



BATTLE CLAW

兽王争锋™

BATTLE MODE GAME MANUAL

2-PLAYER BATTLE PACK



COMPONENTS



2 BattleClaw™
Grabbers



6 Jinlins™



6 Power-Up Tokens



6 Beast Cards



2 Boundary Cards

JINLINS™ FIGURES

7 kinds of Jinlins™
for you to collect!



Ape



Scorpion



Rhino



Snake



Squid



Spider



Dragon

Colors and decorations may vary, subject to availability.

Jinlins are creatures you capture and combine to build powerful beasts. Most come in a color/element, but there are also special rare Jinlins with other abilities.



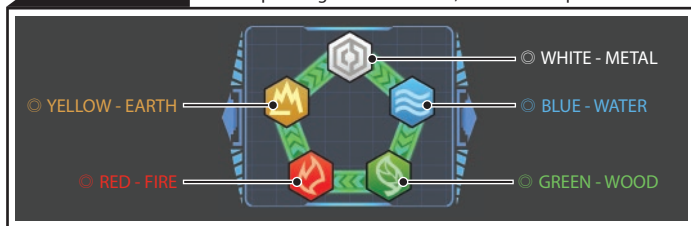
Dual-Color Jinlins can be used as EITHER element they represent (not both).



Clear Jinlins can be used as ANY element.

WU-XING

The Wu-Xing represents the various elements. Each element has a corresponding color. Therefore, a red Jinlin represents fire.



GAME OVERVIEW

BEAST CARDS

When you combine two Jinlins, you create a beast – a powerful ally you can command to do battle for you. Beast cards list everything you need to know in order to battle.

Triggering Jinlin - The shape, not color, must match.

This icon indicates how the triggering Jinlin activates the special ability.



BLUE RING:
The special ability is active as long as the triggering Jinlin is on the beast.



ORANGE ARROW:
The special ability happens when the Jinlin is placed on the beast and then has no effect for subsequent turns.

Attack - The beast's starting attack value.

Wu-Xing Bonus - The attack bonus you receive when attacking a beast whose primary or secondary element matches the color displayed here.

Jinlin Pair - The two types of Jinlins associated with the beast. Some special abilities reference beasts that are associated with a specific Jinlin, e.g., any beast with "ape" as part of its Jinlin pair. If this beast is built with both Jinlins, it is considered a "perfect" beast.



Primary & Secondary Elements - The two elements (colors) of the Wu-Xing that comprise the beast and are required to create it.

Special Ability - This ability is activated when the triggering Jinlin shape is placed on the card. If this special ability ever contradicts the rules, follow what the special ability says.

Defense - The beast's starting defense value.

Card Type (NOTE): Power-Up and Action Cards are only used in Advanced Battle Mode.

CARD TYPE



Beast Card



Power-Up Card



Action Card

OBJECTIVE

Players take turns capturing Jinlins with their BattleClaws and use them to create beasts or give them more power. The first player to defeat 3 of their opponents' beasts wins!



1



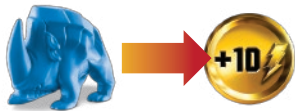
Shoot your BattleClaw and grab Jinlins.

2



Use Jinlins to create the beasts on a beast card.

OR



Release a Jinlin to the field for a **+10**, which is a +10 attack bonus.

3

Defense = 40

DEF 40

Defeat an opposing player's beast by having a beast with equal or greater attack value than their defense value.



Beaten

TOTAL ATTACK = 60

Attack: 30 **30** next 10


Bonus: 20 **+20**

Power-Up Token: 10 **+10**



BATTLE MODE

SET-UP

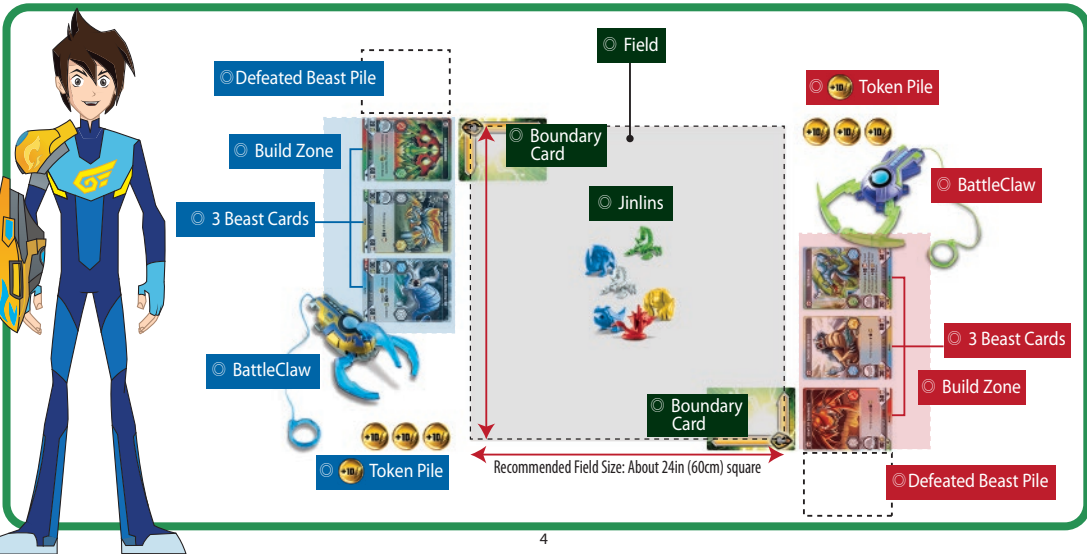
Each player brings their BattleClaw grabber, at least 3 , a boundary card, 3 Jinlins and 3 beast cards to the game.

IMPORTANT: To make sure your combination of beast cards and Jinlins work together, look at the primary and secondary elements on your cards and make sure the Jinlins have matching elements.

- 1 Set-up the field according to the diagram below.
- 2 Pile up all the Jinlins in the center of the Field.

- 3 Now it's time for the **Beacon Break!** Each player counts "1, 2, 3... **BattleClaw**" and then slides their BattleClaw grabbers (**closed**) at the pile of Jinlins to break the pile apart.

NOTE: The purpose of the **Beacon Break** is to scatter the Jinlins on the field before the game begins. Players are **not allowed** to keep any Jinlins their BattleClaws captured during the **Beacon Break** and must **release** them back onto the field. Randomly choose a player to go first.



BATTLE MODE

LET'S PLAY

Players take turns until there is a winner. Each player's turn consists of 2 phases.

PHASE 1: GRAB

Each turn, you get one chance to grab Jinlins from the field. Position your BattleClaw anywhere on or off the field, as long as it is at least one card length away from the Jinlin you are shooting for. If you miss, your turn is over.

BATTLECLAW GRABBER

1



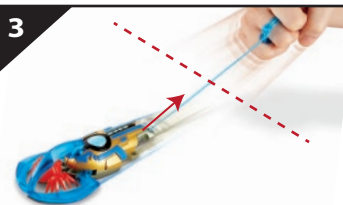
Push the button to open the claw.

2



Shoot and release. At the right moment, tug the string to close the claw. Try capturing more than one Jinlin in a single grab!

3



Carefully drag the Jinlin(s) straight back until they cross the boundary line of the field. If a Jinlin slips out of your grabber anywhere on the field, it has escaped.

LEGAL GRAB

The Jinlin(s) must be grabbed by the claw and pulled completely off the field.



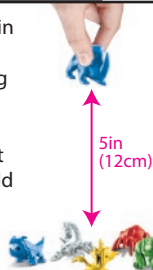
ILLEGAL GRAB

Any Jinlin that is pulled or knocked across the boundary line by anything but the claw itself must be **released**.



RELEASING A JINLIN

There are many times in the game when Jinlins are **released**, including whenever a Jinlin rolls out of bounds. To **release** a Jinlin, drop it in the center of the field from a height of approximately 5in (12cm).



SPECIAL GRABS

Sometimes special abilities on cards activate when you make specific kinds of grabs:

DOUBLE GRAB



Anytime you grab two Jinlins.

MULTI-GRAB



Anytime you grab **two or more** Jinlins.

BLIND GRAB



Grabbing with your eyes closed before and during the grab. (You can open them after the claw closes.)


PHASE 2: USING JINLINS

If you don't grab Jinlins in Phase 1, your turn is over. If you grab one or more Jinlins, you can use them during this phase.

You use Jinlins, one at a time, during this phase. You can use a Jinlin to add a power-up token to one of your beasts or place them on your beast card.

1) USE A JINLIN FOR A

Release a Jinlin you grabbed to put a  on any of your beasts. Power-up tokens add +10 to the starting attack value of your beast.

NOTE: If you run out of  during a game, use coins or another replacement.

2) USE A JINLIN TO BUILD A BEAST

You may add a Jinlin to one of your beasts as long as it matches the primary or secondary element and that element isn't already represented.

If this is the second Jinlin, the beast immediately attacks. (See "Attack Sequence.") Complete the attack before using any other Jinlins you grabbed this turn.

NOTE: You may only have Jinlins on one beast at a time, so if you already have a Jinlin on a beast and you add a Jinlin to a different beast, you must **release** your Jinlin from the first beast.


CREATE THE BEAST



These two Jinlins will create this beast!

ATTACK SEQUENCE

Attacks happen right after you place the second Jinlin on an untapped beast card – before you use any other Jinlins you might have. When a beast attacks, follow these steps:

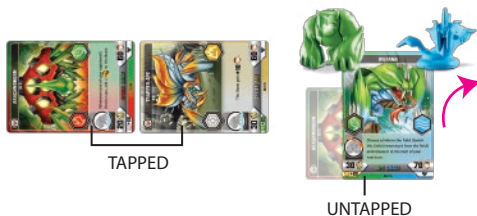
- 1 If the beast is untapped, push the beast card forward to show it is attacking.
- 2 Pick one of your opponent's beasts to attack.
- 3 After adding all bonuses, compare your beast card's attack to the opposing beast card's defense. If your attack is equal or greater than the opposing beast card's defense, you have **defeated** it. The defeated beast is then **stripped** (Jinlins released and removed) and moved face-down to the defeated beast pile. If there are three beasts in your enemies' defeated beast pile, you **WIN!**
- 4 The attacking beast card is also **stripped** (Jinlins released and  removed), and it goes back to your build area in the tapped position.
- 5 Spend any remaining Jinlins you captured in the grab phase and then your turn is over.

UNTAPPING BEAST CARDS

Beasts must be untapped to attack.

There are two ways to untap a beast.

1. If a player starts a turn with all of their beasts tapped, then they all untap before the player grabs.
2. If a player adds a second Jinlin to a tapped beast, it untaps (instead of attacking). Those Jinlins are stripped after untapping.



WINNING THE GAME

You win the game when all 3 of the opposing beasts have been defeated!

BONUSES & SPECIAL ABILITIES

Let's take a quick look at the different ways bonuses can affect your beasts.

Your beast receives a +10 attack bonus for each  placed on its card.

Wu-Xing Bonus The color of your Wu-Xing bonus indicates the element that your beast is strong against. If this color matches your target's primary or secondary element, you can add the Wu-Xing bonus to your attack.

This beast card gains a +20 attack bonus vs. beast cards that have earth as their primary or secondary element.



Special Abilities Most beasts have a special ability that activates under certain conditions. The icon beside it is the **Triggering Jinlin**. When this Jinlin is placed on the beast card, the special ability activates, even if the beast hasn't been completed yet. The **Triggering Jinlin** still needs to match either the primary or the secondary element color and counts towards the two elements needed to build the beast.

There are two types of special abilities:



"Active" Abilities The blue ring indicates that the special ability is active and ongoing as long as one or more triggering Jinlins is sitting on the beast card.

NOTE: Placing more than one triggering Jinlin on the card **does not** double the effect.

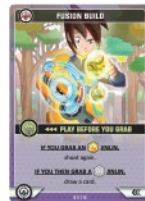


"Instant" Abilities The orange arrow indicates that the special ability is activated the moment a triggering jinlin is placed on the beast card and only lasts for that turn. It is not an ongoing effect, but it is activated **each time** a triggering Jinlin is placed on the beast card.

ADVANCED BATTLE MODE

Check out the **BattleClaw Booster Packs** for a more action-packed game!

In addition to discovering rare Jinlins, you will find Power-Up and Action cards for Advanced Battle Mode.



GLOSSARY

ACTIVE SPECIAL ABILITIES – Denoted by a blue ring under the triggering jinlin icon on a beast card. The symbol indicates that a special ability is active and ongoing as long as any triggering Jinlins are sitting on the beast card.

BANISH – When specified by a card, temporarily remove something from the game.

BEACON BREAK – An action that signals the start of a game. Both players slide their closed BattleClaw at the Jinlins piled on the field to break the Jinlins apart and scatter them across the field.

BLIND-GRAB – Grab one or more Jinlins with your BattleClaw while your eyes are closed.

BUILD ZONE – The area outside the field where each player places the beast cards they are creating.

DEFEATED BEAST PILE – The pile where a player's defeated beast cards are placed face-down.

DOUBLE-GRAB – Grab exactly two Jinlins with your BattleClaw. This also counts as a multi-grab.

FIELD – Playing area defined by the boundary cards where Jinlins are released and captured.

GRAB – Successfully capturing a Jinlin with your BattleClaw grabber and dragging it completely off the field.

INSTANT SPECIAL ABILITIES – Denoted by an orange arrow behind the triggering Jinlin icon on a beast card. The symbol indicates that a special ability is activated the moment any triggering Jinlin is placed on the beast card and only lasts for that turn. It is not an ongoing effect.

MULTI-GRAB – Grab two or more Jinlins.

PERFECT BEAST – If you ever build a beast with the exact Jinlins on the card (element and type), it is considered a "Perfect Beast."

RELEASE – Return a Jinlin to the field.

SACRIFICE – When specified by a card, swap one of your in-play beast cards for one in your defeated beast pile. The returned card is placed in your build zone and is no longer considered defeated, while the sacrificed card is placed in the defeated beast pile and it now counts as defeated.

SHOOT – The act of sliding your BattleClaw onto the field in an attempt to grab a Jinlin.

STRIP – Release all Jinlins and remove all power-up tokens from a beast card.

TAPPING – Turning a card sideways to indicate that it has taken some kind of action, such as attacking. After resolving the event that caused a card to tap, the card is considered to be temporarily out of play.

UNTAPPING – Turning a tapped card right-side-up to indicate that it is back in play.

WU-XING BONUS – The attack bonus a beast receives when attacking a beast with the correct primary or secondary element.

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