

QUICK START GUIDE

OBJECTIVE OF THE GAME

The winner is the player with the most **Dangal Points**!

SETUP

- Shuffle the Bagani Deck and give each player three (3) Bagani Cards.
- Take five (5) Bagani Cards from the top of the Bagani Deck lay them face-up in a row.
- Shuffle the Halimaw Deck and place the Sarimaw Card on the bottom.
- Take four (4) Halimaw Cards from the top of the Halimaw Deck and lay them face-up in a row.
- Give each player a Combo Kodigo and place the Tagapagtanggol Kodigo where everyone can see it.
- Pick a player to go first.

GAME TURN

On your turn, do the following three steps in order:

- Step 1: Draw 2 Bagani Cards**
- Step 2: Put down Combos to defeat Halimaw (or Pass)**
- Step 3: If any Halimaw were defeated, reveal new Halimaw and do their Attacks.**

The details of each step are below. After your turn, it's the turn of the player to your left. Keep playing until the end of the game. *(details of Game End on pg 6)*

STEP 1: DRAW 2 BAGANI CARDS

Draw 2 Bagani Cards. For each draw, you can choose between taking one of the five (5) face-up Bagani Cards or drawing from the top of the Bagani Deck.

If you get from the face-up cards, replace it immediately with the top card of the Bagani Deck.

For more information, read the corresponding section in the Rulebook.

If you get a "Biyaya ni Apo" from the face-up cards, that's the only card you can get for this turn.

STEP 2: DEFEAT HALIMAW USING COMBOS (OR PASS)

To defeat Halimaw, put down **ANY NUMBER** of **Combos** from your hand to get **Attack Points**. Use the **Attack Points** to hit and defeat **ANY NUMBER** of Halimaw from the the four (4) face-up Halimaw Cards. To defeat a Halimaw, you must use **Attack Points** equal to its **Lakas**. Look at the **Combo** Kodigo for the list of possible **Combos**. The Bagani Cards in a **Combo** should have the same Shape.

Place the Halimaw that you've defeated in front of you and in groups of the same color.

STEP 3: REVEAL NEW HALIMAW AND DO THEIR ATTACKS

When you are done defeating Halimaw, replace the defeated Halimaw with new ones from the top of the Halimaw Deck.

If a new Halimaw has an **Attack when Revealed**, every player does the effect of the **Attack** at the same time.

GAME END

The game is over once Sarimaw is defeated! Count your **Dangal Points** from:

- Defeated Halimaw
- Tagapagtanggol (Protector) Awards (see pg 6)
- Final Hand Combos (see pg 6)

The player with the most **Dangal Points** is the winner!

GAME END

At the end of the Halimaw Deck, Sarimaw will reveal himself. Once Sarimaw is defeated, the game is over! To find out who is the winner, count each player's **Dangal Points** from:

- Defeated Halimaw
- Tagapagtanggol (Protector) Awards
- Final Hand Combos

TAGAPAGTANGGOL AWARDS

The **Color** of a Halimaw symbolizes which group of Sansinukob the Halimaw is attacking.

If you defeated the most Halimaw of a certain **Color**, you are the Tagapagtanggol (Protector) for that region and will get bonus **Dangal Points**. A bonus will also be given if you defeated at least one Halimaw for each **Color**. There are six (6) Awards that you can get. They are listed in the table below.

If two (2) players tie for a Tagapagtanggol Award, they both get **3 Dangal Points**. If more than two (2+) tie, none of them get any **Dangal Points**.

TAGAPAGTANGGOL AWARDS	DP	
Defeated the most Halimaw that are attacking the...	Desert (Yellow)	7
	Plains (Blue)	7
	Traders (Red)	7
	Forest (Green)	7
	Sea (Violet)	7
Sansinukob Defeated at least one Halimaw for each region (Color)	7	

There is no tie-breaker for the Tagapagtanggol ng Sansinukob (Protector of Sansinukob) Award; all players who accomplish it get **7 Dangal Points**.

FINAL HAND COMBOS

You will also get bonus **Dangal Points** for any **Combos** you can form in your hand at the end of the game. The amount of **Dangal Points** you will get is **double (2x)** the **Attack Points** of the **Combos** in your hand.

WINNER

Once all the **Dangal Points** are counted, the player with the most **Dangal Points** is the winner and champion of Sansinukob!

If there is a tie, the player with more Tagapagtanggol Awards is the winner! If it's still a tie, the player that defeated more Halimaw is the winner!

CREDITS

Game Design: Nicanor Marco P. Valdez of Balangay Entertainment
 Game Development: Nicanor Marco P. Valdez, Marx Ian A. Rulloda, Aaron Galzote, Freddie Tan

Project Management: Freddie Tan, Nicanor Marco P. Valdez

Art, Graphic Design, Production: Nicanor Marco P. Valdez, Ron Villaver, Aya Cariño-Valdez, ABS-CBN Corporation

Producer: Freddie Tan

Special thanks to Julie Ann S. Gutierrez and all the playtesters.

© 2018. ABS-CBN Corporation. Balangay Entertainment. All Rights Reserved.

Published under license by Ludus Distributors Corp.

The logo, images, and characters from the Bagani television program are registered properties of ABS-CBN Corporation.

"Bagani: the Card Game" and the distinctive design, text, layout, and elements of the Bagani Cards, Halimaw Cards, Kodigo Cards, Manual, and Box (aside from the images from the Bagani television program) are registered copyrights of Ludus Distributors Corp. and Balangay Entertainment.

No portion of this game may be reproduced in any way or form without permission from Ludus Distributors Corp., and ABS-CBN Corporation.

ASK GLORIA [FAQ]

- Can I split my **Attack Points** from a **Combo** to defeat two different Halimaw?

Yes, you can split your **Attack Points** in order to defeat more than one Halimaw.

- What happens if we need to pass or draw cards because of a Halimaw's **Attack** and there is a player with no cards in hand?

The player with no cards is not included in the **Attack's** effect. For example: If you need to draw a card from the player to your left but they have no cards left, you will skip them and, instead, draw a card from the player to their left.

- When I draw two (2) Bagani Cards, can the first card I get be a face-up card and the second be from the top card of the Bagani Deck?

Yes. For each draw, it's your choice if you're going to get a face-up Bagani Card or if you're going to draw from the top card of the Bagani Deck.

- Do we do the **Attacks** of the first four (4) Halimaw that are revealed during setup?

No. Only do **Attacks** from Halimaw that are revealed during play.

- Do I get bonus **Dangal Points** if I say "Mekeni mekeni tugtog Doremi"?

Who do you think you are? Are you the Babaylan?

For more information, visit us at www.balangay.games/baganicardgame



ADVANCED COMPETITIVE RULES

For competitive play groups, follow these rules:

- 8-card Hand Limit:** If you have more than eight (8) cards in your hand after drawing two (2) Bagani Cards, you must discard down to eight (8).

Ex: After drawing cards, you have nine (9) cards in hand. Before putting down **Combos**, you need to discard one (1) card.

- When to reveal Halimaw:** Remember that Halimaw are only revealed after you're done defeating Halimaw. Thus, you can only defeat a maximum of four (4) Halimaw in a turn.

- Final Round/ Equal Turns:** Once Sarimaw is defeated, there's one more round which ends with the last player (who is the player to the right of the first player when the game started). This is so that each player has the same total number of turns.

- (Optional) Random Sarimaw Reveal:** Before shuffling the Halimaw Deck during Setup, set aside three (3) random Halimaw Cards (without looking at their front) and shuffle them with the Sarimaw Card. After shuffling the Halimaw Cards, place the four (4) set aside Halimaw cards at the bottom of the Halimaw Deck. Because of this, the players won't know where Sarimaw is among the last four (4) cards of the Halimaw Deck.

- (Optional) More difficult Tagapagtanggol Awards:** Before shuffling the Halimaw Deck, randomly remove four (4) Halimaw Cards. The players should not see which cards were removed. Because of this, it will be more difficult to rely on scoring Tagapagtanggol Awards because the players won't know the number of Halimaw that are attacking each group of Sansinukob.

SETUP

BAGANI CARDS

- Shuffle the 55 Bagani Cards into one Bagani Deck.
- Deal three (3) Bagani Cards to each player from the Bagani Deck.
- Take five (5) Bagani Cards from the top of the Bagani Deck and place them face-up in a row. Place the remaining Bagani Deck face-down and to the right of the face-up Bagani Cards.

HALIMAW CARDS

- Set aside the Sarimaw Card from the other Halimaw Cards. Shuffle the remaining twenty (20) Halimaw Cards to form the Halimaw Deck.
- Place the Sarimaw Card at the bottom of the Halimaw Deck.
- Take four (4) Halimaw Cards from the top of the Halimaw Deck and place them face-up in a row. Place the remaining Halimaw Deck face-down and to the right of the face-up Halimaw Cards.

COMPONENTS (82 CARDS)

KODIGO CARDS

- Give each player a Combo Kodigo.
- Place the Tagapagtanggol Kodigo in the center of the table where everyone can see it.
- Pick a player to go first.

WHAT THE GAME LOOKS LIKE

OVERVIEW OF THE GAME

The objective of the game is to get the most **Dangal Points (Honor Points)** from...

- Defeating Halimaw (*Monsters*)
- Becoming the Tagapagtanggol (*Protector*) of the people of the desert, plains, trade, forest, sea, and/or Sansinukob depending on the colors of the Halimaw you defeated.
- Forming Bagani **Combo** in your final hand

The player with the most **Dangal Points** at the end of the game is the winner!

Ex: 7 Dangal Points



HOW TO DEFEAT THE HALIMAW

The primary way of getting **Dangal Points** is by defeating Halimaw.

To defeat Halimaw, you need to put down **Combos** (details on pg 3) to get **Attack Points**. Each **Attack Point** can be used to hit a Halimaw. To defeat the Halimaw, you need to hit it with **Attack Points** equal to the Halimaw's **Lakas (Strength)**.

BAGANI CARDS AND CARD COMBOS

To get **Attack Points**, put down a combination of Bagani Cards that we will call a **Combo**. Each **Combo** gives a different number of **Attack Points**. **Combos** that are harder to form give more **Attack Points**.

"BIYAYA NI APO" BAGANI CARD

The "Biyaya ni Apo" is a Wild Card that acts like a "Joker". When it is included in a **Combo**, you can choose its Color and Shape. The "Biyaya ni Apo" card is also needed to form the "Bagani ni Apo" **Combo**.



CHARACTERISTICS OF A HALIMAW CARD



- (1) **Name of the Halimaw**
- (2) **Lakas (Strength):** the **Attack Points** needed to defeat this Halimaw
- (3) **Attacked Group:** the region that's under attack by this Halimaw
- (4) **Dangal Points:** the **Dangal Points** you get for defeating this Halimaw
- (5) **Attack when Revealed:** an effect that happens when this Halimaw is revealed

CHARACTERISTICS OF A BAGANI CARD



- (1) **Name of the Bagani**
- (2) **Hugis:** the Shape of the Bagani Card (either Circle or Square)
- (3) **Color:** the Color of the Bagani Card (either Yellow, Blue, Red, Green, or Violet)

COMBO LIST (THERE IS ALSO A LIST IN THE COMBO KODIGO)

Combo	Mga Kailangan	Attack Points (AP)
Pair	Two Bagani Cards with the same Color and Shape	1
Trio	Three Bagani Cards with the same Color and Shape	2
Quadro	Four Bagani Cards with the same Color and Shape	3
Limang Bagani	One of each Bagani Card Color (Yellow, Blue, Red, Green, Violet) with the same Shape	4
Bagani ni Apo	One of each Bagani Card Color (Yellow, Blue, Red, Green, Violet) with the same Shape; and one "Biyaya ni Apo"	5

The first three **Combos** are the **Pair**, **Trio**, and **Quadro**. To form these **Combos**, you need to put down Bagani Cards **with the same Color and Shape**. (see Example 1 below.)

EX 1: CORRECT TRIO COMBO



Correct Trio Combo
Same Color (**Blue**) and same Shape (**Circle**)



Wrong Trio Combo
Same Color (**Blue**) but different Shape (**2 Circle and 1 Square**)



Wrong Trio Combo
Same Shape (**Circle**) but different Color (**1 Red and 2 Blue**)

The last two **Combos** are the **Limang Bagani** (*Five Bagani*) and **Bagani ni Apo** (*The Bagani of Apo*). To form these **Combos**, you need to put down Bagani Cards **with the same Shape but different Colors**. (Ex. 2)

EX 2: CORRECT "LIMANG BAGANI"



Correct "Limang Bagani" Combo
One of each Color (**5 Colors**) with the same Shape (**Square**)



Wrong "Limang Bagani" Combo
One of each Color (**5 Colors**) but different Shapes (**The Blue is Circle but the rest are Square**)



Wrong "Limang Bagani" Combo
You need one of each of the five (**5**) Colors. (**The Violet Square Bagani Card is missing.**)

GAME TURN

On your turn, do the following three steps in order:

- Step 1: Draw 2 Bagani Cards**
- Step 2: Put down Combos to defeat Halimaw (or Pass)**
- Step 3: If any Halimaw were defeated, reveal new Halimaw and do their Attacks.**

After your turn, it's the turn of the player to your left. Keep playing until the end of the game. (For the end of the game, see **Game End** on pg 6)

STEP 1: DRAW 2 BAGANI CARDS

Draw 2 Bagani Cards. For each draw, you can choose between taking one of the five (5) face-up Bagani Cards or drawing from the top of the Bagani Deck.

If you get from the face-up cards, replace it immediately with the top card of the Bagani Deck. (Example 3)

STEP 1 SPECIAL RULES

- If you get a "Biyaya ni Apo" from the five (5) face-up cards, that is the only card you can draw for this turn.
- If the first card you took was a "Biyaya ni Apo" and you took it from the face-up cards, you can no longer draw a second Bagani Card.
- If you already drew a card, you can no longer get a face-up "Biyaya ni Apo" card.
- If you're lucky enough to draw a "Biyaya ni Apo" from the top of the Bagani Deck, you can still draw a second Bagani Card.
- If the Bagani Deck runs out of cards, shuffle the Bagani Discard Pile into a new Bagani Deck.

EX 3: REPLACING FACE-UP CARDS

A player took the fourth face-up Bagani Card. It is replaced immediately by the top card of the Bagani Deck.



STEP 2: DEFEAT HALIMAW USING COMBOS (OR PASS)

To defeat Halimaw, put down **ANY NUMBER** of **Combos** from your hand. Place the cards used in the **Combos** in the Bagani Discard Pile.

Each **Combo** you put down will give you **Attack Points**. Use the **Attack Points** to hit and defeat **ANY NUMBER** of Halimaw from the the four (4) face-up Halimaw Cards.

Place the Halimaw that you've defeated in front of you and in groups of the same color where they are visible to the other players. (see Example 4)

EX 4: DEFEATED HALIMAW



So far, this player has defeated 1 Dragon, 2 Higante and 1 Mansisilat. The Halimaw Cards are placed in front of the player and grouped according to Color.

If you cannot or don't want to defeat any Halimaw, you can **Pass**. You don't need to defeat a Halimaw every turn. Sometimes, it is better to save your Bagani Cards so you can form stronger **Combos**.

STEP 2 SPECIAL RULES

- You can put down any number of **Combos**. The total **Attack Points** you get is the sum of the **Attack Points** of each **Combo** you put down. (see Ex. 5)
- You can defeat as many of the four (4) face-up Halimaw as long as you have enough **Attack Points**.
- If you don't hit a Halimaw with enough **Attack Points**, it won't be defeated. After each turn, the **Lakas** of each Halimaw returns to their original **Lakas**. (there is no carry-over damage)
- All **Attack Points** that aren't used are lost at the end of your turn.

EX 5: PUTTING DOWN MANY COMBOS



The player put down a pair of Square Dumakulem and a Trio of Circle Mayari
1 (Pair) + 2 (Trio) = 3 Attack Points
Using the 3 Attack Points, the player defeats the Higante

STEP 3: REVEAL NEW HALIMAW AND DO THEIR ATTACKS

When you are done defeating Halimaw, replace the defeated Halimaw with new ones from the top of the Halimaw Deck.

There should always be four (4) face-up Halimaw Cards. (except for when the Halimaw Deck has run out of cards)

If a new Halimaw has an **Attack when Revealed**, every player does the effect of the **Attack** at the same time. (see Example 6)

STEP 3 SPECIAL RULES

- If many Halimaw are revealed, reveal them one at a time and do their **Attacks** as they are revealed. Don't reveal the next Halimaw/s until the effects of the last Halimaw's **Attack** are done.
- If an **Attack** forces players to pass or draw cards and a player has no cards in hand, skip that player when applying the **Attack's** effect.

EX 6: A DRAGON APPEARS!



The player defeated the fourth Halimaw. A new Halimaw will be revealed from the top of the Halimaw Deck. **A Dragon appears!** Because of its **Attack**, each player has to draw a random card from their player to their left.

HALIMAW SYMBOL TRANSLATIONS



Each player **reveals** the cards in their hand to every other player.



Each player **draws** a **random card** from the player to their **right**.
(Skip players with no cards)



Each player **passes** a card from their hand to the player to their **right**.
(Skip players with no cards)



Each player **draws** a **random card** from the player to their **left**.
(Skip players with no cards)



Each player **passes** a card from their hand to the player to their **left**.
(Skip players with no cards)



Each player **discards** a **random card**.



Discard all face-up "Biyaya ni Apo" cards on the table.

EXAMPLES

SARIMAW **5**

Each player **discards** a **random card**.

Discard all **face-up** "Biyaya ni Apo" cards on the table.

20

HIGANTE **3**

Each player **passes** a card from their hand to the player to their **right**.
(Skip players with no cards)

11