



RULEBOOK

BLEACH

トリック

BANKAI BATTLE



© Tite Kubo/Shueisha, TV TOKYO, dentsu, Pierrot

WWW.DONTPANICGAMES.COM



AIZEN AND HIS ARRANCAR ARMY THREATEN THE WORLD OF THE LIVING.

Soul Society gathers its best fighters for intense training! Ichigo and his Soul Reaper allies will clash with their most Powerful Techniques in order to best prepare for the battles that await them.

ROLL & CLASH SYSTEM



This game uses the Roll & Clash System. During the game, you roll your dice as fast as possible and activate Techniques using the results without interrupting the game or taking turns. Everyone plays at the same time in a frenetic battle where you need to be the last Character standing! Don't hesitate to combine different Roll & Clash sets!

CONTENTS

In addition to this rulebook, here's what you'll find in the box:

- 5 double-sided Character boards
- 5 double-sided Zanpakuto tiles
- 4 injury cubes 
- 1 large central tile 
- 4 black & white dice and 16 colored dice
- 50 damage tokens 
- 1 Prison tile 
- 3 Ice tokens 
- 6 Sword tokens 



SETUP

- 1 Each player chooses 1 Character board and the Zampakuto tile associated with that Character. The Character board is placed face up (8), the Zampakuto tile is placed face down (9) to its right. Some Characters have additional equipment (equipment as described in the last section of this rulebook).
- 2 An injury cube is placed in the space with the heart symbol ♥ of each Character (leftmost space at the top of each Character board).
- 3 Each player takes 1 black & white die and 4 colored dice.
- 4 The central tile (10) is placed in the center of the playing area, within reach of everyone.
- 5 Damage tokens ♦ are added near the central tile.



GAMEPLAY

In this game, everyone plays at the same time without waiting for their turn. Players take their 5 dice (1 black & white and 4 colored) and roll them at the same time, trying to be the first to obtain the faces requested by one of their Techniques.

For each roll, players can reroll all or part of their dice, and as often as necessary. They can place the dice on their Techniques to better identify which faces they are missing to activate that Technique.

When a player is in a position to activate a Technique using their dice, they must place the corresponding dice on the Technique they are using and distribute the corresponding damage tokens  in front of the target players' boards. Meanwhile, the other players continue to roll their dice !

After the Technique is resolved, the player must take back all their dice and reroll them as before, until another Technique can be used or a player hits the central tile .

SPECIAL RULE:

The spiral symbol on the black & white die is a "wild card" that can replace any die face (black & white or colored)



ZANPAKUTO TILE AND THE CENTRAL TILE:

The Zanpakuto tile offers a Power that works differently from the other Techniques. If a player obtains the 5 symbols corresponding to their Power, they must hit the central tile  with their hand. All the other players must immediately stop what they were doing and put their hand on the central tile .

The game is then paused to resolve the following 3 steps: Damage, Injuries, then Power.

1. DAMAGE:

The player who touches the central tile  last must take 2 additional damage tokens  and loses their Zanpakuto Power if they had it by flipping their Zanpakuto tile .

2. INJURIES:

Each player except the one who activated their Power must check if their Character suffers injuries, based on the number of damage tokens  in front of them. A Character receives an injury if there are at least as many damage tokens  in front of them as the value listed below the injury cube on their Character board. They must discard that many damage tokens  and move their injury cube 1 space to the right. The player chooses the order in which their Characters suffer injuries.

If they still have any damage tokens  left, they must repeat the process, possibly suffering another injury! If there are not enough damage tokens  to cause an injury, the player discards all the damage tokens  they have.

EXAMPLE:

Rukia has 8  in front of her and must therefore move her cube to the second injury on her board. She discards the 6  corresponding to her injury. The remaining 2  are not enough to inflict a second injury (6 are needed), so both are discarded.



3. POWER:

The player who activated their Power discards all their damage tokens  without suffering any injuries. Then they flip over  their Zanpakuto tile so it is face up. Its effect is now available. The game now resumes normally: everyone rolls their dice simultaneously and tries to activate their Techniques until a player hits the center tile .



LAST CHANCE

If a player moves their injury cube to the last space on their Character board (with the black banner) during the Injuries Step, they must flip over ☺ their Character board and the injury cube is then placed in the leftmost slot at the top of their Character board.

A Character on this side continues to play with new Techniques and an additional Power.

If the injury cube is shifted to K.O., the player is eliminated from the game.



END OF THE GAME

The game ends when there is only one player left in the game. This player wins the game!

DUEL MODE

For more exciting 2-player games, we recommend using this variation:

- Each player takes 2 Character boards, which they place next to each other.
- Each player takes a single Zanpakuto tile (from one of the 2 Characters) which is placed to the right of the associated Character.
- An injury cube is placed on each of the Character boards.

The game proceeds as with more players.

An injury is received when a player has damage tokens ♦ in front of them at least equal to the value indicated by the injury cube on EITHER of their Character boards. If ♦ is enough for both Characters, you will have the choice of which Character suffers the injury.



2V2 TEAM MODE

This mode allows you to play with 4 players in teams of 2.

Players must set up so that they are next to their 2 opponents (their ally will only be a neighbor once a player from the opposing team has been eliminated).

- As in the main game mode, each player chooses a Character board and takes the associated Zanpakuto tile and the equipment dedicated to their Character if necessary.
- An injury cube is placed on each of the Character boards.
- Each team takes 2 black and white dice & 4 colored dice.



During the game, only one player per team handles the dice (rolls them, reserves them for a Technique, etc.). Their teammate can speak and ask for dice, but not handle them.

The player who handles a team's dice changes each time the central tile  has been hit (after resolving the 3 steps).

NOTE: All Techniques that target other players or your neighbors do not target your ally.

CREDITS

A game by team KAEDAMA (Antoine Bauza, Corentin Lebrat, Ludovic Maublanc, Théo Rivière)

Edited by DON'T PANIC GAMES

President: Cedric Littardi

Publishing Director: Sébastien Rost

Project Management: Nicolas Badoux

Graphic Design: Cindy Bourgeot

Proofreading : William Nielbing

Manufacturing: Nicolas Aubry ( SYNERGY GAMES)

Don't Panic Games

38 rue Notre-Dame-de-Nazareth,

75003 Paris, France

www.dontpanicgames.com



[dontpanicgames](https://www.facebook.com/dontpanicgames)



[@DontPanicGames1](https://twitter.com/DontPanicGames1)



[@dontpanicgames](https://www.instagram.com/dontpanicgames)



[@DontPanicGames](https://www.youtube.com/DontPanicGames)



© Tite Kubo/Shueisha, TV TOKYO, dentsu, Pierrot

ICHIGO KUROSAKI

Veuillez retrouver ci-dessous l'explication des Techniques iconographiées sur les tuiles.



HOLLOWFICATION

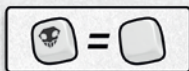
Deal 3♦ to any player and take 1♦.



SHIKAI

Distribute 6♦ among the other players and take 2♦.

The front side (8) of your Character board has 2 Techniques.



SPECIAL POWER

You can use the skull symbol as a wild.



TENSA ZANGETSU

Deal 2♦ to any player. Take them from in front of your board.



GETSUGATENSHO

Deal 4♦ to each of your neighbors.

Your Zanpakuto has a permanent Power.



ZANGETSU

Your Techniques deal 1 additional ♦.



RUKIA KUCHIKI



BAKUDO NUMBER 4: HAINAWA

Deal 2 ♦ to any player.



BAKUDO NUMBER 1: SAI

Distribute 4 ♦ the way you wish between the other players



SPECIAL POWER

Give the Prison tile  to another player when you flip your Character board.



SOMENOMAI, TSUKISHIRO

Deal 2 ♦ to any player and you can give them the Prison tile .



HADO NUMBER 73: SOREN SOKATSUI

Deal 3 ♦ to any player or 5 ♦ if that player has the Prison tile .



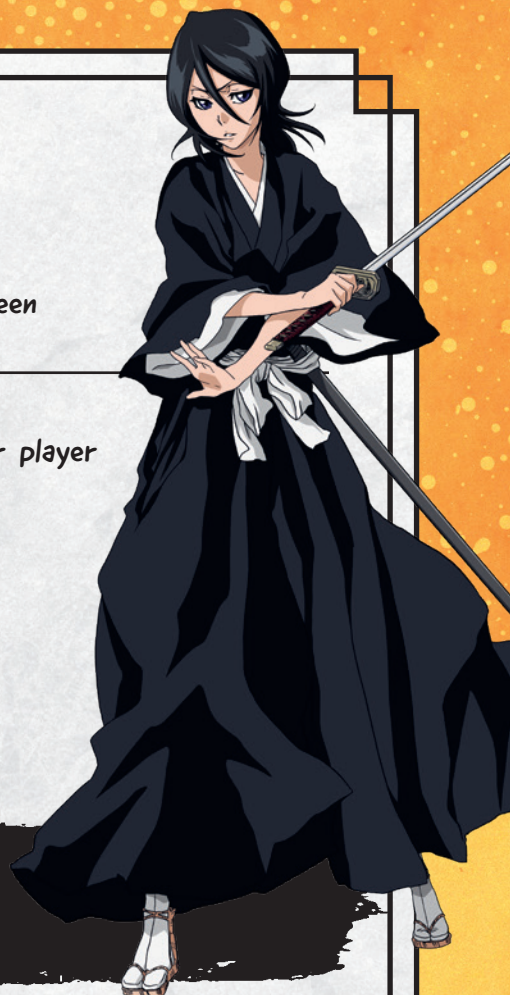
SODENOSHIRAYUKI

You ignore 1 ♦ each time a Technique is used against you.



PRISON TILE

The Prison tile  prevents the player who holds it from using the Techniques on their Character board. That player must succeed in matching the combination indicated on the tile to get rid of it.



RENJI ABARAI



SHAKKAHO

Deal 2♦ to one of your neighbors.



BAKUDO NUMBER 1: SAI

Distribute 5♦ the way you wish between the other players.



SPECIAL POWER

You ignore 1♦ each time a Technique is used against you.



HIGAZEKKO

Deal 4♦ to each of your neighbors, who must each reroll 1 of their reserved dice.



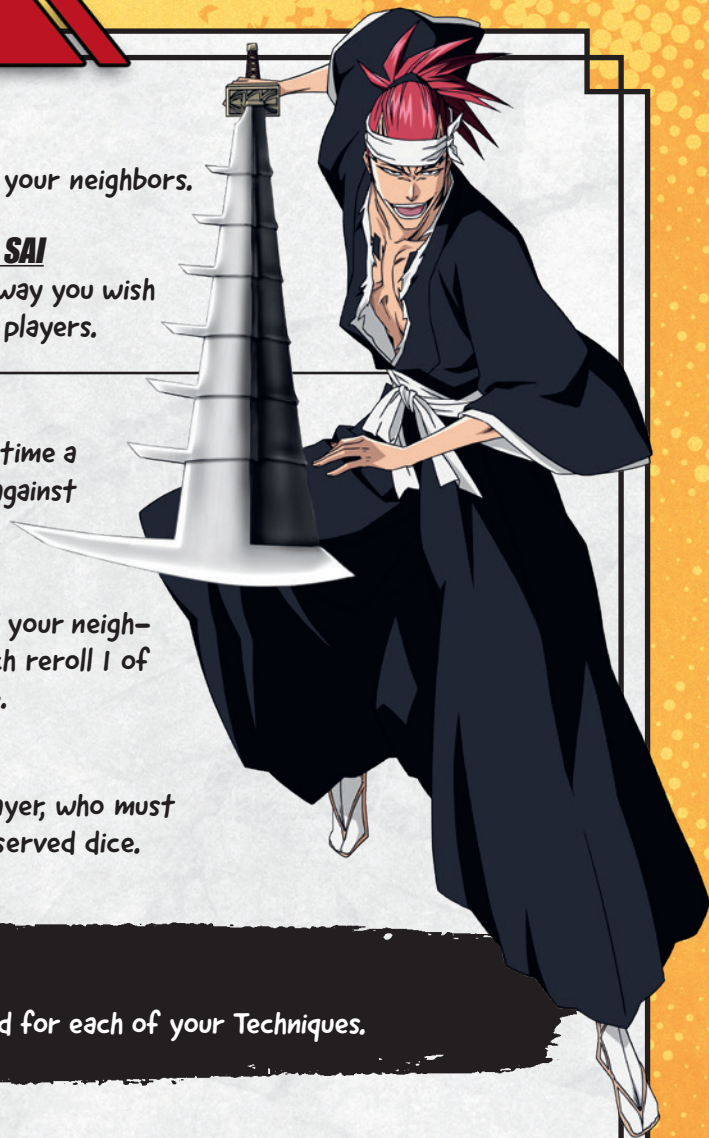
HIKOTSU TAIHO

Deal 7♦ to any player, who must reroll 1 of their reserved dice.



ZABIMARU

Ignore 1 die symbol required for each of your Techniques.



BYAKUYA KUCHIKI



HADO NUMBER 33: SOKATSUI

Deal 1 ♦ to each of your neighbors. Take them from in front of your board.



SENKA, SPARK FLOWER

Deal 3 ♦ to any player.



SPECIAL POWER

Flip your 6 Sword tokens  face up.



GOKEI, SENBONZAKURA KAGEYOSHI

Flip 1 Sword token  face up.



SHUKEI HAKUTEIKEN

Deal as many ♦ to a player as you have face-up Sword tokens .



SENBONZAKURA

Your Techniques inflict 1 ♦ additional damage, taken from in front of your board.



6 SWORD TOKENS:

Each face-up Sword token  protects you. Sword tokens  take damage ♦ instead of your Character and are flipped face down when they take their second damage ♦.



TOSHIRO HITSUGAYA



GUNCHO TSURARA

Distribute 3 ♦ the way you wish between the other players.



RYUSENKA

Deal 2 ♦ to any player and freeze 1 of their colored dice.



SPECIAL POWER

Freeze 1 colored die from each of the other players when you flip your Character board.



HYORYUSENBI, "ZEKKU"

Deal 1 ♦ to any player and freeze 1 of their colored dice.



DAIGUREN HYORINMARU

Deal 3 ♦ to each of your neighbors and freeze 1 colored die for each of them.



HYORINMARU

Your Techniques inflict 1 ♦ additional to a Character with a frozen die.



3 ICE TOKENS

When you freeze an opponent's colored die, place it with a random side up on an Ice token. They will need to roll 3 symbols that match the one on the frozen die to free it. A player can only have 1 frozen die at a time.

