power, but it does make a Headz-up power go back into effect. And once your Bean card is Headz-up up again, you can use action points to spin it once more and activate its spin power.

- If a Headz-up or Bottomz-up Bean card is attacked, it may get knocked down and turned into a SIDEWAYZ Bean card. Sidewayz Bean cards can't use their spin powers or Headz-up powers and they are in danger of being knocked off the mat! If you spend action points equal to the cost of the Bean card, the Sidewayz Bean card can be rotated to become Headz-up.

- Remember that at the beginning of your turn you spin all of your Bottomz-up Bean cards to Headz-up. **However, Sidewayz Bean cards remain sideways.**

ACTION CARDS

When you play an ACTION CARD, you spend action points equal to the cost of the card and then play the card, **putting it into the discard pile.** Some Action cards have no cost, so you don't use up any action points to play them. The effect of an Action card is written on the card.

Some Action cards are INSTANT ACTION cards, which means you play the card on your opponent's turn instead of your own turn. Instant Action cards are defensive cards that you play to cancel something your opponent does. When this happens, your opponent still uses up the action points for whatever your Instant Action card cancelled.

For example, the *No You Don't* card cancels an Action card that your opponent played. If you use the *No You Don't* card to cancel an Action card that cost your opponent 3 action points, the 3 action points are still used up.

COSMOS CARDS

Cosmos cards are heavenly bodies that you play to slots on your side of the mat. There are two types of Cosmos cards: MOON cards give an attack boost to certain kinds of Bean cards, and ASTEROID FIELD cards give a defense boost.

- The attack boost that a Moon card gives is added to a Bean card's MMP when it uses a *Bean Attack* power.
- The defense boost from an Asteroid Field is added to a Bean card's MMP when it is attacked or when it is hit by the Domino Effect (see **Expert Game for Domino Effect**).

When you play a Cosmos card, you spend action points equal to the cost of the card and then place the card on any slot on your side of the mat. You can play a Cosmos card on an empty slot, on a slot with a Bean card already in it, or even on top of another Cosmos card. When you play a Cosmos card on top of another Cosmos card, the Cosmos card that is already in place goes to your discard pile.

When you have a Cosmos card and a Bean card in the same slot, always arrange them so that the Cosmos card is underneath, but you can see the information at the top of the Cosmos card.



Bottomz-up
Bean card

The cost of a Cosmos card is added to the Bean card's cost when the Bean card attacks or uses another spin power. For example, if a Bean card's cost is 2, it normally costs 2 action points for that Bean card to attack. However, if a Moon card with a cost of 1 is played on the Bean card, the total cost for that Bean card to attack is now 3 (2 for the Bean card and 1 more for the Moon card). This is true even if the Moon card's attack boost doesn't apply to the Bean card.

The extra cost does not apply when you spin a Bean card from Sidewayz or Bottomz-up to Headz-up. So in the example above, it would only cost 2 points to spin the Bean card to Headz-up again.

A Cosmos card never rotates, even when the Bean card that is on top of it becomes Sidewayz or Bottomz-up. Once they are played, Cosmos cards remain on the mat in the same slot. When a Bean card is moved or discarded, the Cosmos card stays in the same slot and does not move along with the Bean card.

ATTACKING

Bean Attack is the most common spin power. You use an attack to try to knock your opponent's Headz-up or Bottomz-up Bean cards to Sidewayz, or to knock your opponent's Sidewayz Bean cards off the mat. To attack, spend action points equal to the attacking card's cost and spin the attacking card all the way around so that it is Bottomz-up. (Remember to add the cost of a Cosmos card in the same slot to the cost of the attack).

A Bean card can only attack another Bean card IN THE SAME GALAXY. If there is more than one possible target, the defending player chooses which Bean card in the Galaxy is the target of the attack. The defending player can pick a Headz-up, Bottomz-up, or Sidewayz Bean card.

To resolve the attack, compare MMP (including any attack or defense boosts):

If the attacking Bean card's MMP is LESS THAN the defending Bean card's MMP:

The attack is unsuccessful and there is no effect at all.

If the attacking Bean card's MMP is EQUAL TO OR GREATER THAN the defending Bean card's MMP:

SUCCESS! A Headz-up or Bottomz-Up Bean card becomes a Sidewayz Bean card. A Sidewayz Bean card is knocked off the mat and into the discard pile. If a Bean card is taken off the mat, any Cosmos cards remain on the mat.

If the attacking Bean card's MMP is DOUBLE OR MORE the defending Bean card's MMP:

BEAN BLOWOUT! The defending Bean card is knocked off the mat altogether, even if it was Headz-up or Bottomz-Up. As usual, all Cosmos cards remain on the mat.

For purposes of receiving damage, a Headz-up Bean card is exactly the same as a Bottomz-up Bean card—both of them can get knocked to Sidewayz by an attack.

Also, remember that there are several ways that a Bean card's attack or defense value can be boosted. Cosmos cards, Headz-up powers, and Action cards can all boost attack or defense. In addition, a TEAM BONUS can boost a Bean card's MMP.

TEAM BONUS: If a Bean card is adjacent to one or two Bean cards of the same team, it gets a bonus of +50 MMP, applied to both its attack and its defense. A Team Bonus only applies if the adjacent cards are different cards—so two identical cards next to each other DO NOT give a Team Bonus to each other.

ATTACK EXAMPLE: Your opponent attacks you in a Galaxy where you have 3 Bean cards. The attack comes from a Rookie Bean Card with 50 MMP. But the Rookie card is next to a Bean card from the same team, so it gets +50 MMP. It is also on a Moon card that gives it +100 Attack Boost, so the attack total is 200! You have three Bean cards in the Galaxy:

- Your first card is a Headz-up Advanced Bean card, with 100 MMP.
- Your second Bean card in the Galaxy is a Headz-up Pro Bean card with 150 MMP.
- Your third card is a Sidewayz Supreme Pro Bean with 500 MMP. (You don't have any Team Bonuses or other boosts.)

As the defender, you get to choose which of your Bean cards defends against the attack. So which card will you choose? The attack value is 200, which is twice or more the MMP of your first Bean card, so if you chose that one, a Bean Blowout would occur and your card would be knocked from Headz-up all the way off the mat. The second card, the Headz-up Pro Bean card, would only be knocked Sidewayz, because the attack of 200 is more than the card's 150 MMP, but not twice or more. The third Bean card would not be affected at all, because the 500 MMP of the defending card is higher than the attack. So you should choose the third card to defend.

SPECIAL ATTACKS

Some Action cards and spin powers can affect the results of an attack.

SHARPSHOOT ATTACK: In a *Sharpshoot* attack, the attacker decides which Bean card is the target of the attack instead of the defender. The target Bean card can be in *any* Galaxy.

BEAN BLITZ ATTACK: In a *Bean Blitz*, the attacker can combine the MMPs of more than one Bean card. The Bean cards can be in any Galaxy. In order to make a Bean Blitz attack, the attacker must spend the combined cost of all of the Bean cards (and connected Cosmos cards). The cards' MMPs are added up when the attack happens. The attacking player picks one of the Galaxies where the Bean cards could attack to be the Galaxy where the attack takes place.

KNOCKDOWN: When a *Knockdown* Action card or spin power knocks a Bean card Sidewayz, there is no effect on any other Bean card (and there is no Domino Effect in the Expert game).

BOOSTING BEAN CARDS

There are many ways that a Bean card can be boosted. A boost can be an Attack Boost, a Defense Boost, or an MMP Boost:

Attack Boosts apply to *Bean Attack* actions only:

- Moon cards can give a boost to a *Bean Attack* for the Bean card that is on top of the Moon card. Remember to add the cost of the Moon card when making the attack.

- Some Action cards can boost the next Bean Attack you make. Note that the bonus only lasts for your next

attack during the same turn that the card was played.

- Some spin powers can boost a Bean Attack. For example, a power could give you +100 on your next attack. This kind of bonus only lasts for your next attack during the same turn you used the spin power.

Defense Boosts apply when a Bean card is being attacked (or when it might be hit by the Domino Effect).

- Asteroid Field cards give a defense boost to a Bean card whenever the card is attacked (or might be hit by the Domino Effect during an Expert Game).

MMP Boosts apply to both Attack and Defense.

- Headz-up MMP Boost: Some Headz-up powers can give a MMP bonus to Bean cards of a particular team. The Headz-up power does not have to be activated like a spin power and is in effect as long as the Bean card with the power is Headz-up. A Headz-up Team Boost can only apply once: if two of the same Bean card give a Headz-up Boost to a team, Bean cards of the boosted team only get the bonus once.

- Team Bonus: If a Bean card is adjacent to one or two Bean cards on the same team, it gets a special Team Bonus of +50 MMP. If you have a card of the same team adjacent to your opponent's card, you both get a Team Bonus! Note that the Team Bonus only applies if the cards are different cards—so two identical cards next to each other DO NOT give a Team Bonus to each other.

CAPTURING SPACE LOOT & WINNING THE GAME

The goal of the Mighty Beanz Trading Card Game is to be the first player to capture both of the Space Loot cards in a

single Galaxy. Also, if one player draws the last card from his deck, the game is over and the player that captured more Space Loot overall is the winner.

At the beginning of your turn, after you have spun any Bottomz-up cards to a Headz-up position, see if one or more Galaxies on your mat are completely filled with Headz-up Bean cards. For each Galaxy on your mat that is completely filled



Your opponent's Mighty Bean goes here.



In this example, the middle Galaxy on your mat is filled with Headz-up Bean cards at the beginning of your turn, so you can Shoot for Space Loot in this Galaxy.

Flick your Mighty Bean at your opponent's Mighty Bean.

2



You knocked down your opponent's Mighty Bean!



Take 1 Space Loot card from this Galaxy into your hand and then continue your turn.

Retire your Bean cards from the captured Galaxy into your discard pile.

with Headz-up Bean cards, you will have 2 chances to capture Space Loot in that Galaxy.

To Shoot for Loot, first your opponent places one of his or her Mighty Beanz in the space between your two mats located at the "black hole" of that Galaxy. Then you lay your Mighty Bean just off the side of your mat and use your finger to flick it at your opponent's Bean.

If your Mighty Bean knocks down your opponent's

Mighty Bean: You capture one card of Space Loot! Take one of your Space Loot cards from that Galaxy and put it in your hand (it does not cost you any action points). Then discard all of your Bean cards from the Galaxy where you captured the Space Loot, although any Cosmos cards (Moon cards and Asteroid Field cards) stay on the mat. If that was your last Space Loot card in that Galaxy, you win the game! Otherwise, continue playing.

If you miss your opponent's Mighty Bean: Take a second shot if you miss the first time. If you miss the second time, you leave your Bean cards on the mat and take your turn normally. Oh well, maybe next turn...

Note: It is possible to shoot for Space Loot in 2 or even all 3 of your Galaxies if all of these Galaxies are filled with Headz-up Bean cards.

WINNING TIP: To win the game, try to fill your Galaxies with Bean cards so that you'll have a chance to shoot for Space Loot at the beginning of your next turn. Your opponent will do the same thing, so try to keep him from filling up Galaxies by knocking down their Bean cards.

EXPERT GAME

If you think you've got the hang of The Mighty Bean Trading Card Game, it is time for you to play the Expert game. In the Expert game:

- You place 3 Space Loot cards in each Galaxy instead of 2.
- The player who takes the very first turn plays with only FOUR action points. This only applies to the first turn of the first player. The next player gets 7 action points and the

game continues normally after that.

- Each player's deck should have 60 cards instead of 40 cards. You can't have more than 4 duplicates of any card in your deck.
- The Domino Effect becomes a part of the game.

DOMINO EFFECT

In an Expert Game, when a *Bean Attack* knocks a defending Bean card from Headz-up or Bottomz-up to Sidewayz, there is a chance that adjacent Bean cards will be knocked over as well. This is called the Domino Effect.

When a Bean Attack knocks a Bean card Sidewayz, look at the two slots on either side of the card that was knocked Sidewayz. Any adjacent Bean card that has an MMP value equal to or lower than the Bean card that was knocked down is affected as if it were attacked by the Bean card that was knocked Sidewayz. (That means an adjacent Headz-up or Bottomz-up Bean card becomes Sidewayz and a Sidewayz Bean card is knocked off the mat.)

The Domino Effect continues rippling outward in both directions from the Bean card that was first attacked. Headz-up and Bottomz-up Bean cards can continue to knock over adjacent Bean cards, as long as the card being knocked over has a lower or equal MMP. In this case, a Headz-up or Bottomz-up Bean card becomes a Sidewayz Bean card and a Sidewayz Bean card is knocked off the mat.

The Bean Blowout! rule applies as well, so if a Bean card is knocked down and has twice as much MMP as the next adjacent Bean card, then the adjacent Bean card is knocked off the mat, whether it was Sidewayz, Headz-up, or Bottomz-up.

The Domino Effect continues moving along the circle away from the Bean card that was first knocked Sidewayz until one the following happens:

- A Bean card is knocked off the mat.
- The Domino Effect reaches an empty card slot.
- The Domino Effect reaches a Bean card that cannot be knocked over (because it has a higher MMP).

When any of these things happen, the Domino effect stops moving in that direction. The Domino Effect can reach into more than one Galaxy. The Domino Effect can even cross from one mat to another mat if you and your opponent have adjacent cards on the edges of your mats.

REMEMBER: The Domino Effect does not happen if the Bean card that was originally attacked is knocked off the mat. The Domino Effect only happens when a Bean card is knocked Sidewayz.

DOMINO EFFECT EXAMPLE: Let's say in your central Galaxy you have three Bean cards: a Headz-up Zombie Bean card (100 MMP), a Headz-up Skater Bean card (100 MMP), and a Sidewayz Clown Bean card (50 MMP). You also have two Bean cards in your leftmost Galaxy: a Headz-up Sailor Bean card (150 MMP) and a Headz-up Kangaroo Bean card (100 MMP). Your rightmost Galaxy contains one Bean card: a Headz-Up Lion Bean card (50 MMP). Therefore, your deployed Bean cards look like this:

Galaxy 1	Galaxy 2	Galaxy 3
Sailor (150)	Zombie (100)	Lion (50)
Kangaroo (100)	Skater (100)	none
	Clown (50, S)	

Your opponent uses a *Sharpshoot* Action card (which lets her pick which Bean card to attack) to attack your Skater Bean card (100 MMP) with her Sheriff Bean card (100 MMP). Since the Sheriff Bean card has an equal MMP value, the Skater Bean card becomes Sidewayz and is turned on its side.

Galaxy 1	Galaxy 2	Galaxy 3
Sailor (150)	Zombie (100)	Lion (50)
Kangaroo (100)	Skater (100, S)	none
	Clown (50, S)	

Now there's a chance for the Domino effect to happen.

The Skater Bean card applies its MMP to each of the two adjacent Bean cards. Going to the left first, the Skater's MMP is equal to the Zombie's, so the Zombie Bean card becomes Sidewayz.

Galaxy 1	Galaxy 2
Sailor (150)	Zombie (100, S)
Kangaroo (100)	Skater (100, S)
	Clown (50, S)

The Zombie Bean card then applies its MMP against the Kangaroo Bean card; since their MMPs are equal, the Kangaroo Bean card also becomes Sidewayz.

Galaxy 1	Galaxy 2
Sailor (150)	Zombie (100, S)
Kangaroo (100, S)	Skater (100, S)
	Clown (50, S)

Finally, the Kangaroo Bean card applies its MMP to the Sailor Bean card. Since the Sailor has a greater MMP, the Sailor Bean card remains Headz-up, and the Domino effect stops there.

The Domino Effect to the right is a different story. The Skater Bean card's MMP is greater than the Sidewayz Clown Bean card, so the Clown Bean card is knocked off of the mat.

Since the Clown Bean card is removed from play, its MMP does not affect the Lion Bean card next to it. Once the attack is finished, your deployed Bean cards look like this:

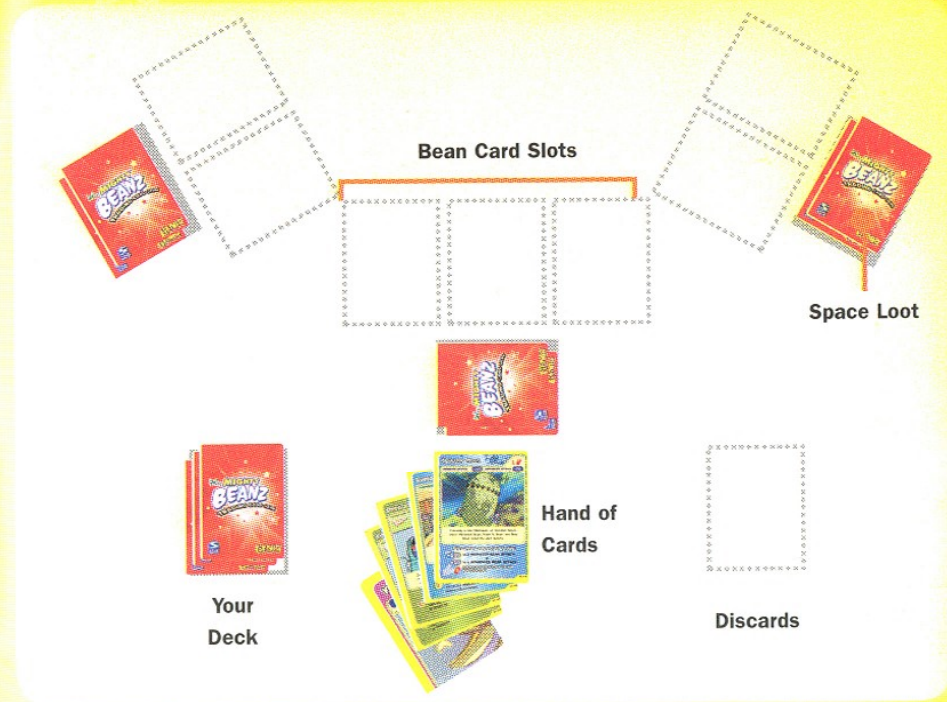
Galaxy 1	Galaxy 2	Galaxy 3
Sailor (150)	Zombie (100, S)	Lion (50)
Kangaroo (100, S)	Skater (100, S)	none
	none	

Of course, if your opponent didn't use a *Sharpshoot* Action card, you could have chosen the Clown Bean card as the target for the attack, that Bean card would have been removed from the mat and there would have been no Domino Effect.

PLAYING WITHOUT A MAT

As an expert player, you might want to play the Mighty Beanz Trading Card Game without a mat. When you play without a mat, you should modify the arrangement of the cards slightly so you don't get confused:

- Arrange your Space Loot cards so that they indicate where your Bean card slots are located. You should also be sure to tell your opponent in which Galaxy and slot you are



playing when you put down a card.

- You don't have an Action Point track, so you might want to use an 8-sided or 10-sided die to keep track of your remaining action points.
- Lastly, make sure that both sides of the play area are even, and when you Shoot for Loot, place the target Mighty Bean right in the center of the play area and put the shooting Mighty Bean just outside the central Space Loot stack.

FREQUENTLY ASKED QUESTIONS:

You don't have to read these questions before you play the Mighty Beanz trading card game for the first time, but if you have a question about how to play, it might be answered here.

CAPTURING SPACE LOOT AND WINNING

Q: Does capturing Space Loot cost action points? A: No. Trying to capture Space Loot or capturing Space Loot at the beginning of your turn does not use up any action points.

Q: When I am checking to see if I can shoot for Space Loot, does it matter if the Galaxies on my opponent's mat are full or not? A: No. You can only shoot for Space Loot in the Galaxies on your mat that are filled with Headz-Up Bean cards. It does not matter whether the Galaxies on your opponent's mat are filled with Bean cards.

Q: Can I shoot for Space Loot more than once at the beginning of my turn? A: Yes. You can shoot for Loot in each Galaxy that is filled with Headz-Up Bean cards. If you have Headz-Up Bean cards filling 2 Galaxies on your mat, you would shoot for Loot in both Galaxies.

Q: Do I have to Shoot for Space Loot? What if I want to keep my Bean cards on the mat? A: You do have to shoot, but you could always miss on purpose if you want!

COSMOS CARDS (MOON AND ASTEROID FIELD CARDS)

Q: Can I play a Cosmos card to an empty slot? A: Yes. You can play a Cosmos card to an empty slot, a slot with a Bean card, or even a slot that already has a Cosmos card. If you play it over another Cosmos card, discard the Cosmos card that was in the slot.

Q: When is the cost of a Cosmos card added to the cost of Bean card? A: You add the cost of a Cosmos card to the cost of a Bean card when the Bean card attacks or uses another spin power. You don't add the cost of the Cosmos card to the Bean card when you turn a Bean card from Bottomz-up or Sidewayz to Headz-up.

Q: Do I have to use the boost from a Cosmos card? A: Yes. A Cosmos card always influences the Bean card on top of it. However, if the Bean card does not match the Cosmos card's type, the Bean card only gets the added cost, not the Cosmos card's boost.

Q: Can I combine the Team and Type Bonuses from a Moon card? A: No. A Moon card gives a Team Boost OR a Type (Rookie, Advanced, Pro or Super Pro) Boost, but never both at the same time!

Q: Does an Asteroid Field card's defense boost apply when the Bean card is Sidewayz or Bottomz-up? A: Yes, an Asteroid Field card's defense boost always applies to the Bean card on top of it.

Q: If a Bean card on top of a Cosmos card is moved to a different slot, what happens to the Cosmos card? What if the Bean card is knocked off the mat? A: No matter what happens to the Bean card, the Cosmos card stays where it is.

BEAN CARDS

Q: What is the cost of a Headz-up power? A: There is no cost. You never use up action points to make a Headz-up power go into effect.

Q: Can any Bean card make a Bean Attack? A: No. Only Bean cards with the *Bean Attack* spin power can attack.

Q: What happens to a Headz-up power when the Bean card is knocked Sidewayz? A: The moment that a Bean card becomes Sidewayz, its Headz-up power stops. This could even happen in the middle of a Domino Effect (during an Expert game).

ATTACKING

Q: Can a Knockdown Action card or spin power cause the Domino Effect? A: No. Only a *Bean Attack* action can cause the Domino Effect

Q: Can I get a double Team Bonus if a Bean card is adjacent to 2 Bean cards of the same team? A: No. The maximum Team Bonus is +50 MMP.

Q: What happens if I have more than one Headz-up Team

Boost on the mat? A: You can only get one Headz-up Team Boost. If you play two identical Bean cards that give a Headz-up team boost, you only get the boost once.

Q: If I play a *Double Trouble!* card and a *+50 Attack Boost!* on a single Bean attack, which takes effect first? A: The Attack Boost is added first. After all other MMP bonuses have been added to the attack value, multiply the total value by 2 for your *Double Trouble!* bonus.

Q: Do I play attack boost Action cards like *Double Trouble!* and *+50 Attack Boost!* before or after I make the attack?

A: Play them right before you spin your Bean card. Once you spin the card, you can't play any more Actions cards or use any more spin powers to boost the Bean attack. Remember to give your opponent a moment to play a defensive card before you spin your Bean card.

ACTION POINTS

Q: How many cards can I draw in one turn? A: You can use up to 3 action points to draw 3 cards during one turn. Some spin powers will allow you to draw additional cards besides the 3 you can draw using action points.

Q: Can I play cards from my hand after I have used 7 action points? A: Yes. You can play cards with a zero cost after you have used 7 action points during your turn.

ACTION CARDS

Q: How does the *Boomerang!* Action card work? A: You can only play the *Boomerang!* card when your opponent makes a *Bean Attack* against you (it doesn't work against a *Knockdown!* or *Knock It Off!* power or Action card). The attack succeeds, but the attacking Bean card becomes a Sidewayz Bean card. The attack against your Bean card is resolved normally.

Q: When do I play the *No You Don't!* Action card? A: You can play the *No You Don't!* Action card when your opponent plays any Action card (including Instant Action cards). The effect of your opponent's card is cancelled and his card is discarded.

Q: Can a *No You Don't!* Action card be used to cancel out another *No You Don't!* card? A: Absolutely. If this happens, the effect of the original card is not cancelled. And more *No You Don't!* cards can keep on being played! For example, if you play one *No You Don't!* Action card to block an opponent's action, then your opponent plays a *No You Don't!* card, and you play another one, your second *No You Don't!* Action card would cancel out your opponent's *No You Don't!* card. In this case, the first *No You Don't!* card you played would work to cancel the effect of the your opponent's original Action card.

Q: If my opponent plays a *You Slipped!* Action card and cancels my Bean Attack, what happens to any Action cards and spin powers I used to boost the attack? A: The Bean card's spin power and action points are still used up, even though your attack backfires. Any Action cards played to boost the attack are returned to your hand. Sorry! The same thing would happen with a *No You Don't* card or *Bye Bye Beanie* card.

Q: If my opponent uses a *Freebie Beanie* spin power or Action card to bring a Bean card into play, can I cancel it with a *Bye Bye Beanie Instant Action* card? A: Yes, and any action points that your opponent used to bring the Bean card into play would still be used up.

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