

## WHAT ARE DENKO CATCHERS?

Denko Catchers are magnetic battle tools that attach to your finger. They are categorized by beast power: Yellow Tiger, Red Eagle, Purple Dragon and Orange Buffalo. Though each is slightly different in weight and feel, they are equally challenging. As a Denko Warrior, it is your duty to discover which beast power is yours.

Before every battle, secure your Denko Catcher:

1. Put your middle finger through the loop.
2. Pull the loop securely against your finger.

## WHAT ARE DENKO DISKS?

The ultimate goals for a Denko Warrior (that's YOU!) are to collect all the Denko Disks, score the most points and become the Denko Master. Some Denko Disks are very rare or hard to capture and are worth more points. Earn even more points by capturing Denko Disks that match the beast power and color of your Denko Catcher. For details on calculating points, see SCORING.

## HOW DO I CAPTURE DENKO DISKS?

Aiming for the center of a Denko Disk, release the Denko Catcher toward the ground like a yo-yo, but with a little more force. The Denko Catcher contains a magnet that will pick up the Denko Disk. To earn points, the Denko Disk must still be attached to the Denko Catcher when it reaches your hand.

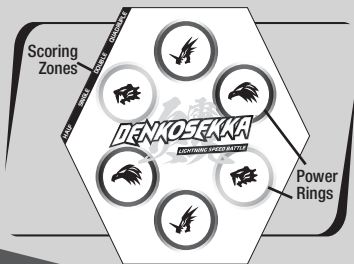


## WHAT ARE BATTLEMATs?

The Battlemats are where Denko Warriors battle each other to see who will capture the most Denko Disks and score the most points. Each Battlemat contains the following:

**Scoring Zones:** As you capture Denko Disks during battle, place them in the correct Scoring Zone, next to your Battlemat. (See "SCORING" under Master Battle rules.) This will make it easy for you to tally up your points at the end of the game.

**Power Rings:** The Power Rings are where you place your Denko Disks before battle. Place only one Denko Disk on each Power Ring. It's ok if some Power Rings don't have a Denko Disk. Each Power Ring represents a specific beast power. Pay attention to the beast power and color of the Power Rings because this can increase the point value of your Denko Disks.



## INFINITY BATTLEMAT TIP

There are only a few Battlemat configurations pictured above, but there are INFINITE ways to arrange them. Build any kind of Battle Zone you want – just don't block your Scoring Zones with another Denko Warrior's Battlemat!

# I'M READY TO BATTLE... LET'S GO!

SCORE THE MOST POINTS BY CAPTURING THE MOST VALUABLE DENKO DISKS.

## LIGHTNING WARRIOR:

Sharpen your skills with this solo training game! Place your Denko Disks on the floor, and capture them in order of point value. Start off easy with the 10 pointers, then work your way up to the really hard ones with the highest point value. 1 PLAYER GAME REQUIRES: 1 Denko Catcher, Denko Disks

## TYPHOON BATTLE:

Battle against other Denko Warriors in this throw-by-throw challenge – a suspenseful game of precision and skill. 2+ PLAYER GAME REQUIRES: 1 Denko Catcher per player, 4+ Denko Disks per player

## CHOOSING DENKO DISKS

Each Denko Warrior chooses at least four Denko Disks from his or her collection.

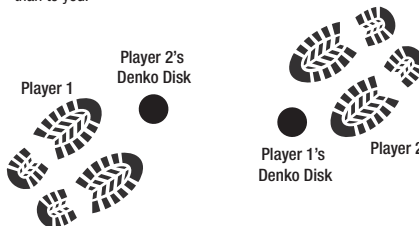
One Denko Disk must match your own beast power, and one Denko Disk must match each of your opponents' beast powers. (For example, if you are Yellow Tiger battling Red Eagle and Purple Dragon, you must choose one Yellow Tiger Denko Disk, one Red Eagle Denko Disk and one Purple Dragon Denko Disk.) If two or more Denko Warriors have the same Denko Catcher beast power, then only one Denko Disk with that beast power is required.

The remaining Denko Disks can be whatever the Denko Warriors choose.

## BUILDING A BATTLE ZONE

Stand with your opponents facing you, and remain here for the entire battle. The Denko Warrior whose birthday is next places the first Denko Disk. The first Denko Disk you place must be closer to an opposing Denko Warrior than to you. Take turns placing the Denko Disks on the ground, with all Denko Disks in reach of all Denko Warriors. The point value of your Denko Disks can potentially double, so place them wisely!

If there are more than two Denko Warriors, then at least one Denko Disk must be closer to each opposing Denko Warrior than to you.



## BATTLE!

The Denko Warrior whose birthday is next goes first. The other warriors take turns in clockwise order.

The first Denko Warrior yells, "TYPHOON BATTLE! GO!"

Each Denko Warrior gets two "throws" per turn to try and capture a Denko Disk. If you capture a Denko Disk on the first of your two throws, you may throw one more time to capture a second Denko Disk. Do not block an opponent's throw.

Keep battling until all Denko Disks have been captured.

## SCORING:

Once all the Denko Disks have been captured, add up the total number of points you have collected. Denko Disks are scored as follows:

If the Denko Disk beast power and color matches your Denko Catcher, the point value is doubled. (For example, you capture a Red Eagle Denko Disk with your Red Eagle Denko Catcher.) All other Denko Disks are worth face value.

The Denko Warrior with the most points yells,

**"I AM THE DENKO MASTER!"**

Return all Denko Disks to their owners.

## MASTER BATTLE:

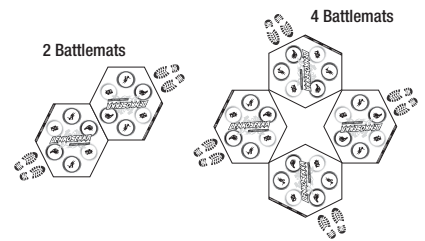
You've mastered the basics and you're ready for a real challenge. Battle against other Denko Warriors using the Battlemats and your advanced Denko Warrior skills. 2+ PLAYER GAME REQUIRES: 1 Denko Catcher per player, 4+ Denko Disks per player, 2 or 4 Battlemats

## CHOOSING DENKO DISKS

Same as Typhoon Battle

## BUILDING A BATTLE ZONE

Arrange the Battlemats on the floor in any configuration as long as the Scoring Zones are not blocked. For example:



Stand next to any Battlemat and stay there for the whole battle. The Denko Warrior whose birthday is next places the first Denko Disk. Take turns placing Denko Disks on the Power Rings, placing at least one of your Denko Disks on each of the other players' Battlemats. If you are playing with fewer than four Denko Warriors, you may place your Denko Disks on the unoccupied Battlemats.

TIP: Before placing Denko Disks, read SCORING below.

**NOTE:** In the next round of Master Battle, the Denko Master (winner) will build the battle zone and place the first Denko Disk.

## BATTLE!

The Denko Warrior whose birthday is next goes first. The other warriors take turns in clockwise order. The first Denko Warrior yells, "DENKO MASTER BATTLE! GO!"

Each Denko Warrior gets two "throws" per turn to try and capture a Denko Disk. If a Denko Warrior captures a Denko Disk on the first of his or her two throws, (s)he may throw one more time. Do not block an opponent's throw. When a Denko Warrior captures a Denko Disk, it should be placed in the correct Scoring Zone next to his Battlemat. Keep battling until all Denko Disks have been captured. If a Denko Disk is knocked off its Power Ring, do not move it back!

## SCORING:

Once all the Denko Disks have been captured, add up the total number of points you have collected.

**HALF VALUE:** Denko Disk that moved during the game and is captured outside of a Power Ring. (Example: 10 point Denko Disk would be scored as 5 points.)

**SINGLE (FACE) VALUE:** Denko Disk's beast power and color do not match your Denko Catcher or Power Ring on which it was sitting. For instance, you pick up a Purple Dragon Denko Disk that was sitting on an Red Eagle Power Ring. (Example: 10 point Denko Disk would be scored as 10 points.)

**DOUBLE POINTS:** Denko Disk's beast power and color match the Power Ring on which it was sitting. (Example: 10 point Denko Disk would be scored as 20 points.) OR: Denko Disk's beast power and color match the Denko Catcher. (Example: 10 point Denko Disk would be scored as 20 points.)

**QUADRUPLE POINTS:** Denko Disk's beast power and color match your Denko Catcher AND the Power Ring on which it was sitting. (Example: 10 point Denko Disk would be scored as 40 points.)

The Denko Warrior with the most points yells, "I AM THE DENKO MASTER!" Return all Denko Disks to their owners.



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WARNING: Do not aim at eyes or face.