

# Blobbiemundo™

**DRAFT - NOT EDITED**

OFFICIAL RULEBOOK  
Version 1.0



## INTRODUCTION

Welcome to Blobbieworld™, the home of the Blobbies®, their allies, and their enemies. Blobbies are colorful beings that can change shape at will. This process is called “blobbiomorphing”. Each time Blobbies learn a new shape, they gain the powers and abilities of that shape, in exchange for a certain cost of Blobbie Essence: the substance that gives life to Blobbies. If Blobbies spend all of their Blobbie Essence, their colorful bodies become static and gray.

The Blobbies must battle each other to learn how to blobbiomorph and use their shapes in offensive ways to protect Blobbieworld from the attacks of the evil Hexacones™, Tetramids™, and Microhedrons™.

## PLAYING BLOBBIEMUNDO

Blobbiemundo is a Collectible Trading Card Game with advanced rules, very different from other card games. The easiest way to learn how to play Blobbiemundo is to play it in its Basic Mode, which only uses the concept of Attack vs Defense which is common in other card games. Once you master that mode, you'll be ready to play in Advanced Mode, which uses additional concepts like Speed, Confusion, Perception, Camouflage, and Weaponry.

### Goal of the Combat

The goal is to make your Blobbies as powerful as possible to beat your opponent's Blobbies. Blobbies become more powerful by learning more shapes and acquiring more Blobbie Essence.

Each player has a team of 7 Blobbies to battle with. This is represented in the game with 7 Blobbie Cards. These cards are considered Basic Blobbies that have no abilities: they can neither attack nor defend themselves. To be able to battle, Blobbies must blobbiomorph.



## Blobbiemorphing

To blobbiemorph, players must teach new shapes to their Blobbies, which is done by placing Shape Cards over Blobbies Cards. For example, if you place a Reindeer Shape Card over a basic Blobbie Card, this Blobbie can now blobbiemorph into a reindeer and has an Attack power of 11 and a Defense of 10.

In order to use a shape, players must energize their Blobbies by placing Blobbie Essence Cards under their Blobbie Cards. Each shape requires a certain amount of Blobbie Essence to be used. For example, in order to blobbiemorph into a reindeer, you need to have at least the 26 Blobbie Essence units that the shape costs.

During the game, it is recommended to announce when you blobbiemorph, saying for example: "Blobbie Red blobbiemorphs into a reindeer" or "Blobbiemorph intoooooo ... a Reindeer!"

In Advanced Mode, you can use the Cosmic Card of "Blobbiemorph!" (more details on these cards on the following pages) to blobbiemorph a Blobbie more than once during a battle. This allows you to perform "combo" attacks and use skills of different shapes in succession. For example, you can use the fast shape of a Condor to reach a Rhinoceros and then use the Blobbiemorph! Card to blobbiemorph into an Elephant with a sufficiently high attack and to overcome the defenses of the Rhinoceros.

## Environments

In Blobbiemundo there are 3 environments where you can battle: Earth, Water, and Air. Blobbies are beings that can survive in virtually any environment and can modify a shape to be used in environments for which they were not designed, but in doing so, they will weaken the shape. Each Shape Card contains a symbol indicating which environment(s) it is optimized for. Shapes that are not optimized for an environment are penalized and the values of all of their skills are cut in half.

For example, the Shark shape is optimized to function in Water. If this shape is used on Earth, it must be modified so that it can move on the ground and modify its gills so that they can obtain oxygen from the air. These changes weaken the shape and are represented in the game by dividing all of the Shark skills in half.

By default, the combat's environment is Earth, but using Cosmic Cards (such as the "Teleportation" card) you can change the environment to Water or Air. The current environment can be registered on the playmat with an Environment Counter. As a strategy, change environments to weaken powerful shapes and attack them with a shape optimized for the new environment.



## TYPE OF CARDS

Para jugar Blobbiemundo, se requieren 4 tipos de cartas:

### Blobbie Cards (Characters)

Each player must have exactly 7 Blobbies (Characters) in its deck.

These can be of the same color or different colors.

These cards symbolize the “lives” that the player has during combat.

Blobbie Cards are considered basic shapes that have all their abilities at zero and, therefore, can not battle between them.

Future Blobbies Cards (or other characters) may have abilities with values other than zero or include a Blobbie Essence generator (or other energy) as part of the card.



Type:  
Character

Name



Color

## Shape Cards

These cards are used to teach your Blobbies how to blobbiemorph into new shapes, both organic and inorganic. Shape Cards must be the same color as the Blobbie you want to use (except for white shapes, which can be used with any Blobbie color).

Each shape is designed for specific environments and has different costs and abilities. The more shapes you teach your Blobbie, the more powerful it becomes. Each shape has various abilities which can be used offensively or defensively. These abilities can be measured with 7 values (in Basic Mode only the values of Attack and Defense matter):

**Attack • Speed • Confusion • Defense • Perception • Camouflage • Weaponry**

Shape Cards can have special instructions between [brackets]. For example, shapes may have magic abilities which are activated with the Cosmic Card of “Magic,” or they may require that card whenever you want to blobbiemorph into that shape.

A deck may have as many Shape Cards as you wish, but only a maximum of 3 cards of the same name per deck. Note: This rule applies only to exactly the same names, for example: a Californian Condor shape is considered different from an Andean Condor shape. Cards with different art, but identical names, are considered equal.

Type: Shape

Name

Color

Abilities:  
Attack  
Speed  
Confusion  
Defense  
Perception  
Camouflage  
Weaponry

Highlighted Powers

Cost

Environments:  
Air  
Water  
Earth

Classification

**Cascabel Diamante del Este** (Cascabel Diamante)

Forma de **Cascabel Azul**

| Abilities | Attack | Speed | Confusion | Defense | Perception | Camouflage | Weaponry |
|-----------|--------|-------|-----------|---------|------------|------------|----------|
| Cost      | 3      | 1     | 10        | 2       | 12         | 15         | 10       |

Supermetemotismo Criptico 15  
Terroroposición 12  
Cobaltes Resistentes 10

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## Blobbie Essence Cards (Energy)

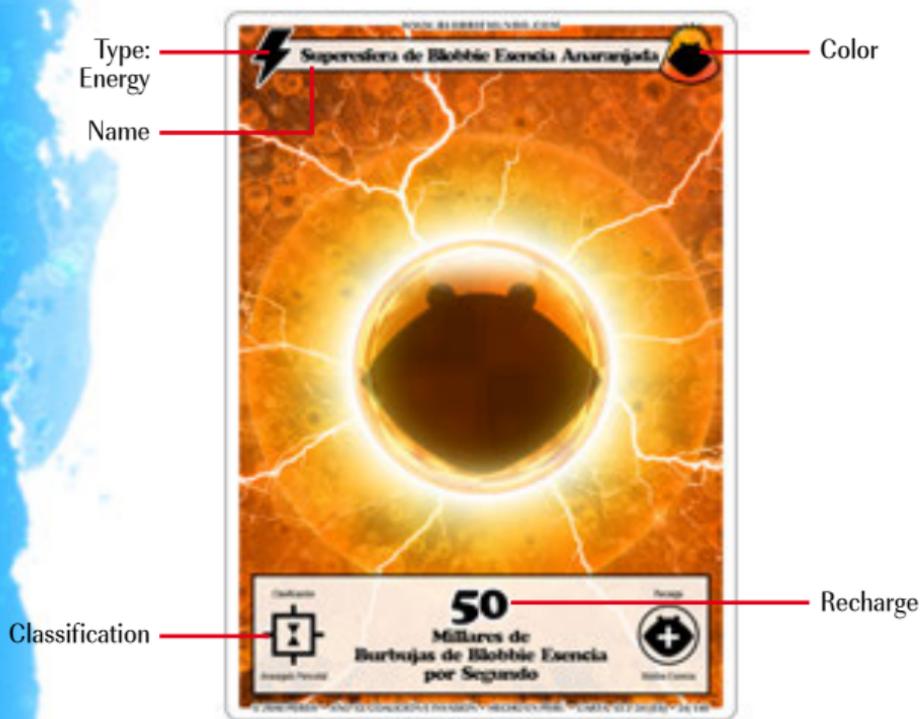
These cards are used to obtain the energy required to use a Shape Card.

To be able to blobbiemorph and maintain a shape, a Blobbie spends thousands of Blobbie Essence bubbles per second. To replenish this expense, a Blobbie needs sources that generate Blobbie Essence.

Blobbie Essence Cards must be of the same color as the Blobbie that they are energizing (except for White Blobbie Essence, which can be used with any Blobbie color).

To use a shape, you only need the Blobbie Essence needed to cover the cost that shape (ie. if a Blobbie has 3 Shape Cards, the total cost of the 3 shapes is not needed, but only the cost of the active shape).

A deck may have as many Blobbie Essence cards as you like, but their total value can not exceed 300 (Character Cards containing Blobbie Essence, Cosmic Cards that duplicate Blobbie Essence and other similar Cosmic Cards are not taken into account in this total).



## Cosmic Cards

These cards create events that modify the conditions of the Battlefield and, therefore, can change the basic rules of the game. Cosmic Cards can not be used against Blobbies in the Trench unless they specify this in their instructions.

Cosmic Cards have different priorities: Normal, Instant, and Super Instant.

By default, all Cosmic Cards are Normal (and do not carry a priority icon).

If a player uses a Normal card, a player may respond with an Instant or Super Instant card and its effect will occur before that of the Normal card.

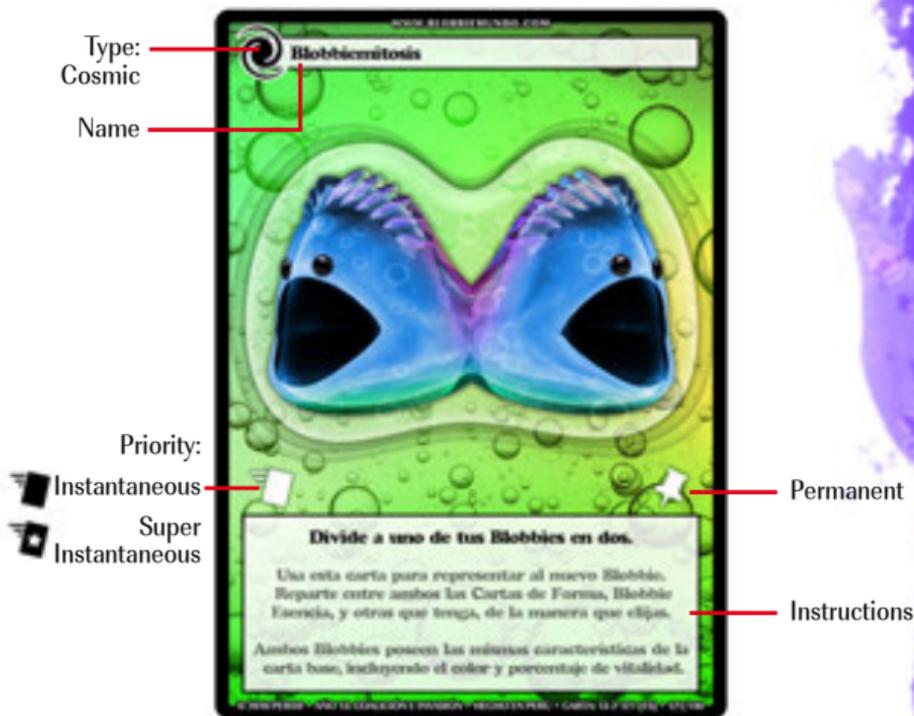
For example, if someone uses a "Stuck" card (with Normal priority) against your Blobbie, you can use the "Blobbiemorph!" card (with Instant priority) to blobbiemorph into a more powerful shape and be locked in that shape for the rest of the combat.

By default, all Cosmic Cards are discarded to the Gray Area after being used.

Cards that have a "pin" icon are considered permanent and their effect lasts until the end of the combat, or until the character or card which it affects is removed from the combat.

Permanent cards are placed on top of the affected Blobbie or pointing at the affected opponent, unless the instructions on the card specify otherwise.

A deck can have as many Cosmic Cards as you want, but only a maximum of 3 cards of the same name per deck. Cards with different art, but identical names, are considered equal.



## THE PLAYMAT

**Battlefield:** Area where to place Blobbie Card (and their respective Shape Cards) that will be active during the combat. Blobbie Cards are placed face up to indicate that they are active. You should always have at least one Blobbie on the Battlefield.

**Trench:** Area where to place Blobbie Cards (and their respective Shape Cards) that will be "hidden" during the combat. Blobbie Cards are placed face up and upside-down to indicate that they are inactive. Blobbies in the Trench can not be attacked and there can only be a maximum of 2 Blobbies in the Trench at the same time. Use the Trench to protect your Blobbies and make them more powerful by teaching them shapes and feeding them Blobbie Essence.

**\*Advanced Mode Only:** Also use the Trench to plan ambushes, if you have shapes with a high Camouflage value. Once you move a Blobbie to the Battlefield, this Blobbie will no longer be able to use Camouflage (unless a Cosmic Card returns it to the Trench).

**Blobbie Essence:** Area where to place Blobbie Essence Cards that will feed the Blobbies in the Battlefield and in the Trench. Place Blobbie Essence Cards face up and in the column that corresponds to the Blobbie which you want to feed. In order to blobbiemorph into a shape, you need to have enough Blobbie Essence of the same color accumulated.



**Vitality:** In Basic Mode, the Blobbies' vitality is never tracked (they never get tired).

**\*Advanced Mode Only:** Areas to track the percentage of vitality of each Blobbie. Put 3 Vitality Counters every time you put a Blobbie on the Battlefield.

**Environment:** Area to track in which environment the combat is occurring. By default, the Environment Counter is placed on Earth.

**Blobbies:** Area where to place your 7 Blobbie Cards, face down. Your Blobbies can be of different colors. In each turn, you can draw as many Blobbies as you want from this mini-deck (in any order) and put them in the Trench or Battlefield.

**Gray Area:** Area to dispose of your used cards, face up. Move your used Cosmic Cards and defeated Blobbies (with their shapes and Blobbie Essences) to this area. It is recommended to put the Blobbies Cards at the bottom of the pile, so that they do not mix. The first player to move its 7 Blobbies to the Gray Area, loses the combat.

**Deck:** Area where to place your deck (without the 7 Blobbies), face down. The minimum number of cards in this deck is 40 and the maximum number is 70. It is not allowed to use more than 3 Shape Cards or Cosmic Cards of the same name. The total Blobbie Essence can not be greater than 300. At the beginning of the combat, each player draws 7 cards from its deck (you can shuffle and re-draw ONLY once). The first player to run out of cards in the deck loses the match.



## COMBAT

### Preparing for Combat

- 1) You must have exactly 7 Blobbie Cards. These cards can be 7 “clones” of the same Blobbie or different colors.
- 2) You must have a deck of 40 to 70 cards, not counting the 7 Blobbie Card.
- 3) The deck can not have more than 3 Shape Cards with the same name, nor more than 3 Cosmic Cards of the same name.
- 4) The total Blobbie Essence of the deck can not exceed 300 units and it can be of various colors and denominations.

### Starting the Combat

- 1) Players select their 7 Blobbies and place them face down in the areas called “Blobbies”. These are their “lives.”
- 2) Players shuffle their decks and place them face down in the areas called “Deck”.
- 3) To choose who starts the match, players must launch the Environment Counter and choose a face. Alternatively, they can use a die, or a coin. The winning player will choose who will have the first turn. For subsequent bouts, the loser of the last bout will choose who starts.
- 4) Players place their Environment Counter on the corresponding environment. By default, combat starts on “Earth”. Alternatively, players can agree on another initial environment, or choose one with a die (1-2 = Earth, 3,4 = Water, 5,6 = Air).
- 5) Players draw 7 cards from their deck. If they do not like their cards, they can return them to the deck, shuffle, and draw 7 cards again. This can only be done once.
- 6) The player who starts the combat does not draw an extra card after drawing the initial 7.

### During the Combat

During each turn, players can put as many Blobbie Cards as they want in the Battlefield (face up) and Trench (face up and upside-down). Blobbies in the Trench are “hidden” and can not be attacked by Blobbies or Cosmic Cards.

At the beginning of your turn, each player must have at least one Blobbie in the Battlefield, if they do not have one, they must put one of their mini-deck (even if they do not have Shape Cards or Blobbie Essence to place on it) or move one out the Trench. If players have different colors of Blobbies Cards in their deck, they can choose which to use in their turn (regardless of the order they are in mini-deck).

During each turn, players can energize their Blobbies by placing Blobbie Essence Cards in their column (face up). ONLY 1 Blobbie Essence card per Blobbie per turn is allowed. In subsequent turns, players can put additional Blobbie Essence Cards on top of other Blobbie Essence Cards to add up their values. These cards are placed without covering the value of the lower card.

During each turn, players can teach new forms to their Blobbies, by placing Shape Cards over them. ONLY 1 Shape Card per Blobbie per turn is allowed. If the Shape Card is placed under and face down, the shape is considered not yet active, but can be activated when a battle occurs. If the Shape Card is placed (or moved) on top and face up, it is considered that Blobbie has blobbiemorphed into that shape.

In subsequent turns, players may place additional Shape Cards under other Shape Cards. These cards are put leaving a space, so that the opponent knows how many shapes the Blobbie has. You can place Shape Cards even when you do not have enough Blobbie Essence to activate them, but they can not be used until you accumulate the required Blobbie Essence. ONLY 1 Shape Card can be active at a time. If another card was active, it will be placed underneath the Blobbie (face up) without covering its abilities.

When doing an attack, a Blobbie can blobbiemorph into shapes that it has already learned (with Shape Cards that are under the Blobbie) or with shapes from the player's hand. When receiving an attack, a Blobbie can ONLY blobbiemorph into shapes that it has already learned. An exception is when the Cosmic Card of Blobbiemorph! is used, which allows players to use shapes from their hands when receiving an attack.

When playing, you and your opponent take turns. Each turn is divided into 4 phases (during the "Battle" phase, a player can follow the Basic Mode or Advanced Mode rules).

There can be multiple battles per turn, but Blobbies which have already participated in a battle can NOT attack/be attacked again.

### Winning the Combat

There are two ways to win the combat:

- 1) The first player to send the opponent's 7 Blobbies Cards to the Gray Area wins the match.
- 2) The first player who can not draw more cards from it deck during his turn, loses the combat.

### BATTLING IN BASIC MODE

In Basic Mode, battles between Blobbies are performed using only their shapes' Attack and Defense values. In Basic Mode, the Blobbies' vitality of is never tracked (they never get tired).

### Attack vs. Defense

During each turn, a player selects a Blobbie and announces which of the opponent's Blobbies it will attack. The attacker can blobbiemorph into a new shape. The opponent can blobbiemorph into a new shape to try to resist the attack. If the attacking Blobbie's shape has a greater Attack value to the opponent's Defense value, the attacking Blobbie wins the battle and the opponent's Blobbie is discarded to the Gray Area.



## PHASES OF A TURN (BASIC MODALITY)

### 1) Draw a Card from the Deck

### 2) Perform Moves (optional)

- Place one or more Blobbies.
- Move one or more Blobbies out of the Trench.
- Place ONE Blobbie Essence Card per Blobbie.
- Place ONE Shape Card per Blobbie.
- Activate Cosmic Cards.
- Blobbiemorph all the Blobbies you want!

### 3) Battle! (optional)

- Perform one or more battles.
- You and your opponent can activate Cosmic Cards during the battle(s).

#### 3.1) Attack vs Defense

- If your Attack is greater than your opponent's Defense, your opponent is injured.

#### 3.2) Finalize the Battle

- The injured combatant loses the battle and its cards are sent to the Gray Area.

#### 3.3) Perform another Battle (optional)

- You can perform another battle between Blobbies that have not battled this turn.

### 4) Your Turn Ends

## EXAMPLE OF COMBAT IN BASIC MODE

- Each player places their decks, Blobbies, and Environment Counter on their playmate.
- Each player draws 7 cards from its deck. The Indigo Player does not like its cards, so the player returns them to the deck, shuffles them and draws 7 cards again.

### Yellow Player: Turn 1

- Because it had the first turn, the Yellow Player does NOT draw 1 additional card.
- The Yellow Player places 1 Blobbie on the Battlefield.
- Then places 1 Blobbie Essence Card (in the Blobbie's column).
- Then places 1 Shape Card (underneath the Blobbie).



### Indigo Player: Turn 1

- The Indigo Player draws 1 card from its deck.
- Then places 1 Blobbie on the Battlefield and 1 Blobbie on the Trench.
- Then places 2 Blobbie Essence Cards (1 in the column of each Blobbie).
- Then places 2 Shape Cards (1 underneath each Blobbie).



### Yellow Player: Turn 2

- The Yellow Player draws 1 card from its deck.
- Then places 1 additional Blobbie Essence Card in the Blobbie's column.
- Then places 1 additional Shape Card underneath the Blobbie.
- Then blobbiemorphs the Blobbie into a Pteranodon and attacks a Blobbie Indigo.



### Indigo Player: During Yellow Player's Turn 2

- The attacked Blobbie Indigo blobbiemorphs into an Angelfish.
- The Angelfish's Defense value is lower than the Pteranodon's Attack value so it is defeated.
- Blobbie Indigo and its cards (Blobbie, Shape, and Essence) are discarded to the Gray Area.

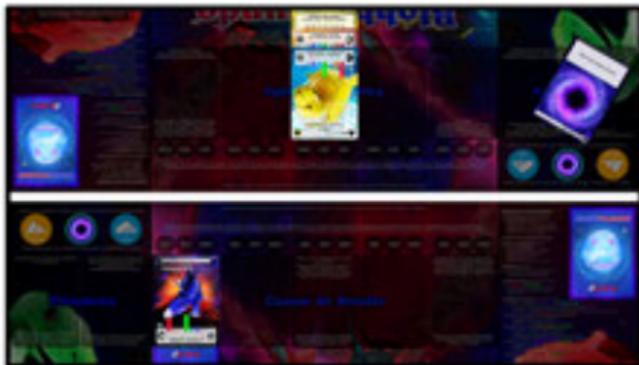
## Indigo Player: Turn 2

- The Indigo Player draws 1 card from its deck.
- Then places 1 additional Blobbie Essence Card in the Blobbie's column.
- Then moves the Blobbie out the Trench and places it on the Battlefield.
- Then blobbiemorphs the Blobbie into a Stegosaurus and attacks the Yellow Pteranodon.



## Yellow Player: During Indigo Player's Turn 2

- The Yellow Pteranodon's Defense is much lower than the Indigo Stegosaurus' Attack, so the Pteranodon blobbiemorphs into a Walrus.
- The Walrus's Defense is still lower than the Stegosaurus' Attack so the Yellow Player uses a Teleportation Cosmic Card to change the environment to Water.
- The Indigo Stegosaurus is not designed for the water environment, so all its abilities are halved, while the Yellow Walrus is designed for the environments of Earth and Water, so it maintains its full abilities and it resists the Attack.



And the combat continues ...

## BATTLING IN ADVANCED MODE

In Advanced Mode, battles between Blobbies are performed in the same manner as in the Basic Mode, except that:

- You must track the vitality of each Blobbie
- The use of the 7 skills of each shape is required.

### Vitality

Blobbies can only maintain a shape for a certain amount of time before they get tired and spend their Blobbie Essence. In the game, the vitality of each Blobbie is recorded with the help of Vitality Counters.

Each Blobbie placed in the Battlefield is assigned 3 Vitality Counters to record that its vitality is at 100%. Once a Blobbie blobbiemorphs (when a Shape Card is placed on top, face up), a counter must be removed at the beginning of each turn. When the 3 counters have been removed, the Blobbie's vitality is considered to have reached 0% and it is "tired." The Blobbie must return to its basic Blobbie shape and its Shape Cards will be placed underneath the Blobbie, face down, to indicate that they are not being used. The Blobbie will rest defenseless for a turn during which it can not blobbiemorph, even if attacked. Once the rest turn has passed, the Blobbie receives the 3 Vitality Counters again and it can blobbiemorph (and its Confusion and Weaponry can be used again).

Blobbies that are in the Trench, do not need Vitality Counters (until they are moved to the Battlefield). Blobbies that have not yet blobbiemorphed (are in basic shape) do not spend vitality.

### The 7 Abilities:

**Attack:** The capacity that a shape has to cause immediate damage, whether using physical force, great weight, fangs, claws, horns, etc.

**Speed:** The capacity that a shape has to escape or catch an opponent by using its speed, agility, reaction time, etc.

**Confusion:** The capacity that a shape has to disconcert an opponent and survive an attack, by either faking death, expelling ink, stench, quick-acting toxins, etc.

**Defense:** The capacity that a shape has to withstand various attacks, whether due to large muscle mass, strong skin, strong shell, regeneration power, etc.

**Perception:** The capacity that a shape has to detect other shapes, whether through vision, hearing, smell, radar, magnetism, thermal vision, etc.

**Camouflage:** The capacity that a shape has to not be perceived by its opponents, whether by being stealthy, hiding, using mimicry, etc..

**Weaponry:** The capacity that a shape has to cause slow damage, whether by using poison, electricity, spikes, urticating hairs, etc.

To be able to defeat an opponent you need to:

### **Be able to see your opponent (Camouflage vs. Perception)**

If a Blobbie is attacking from the Trench, it can use its Camouflage to try to ambush its opponent. If the attacker's Camouflage is greater than the opponent's Perception, then the ambush is successful and the opponent can not use any of its abilities to protect himself except for its Defense.

If the opponent's Perception is equal or greater than the attacker's Camouflage, then the opponent "discovers" it and can perform a surprise counterattack during the attacker's turn (the attacker will be ambushed).

Once a Blobbie has left the Trench, its Camouflage can no longer be used again (unless it returns to the Trench with a Cosmic Card).

### **Be able to catch your opponent (Speed vs. Speed)**

A Blobbie who receives an attack can try to escape its opponent.

If the speed of the attacked Blobbie is greater than its opponent's speed, then the attacked Blobbie is considered to have escaped successfully and the battle ends.

### **Be able to resist your opponent's confusion (Confusion vs. Defense)**

A Blobbie who receives an attack may attempt to confuse its opponent to escape or counterattack. If the attacked Blobbie's Confusion is greater than the opponent's Defense, then it is considered that the attacked Blobbie successfully stuns its opponent and can counterattack during the opponent's turn, or simply escape.

Confusion can also be used offensively (to stun an opponent and disable their Weaponry). Confusion depends on the element of surprise and/or reserves of toxins, therefore, it can ONLY be used the first time the Shape Card containing the Confusion is displayed. After this, it is considered that the Confusion was "used up" and can not be reused until the Blobbie rests (when it returns to 100% vitality).

### **Be able to resist your opponent's weaponry (Weaponry vs. Defense)**

A Blobbie who receives an attack may attempt to injure its opponent using its Weaponry. If the attacked Blobbie's Weaponry is greater than the opponent's Defense, then the opponent will be defeated at the end of the battle (even if the attacked Blobbie is also defeated).

Weaponry is usually used offensively (to defeat a stronger opponent). Weaponry depends on the element of surprise and/or reserves of toxins, therefore, it can ONLY be used the first time the Shape Card containing the Weaponry is displayed. After this, it is considered that the Weaponry was "used up" and can not be reused until the Blobbie rests (when it returns to 100% vitality).

### **Be able to defeat your opponent's defenses (Attack vs. Defense)**

If the attacked Blobbie's shape has a greater Attack value than the opponent's Defense, then the attacked Blobbie wins the battle and the opponent's Blobbie is discarded to the Gray Area.

## PHASES OF A TURN (ADVANCED MODE)

### 1) Update the Vitality

- Reduce the vitality of your blobbiemorphed Blobbies (remove 1 counter).
- Blobbies that were at 0% vitality are revitalized to 100% (put 3 counters).
- Blobbies that reach 0% vitality return to Blobbie shape until your next turn.

### 2) Draw a Card from the Deck

### 3) Perform Moves (optional)

- Place one or more Blobbies.
- Move one or more Blobbies out of the Trench.
- Place ONE Blobbie Essence Card per Blobbie.
- Place ONE Shape Card per Blobbie.
- Activate Cosmic Cards.
- Blobbiemorph all the Blobbies you want!

### 4) Battle! (optional)

- Perform one or more battles.
- You and your opponent can activate Cosmic Cards during the battle(s).

#### 4.1) Ambush your Opponent: **Camouflage vs Perception**

- \* Only if your Blobbie is camouflaged in the Trench and you decide to ambush.
- Your Camouflage > Its Perception: opponent will be stunned. Jump to Phase 4.4.
- Your Camouflage <= Its Perception: your Blobbie will be stunned. Jump to Phase 4.4 and the control of the remainder of this battle shifts to your opponent.

#### 4.2) Catch your Opponent: **Speed vs Speed**

- If your opponent decides not to escape, jump to Phase 4.3.
- Your Speed >= Its Speed: jump to Phase 4.3.
- Your Speed < Its Speed: the battle ends. Jump to Phase 4.6.

#### 4.3) Stun your Opponent: **Confusion vs Defense**

- Your Confusion > Its Defense: your opponent will be stunned.
- Your Defense < Its Confusion: your Blobbie will be stunned.
- If both combatants are stunned, the battle ends. Jump to Phase 4.6.
- If only your Blobbie is stunned, go to Phase 4.4. Control of this battle shifts to your opponent.

#### 4.4) Injure your Opponent: **Weaponry vs Defense**

- Your Weaponry > Its Defense: your opponent is injured (if your Blobbie wasn't stunned).
- Your Defense < Its Weaponry: your Blobbie is injured (if your opponent wasn't stunned).
- If both combatants are injured, the battle ends. Jump to Phase 4.6.

#### 4.5) Attack your Opponent: **Attack vs Defense**

- Your Attack > Its Defense: your opponent is injured. Jump to Phase 4.6.
- Your Attack <= Its Defense: the battle ends. Jump to Phase 4.6.

#### 4.6) Finalize the Battle

- Injured combatants lose the battle and their cards are sent to the Gray Area.
- Stunned combatants return to normal.

#### 4.7) Perform another Battle (optional)

- You can perform another battle between Blobbies that have not battled this turn.

### 5) Your Turn Ends

## EXAMPLE OF COMBAT IN ADVANCED MODE

- Each player places their decks, Blobbies, and Environment Counter on their playmate.
- Each player draws 7 cards from its deck. The Blue Player does not like its cards, so the player returns them to the deck, shuffles them and draws 7 cards again.

### Blue Player: Turn 1

- Because it had the first turn, the Blue Player does NOT draw 1 additional card.
- The Blue Player places 2 Blobbies on the Battlefield.
- Then places 2 Blobbie Essence Cards (1 in the column of each Blobbie).
- Then places 2 Shape Cards (1 underneath each Blobbie).
- Then places 6 Vitality Counters (3 for each Blobbie on the Battlefield).



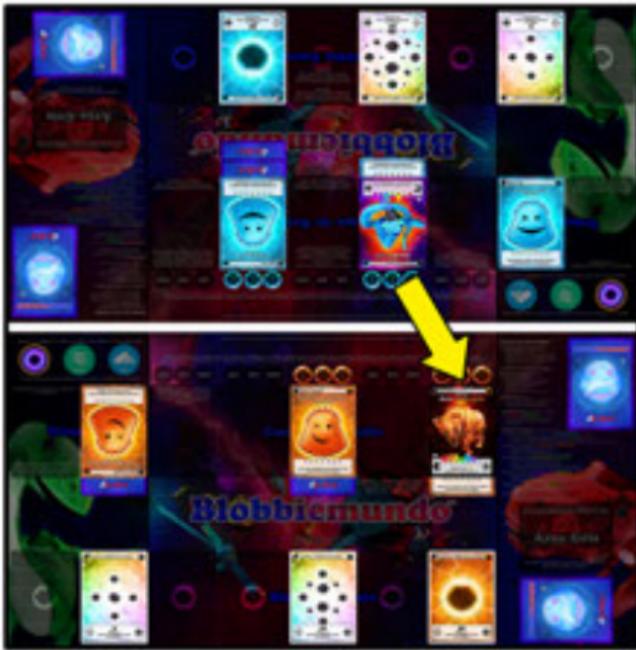
### Orange Player: Turn 1

- The Orange Player draws 1 card from its deck.
- Then places 2 Blobbies on the Battlefield and 1 Blobbie on the Trench.
- Then places 3 Blobbie Essence Cards (1 in the column of each Blobbie).
- Then places 3 Shape Cards (1 underneath each Blobbie in the Battlefield).
- Then places 6 Vitality Counters (3 for each Blobbie on the Battlefield).



### Blue Player: Turn 2

- The Blue Player draws 1 card from its deck.
- Then places 1 Blobbie in the Trench.
- Then places 1 Blobbie Essence Card in the column of the Blobbie in the Trench.
- Then places 1 Shape Card under one Blobbie in the Battlefield.
- Then blobbiemorphs a Blobbie into a Rattlesnake and attacks a Blobbie Orange.

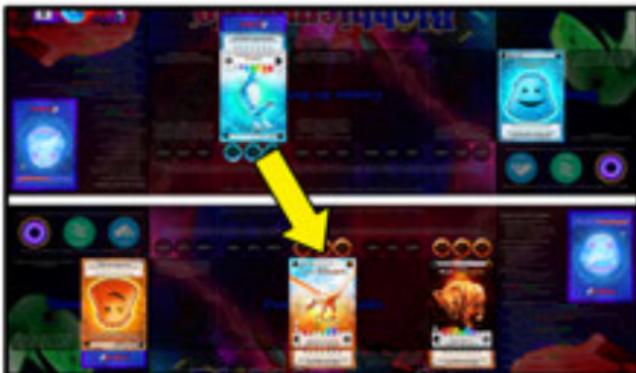


### Orange Player: During Blue Player's Turn 2

- The attacked Bobbie blobbiemorphs into a Hyena and, despite having greater Speed to escape, decides to use its greater Confusion against the Rattlesnake's Defense, stunning it, which prevents the Rattlesnake from using its Weaponry.
- The Orange Hyena counterattacks and uses its greatest Attack against the Rattlesnake's Defense and wins, sending its cards (Bobbie, Shape, and Essence) to the Gray Area.

### Blue Player: Continuation of Turn 2

- The Blue Player blobbiemorphs a Bobbie into a Llama and attacks another Bobbie Orange.

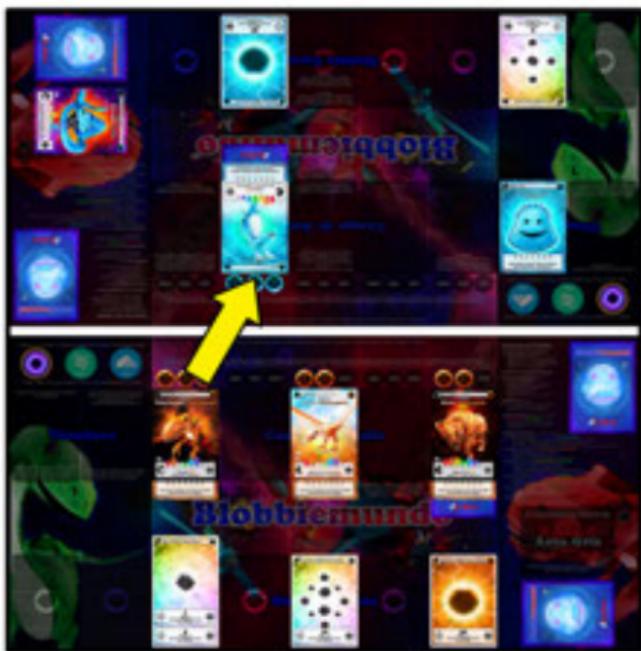


### Orange Player: During Blue Player's Turn 2

- The Bobbie attacked by the Blue Llama blobbiemorphs into an Eagle and uses its greater Speed against Llama's Speed and escapes.

## Orange Player: Turn 2

- The Orange Player removes 2 Vitality Counters (1 per each blobbiemorphed Blobbie).
- Then draws 1 card from its deck.
- Then places 1 Blobbie Essence Card in the column of the Blobbie in the Trench.
- Then places 2 Shape Cards (1 under the Hyena and 1 under the Blobbie in the Trench).
- Then takes Blobbie out of the Trench and places 3 Vitality Counters above it.
- Then blobbiemorphs into a Velociraptor and tries to ambush the Blue Llama using its greater Camouflage against the Perception of the Llama.



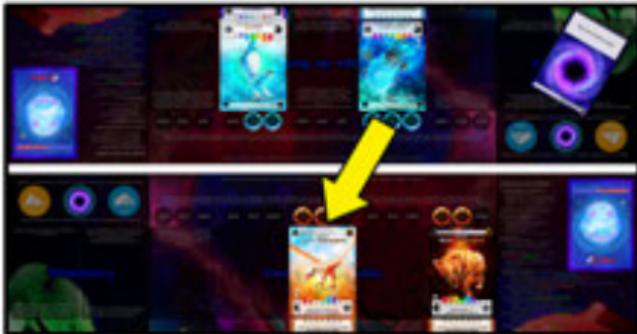
## Blue Player: During Orange Player's Turn 2

- The Blue Llama blobbiemorphs into a Bat and uses its greater Perception against the Orange Velociraptor's Camouflage to detect it before it can perform the Ambush and steal the element of surprise, which allows it to escape or counterattack.
- The Blue Player wants to counterattack, but since the Bat's Attack is lower than the Velociraptor's Defense, the Blue Player decides to use the Blobbiemorph! Cosmic Card to blobbiemorph into a Llama again and, with its greater Attack, beats the Velociraptor and sends all of its cards to the Gray Area.



### Blue Player: Turn 3

- The Blue Player removes 1 Vitality Counter from the blobbiemorphed Blobbie.
- Then draws 1 card from its deck.
- Then places 2 Shape Cards (1 underneath each Blobbie).
- Then uses a Teleportation Cosmic Card to change the environment to Water.
- Then takes Blobbie out of the Trench and places 3 Vitality Counters above it.
- Then blobbiemorphs into a Platypus and tries to ambush the Orange Eagle.

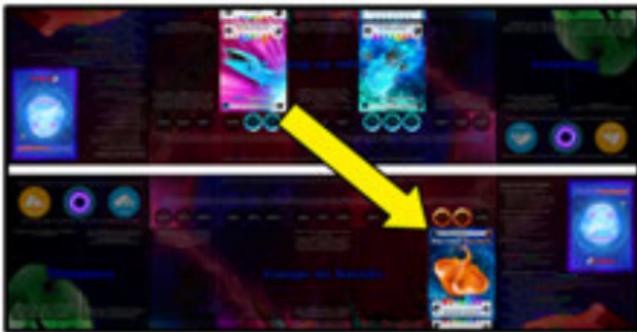


### Orange Player: During Blue Player's Turn 3

- The Orange Eagle is not designed for the Water environment, so its skills are split in half and it is ambushed by the Platypus's greater Camouflage and defeated by its greatest Attack, sending all of the Eagle's cards to the Gray Area.

### Blue Player: Continuation of Turn 3

- The Blue Player blobbiemorphs the Blue Llama into a Barracuda and attacks the Orange Hyena.



### Orange Player: During Blue Player's Turn 3

- The Orange Hyena has already "used up" its Confusion and can not use it again until its vitality returns to 100%, so it blobbiemorphs into a Stingray.
- The Stingray uses its greater Weaponry against the Defense of the Blue Barracuda but, although he has injured the Barracuda, the effect of its Weaponry is not immediate, and the Stingray is defeated by the greater Attack of the Barracuda.
- Both the Barracuda and the Stingray are defeated and all of their cards go to the Gray Area.

And the combat continues ...

## GAME VARIATIONS

### Speed Combat

If players want to play a quick match, each player can use only 3 Blobbie Cards in their mini-decks instead of 7. The rest of the rules are the same as in the Regular Combat.

### Multi-Player Combat

Blobbiemundo can be played between 3 or more players. Each player's turn will rotate in a clockwise direction. During each turn, each player can attack, with each one of their Blobbies, the Blobbies of various players. Each Blobbie can only attack once. The rest of the rules are the same as in the Regular Combat.

### Practice Combat

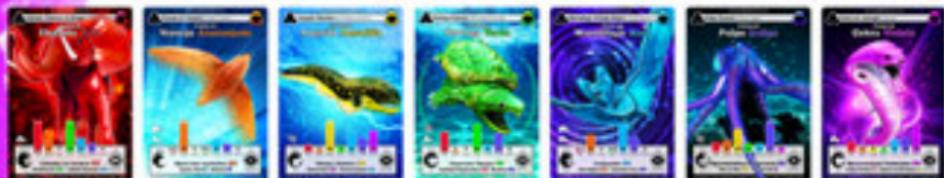
The cards of one theme deck can be divided between two players to practice playing Blobbiemundo. Each player must have 3 Blobbies Cards and the remaining cards must be dealt in such a way that each player has 9 Form Cards, 7 Blobbie Essence Cards, and 5 Cosmic Cards (the remaining cards are not used). The rest of the rules are the same as in the Regular Combat.

## NOTES

- Cards with new animals, dinosaurs, objects, Blobbie Essence and Cosmic Cards can be obtained via expansion packs.
- Blobbiemundo's future theme decks will include new characters and sources of energy.
- If you have old character cards ("Hypercharges" of 250 or more of Blobbie Essence), you can only use ONE of these cards in your mini-deck (this card is considered Blobbie Card that has Blobbie Essence included, and is not part of your limit of 300).
- If you bought a Blobbiemorpher before 2017 and you have old animals Shape Cards, you can replace them with updated cards. Contact us at [info@pers.com](mailto:info@pers.com) for more details.

## COLLECT ALL 7 STARTER BLOBBIEMUNDO DECKS!

- The **Red Deck** comes with **Blobbie Red** and contains cards with high **Attack**.
- The **Orange Deck** comes with **Blobbie Orange** and contains cards with high **Speed**.
- The **Yellow Deck** comes with **Blobbie Yellow** and contains cards with high **Confusion**.
- The **Green Deck** comes with **Blobbie Green** and contains cards with high **Defense**.
- The **Blue Deck** comes with **Blobbie Blue** and contains cards with high **Perception**.
- The **Indigo Deck** comes with **Blobbie Indigo** and contains cards with high **Camouflage**.
- The **Violet Deck** comes with **Blobbie Violet** and contains cards with high **Weaponry**.



To watch video tutorials, participate in our forum, and get updated rules, visit:

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For Blobbiemundo's championships, events and news, follow us on:

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# y tú ¿qué **Blobbie** eres?



## **Blobbie Red The Warrior**

**Athletic, Energetic, Passionate, Self-Loving, Spontaneous, Instinctive, & Courageous.** Blobbie Red loves action and can never sit still. Enjoys doing sports and all kinds of physical work. Always persistent until reaching its goals. Prefers working and playing in a group rather than alone. Likes finding challenges. Sometimes a bit selfish and too impulsive.



## **Blobbie Orange The Venturer**

**Adventurous, Enthusiastic, Emotional, Strong-Minded, Outgoing, Leading & Confident.** Blobbie Orange loves nature in all its forms. Enjoys being outdoors, exploring the world and playing with animals. Always extroverted, sociable and friendly. Prefers being a leader rather than a follower. Likes to express its emotions. Sometimes a bit inflexible and too opinionated.



## **Blobbie Yellow The Savant**

**Intellectual, Curious, Logical, Practical, Easy-Going, Joyful, & Mature.** Blobbie Yellow loves learning and asking questions. Enjoys having fun with its knowledge and building things. Always responsible and dedicated. Prefers getting along with everybody rather than arguing. Likes its privacy. Sometimes a bit insensitive and too serious.



## **Blobbie Green The Healer**

**Helpful, Caring, Objective, Understanding, Harmonious, Generous, & Humble.** Blobbie Green loves helping others and taking care of everyone. Enjoys growing plants and raising animals. Always understanding and a good listener. Prefers to live life unnoticed rather than being famous. Likes to be open. Sometimes a bit needy and too selfless.



## **Blobbie Blue The Herald**

**Communicative, Instructive, Wise, Loving, Loyal, Sentimental, & Introspective.** Blobbie Blue loves to share its experience and its feelings. Enjoys talking to new people and giving advice. Always truthful and honest. Prefers having a few close friendships rather than lots of friends. Likes its independence. Sometimes a bit melancholic and too lonesome.



## **Blobbie Indigo The Artisan**

**Artistic, Creative, Pleasant, Affectionate, Fun, Perceptive, & Unconventional.** Blobbie Indigo loves being creative and making beautiful things. Enjoys finding beauty in everything and everyone. Always good-natured and fun to be around. Prefers looking good and dressing up rather than looking plain. Likes being different. Sometimes a bit insecure and too sensitive.



## **Blobbie Violet The Sorcerer**

**Imaginative, Inventive, Spiritual, Benevolent, Self-Reliant, Intuitive, & Dreamful.** Blobbie Violet loves being a visionary and dreaming up things. Enjoys finding mysterious and magical things in life. Always striving to be better and improve the world. Prefers creating rather than copying. Likes inspiring others. Sometimes a bit immature and too prideful.