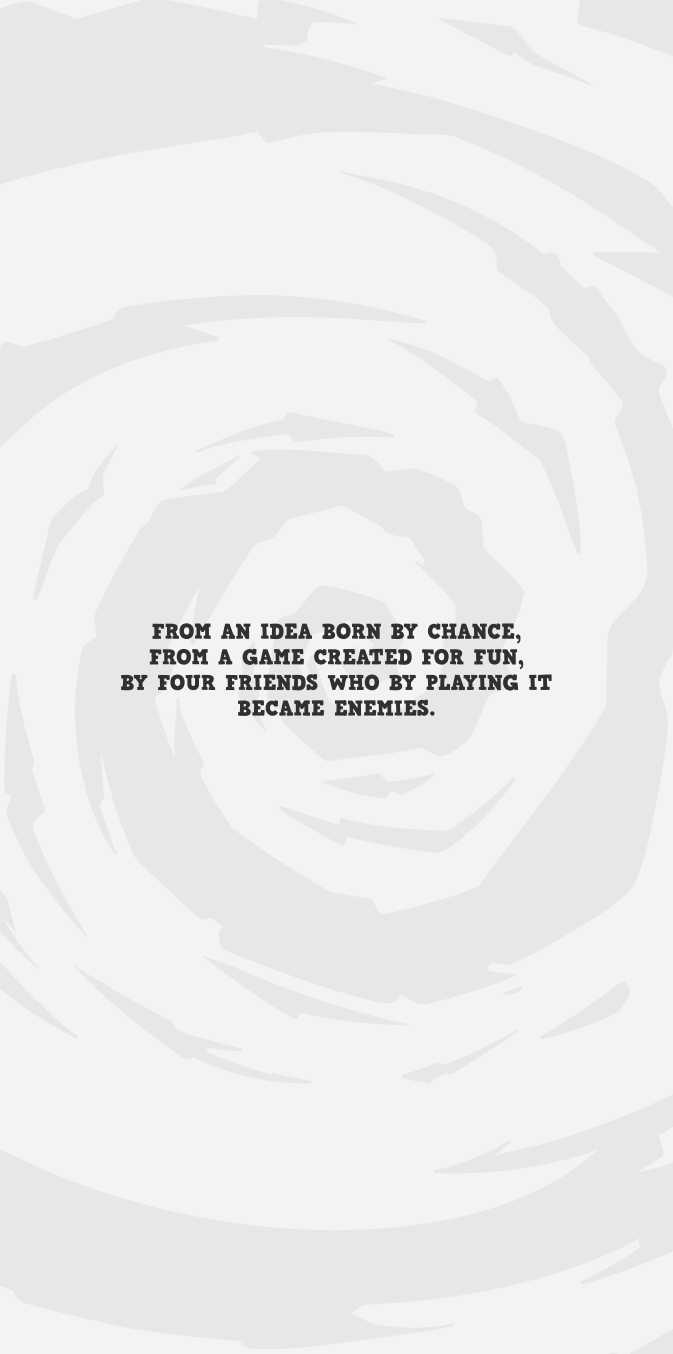


# BA<sup>BOO</sup> SMASH

DESTRUCTION MANUAL





**FROM AN IDEA BORN BY CHANCE,  
FROM A GAME CREATED FOR FUN,  
BY FOUR FRIENDS WHO BY PLAYING IT  
BECAME ENEMIES.**

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In ancient times, Pandemons raged on Earth, spreading terror and relentlessly devouring harmless Bamboo.

Insatiable and cruel, they regarded the whole world as their immense banquet.

After centuries of torment, some wise Bambosses managed to seal the Pandemons in the depths of the Earth, trapping them in eternal hibernation.

Confined and starved, as the centuries passed, they lost all their energy, which eventually dissipated up to the surface, contaminating the water in different parts of the globe.

From these springs, new kinds of Bamboo sprouted, endowed with elemental powers inherited from their ancient oppressors.

By manipulating these Bamboos, some Pandemons learned to exert indirect control over their minds, unleashing them against each other in furious battles that would some day allow those Pandemons to re-emerge from their slumber...



## GOAL

Your goal is to unleash the Pandemonium before the other players can.

Summon your Pandemons by synchronizing their elemental energy with that of your Bamboo Totem.

And defend yourself from enemy attacks or your evil plans will go in smoke!



# COMPONENTS

## PANDEMON CARDS



## BAMBOO CARDS



## WANTED CARDS



## PLAYER AID CARDS



## ACTION CARDS



# PANDEMON CARDS



## NAME

### TIP SAP SLOT

The top slot, where Bamboo Tip cards are played.

### TRUNK SAP SLOT

The slot in the middle, where Bamboo Trunk cards are played.

### ROOT SAP SLOT

The bottom slot, where Bamboo Root cards are played.

## POWER

Each Pandemon has a unique special Power, which is in effect as long as that Pandemon card is in play.

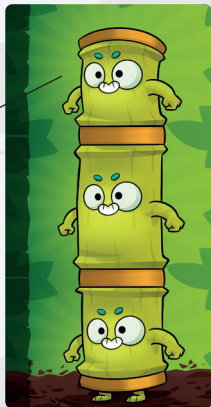
Each Sap slot on a Pandemon has a specific color—it can be blue, yellow, or red. Each Pandemon has its own unique color combination of Sap slots.

A slot can only hold one piece of Bamboo at a time.

The Bamboo does not have to match the color of the slot, but there is a benefit if it does.

## BASIC TOTEM

The back of each Pandemon card shows a Basic Totem. All Basic Totems are composed of Bamboo without any colors or Stars.



# BAMBOO CARDS

## SHOUT

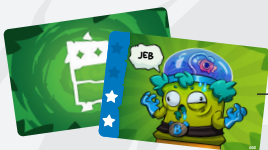
Part of the Battle Cry.

## SAP SLOT

The color of the Bamboo and the number of Stars it provides.



## BAMBOO ARE DIVIDED INTO THREE CLANS:



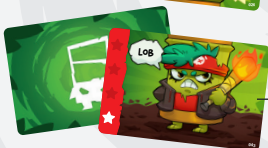
## TIPS

occupy the top of the Totem.



## TRUNKS

occupy the center of the Totem.



## ROOTS

occupy the bottom of the Totem.

## SPECIAL BAMBOOS

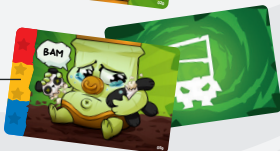
### BAMBOSESSES

Each clan has a colorless Bamboo with 4 Stars.



### BUDS

Each clan has a multicolored Bamboo with 0 Stars.





# ACTION CARDS



**THERE ARE 4 TYPES OF ACTION CARDS, DISTINGUISHED BY COLOR.**



## **SMASH** (Red)

Played during a Smash (the battles between Totems) to affect the outcome.

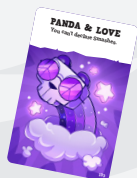
**MAGIC** (Yellow)  
Played to activate an immediate effect and then discarded.



## **POWER-UP** (Green)

Assigned to your Bamboo cards, giving them a special effect.

**CURSE** (Purple)  
Assigned to a player, giving them a negative effect.



# OTHER CARDS

## WANTED CARDS



When a player summons their first Pandemon, they receive a Wanted card, which gives them a penalty.

These cards are only used with the Expert Rules—See Extra Modes on page 23.

## PLAYER AID CARDS



This card offers a schematic guide to a player's turn, perfect as a reminder so you never lose track of the game!

# SETUP

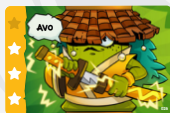
## 1. PREPARE THE BAMBOO DECKS

Take the three Bamboo decks (Tips, Trunks, and Roots) and shuffle them separately.

Place the three Bamboo decks face down in the center of the table. From each of these three decks, reveal the top card and place it face up next to the deck. The revealed Bamboo cards form the “Bamboo Market”, divided into the three types.

Next to each deck, leave space for the respective discard piles.

### BAMBOO MARKET



### DISCARD PILES

**TIPS**

**TRUNKS**

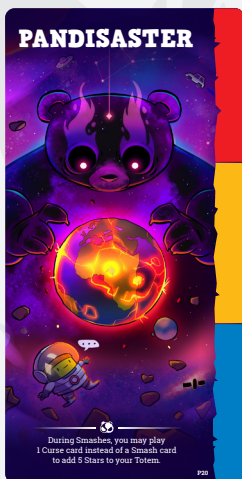
**ROOTS**

## 2. DEAL THE PANDEMON CARDS

Shuffle the Pandemon cards and deal two of them to each player. The remaining cards can be put back in the game box; they will not be used for this game.

Each player chooses their starting Pandemon from the two cards they received and places it face up in front of them. The other card is flipped to the side with the Basic Totem and placed to the right of the Pandemon so that the Sap slots of both cards are connected.

**PANDEMON  
SIDE**



**BASIC TOTEM  
SIDE**



### 3. PREPARE THE ACTION DECK

Shuffle the Action card deck and place it face down in the center of the table, leaving space for a discard pile. Then give each player a number of Action cards equal to their hand size limit, which is normally 5.

These cards form the players' starting hands.

## 4. CHOOSE THE FIRST PLAYER

The player who resembles a panda the most becomes the First Player. Alternatively, you can randomly choose the First Player without fighting too much.

Each player receives 1 Player Aid card to use as a reference.

## A PLAYER'S AREA



# A GAME TURN

The game is divided into player turns, which go clockwise starting from the First Player.

**EACH TURN CONSISTS OF 4 PHASES:**

## **SUMMONING** IF POSSIBLE



## **MOVES**

MAKE UP TO 2 DIFFERENT MOVES CHOSEN FROM:

DRAW A BAMBOO CARD

PLAY AN ACTION CARD

DECLARE A SMASH



## **DISCARD** OPTIONAL



## **DRAW**

## SUMMONING

- Discard all Power-ups on their Totem.
- Discard all their Bamboo cards.
- Flip their Pandemon and Basic Totem cards over.
- Place their new Pandemon and Basic Totem in the zones of their player area.

15

# PHASE 2

## MOVES

During their turn, a player may perform up to two of these three moves, in any order they wish, but they cannot repeat the same type of move in the same turn:

- Draw a Bamboo card
- Play an Action card
- Declare a Smash

## DRAW A BAMBOO CARD



The player takes a card of their choice from the Bamboo Market or draws a card from the top of any Bamboo deck and adds it to their Totem in the corresponding Sap slot (Tip, Trunk, or Root). If the matching slot is already occupied, the previous card is discarded.

If a card is taken from the Bamboo Market, immediately replace it with a card from the top of the corresponding Bamboo deck.

When an effect causes a player to draw or obtain a Bamboo card, it is always placed in their Totem and never in the player's hand.



## PLAY AN ACTION CARD

The player chooses and plays a Magic, Power-up, or Curse card from their hand (not a Smash card) and applies its effects.



### **Magic (Yellow):**

The effect is applied immediately, then the card is discarded.



### **Power-up (Green):**

The card is assigned to one of their own Bamboo cards, in the Power-up Zone, giving it a special effect. Each Bamboo card can have only one Power-up (up to three per Totem); if it is assigned a new one, the previous one is discarded.

If another player takes an empowered Bamboo, they also take its Power-up.

**Power-ups cannot be assigned to a Basic Totem's Bamboo.**



### **Curse (Purple):**

The card is placed in any player's Curse Zone (even your own, if you are foolish enough), affecting them with a negative effect until it is replaced or removed.

Each player can have only one Curse; if they receive a new one, they must discard the previous one.

## DECLARE A SMASH

The player declares a Smash, which is a battle between Totems that involves all players.

At the beginning of the Smash, each player, starting with the current player and continuing clockwise, chooses one of the following options:

- Play one Smash card in front of them, face down.
- Bluff and play one non-Smash card in front of them, face down, which will not have any effect.
- Declare that they are not playing a card.



Once all players have made their choice, all cards played are simultaneously revealed and their effects are resolved.

Unless a card effect says otherwise, the players will then count how many Stars they have on their Totem and compare it to the other players.

The player with the winning Totem (usually the one with the most Stars) wins the Smash.

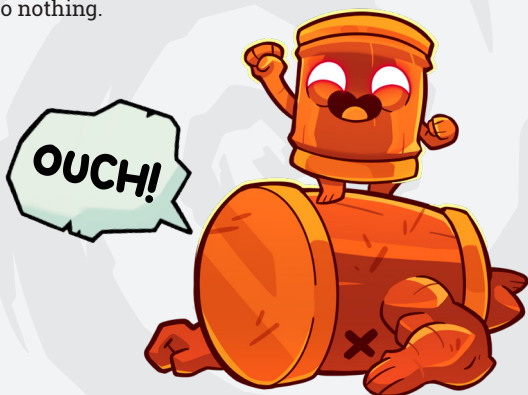
**Important:** The total Star value of a Totem can never fall below 0.



Some Smash cards have a “Cheat” effect that changes the winning condition for the current Smash. But if multiple Cheat cards are played at the same time, they all cancel each other out.

The winner(s) of the Smash chooses and resolves one of these effects:

- Choose another player's Bamboo card and exchange it for your own card of the same clan. If you do not have a Bamboo card of the same clan, you take the chosen card without giving anything in exchange.
- If your Pandemon is already "ready for summoning" (the Sap slots of your Pandemon and your Totem have matching colors), summon your Pandemon as explained in Phase 1: Summoning on page 15).
- Do nothing.



After the winner completes their reward, all cards played during the Smash are discarded into the Action discard pile, including any Action cards played to bluff.

In case of a tie, **all** players who tied for victory, following the turn order starting with the current player and going clockwise, each claim a winner's effect of their choice (exchange a Bamboo card, summon their Pandemon or do nothing). Players cannot choose to exchange Bamboo cards that have already been exchanged during the current Smash.

# PHASE 3 and 4

## DISCARD

The player may choose to discard any number of Action cards from their hand.

This can be useful for getting rid of Action cards that aren't helpful at that moment so you can draw new cards in the Draw Phase.

## DRAW

The player now draws Action cards until they reach their hand size limit (normally 5 cards).

If, during this phase, the player has more cards than their hand size limit, they must discard cards from their hand until they meet their limit.

## END OF TURN

Play passes to the player on their left.



# BATTLE CRY

If, at any time during the game, a player's Pandemon and Totem's Sap slots all have matching colors, that Pandemon is "ready for summoning". The player must announce this by immediately reciting their Battle Cry, which is composed of the three Shouts on their Totem's Bamboo cards.

The Battle Cry is read from top to bottom.

## JEB AVO LOB!



If a player forgets to recite their Battle Cry, they must discard one of their Bamboo cards and replace it with the card from the top of the corresponding deck. If, with the new Bamboo card, the Pandemon and Totem Sap slots match again, the player must immediately recite the new Battle Cry (if the player still forgets to recite the Battle Cry, they must discard one of their Bamboo cards and replace it again).

# END OF THE GAME

The game ends as soon as any player succeeds in summoning their **second** Pandemon, thus winning the game!

In the event that multiple players are able to summon their second Pandemon after winning a Smash in a tie, the first player who activates the Smash winner's summon effect (in clockwise order starting from the current player) is the winner.



# EXTRA MODES

## EXPERT RULES

After you have played your first few games, and you are more familiar with the rules, we recommend that you play with the Expert Rules. These additional rules make the game an even more heated challenge between the players!

As the last step of setup, take the Wanted cards, one for each player, and place them in a common pile in the center of the table.



When a player summons their first Pandemon, they receive a Wanted card and place it in their Wanted Zone, then apply its effects to their Totem.

## 2-PLAYER RULES

Play using the base game rules, but each player receives three Pandemon cards during setup instead of two.

The player who first manages to summon all three of their Pandemons wins.

If you are using the Expert Rules, when a player summons a Pandemon and their opponent has no Wanted cards, the player gets one Wanted card. On the other hand, if their opponent does have any Wanted cards, the opponent must put one of their own back into the common pile.

If a player summons their second Pandemon while their opponent has not yet summoned any, they get a second Wanted card and the penalties are added together.

# BAMBOO SMASH

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