



BUZU!! BATTLE!!

TRADING CARD GAME



OFFICIAL RULEBOOK

FIRST EDITION

TABLE OF CONTENTS

Contents of the Game and
Players vs. Opponents1

Introduction and 2
Game Overview

Object of the Game3

THE RULES

Getting Started 4

The Player's Hand
and OP Violation..... 5

The Buzu BattleGround ... 6

∞ Cards and
Keeping Score 7

THE ENDGAME

Battleground
and +HP Cards 8

Eliminating Opponents 9
and Discard to Deck

Classifications10

CHARACTER CARDS

Artisan Cards11

BaseLine Cards12

Custom Cards 13

DECK CARDS

Gear Cards14

Power Up and
Unleash Cards15

Strive for Five16

Buzu Battle17

ITEM CARDS

Offense Cards 18

Defense Cards 19

Health Cards 20

Gimmedat Cards 21

Lose A Turn Cards 22

Answer Key Cards 23

Itemized List (1-47) 24

Itemized List (48-72) 25

Itemized List (73-109) 26

Glossary 27

CONTENTS OF THE BUZU BATTLE TCG

The Buzu Battle TCG set contains:

- One (1) deck of 100 playing cards
 - (52) Item cards
 - (12) Power Up cards
 - (7) Unleash cards
 - (8) Strive for Five cards
 - (9) Buzu Battle cards
 - (9) Gear cards
 - (3) Answer Key cards
- Six (6) Buzu Trading Card Characters
- Four (4) dice (d6)
- Buzu Battle TCG Tally Sheet (*printable digital download**)
- Buzu Battleground (*printable digital download**)
- Buzu Battle TCG Rulebook (*printable digital download**)
 - QR code video link
- Answer Keys Worksheet (*printable digital download**)

Players vs. Opponents

As a way to keep the rules and instructions as clear as possible, those who want to learn how to play the Buzu Battle TCG will be referred to as the **player** and the **opponent**.

Player

When this rulebook mentions the **player** it means **you** - the person watching this video or reading this rulebook.

Opponent

When this rulebook mentions the **opponent** or **opponents** it means the other person or persons playing the game with you.

***NOTE: Printable digital downloads ARE NOT necessary for game play but can make Buzu Battle more fun!!**

INTRODUCTION

Welcome to the *BuzuVerse*!

A fantastic realm awaits where the possibilities are limited only by your imagination!! Where bizarre and amazing characters come to life and meet in glorious Buzu Battle!!

It is in the *BuzuVerse* that your character will encounter unique opponents, equip strangely effective items and use its special abilities to prevail as the last Buzu standing!

GAME OVERVIEW

As you may already know, trading card games (TCGs) vary from other games in **TWO** important ways:



The individual cards in a TCG can go beyond the game's basic rules. This means that no matter what happens, you should **always** read the card(s) you use **carefully** and know that the card is always right. Even if the rules say something different.



The Buzu Battle TCG set includes 100 cards and is ready for you to use right away. However, in addition to these cards, there are expansion packs for this TCG that will add to the fun!!

With expansion packs you can add different characters, different items, and even transport yourself and your opponents to different worlds!!



OBJECT OF THE GAME

How To Win...

The object of the game is to defeat all other **opponents** before they defeat you. Over the course of the game you can use various strategies that allow your Buzu character to heal itself, equip various items, deal damage to your **opponent(s)**, power up and even come back after defeat!!

If your **opponent's** Buzu character(s) takes damage equal or greater than its **health points (HP value)**, they are eliminated from the game!!
Emerge victorious by eliminating all of your **opponents***!!

However, if you take damage equal to or greater than your Buzu character's **HP value**, you lose.

How To Comeback...

Be on the lookout for the **Ruby Red Sneakers** item card!

In the event that you lose all of your **health points**, you can use this item immediately and continue playing!

Once used, this card allows you to come back with **30 HP points** without the loss of any cards you may be holding including any **Infinity Cards** you've already equipped.



***NOTE: Once eliminated from the game players and opponents no longer draw cards from the deck.**

THE RULES

Getting Started

- All **players** start by placing their character card in front of them facing up.
- If a **player** wants to use a **+HP Card** to boost their character's **HP total**, they must **equip** it at this time (to the right of their character card).
- All **players** roll a die to determine the order of play - the **player** who rolls the highest number goes first.

Was there a tie?

Anytime that **two or more players** roll against one another and it results in a tie, **those players must roll again.**

- Shuffle the **deck** thoroughly before beginning gameplay.
- **Players** proceed clockwise from the person who starts first.
- There is no dealer needed to play this game. **Players** are responsible for **drawing** from the **deck** and **discarding** to the **discard** pile.
All **players** start by **drawing two cards** from the **deck**.
- **Players** must take the **top card** whenever selecting from the **deck**.
- Should a **player** forget to use an **Infinity Card** or any card in their hand during their turn, they miss out and cannot retrieve the lost action until their next turn.

THE RULES

At the Beginning of a Player's Turn They May...

#1 Draw

Draw one card from the top of the deck. If the card you've drawn can be used, you can either use the card immediately or hold onto it for later use.

#2 Direct Attack (Attack rolling the dice)

Choose an **opponent** to attack - this option is automatically worth the damage listed as the character's **FIRST** special ability regardless of roll outcomes. Roll **2** dice in an attempt to correctly roll one or both special abilities.

There is no defense against a **Direct Attack**.

#3 Discard

Players discard in order to get rid of cards they don't want **OR** to maintain the maximum limit of 5 cards allowable in a player's hand.

#4 Equip

Players may **equip** (or activate) an item (usually an **Infinity Card** ∞) by placing it down onto the **Battleground** (see Battleground on page 6).

The Player's Hand

- A **player** can have **no more than 5 deck cards** in their hand at any time. (This does not include their **Character Card** or equipped **Infinity Cards** (∞))
- **Players should not** allow their cards to be seen by their **opponent(s)**. This **does not** include character cards or equipped **Infinity Cards** (∞). These cards must be placed face up on the **battleground**.
- A player cannot have more than 3 **Infinity Cards** (∞) at one time.

OP Violations


- A **player** may purposely break the limit of having 5 cards in their hand - this makes the player's hand **Over-Powered** (or **OP**).
- If a **player** correctly calls out an **opponent** for being in **OP violation**, the **opponent** loses a turn. The **opponent** in **OP violation** must also discard the needed number of cards so that they have 5 cards in their hand again.
- If a **player** incorrectly calls out an **opponent** for being in **OP violation**, the **player** loses a turn.

Infinity Cards

- Once drawn from the deck, an **Infinity Card** (∞) can be **equipped** immediately (**players** may choose not to **equip Infinity Cards** (∞) right away).
- **Players** are allowed to **equip** a **maximum of three Infinity Cards** (∞).
- **Infinity Cards** (∞) cannot be take with **Gimmedat Cards** **UNLESS** the **Gimmedat Card** specifically says so. (see *Gimmedat Cards* on page)

KEEPING SCORE

Give your addition and subtraction skills a workout by using **Score Tally Sheets!!**



Player 1	Player 2	Player 3	Player 4	Player 5	CHRIS
PAM	CORY	MANDY	GREG	NIKKI	
100 -4 HP	111 -6 HP	100 -12 HP	100 -4 HP	125 -19 HP	100
-13 96	-3 46	-4 40	-9 -43	-20 47	-19
81 +2	108	96 -10	91 +9	109	85
-4 78	-16	-9 30	-3 48	+9	-16
83	92	91 +2	88	110	75
-20	-2	-7 32	-9	-10	-1
63	90	84	77	100	98
-2	+3	+10	-10	-12	-9
61	93	94	67	88	93
-19	-12	-12	-6	-20	-14
46	81	82	61	68	39
+1	-9	-8	-7	+19	+10
90	72	74	57	83	
+18	-4	+2	+8	+10	
68	68	76	69	93	
-9	-10	-9	-14	-9	
63	98	71	91	84	
+10	-8	-12	-6	-11	
73	90	99	49	73	33
-9	-9	-1	+9	-3	
68	49	98	94	70	
-8	+7	-6	-7	-8	
60	92	92	47	62	

There are enough spaces for up to 4 players!
Should your game have more than 4 players simply use another sheet.

FREE DOWNLOAD!!

Link in the video's description!!

Each player is given two columns in case more room is needed.



THE RULES

The Buzu BattleGround

- The **BattleGround** is the ground, floor, tabletop or any other surface upon which you place down a Buzu deck card for everyone to see.
- In order to help **players** keep their cards organized, printable **GameBoards** are available for **FREE!!**

NOTE: Although fun to use these **are not** required in order to play the game.

FREE DOWNLOAD!!

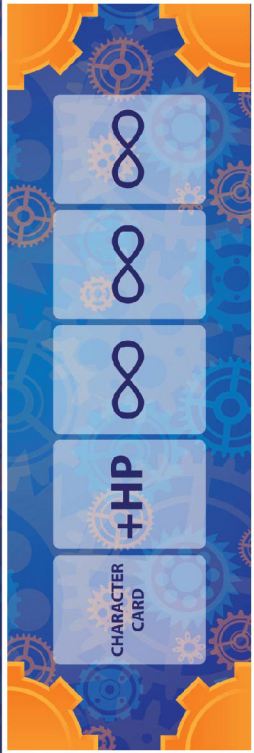
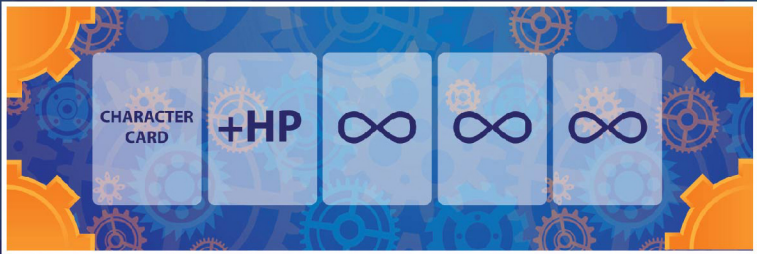
Link in the video's description!!



Deck
face down
draw from here

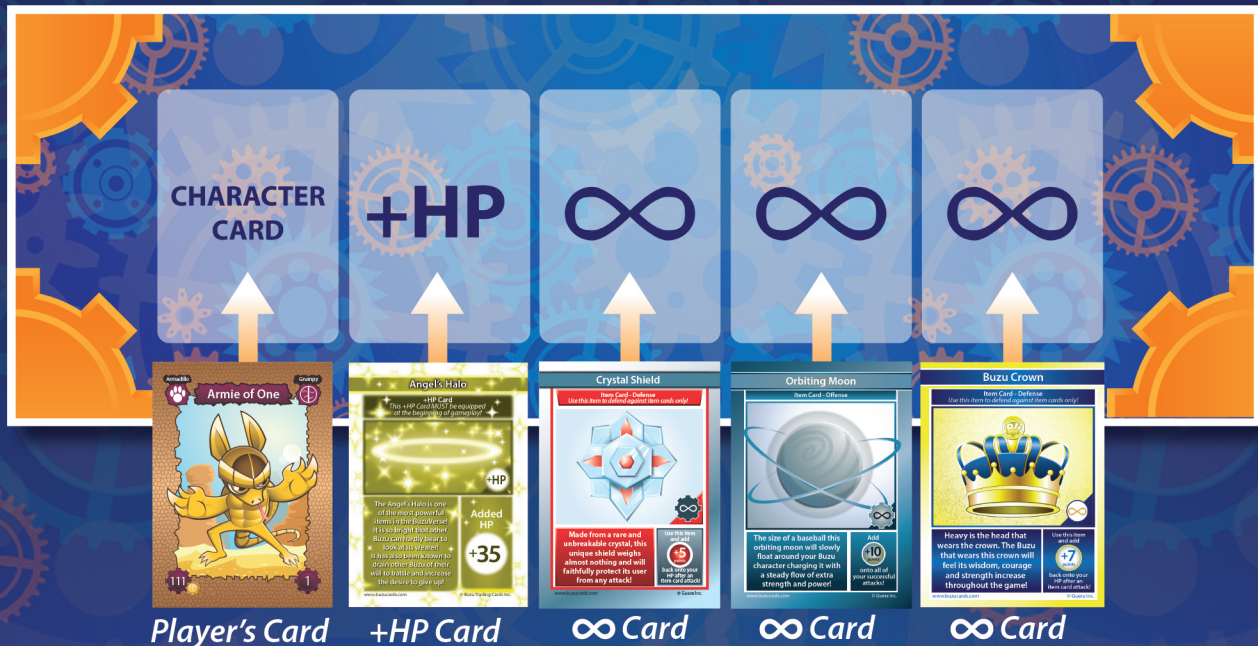


Discard Pile
face up
place cards here once used



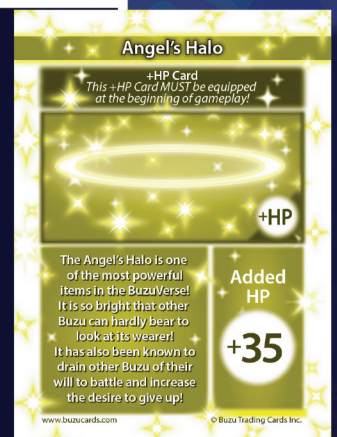
THE ENDGAME

The Buzu BattleGround (continued)



+HP Cards

- **Equipping** (placing down to use) a +HP Card will boost a card's HP value and may also improve a character's offense and defense!
- All +HP Cards **MUST** be equipped at the beginning of the game.
- +HP Cards **CANNOT** be taken with Gimmedat cards.
- +HP Cards are sold separately at buzushop.com



THE ENDGAME

Eliminating Opponents

When a player successfully eliminates an opponent from gameplay they are able to:

- Take **ONE Infinity Card** (∞) from the eliminated opponent (but only if the **opponent** has an **equipped Infinity Card** (∞) to take).
- The **Player** may discard anything in their hand and/or any **Infinity Card** (∞) on their **BattleGround**.
- All of the eliminated **opponent's** remaining cards are to be placed at the bottom of the **discard** pile.
- The eliminated **opponent's** character card must be removed from the **BattleGround** as well.

...and then Sum!

If a player defeats an **opponent** with more HP damage than what the **opponent** has left, the **player** adds the extra HP back onto their score!

From Discard to Deck

In the event that all of the **deck** cards are used, the **discard** pile must be reshuffled and placed back onto the **BattleGround** for reuse.

Additional deck card expansion packs are available on our website. Please go to www.buzushop.com.

CLASSIFICATIONS

There are **12 classifications** used to help identify and organize *any* Buzu character imaginable.

Whenever a Buzu Trading Card character is created it **must** be based on a combination of **any two classifications**. The **12 Buzu classifications** are:



ANATOMY

As related to parts of a living being's physical body.

Examples: head, arms, beak, paws, wings, hands, feet



ANIMAL

As related **non-fictional** members of the animal kingdom (not including humans).
Examples: insects, fish, reptiles, birds, mammals, dinosaurs



BEHAVIOR

As related to personalities, emotions and character traits.
Examples: Sleepy, Confused, Sweet, Shy, Angry, Anti-Social



EXTRASENSORY

As related to the 5 senses or how the character understands its environment.

Examples: hearing, sight, smell, taste, touch, mind



FOOD

As related to consumable food or flavors.
Examples: fruits, vegetables, pizzas, desserts, candy, gum



IDENTITY

As related to a **non-fiction** occupation/pastime/pursuit.
Examples: pirates, ninjas, doctors, hunters, knights, police



KNOWLEDGE

As related to a learning discipline or area of expertise.
Examples: math, science, music, history, art



MYTHIC

As related to **fictional** characters of myth and legend.
Examples: dragons, unicorns, ghosts, goblins, trolls, elves



NATURE

As related to outdoor environments.
Examples: fire, mud, water, rock, weather, lava, plants



OBJECT

As related to non-living man-made things.
Examples: balloons, paint, instruments, mirrors, clothes, tools



SUPERHUMAN

As related to a **fictional** super power.
Examples: flight, teleportation, invisibility, super strength



TECHNOLOGY

As related to non-living forms of automation, machinery, and computers.
Examples: robots, androids, cyborgs, circuits

BUZU CHARACTER CARDS

Anatomy of a Artisan Buzu Card:

Artisan Buzu Cards are made by Mr. Guera. Each one features a QR code that links to a video art lesson that matches the theme of its card character!!



Side A

1 **Classifications**
The character's **classifications** are always on either side of their name.

2 **Gear Number**
Shows the order in which the card was officially added to the **BuzuVerse** (organized by card type).
The smaller gear to the left of the gear number reveals what type of card it is:
A = Artisan
B = BaseLine
C = Custom

6 **Profile Information and Description**
Features a smaller image of the character and a short description that gets a little deeper into who the character is.

7 **It-Bit**
Also known as a "kawaii", this is a cuter version of the character.

8 **Dice Values**
These show the number(s) that need to be rolled with 6-sided dice. Dice values can vary from card to card.

3 **Health Point Value**
HP values for **Artisan Buzu Cards** vary.

9 **Ability Values**
The amount(s) to be subtracted from the opponent's **HP total**. Special ability values can vary from card to card.

4 **Special Abilities**
All Buzu characters have 3 **special abilities** listed by name.

10 **QR Code**
Scanning the QR code with a smartphone or tablet device automatically takes players to a video art lesson taught by Mr. Guera!! These videos match the theme of the card.



Side B

5 **Artwork Example**
A finished example of the art project taught in the QR code video is shown in this area.

BUZU CHARACTER CARDS

Anatomy of a BaseLine Buzu Card:

BaseLine Buzu Cards are also made by Mr. Guera. Each one features a QR code that links to a video offering art tips and tricks that matches the overall theme of the card!!



Side A

1 **Classifications**
The character's classifications are always on either side of their name.

2 **Gear Number**
Shows the order in which the card was officially added to the **BuzuVerse** (organized by card type).
The smaller gear to the left of the gear number reveals what type of card it is:
A = Artisan
B = BaseLine
C = Custom

6 **Profile Information and Description**
Features a smaller image of the character and a short description that gets a little deeper into who the character is.

7 **It-Bit**
Also known as a "kawaii", this is a cuter version of the character.

8 **Dice Values**
These show the number(s) that need to be rolled with 6-sided dice. Dice values can vary from card to card.

3 **Health Point Value**
HP values for **BaseLine Buzu Cards** vary.

9 **Ability Values**
The amount(s) to be subtracted from the opponent's **HP total**. **Special ability** values can vary from card to card.

4 **Special Abilities**
All Buzu characters have 3 **special abilities** listed by name.

10 **QR Code**
Scanning the QR code with a smartphone or tablet device automatically takes players to the video lesson designed to establish a baseline of information that young artists should know.

5 **Artwork Example**
The image shown here offers an example or idea of the video's subject matter.



Side B

12

BUZU CHARACTER CARDS

Anatomy of a Custom Buzu Card:

Custom Buzu Card characters are originally designed by kid artists!! These unique characters are then professionally (and faithfully) re-rendered by Mr. Guera!!



1 Classifications

The character's classifications are always on either side of their name.

2 Gear Number

Shows the order in which the card was officially added to the **BuzuVerse** (organized by card type).
The smaller gear to the left of the gear number reveals what type of card it is:
A = Artisan
B = BaseLine
C = Custom

3 Health Point Value

HP values for **Custom Buzu Cards** vary.

4 Special Abilities

All Buzu characters have 3 **special abilities** listed by name.

5 Artwork Example

The image of the original artists' design is featured on the B side of every **Custom Buzu Card**.

6 Artists' Credit

The name and age of the artist who originally designed the featured character is listed here.

7 It-Bit

Also known as a "kawaii", this is a cuter version of the character.

8 Dice Values

These show the number(s) that need to be rolled with 6-sided dice. Dice values can vary from card to card.

9 Ability Values

The amount(s) to be subtracted from the opponent's **HP total**. **Special ability** values are set for Custom Buzu Cards (5-10-20).

10 QR Code

Scanning the QR code with a smartphone or tablet device automatically takes players to a video interview between Mr. Guera and the artist responsible for designing the character.

BUZU DECK CARDS

Anatomy of a *Power Up* & *Unleash* Cards:

Power Up and *Unleash* Cards ARE NOT item cards!!

Power Up Cards allow players to build an attack.

NOTE: *Power Up* Cards (even if it's only one) can only be used when a player ALSO has an *Unleash* Card.

Unleash Cards by themselves cannot be used without at least one *Power Up* Card.

Using *Power Up* Cards Defensively

If an opponent has their own *Power Up* Card(s), they may use them defensively to counteract *Power Up* attacks by subtracting the difference!

An opponent defending themselves this way **DOES NOT** need an *Unleash* Card.

If an opponent's total *Power Up* value meets or exceeds the player's *Power Up* attack, the attack is cancelled out without HP damage for either player.

Unleash Cards alone **cannot** be used to counteract *Power Up* attacks.

Anytime after a *Power Up* and/or *Unleash* Card is used during gameplay they must build an attack.

BUZU DECK CARDS

Anatomy of a Gear Card:

Gear Cards ARE NOT item cards!!

Gear Cards RESTORE HP to Buzu characters who have less than their full *HP total*.

NOTE: *Players cannot have an HP total greater than the amount they started the game with.*



fig. 1

1

Players automatically receive the amount on the largest gear in the center of the card.

If a player is already at the maximum HP they may choose to hold onto their *Gear Card* until it is needed **OR** they may *discard* it to make room for another card on their next turn.

2

Players may also receive an added bonus if their character's *classifications* match those shown in the corners of the *Gear Card* (plus the amount listed on the largest gear in the center).

3

If **both** of the player's character *classifications* are listed on the *Gear Card* they receive both bonuses (plus the amount listed on the largest gear in the center).

3



fig. 2

For example:

A player using *Overlapis Lazuli* (fig. 2) draws the *Gear Card* (fig. 1) from the deck. The player automatically gets the points in the middle gear (+1). They also get both matching *classification* bonuses for *Nature* (+9) and *Anatomy* (+7).

The player adds the total (1 + 9 + 7 = 17) to their *HP total*!

Once the *Gear Card* has been used, it must be placed onto the *Discard Pile*.

BUZU DECK CARDS

Anatomy of a *Strive for Five Card*:

Strive for Five Cards ARE NOT item cards!!

1 *Strive for Five Cards* allow players up to 5 chances to correctly roll **ONE** or **BOTH** of their character's **Dice Value Special Abilities** (these are always the 2nd and 3rd special abilities listed).

2 **NOTE:** The **TOP** special ability listed for any Buzu Trading Card character is not used when playing a *Strive for Five Card*.

If the player successfully rolls **ONE** or **BOTH** of their character's **Dice Value Special Abilities**, the player stops rolling and the total amount of damage is subtracted from the score of an opponent of their choosing.

A player may choose not to use their *Strive for Five Card* immediately but to instead hold onto it for later use.

Once used *Strive for Five Cards* must be placed onto the **Discard Pile**.

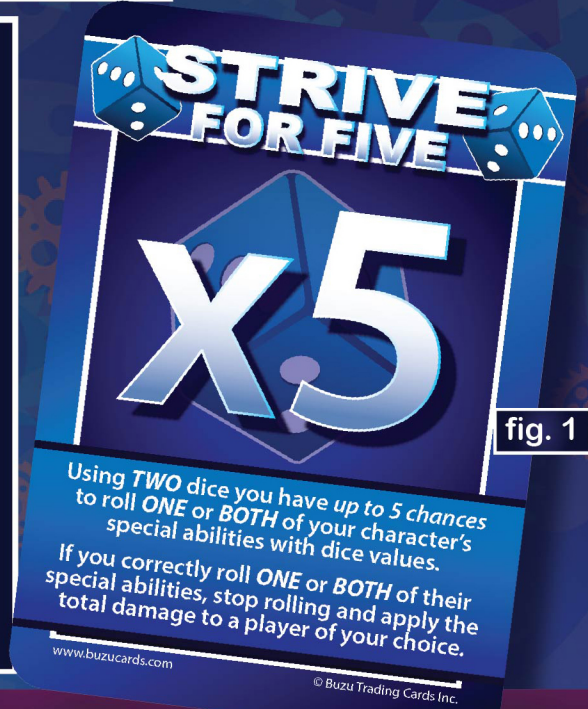
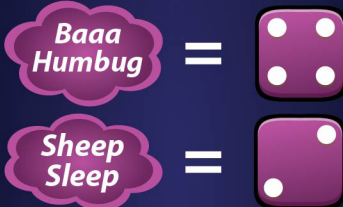


fig. 1

Example #1:

A player using *Sheenie of the Lamp* (fig. 2) draws a *Strive for Five Card* (fig. 1) from the deck.

The player decides to use the card immediately by rolling **TWO** dice in an effort to successfully roll a "4" and/or a "2".



On the **1st ROLL**, the **player** rolled a "1" and a "6".

On the **2nd ROLL**, the **player** rolled a "5" and a "3".

On the **3rd ROLL**, the **player** rolled a "4" and a "2".

The **player** adds the two values ($-15 + -20 = -35$) and subtracts them from the **opponent's HP total**.



fig. 2

Example #2:

Using the same cards the **player** decides to play their *Strive for Five Card* immediately.

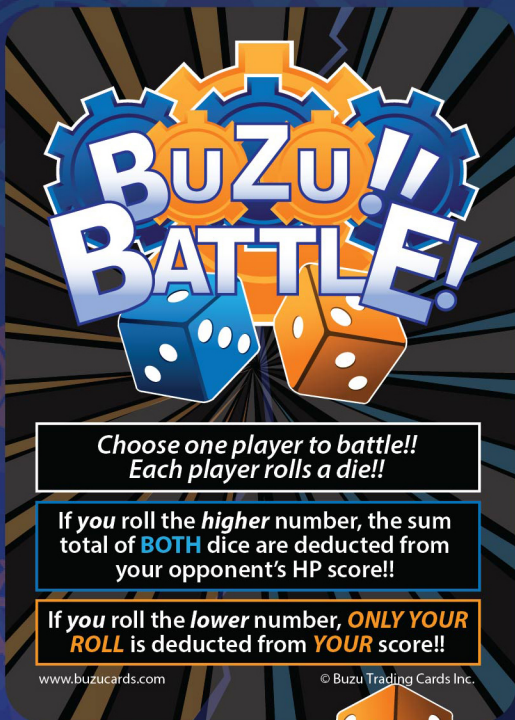
On the **1st ROLL**, the **player** rolled a "2" and a "6".

Since the **player** successfully rolled a "2" (-20) the points are then subtracted from the **opponent's HP total**.

BUZU DECK CARDS

Anatomy of a Buzu Battle Card:

Buzu Battle Cards ARE NOT item cards!!



Buzu Battle Cards allow **players** to directly battle with an **opponent** of their choosing.

A **player** can choose to use this card immediately or hold onto it for future use.

Once an **opponent** has been selected, **BOTH** the **player** and the **opponent** roll **ONE** die.

If the player rolls the higher number, the sum total of both rolls is deducted from the opponent's current HP total.

If the opponent rolls the higher number, only the number the player rolled is deducted from the player's current HP total.

After the **HP points** have been deducted the **Buzu Battle Card** must be placed onto the **Discard Pile**.

Was there a tie?

Anytime that **two or more players** roll against one another and it results in a tie, those players must roll again.

Example #1:

The player draws a **Buzu Battle Card** from the **Deck**. The **player** and the chosen **opponent** each roll a single die:
The **player** rolls a "3" and the **opponent** rolls a "5".
-3 HP is deducted from the **player's HP total**.

Example #2:

The player draws a **Buzu Battle Card** from the **Deck**. The **player** and the chosen **opponent** each roll a single die:
The **player** rolls a "6" and the **opponent** rolls a "5".
-11 HP is deducted from the **opponent's HP total**.

BUZU DECK CARDS

Remember to always check and see if your item card is (x1) or (∞)!!

Anatomy of an Item Card (Offense):

Item Cards CAN ONLY BE USED WITH OTHER Item Cards!!

Offense Item Cards allow **players** to use items against their **opponents**.

1 Some **Item Cards** can be used one time - these item cards will feature a (x1) in the lower right corner of the item's image.

2 Some **Item Cards** can be used for the **remainder of the game** - these item cards will feature a (∞) in the lower right corner of the item's image. **Item Cards** that can be used for the remainder of the game are called **Infinity Cards**.

Both types of **Offense Item Cards** can be taken by a **Gimmedat Card** (see page).

Once drawn from the **Deck**, a player may choose to immediately use an **Offense Item Card** **OR** they may choose to hold onto it for future use.

Once a one-time use (x1) **Offense Item Card** has been played it must be placed onto the **Discard Pile**.

3 Once drawn from the **Deck**, a player **MUST** immediately **EQUIP** their **Infinity Card** (face up and to the right of the character card).

Player's can **EQUIP** up to **THREE Infinity Cards** at once.



3

Fist of Rock

ITEM CARD TYPE: Offense



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

Punching the ground with this rock gauntlet will create a massive earthquake that causes everyone (including you) to fall down!

THIS CARD CAN BE USED BY ITSELF. DEDUCT

-25
points

FROM **EVERYONE'S** SCORE INCLUDING **YOURS!**

www.buzucards.com

© Buzu Trading Cards Inc.

Bubble Sword

ITEM CARD TYPE: Offense



YOU MAY EQUIP THIS CARD IMMEDIATELY!!

Legend has it that this item was forged in a rainbow! When struck with the Bubble Sword Buzu characters feel tickled!

USE THIS CARD WITH **ANOTHER OFFENSE CARD** AND **ADD**

+10
points

ONTO **ALL SUCCESSFUL** ITEM CARD ATTACKS!

www.buzucards.com

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NOTE: Some Offense Item Cards must be used with other Offensive Item Cards.

BUZU DECK CARDS

Anatomy of an Item Card (Defense)

Item Cards CAN ONLY BE USED WITH OTHER Item Cards!!

Remember to always check and see if your item card is (x1) or (∞)!

Defense Item Cards allow players to defend themselves from attacks.

Some **Defense Item Cards** limit the amount of HP deduction.

Some **Defense Item Cards** allow **players** to avoid HP deduction altogether.

1 REACT Defense Cards

Some **Defense Item Cards** have "REACT" in the upper left corner of the item's image.

REACT Defense Item Cards are used immediately in response to an **opponent's Item Card** attack **WHEN IT IS NOT THE PLAYER'S TURN.**

2 Read Carefully

It is important to always carefully read what a deck card says.

Some **Defense Item Cards** limit the amount of HP deduction caused by an **opponent's** attack. Other **Defense Item Cards** allow **players** to avoid HP deduction altogether.

Forgetting to Remember

Sometimes a **player** can forget that they have an **Infinity Card** and miss out on a chance to use it.


If the turn is over and you forget to use an **Infinity Card** you unfortunately **cannot** go back to use it (**sorry**)!!

Stinky Socks

ITEM CARD TYPE: Defense

1

REACT



x1

THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

Oh. My. Goodness. If an opponent uses a GIMMEDAT card on you, give them this stinky surprise that they'll never smell coming!	<p>DENY THE PLAYER WHO TRIES TO USE A GIMMEDAT CARD ON YOU WITH THIS CARD AND THEY MUST TAKE</p> <p style="font-size: 2em; font-weight: bold;">-20</p> <p>points</p> <p>FROM THEIR HP TOTAL!</p>
--	--

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Switcheroo Staff

ITEM CARD TYPE: Defense

2



x1

THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

With this golden treasured staff you can redirect any item card attack and sent it back toward any other active player!	<p>THIS CARD CAN BE USED BY ITSELF AND WILL REDIRECT ANY ITEM CARD ATTACK YOU RECEIVE</p> <p style="font-size: 2em; font-weight: bold;">0</p> <p>points</p> <p>OF DAMAGE!</p>
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BUZU DECK CARDS

Anatomy of an Item Card (Health)

Item Cards CAN ONLY BE USED WITH OTHER Item Cards!!

Health Item Cards allow players to increase their **HP total**.

Some **Health Item Cards** allow **players** to come back even after they've lost all of their **HP points!**
(see page 3)

Remember to always check and see if your item card is (x1) or (∞)!!

Four Leaf Clover
ITEM CARD TYPE: Health



UNIVERSITY CARD. You may **EQUIP** this immediately!!

Using this super rare Four Leaf Clover gives your Buzu an extra boost of health that helps them earn additional points during play!

USE THIS CARD AND ADD +4 points

ANYTIME ANY PLAYER ROLLS A FOUR!

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Ruby Red Sneakers
ITEM CARD TYPE: Health

REACT



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

Out of the game?! **Not yet!!** Just click your heels together 3 times with these amazing shoes and you're back in the game with **30 HP!**

USE THIS ITEM CARD IMMEDIATELY AFTER YOU HAVE BEEN ELIMINATED AND YOU CAN RETURN TO GAME PLAY WITH 30 HP! YOU MAY KEEP ALL CARDS IN YOUR HAND AND ALL ∞ CARDS!

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ITEM CARD TYPE: Health



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

Nom! Nom! Nom!
With this hot, fresh, delicious donut with frosting and sprinkles! With just one bite your Buzu will feel its health return!

THIS CARD CAN BE USED BY ITSELF. ADD +5 points

ONTO YOUR CURRENT HP TOTAL!

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Disco Ball
ITEM CARD TYPE: Health



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

Toss this shiny disco ball up into the air and listen to that funky beat! This item forces all Buzu to perfectly dance together in sync!

THIS CARD CAN BE USED BY ITSELF. ADD +10 points

ONTO YOUR CURRENT HP TOTAL!

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ITEM CARD TYPE: Health



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!


Now here's a book you'll really want to read! Open it up and Manny will give you magic words that will help to restore your health!

THIS CARD CAN BE USED BY ITSELF. ADD +15 points

ONTO YOUR CURRENT HP TOTAL!

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ITEM CARD TYPE: Health



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

Glug! Glug! Glug!
Drinking this minty green potion will help your Buzu to get an extra bit of energy and also have fresh breath!

THIS CARD CAN BE USED BY ITSELF. ADD +5 points

ONTO YOUR CURRENT HP TOTAL!

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Remember to always check and see if your item card is (x1) or (∞)!!

BUZU DECK CARDS

Anatomy of an Item Card (Gimmedat)

Item Cards CAN ONLY BE USED WITH OTHER Item Cards!!

Gimmedat Item Cards allow **players** to take deck cards from an **opponent**.

<p>Cheddy the Teddy</p> <p>ITEM CARD TYPE: Gimmedat</p>  <p>THIS ITEM CARD CAN ONLY BE USED ONCE!! Don't let anyone see this card!! Keep it in your hand until you use it!!</p> <p>He's always there for you in a pinch - loyal, tried and true just give Cheddy a warm hug and you'll be given a Buzu card of your choice!!</p> <p>USING THIS CARD ALLOWS YOU TO TAKE ANY ONE CARD FROM ANY ONE ACTIVE PLAYER'S HAND! MAKE A SELECTION WHILE SEEING ONLY THE GEAR SIDE OF YOUR OPPONENT'S CARD(S)!</p> <p>www.buzucards.com © Buzu Trading Cards Inc.</p>	<p>Whister Twister</p> <p>ITEM CARD TYPE: Gimmedat</p>  <p>THIS ITEM CARD CAN ONLY BE USED ONCE!! Don't let anyone see this card!! Keep it in your hand until you use it!!</p> <p>will be able to bring your item hand up!</p> <p>USING THIS ITEM ALLOWS YOU TO TAKE ANY ONE CARD FROM ANY ONE ACTIVE PLAYER'S HAND! MAKE A SELECTION WHILE SEEING ONLY THE GEAR SIDE OF YOUR OPPONENT'S CARD(S)!</p> <p>www.buzucards.com © Buzu Trading Cards Inc.</p>	<p>Top Hat</p> <p>ITEM CARD TYPE: Gimmedat</p>  <p>THIS ITEM CARD CAN ONLY BE USED ONCE!! Don't let anyone see this card!! Keep it in your hand until you use it!!</p> <p>Wearing a hat, this will take away your...</p> <p>USING THIS ITEM ALLOWS YOU TO TAKE ANY ONE CARD FROM ANY ONE ACTIVE PLAYER'S HAND! MAKE A SELECTION WHILE SEEING ONLY THE GEAR SIDE OF YOUR OPPONENT'S CARD(S)!</p> <p>www.buzucards.com © Buzu Trading Cards Inc.</p>	<p>Solar Flare</p> <p>ITEM CARD TYPE: Gimmedat</p>  <p>THIS ITEM CARD CAN ONLY BE USED ONCE!! Don't let anyone see this card!! Keep it in your hand until you use it!!</p> <p>Solar flares and their rays can take away your cards!</p> <p>USING THIS ITEM ALLOWS YOU TO TAKE ANY ONE CARD FROM ANY ONE ACTIVE PLAYER'S HAND! MAKE A SELECTION WHILE SEEING ONLY THE GEAR SIDE OF YOUR OPPONENT'S CARD(S)!</p> <p>www.buzucards.com © Buzu Trading Cards Inc.</p>
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Some Gimmedat Item Cards allow **players** to take deck cards from an **opponent's hand**.

Sheenie's Lamp

ITEM CARD TYPE: Gimmedat

REACT



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

Give one of the lamp's ears a gentle tug and wish for whatever card your opponent has just drawn and POOF it will be yours!

AS SOON AS AN OPPONENT DRAWS A CARD FROM THE DECK, YOU CAN REACT WITH THIS CARD. WHATEVER CARD THEY DREW, THEY MUST GIVE YOU THAT CARD AND THEY LOSE THEIR TURN!

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Some Gimmedat Item Cards allow you to **REACT** - take a card from an **opponent RIGHT AFTER** they **draw** it from the **deck**!!

Some Gimmedat Item Cards allow you to see a **player's entire hand** so you can take the card you want most!!

X-Ray Specs

ITEM CARD TYPE: Gimmedat



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

Put on these fashionable glasses and you'll be able to see what item card(s) your opponent is holding in their hand.

USING THIS ITEM ALLOWS YOU TO TAKE ANY ONE CARD FROM ANY ONE ACTIVE PLAYER'S HAND! YOUR OPPONENT MUST SHOW YOU ALL OF THEIR CARDS!

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BUZU DECK CARDS

Anatomy of an Item Card (Lose A Turn)

Item Cards CAN ONLY BE USED WITH OTHER Item Cards!!

Lose A Turn Item Cards allow *players* to select an *opponent* to lose a turn.

Nap Puffs
ITEM CARD TYPE: Lose A Turn



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

With their billowy puffs of sleepiness, these clouds will gently lull other Buzu into a nice nap. They never wakes them up!

THIS ITEM CARD CAN BE USED BY ITSELF. SELECT ONE OTHER ACTIVE PLAYER TO LOSE A TURN!

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Germs
ITEM CARD TYPE: Lose A Turn



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

Ewww... let these teeny tiny microbes lose on any other Buzu and they will suddenly begin to feel a little under the weather. **YUCK!**

THIS ITEM CARD CAN BE USED BY ITSELF. SELECT ONE OTHER ACTIVE PLAYER TO LOSE A TURN!

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Foam Finger of Doom
ITEM CARD TYPE: Lose A Turn



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

Simply put this foam finger on and point to an opponent! Using this item causes other Buzu to feel confused and dizzy!

THIS ITEM CARD CAN BE USED BY ITSELF. SELECT ONE OTHER ACTIVE PLAYER TO LOSE A TURN!

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Glue Grenade
ITEM CARD TYPE: Lose A Turn



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

When this hand grenade explodes it unleashes a super sticky glue everywhere! Your opponent will not be able to move!

THIS ITEM CARD CAN BE USED BY ITSELF. SELECT ONE OTHER ACTIVE PLAYER TO LOSE A TURN!

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Prism Pendant
ITEM CARD TYPE: Lose A Turn



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

With this remarkable necklace you can temporarily trap Buzu into the red jewel long enough that they miss a turn before they are released!

THIS ITEM CARD CAN BE USED BY ITSELF. SELECT ONE OTHER ACTIVE PLAYER TO LOSE A TURN!

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Hypno-Glow
ITEM CARD TYPE: Lose A Turn



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

The lava will flow to a friend or foe making their brain feel awfully slow feeling so drowsy from head to toe a victim of the Hypno-Glow!!

THIS ITEM CARD CAN BE USED BY ITSELF. SELECT ONE OTHER ACTIVE PLAYER TO LOSE A TURN!

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BUZU DECK CARDS

Anatomy of an Item Card (Answer Keys)

Item Cards CAN ONLY BE USED WITH OTHER Item Cards!!

Answer Key Item Cards challenge **players** to answer pre-selected questions that range in 3 levels of difficulty.

Players who answer the pre-selected question correctly in **60 seconds or less** are allowed to choose whether to **add** the **HP points** to their score or to **deduct** the **HP points** from their **opponent**.

BLURTERS BEWARE!

If an **opponent** blurts out an answer they lose **-10 HP** and **lose their next turn!**

BUZU!
ANSWER KEY QUESTIONS
JADE

+10 points

What are the 3 primary colors?

AMBER QUESTION

+20 points

What is 12 x 12?

RUBY QUESTION


+30 points

What is the capital of Connecticut?

THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

Amber Key

ITEM CARD TYPE: Answer Key



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

Answer your teacher's Amber question and choose whether to **ADD** HP points onto your HP total or whether to **SUBTRACT** them from your opponent's HP total!

You can choose to:

- Add to your HP total **+20 points**
- Subtract from an opponent's score **-20 points**

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Jade Key

ITEM CARD TYPE: Answer Key



THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

You can choose to:

- Add to your HP total **+10 points**
- Subtract from an opponent's score **-10 points**

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ANSWER KEY QUESTIONS

JADE QUESTION

AMBER QUESTION

RUBY QUESTION

THIS ITEM CARD CAN ONLY BE USED ONCE!!
Don't let anyone see this card!!
Keep it in your hand until you use it!!

+10 points

+20 points

+30 points

23

FREE DOWNLOAD!!

Link in the video's description!!

A **3rd Party** (a person who is not playing the game) **MUST** be the one who decides what the Jade (easy), Amber (medium difficulty) and Ruby (difficult) questions are. Write them down onto a blank piece of paper or you can download the official Answer Key Worksheet - link in the video's description below!!

ITEMIZED DECK CARD LIST

No.	Card Type	Card Value	x1/∞
1-9	Gear Cards	1-9	n/a
10-16	Unleash Cards	!!	n/a
17-19	Power-Up Cards	5	n/a
20-22	Power-Up Cards	10	n/a
23-25	Power-Up Cards	15	n/a
26-28	Power-Up Cards	20	n/a
29	Item Card - Offense	Bacon Pancakes	x1
30	Item Card - Offense	Bubble Sword	∞
31	Item Card - Offense	Buzu Belt Buckle	∞
32	Item Card - Offense	Buzu Cola	x1
33	Item Card - Offense	BuzuBerry Pie	x1
34	Item Card - Offense	Cheese Ax	∞
35	Item Card - Offense	Doomsday Spray	x1
36	Item Card - Offense	Fiddle of Gold	x1
37	Item Card - Offense	Fist of Rock	x1
38	Item Card - Offense	Geometronitron's Arm	x1
39	Item Card - Offense	Gong Gone Wrong	x1
40	Item Card - Offense	Icky Yucks	∞
41	Item Card - Offense	Instant Storm Cloud	x1
42	Item Card - Offense	Love Bo-tion #9	x1
43	Item Card - Offense	NegaPhone	x1
44	Item Card - Offense	Orbiting Moon	∞
45	Item Card - Offense	Overlappis Jawbreakers	x1
46	Item Card - Offense	Plutonium Paintbrush	x1
47	Item Card - Offense	Perfumigator	x1

ITEMIZED DECK CARD LIST

No	Card Type	Card Value	x1/∞
48	Item Card - Offense	Pretzel Chucks	x1
49	Item Card - Offense	Red Potion	x1
50	Item Card - Offense	Stardust Shurikens	x1
51	Item Card - Offense	Tarragons Leaves	x1
52	Item Card - Offense	Zoomerang	x1
53	Item Card - Defense	Helmet of Honey	∞
54	Item Card - Defense	Parasol of Protection	∞
55	Item Card - Defense	Pogo Go-Go	∞
56	Item Card - Defense	Medal of Might	∞
57	Item Card - Defense	Crystal Shield	∞
58	Item Card - Defense	Buzu Crown	∞
59	Item Card - Defense	Switcheroo Staff	x1
60	Item Card - Defense	Smoke Pellets	x1
61	Item Card - Defense	Stinky Socks (Decoy)	x1
62	Item Card - Lose A Turn	Kay Lamb's Nap Puffs	x1
63	Item Card - Lose A Turn	Germs	x1
64	Item Card - Lose A Turn	Glue Grenade	x1
65	Item Card - Lose A Turn	Portal To Nowhere	x1
66	Item Card - Lose A Turn	Foam Finger of Doom	x1
67	Item Card - Lose A Turn	Prism Pendant	x1
68	Item Card - Health	Four Leaf Clover	∞
69	Item Card - Health	Gong Gone Wrong	x1
70	Item Card - Health	Ruby Red Sneakers	x1
71	Item Card - Health	Donut Sprinkles	x1
72	Item Card - Health	Green Potion	x1

ITEMIZED DECK CARD LIST

No	Card Type	Card Value	x1/∞
73	Item Card - Health	Manuel the Manual	x1
74	Item Card - Health	Ruby Red Sneakers	x1
75	Item Card - Gimmedat	Cheddy the Teddy	x1
76	Item Card - Gimmedat	Sheenie's Lamp	x1
77	Item Card - Gimmedat	Mister Twister	x1
78	Item Card - Gimmedat	Solar Flare	x1
79	Item Card - Gimmedat	Top Hat	x1
80	Item Card - Gimmedat	X-Ray Specs	x1
81-89	Buzu Battle	d6	n/a
90-97	Strive for Five	d6	n/a
98	Answer Key	Jade Key	x1
99	Answer Key	Amber Key	x1
100	Answer Key	Ruby Key	x1



GLOSSARY

3rd Party (page 23)

A person who is not actively playing BuzuBattle usually an adult.

+HP Card (page 8)

Before the game begins a player can equip a +HP Card (placed to the right of the character card). Once equipped +HP cards may provide a bonus to a characters HP, offense and/or defense abilities.

BattleGround (page 6)

In gameplay the battleground is whatever surface the players set their cards down on for all to see such as the floor, the ground, a tabletop, etc.

BuzuVerse (page 2)

The imagined worlds where Buzu Trading Card characters interact.

Character Card

This is the Buzu Trading Card a player selects to use during gameplay (not to be confused with deck cards).

Classification(s) (page 10)

The 12 classifications organize Buzu characters by type. Each Buzu character has 2 different types. Classifications interplay with Gear Cards (see page 14)

Deck (page 6)

The spot on the BattleGround where all Deck Cards are drawn from (placed face down).

Discard (page 5)

Discarding is the action of placing a deck card face up onto the discard pile. When a player uses a card for its intended purpose or wants to get rid of a card to make room for more in their hand, they discard.

Direct Attack (page 5)

The player selects an opponent to attack - this attack option is automatically worth the damage listed as the character's FIRST special ability regardless of roll outcomes. The player rolls 2 dice in an attempt to correctly roll one or both special abilities. There is no defense against a Direct Attack.

Draw (page 5)

The act of taking the top card from the deck during a player's turn.

Equip (page 5)

When a card is actively used. Equipping a card requires placing a card down onto the Battleground face up so that all players may see the card.

Gear Cards (page 14)

A type of deck card that adds HP points back onto a character's HP total. Gear cards also offer possible bonus HP points if characters cards have matching classifications to the gear card. HP points CANNOT exceed that amount that a player started the game with.

Gimmedat Card (page 21)

An item card that allows an opponent to take a card from a player's hand and sometimes an Infinity Card from their BattleGround. Gimmedat Cards should be read carefully as their instructions sometimes vary slightly.

Health Points (HP) (page 3)

The total life value of a Buzu Trading Card character. Once the HP is reduced down to zero, the character is eliminated from gameplay.

HP Value/Total (page 3)

The amount of HP points a player or opponent currently during gameplay.

Infinity Card (∞) (page 7)

Infinity Cards are Item Cards that players can equip as soon as they are drawn. Infinity Cards feature the infinity symbol (∞). Infinity Cards may be used until stolen by an opponent's use of a Gimmedat Card or they are eliminated from gameplay.

Item Card (pages 18-23)

Item cards are a type of deck card that feature various props that help Buzu characters during Battle. Item cards can only be used with or against other item cards and do not

interplay with Power-Up, Gear, Strive for 5 or Buzu Battle cards.

OP Violation (page 5)

A player may call out an opponent for an OP Violation (see *Over Powered*). If the player is correct, the opponent loses a turn and must select the appropriate number of cards to discard so that they have 5 cards in their hand. If the player is incorrect, the player loses their next turn.

Opponent (page 1)

For the purposes of this rulebook the term "opponent" is meant to reference any other person who is playing the game with you.

Over Powered (OP) (page 5)

When a player purposely or accidentally holds more than 5 cards in their hand. Holding 6 or more cards is an OP Violation.

x1

Item Cards that can only be used once and then must be discarded.

Player (page 1)

For the purposes of this rulebook the term "player" is meant to reference you, the reader who is interested in learning how to play the Buzu Trading Card Game.

Player's Hand

All Deck Cards held in a player's hand with the gear side facing out so that other players cannot see. A player may have a maximum of 5 cards in their hand (see *Over Powered* and *OP Violation*).

React (page 19)

Item cards that say "REACT" in the upper left corner of the image can be used instantly (even if it is out of turn) in to an opponent's actions.

Score Tally Sheets (page 7)

Downloadable and printable spreadsheets that help players to keep score during gameplay.

Special Abilities (pages 11-13)

These are the 3 different attacks that Buzu use in battle listed on side B of the character card.

TCG (page 2)

TCG stands for *trading card game*.



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