



# Blobbiemundo™

Collectible Trading Card Game

RULEBOOK

Version 2.5.4

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Año 17 : Fundando el Imperio

Dear friends,

Thank you for downloading Blobbiemundo TCG's "Print & Play" edition!  
This is a special version of Blobbiemundo to print at home, with selected cards to provide you with good gameplay "out of the box".

These cards do not include more advanced concepts like Magic and Gargoyles, but these are not necessary to have fun with Blobbiemundo. More Print & Play cards will be coming in the future, so stay tuned!

You can see all Blobbiemundo cards at [pers.com/blobbieworld/cards](http://pers.com/blobbieworld/cards)  
You can read the rules in more detail at [pers.com/blobbieworld/rules](http://pers.com/blobbieworld/rules) and tutorial videos at [youtube.com/blobbiemundo](http://youtube.com/blobbiemundo) (currently the videos are in Spanish, but we'll post some in English soon, so please subscribe).

Blobbiemundo is currently only sold in Peru, but we will launch a Kickstarter campaign next year to finance a Digital version that we will market worldwide.

I hope you enjoy Blobbiemundo and, if so, please tell your friends and family to download the game from [blobbieworld.com](http://blobbieworld.com)



Jorge



ADAPT & CONQUER

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 "blobbiemorphing". 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 blobbiemorph and use their shapes in offensive ways to protect Blobbieworld from the attacks of the evil Hexacones™, Tetramids™, and Microhedrons™.

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## PLAYING BLOBBIEMUNDO

Blobbiemundo is a Trading Card Game with advanced rules, very different from other card games, that innovates in the battle dynamics. The easiest way to learn to play Blobbiemundo is to play it in its Basic Mode, which only uses the concept of Attack vs. Defense that is common in other card games. Once you have mastered that mode, you will be ready to play in the Advanced Mode, which uses additional concepts such as Speed, Confusion, Perception, Camouflage, and Weaponry, which will provide a new and exciting experience.

### Combat Objective

The goal is to make your Blobbies become as powerful as possible to beat your opponent's Blobbies. Blobbies become more powerful by learning more shapes and acquiring more Blobbie Essence. Each combatant 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 zero in all their abilities: this means that they can declare battle, however they will not be able to defeat any opponent Blobbie without blobbiemorphing.

### Blobbiemorphing

In order to blobbiemorph, combatants must teach their Blobbies new shapes, which is done by placing Shape Cards on top of Blobbie Cards. For example, if you place a Reindeer shaped face down card under a Basic Blobbie, it means that the Blobbie has learned the shape but has not yet been blobbiemorphed, instead if you place a face up Reindeer card on top of a Basic Blobbie, it means that at that moment the Blobbie has been blobbiemorphed into a Reindeer and will have an Attack power of 11 and a Defense of 10.

In order to use a shape, combatants must energize their Blobbies by placing Blobbie Essence Cards in the column below 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 units of Blobbie Essence that shape costs.

It's recommended to announce when you blobbiemorph, saying for example: "Blobbie Red blobbiemorphs into a Reindeer" or "Blobbiemorph intoooo ... Reindeer!" Announcing that you are blobbiemorphing is not an action separate from the act of blobbiemorphing, it is only informative and it is considered a resolved action that, if linked to another action in response, it is always last, regardless of its priority. For example: if you announce that you will blobbiemorph your Blobbie Red into a Reindeer and your opponent uses the "Stuck" card, your Blobbie will be stuck in the Red Reindeer shape. On each turn you can freely blobbiemorph your Blobbies, each one only one time.

In Advanced Mode, you can use Cosmic Cards such as "Blobbiemorph!" (more details about these cards on the following pages) to blobbiemorph a Blobbie more than once during a battle. This allows you to perform "combo" attacks or defenses and use abilities in different ways together. For example: you can blobbiemorph first in the fast shape of a Condor to reach a Rhinoceros and then use the "Blobbiemorph!" card to blobbiemorph into an Elephant with high attack and defeat the defenses of the Rhinoceros.

### Environments

In Blobbiemundo there are 3 environments where you can battle: Earth, Water and Air (a 4th environment, Void, can be used with a special Cosmic Card). Blobbies are beings that can survive in virtually any environment and can modify a shape to be used in environments for which it was not designed, but by doing so they will weaken the shape. Each Shape card contains a symbol that indicates which environment(s) it is optimized for. Shapes that are not optimized for an environment are penalized and the values of all their abilities are halved. 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 Earth and modify its gills so that they can obtain oxygen from the air. These changes weaken the shape and is represented in the game by dividing all Shark shape abilities by two.

The combat environment is chosen randomly with a die at the start of the turn, but during combat it can be changed with powers or Cosmic Cards (such as "Teleportation"). The current environment can be recorded on the board with an Environment Counter or a die. As a strategy, change environments to weaken powerful shapes and attack them with a shape optimized for the new environment.



## TYPES OF CARDS

To play Blobbiemundo, 4 types of cards are required:

### Blobbie Cards (Characters)

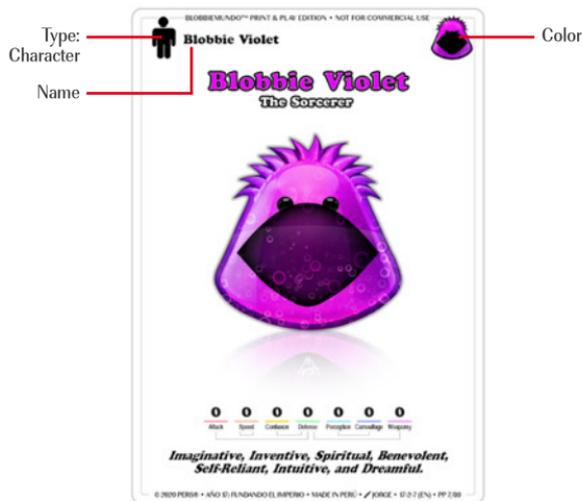
Each Combatant must have exactly 7 Blobbies in their mini-deck.

These can be the same color or different colors.

These cards symbolize the "lives" that the combatant has during combat.

Blobbie Cards are considered basic shapes that have all their abilities at zero and, therefore, when battling against each other they can't hurt each other.

Future Blobbies (or other characters) cards may have abilities with non-zero values, include some power, or include a Blobbie Essence generator (or other energy) as part of the card.



## Shape Cards

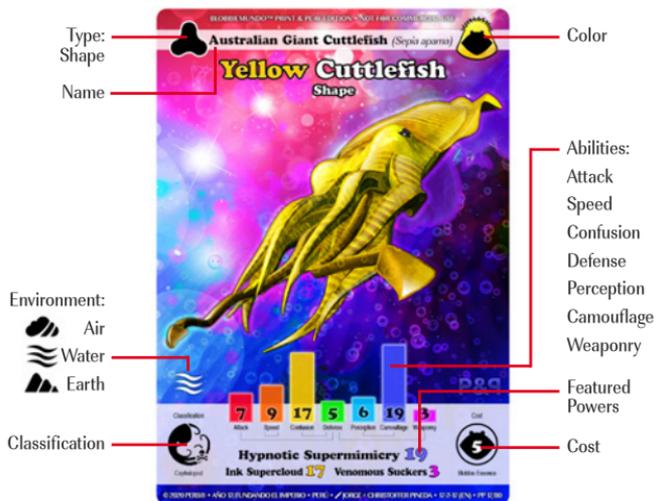
These cards serve to teach your Blobbies how to blobbiemorph into new shapes, both organic and inorganic. Shape Cards must be the same Blobbie color that you want to use (except for white shapes, which can be used with any Blobbie color or that some Cosmic Card indicates).

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

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

Shape cards can have special powers, specified in [square brackets]. For example, shapes may have magical powers that are activated by the "Magic" Cosmic Card, or they may require that card each time you want to blobbiemorph into that shape.

A deck can have as many Shape Cards as you like, 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: the California Condor shape is considered different from the Andean Condor shape. Cards with different art, but with the same name, are considered the same card.



## Blobbie Essence Cards (Energy)

These cards are used to obtain the necessary energy to activate a Shape Card.

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 that Blobbie Essence.

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

To use a shape, only the Blobbie Essence necessary to cover the cost of that shape is needed (i.e. if a Blobbie has learned 3 Shape Cards, the total cost of all 3 shapes is not needed, but only the cost of the active shape).

A deck can have as many Blobbie Essence cards as you want, but its total value cannot exceed 300 (Character Cards containing Blobbie Essence, Cosmic Cards that duplicate Blobbie Essence, and other similar Cosmic Cards are not considered in this total).

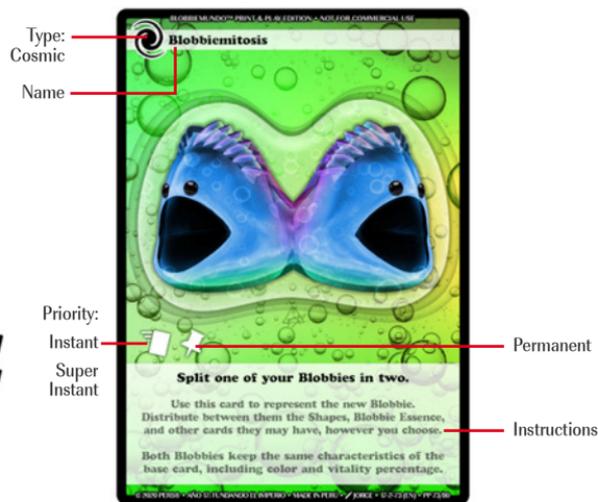
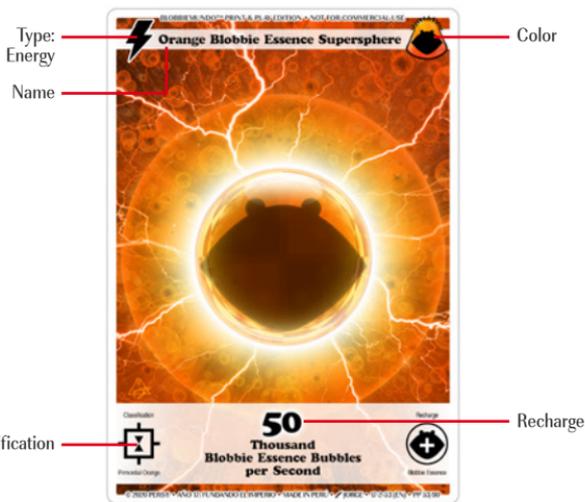
## Cosmic Cards

These cards create events that modify the conditions of the Battlefield, Hand, Deck and Gray Area. And, therefore, the initial conditions of the game can change. Cosmic Cards generally cannot be used against Blobberies in the Trench unless they specify this in their instructions.

By default, all Cosmic Cards are discarded into the Gray Area after resolving their effect. Cards that have a "pin" icon are considered Permanent and their effect lasts until the end of combat, until the affected character or card is removed from combat, or if a Cosmic Card that removes Permanent cards is used.

Permanent cards are placed on the Battlefield or, if directed at a Blobbie, they are placed on top of the Blobbie Essence area of the affected Blobbie, unless the card's instructions specify otherwise.

A deck can have as many Cosmic Cards as you like, but only a maximum of 3 cards of the same name per deck. Cards with different art, but with the same name, are considered the same card. Cards with the denomination SUPER before the word, count as part of the same group of 3 (for example 2 Luck cards and one of SUPER Luck make 3 cards of the same name).



## Rule of Activation and Resolution of Cosmic Circuits and Powers ("Chains")

Cosmic cards, like powers, have different priorities:

Normal, Instant, and Super Instant.

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

In the generation of chains of Cosmic cards the resolution will be given according to 2 principles:

- Cards of equal priority: the one that activated first will resolve first.
- Cards of different priority: the one with the highest priority will resolve first.

So, if a combatant uses a Normal card, another combatant can 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 (Normal priority) against your Blobbie, you can use the "Bloomberg!" Card. (Instant priority) to blobbiemorph into a more powerful shape and be stuck in that shape for the rest of the combat.

## Additional Concepts

**Eras:** In addition to the concept of "Environments" that causes global terrain changes that affect all combatants, Blobbiemundo has the concept of "Eras" that causes global temporal changes that affect all combatants.

**Tools:** Object and weapon Shape Cards. Blobbies that are in Tool shape can be used by Blobbies that are in "Humanoid" shape and battle as a "Team Up".

**Magic Powers:** Certain Shape Cards and Basic Blobbies have magic powers in [brackets]. These powers can only be used while the effect of the "Magic" Cosmic Card has been activated on the Battlefield by the combatant.

**Apotropaic Powers:** Certain Shape cards and Basic Blobbies have an apotropaic power in [brackets]. These powers can only be used while the effect of the "Magic" Cosmic Card has been activated on the Battlefield by the opposing combatant.

**Alternate Shapes:** Some Shape Cards in Blobbieworld have an additional shape that requires different requirements to be activated, be it a different cost of Blobbie Essence, a magical or apotropaic power, or adding more than one Basic Blobbie to create a Composite Shape.

**Gargoyles:** They are a type of alternate shape that requires the opponent's magic to change their initial shape from a Limestone Statue to a flying mammal with Apotropaic powers.

Detailed information on how to use these additional concepts can be found at:

[pers.com/blobbieworld/rules](http://pers.com/blobbieworld/rules)



## GAME SETUP

**Battlefield:** Area to place Blobbie Cards (and their respective Shape Cards) that will be active during combat.

Blobbie cards are placed face up in normal position to indicate that they are visible to the opponent. You should always have, at the start of the Battle Phase (more details on this phase on the following pages), at least ONE Blobbie on the Battlefield.

**Trench:** Area to place Blobbie Cards (and their respective Shape cards) that will be "hidden" during combat. Blobbie cards are placed face up and upside down to indicate that they are "hidden" from the opponent's view.

Battle can't be declared to Blobbies in the Trench, neither from the Battlefield, nor ambushed from the opposing Trench (unless some Cosmic Card or power enables this action). 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.

**\*Only Advanced Mode:** Also use the Trench to plan ambushes, if you have shapes with high Camouflage value.

There are 2 ways to get out of the trench:

- 1) **Moving a Blobbie to the Battlefield.** If you only want to leave to place your Blobbie on the Battlefield or if you are going to declare battle without using Camouflage. It must be done during your turn's Main Phase. The Blobbie will come out without being blobbiemorphed and after the opponent's response to the action, if you wish, you can blobbiemorph your Blobbie.
- 2) **Declaring an Ambush.** This action can only be carried out in the Battle Phase, or failing that, by declaring an ambush the Main Phase automatically ends and the Battle Phase begins. This Blobbie will no longer be able to use Camouflage again and subsequent attacks will be from the Battlefield (unless a Cosmic Card returns it to the Trench).

In both cases the Blobbie is moved to the Battlefield face up in normal position.



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

You can only add to each Blobbie one Blobbie Essence card per turn in your Main Phase (unless a Cosmic card tells you that you can add Blobbie Essence at another time).



**Vitality:** In Basic Mode Blobbies' vitality is NOT registered (they never get tired).

\* **Advanced Mode Only:** Areas to record the vitality percentage of each Blobbie. Place 3 Vitality Counters each time you put a Blobbie on the Battlefield or for practical purposes use a die with the number 3 visible.

Blobbies that are in the Trench, do not need Vitality Counters (until they are moved to the Battlefield). Blobbies that have not blobbiemorphed yet (that are in basic shape) do not spend vitality or when going through their Vitality Phase they recover their vitality to 100%.

**NOTE:** A stuck Blobbie will not be able to update its vitality (does not tire or revitalize).

Once the Blobbie has changed from its basic shape, regardless of the shape it has chosen, it will begin to get tired.

In the Vitality Phase, at the beginning of each turn, vitality will be reduced by 1 counter. When it reaches zero, the Blobbie will return to its basic shape, keeping the learned shapes with it (Shape Cards will be placed below the Blobbie, face down, to indicate that they are not being used) but unable to blobbiemorph until the next Vitality Phase or until a Cosmic Card or power revitalizes it (and its Confusion and Weaponry can be reused again).



**Environment:** Area to keep track in which environment the combat is taking place. In Basic Mode, by default, the Earth environment counter is placed.

For the Advanced Mode the environment will be decided to start of the combat with a die and only Earth, Water or Air can be chosen, but not the Void environment.

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



**Gray Area:** Discard area for 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 Blobbie Cards at the bottom of the pile, so they don't get mixed up. The first combatant who is forced to move their 7 Blobbies to the Gray Area, loses the combat.

The Gray Area is **public knowledge**, both yours and your opponent's. Your opponent can access it by asking you to see your Gray Area and you cannot deny them access.



**Deck:** Area to place your deck (without the 7 Blobbies), face down. The minimum number of cards in this deck is 40 and the maximum is 70. It is not allowed to use more than 3 Shape Cards or Cosmic Cards of the same name. The Total Blobbie Essence cannot be greater than 300.

At the start of the combat, each combatant draws 7 cards from their deck (you can return all 7 cards to your deck, shuffle and re-draw 7 new cards without penalty **only once**).

When drawing cards from the deck you will always take the **first card** without seeing any other (unless some Cosmic Card or power indicates something different). The first combatant on their first turn will not draw an eighth card, the second combatant onwards, in addition to their 7 cards must draw one more each turn on a mandatory basis (unless a Cosmic Card or power specifies otherwise).

The first combatant to run out of cards in the deck **loses the combat**.

**Hand:** The limit of cards that a combatant can have in their hand is 8 and never more than 8. In the case that someone already has 8 cards and enters the Draw Phase, the 9th card (and onwards) will be sent directly to the Gray Area without going through their hand.

## PERFORMING A COMBAT

### Preparing the Combat

- 1) You must have exactly 7 Blobbie Cards in the mini-deck. These cards can be 7 “clones” of the same Blobbie or of different colors.
- 2) You must have a deck of 40 to 70 cards, not counting the 7 Blobbie Cards.
- 3) The deck cannot 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 in the deck cannot exceed 300 units and can be of various colors and denominations.

### Starting the Combat

- 1) The combatants select their 7 Blobbies and place them face down in the areas called “Mini-Deck” (or “Blobbies” on some playmats). These are their “lives”.
- 2) Combatants shuffle their decks, their opponent optionally cuts and both place their decks face down in the areas called “Deck”.
- 3) To choose who begins the combat, the combatants must flip the Environment Counter and choose a face. Alternatively, a die or coin can be used. The winning combatant will choose who will have the first turn. For following rounds, the loser of the last round will choose who starts.
- 4) For the first game, the combatant who got the first turn will roll a die to choose the environment (for example: 1,2 = Earth, 3,4 = Water, 5,6 = Air). The combatants then place their Environment Counter on the corresponding environment. For following rounds, the loser of the last round will choose which environment to start on.
- 5) Combatants draw 7 cards from their deck. If they wish, they can return them to deck, shuffle, cut and re-draw 7 cards. This can be done **ONLY** once.
- 6) The combatant who begins the combat does not draw an extra card after drawing 7.

### During the Combat

During each turn, combatants can put as many Blobbie Cards as they like on the Battlefield (face up and in normal position) and/or Trench (face up and upside-down). Blobbies in the Trench are “hidden” and cannot be attacked by Blobbies or Cosmic Cards (unless otherwise specified in a Cosmic Card or power).

At the beginning of the Battle Phase of their turn, each combatant **must have at least ONE Blobbie on the Battlefield**, if they don’t have it, they must put one from their mini-deck (even if they don’t have Shape Cards or Blobbie Essence to put on them) or move one from the Trench. If combatants have multiple Blobbie Card colors in their decks, they can choose which one to place on their turn (regardless of the order in which they are in the mini-deck).

During each turn, combatants can energize their Blobbies by placing Blobbie Essence Cards in their columns (face up).

On each turn **ONLY one Blobbie Essence Card is allowed to be added to each Blobbie** only during your Main Phase. On subsequent turns, combatants may 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 at the bottom of the card.

During each turn, combatants can teach their Blobbies new shapes by putting Shape Cards on them (face-up indicating an immediate blobbiemorphing action or face-down indicating that the Blobbie has learned the shape but you don’t want/can blobbiemorph it yet).

**On each turn ONLY one Shape Card is allowed to be added to each Blobbie** only during your Main Phase. If the Shape Card is placed below 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 of it and face up, the Blobbie is considered to have blobbiemorphed into that shape. On subsequent turns, combatants may put additional Shape Cards underneath other Shape Cards. These cards are placed leaving a space, so that the opponent knows how many shapes the Blobbie has.

Shape Cards can be placed even if you do not have enough Blobbie Essence to activate them (they are placed face down under the Blobbie), but they cannot be used until you accumulate the required Blobbie Essence.

**ONLY one Shape Card** can be active at a time. If a Shape Card is activated when the Blobbie was in another shape, it will be placed below the Blobbie and face down to indicate that the Blobbie has been blobbiemorphed into a new shape with new abilities.

When performing or receiving an attack, a **Blobbie can ONLY blobbiemorph into shapes it has already learned** (with Shape Cards under the Blobbie). An exception is if Cosmic Cards are used, for example: the “Blobbiemorph!” Cosmic Card allows combatants to use Shape Cards from their hands when performing or receiving an attack.

When playing, you and your opponent take turns. Each turn is divided into 5 phases (during the Battle phase, the Basic Mode or Advanced Mode rules can be followed).

There may be multiple battles per turn, but a **Blobbie who has already declared a battle, even if the battle did not come to fruition, may NOT re-declare a new battle** (unless a Cosmic Card or power indicates so). Blobbies that have already received a battle declaration, if they survived, they can continue to receive more attacks from different Blobbies during the Battle Phase.

### Winning the Combat

There are three (3) ways to win a combat:

- 1) The first combatant to **send all of the opponent’s Blobbies to the Gray Area** wins the combat (the “Blobbiemitosis” Cosmic Cards, if they resolved their effect, count as Blobbies as well and it is necessary to defeat them also to win the combat).
- 2) The first combatant **who cannot draw more cards** from their deck during their turn loses the combat.
- 3) In rounds with a time limit, at the end of the time the current turn is allowed to end and, after that the game stops, the Blobbies and Blobbiemitosis that are in each of the combatant’s Gray Areas are counted. **The combatant with the most of them loses the combat.**

## BATTLE IN BASIC MODE

In Basic Mode, battles between Blobbies are performed using only the Attack and Defense values that their shapes possess.

In Basic Mode, Blobbies' vitality is NOT recorded (they never get tired), but shapes whose Defense is greater than their Attack (for example, the Alligator Snapping Turtle) cannot be used. If these shapes are to be used, the vitality must be recorded.

In Basic Mode, the Trench will only be used to "hide" your Blobbies (face up and upside down) while you strengthen them with new shapes and feed them with the necessary Blobbie Essence. When you decide that a Blobbie is ready for battle you must place it on the Battlefield (face up in normal position) in your Main Phase (in the same way as in the Advanced Mode).

### Attack vs. Defense

During each turn, in your Battle Phase, select a Blobbie and announce which of your opponent's Blobbies it will attack. Both Blobbies have the right to blobbiemorph once per turn into shapes they have previously learned (face-down shapes, under the Blobbie) to try to beat the opponent or resist the attack.

If the attacking Blobbie's shape has an Attack value greater than the opponent's Defense value, the attacking Blobbie wins the battle and the opponent's Blobbie will be discarded to the Gray Area.

If the Attack of the attacking shape is equal to or less than the Defense of the attacked Blobbie, the attack is said to have been resisted and that battle ends.



## PHASES OF A TURN (BASIC MODE)

### 1) Draw Phase

- It is the action of adding the card from the top of your deck to your hand (you should not have 8 cards in hand in this phase otherwise the drawn card will be directly discarded into the Gray Area).
- Drawing a card in this phase is considered a "resolved action", this means that the drawn card can be used in response to some opponent's action without waiting for another moment ("timing").

### 2) Main Phase (optional)

- Place one or more Blobbies on the Battlefield or Trench.
- Move one or more Blobbies from the Trench to the Battlefield (only if the Blobbies were NOT placed in the Trench during this same turn).
- Place up to ONE additional Blobbie Essence per Blobbie on the Battlefield or Trench.
- Place up to ONE additional Shape per Blobbie on the Battlefield or Trench.
- Activate Cosmic Cards.
- Blobbiemorph all the Blobbies you want up to ONE time each.

### 3) Battle Phase (optional)

- Declare one or more battles.
- You and your opponent can activate Cosmic Cards during the battle(s), the turn owner will always have the first action.

#### 3.1) Attack vs Defense

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

#### 3.2) Battle Resolution

- Blobbies defeated in battle and all of their Shapes, Blobbie Essence and permanent Cosmic Cards that affect it will be sent to the Gray Area.

#### 3.3) Final Action

- Declare another battle, activate some power or Cosmic Card, or declare the Battle Phase is over.
- You can declare another battle with Blobbies that have not declared battle on this turn yet.

### 4) End Phase

- Declare that the turn has ended by passing the turn to an opponent (ways to announce this are: "I finish my turn", "skip", etc).
- In this phase you can activate Cosmic Cards or specific powers that cannot be activated in another phase.

### EXAMPLE OF COMBAT IN BASIC MODE

- Combatants place their decks, mini-decks, and Environment Counter on their playmats.
- They choose through a die who will choose the 1st turn and also the environment.
- The Yellow combatant gets the first turn and the environment becomes Earth.
- Each combatant draws 7 cards from their deck. The Indigo Combatant does not like his cards, so he returns them to the deck, shuffles them, and draws 7 cards again.

#### Turn 1: Yellow Combatant

- The Yellow Combatant got the first turn, so she does NOT draw 1 additional card.
- The Yellow Combatant places 1 Blobbie on the Battlefield.
- Then places 1 Blobbie Essence Card (in the Blobbie's column).
- Then places 1 Shape Card (under the Blobbie).
- Being the first turn, there are no opponent Blobbies on the field yet, so she skips her Battle Phase and ends her turn.



#### Turn 2: Indigo Combatant

- The Indigo Combatant draws 1 card from his deck.
- Then places 1 Blobbie on the Battlefield and 1 Blobbie in the Trench.
- Then places 2 Blobbie Essence Cards (1 in each Blobbie's column).
- Then places 2 Shape Cards (1 under each Blobbie).



#### Turn 3: Yellow Combatant

- The Yellow Combatant draws 1 card from her deck.
- Then places 1 additional Blobbie Essence Card in the Blobbie's column.
- Then places 1 additional Shape Card under the Blobbie.
- Then blobbiemorphs the Blobbie into Pteranodon and declares battle to the Blobbie Indigo.



#### Indigo Combatant (During Yellow Combatant's Turn 3)

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



#### Turn 4: Indigo Combatant

- The Indigo Combatant draws 1 card from his deck.
- Then places 1 additional Blobbie Essence Card in the Blobbie's column.
- Then removes a Blobbie from the Trench and places it on the Battlefield in basic Blobbie shape (the Yellow Combatant decides not to take any action in response).
- Then blobbiemorphs the Blobbie into Stegosaurus and declares battle to the Yellow Pteranodon.



#### Yellow Combatant (During Indigo Combatant's Turn 4)

- The Yellow Pteranodon's Defense is much less than the Indigo Stegosaurus's Attack, so in response to the declaration of attack, the Pteranodon blobbiemorphs into Walrus.
- The Walrus' Defense is still less than the Stegosaurus's Attack which is why the Yellow Combatant uses a "Teleportation" Cosmic Card to change the environment to Water (the Indigo Combatant decides not to do anything in response).
- The Indigo Stegosaurus is not designed for the Water environment, so all its abilities are split in half, while the Yellow Walrus is designed to for Earth and Water environments, so it maintains its full abilities and resists the attack.



The battle concludes, but the combat continues ...

#### BATTLE IN ADVANCED MODE

In Advanced Mode, battles between Blobbies are carried out in the same way as in Basic Mode, except that:

- The vitality of each Blobbie must be tracked
- The use of the 7 abilities of each shape is required.

#### Vitality

Blobbies can only hold a shape for a certain amount of time before getting tired and spending their Blobbie Essence. In the game, the vitality of each Blobbie is tracked with the help of Vitality Counters (or a die).

Each Blobbie placed on the Battlefield is assigned 3 Vitality Counters to record that its vitality is at 100%. Once the Blobbie blobbiemorphs (when a Shape Card is placed on top, face up), a counter must be removed at the beginning of each turn. When all 3 counters have been removed, the Blobbie's vitality is considered to have reached 0% and it is "tired." The Blobbie is forced to return to its basic shape and its Shape Cards will be placed below the Blobbie, face down, to indicate that they are not being used. In this state, the Blobbie will not be able to blobbiemorph, even if attacked, until its next Vitality Phase when it will again receive the 3 Vitality Counters and will be able to blobbiemorph (and its Confusion and Weaponry can be reused).

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

#### The 7 Abilities:

**Attack:** A shape's ability to cause immediate damage, whether using physical force, great weight, fangs, claws, horns, etc.

**Speed:** A shape's ability to escape or reach an opponent using its speed, agility, reaction time, etc.

**Confusion:** A shape's ability to stun an opponent and survive an attack, be it feigning death, expelling ink, stench, quick-acting toxins, etc.

**Defensæ:** A shape's ability to resist various attacks, whether it is due to having great muscle mass, resistant skin, strong carapace, regeneration power, etc.

**Perception:** A shape's ability to detect other shapes, whether through vision, hearing, smell, radar, magnetism, thermal vision, etc.

**Camouflage:** A shape's ability to not be perceived by its opponents, whether it is being stealthy, hiding, mimicking, etc.

**Weaponry:** A shape's ability to cause slow damage, whether using venom, electricity, spikes, stinging hairs, etc.

In order to beat an opponent you need:

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

If a Blobbie declares a battle from the Trench, it's considered that the Blobbie is ambushing the opposing Blobbie. The Blobbie uses its Camouflage to try to ambush its opponent, and the opponent must defend himself with its Perception.

If the attacker's Camouflage is greater than the opponent's Perception, then the ambush is successful and the opponent cannot use any of its abilities to protect itself, except for its Defense.

If the opponent's Perception is greater than or equal to the attacker's Camouflage, then the opponent "discovers it" and can make a surprise counterattack during the attacker's turn (the attacker is considered to have been discovered and can only protect itself with its Defense), or escape if you see fit.

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 or power).

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

Whenever a battle from the field is declared, the Blobbie receiving the attack may try to escape its opponent.

If, on the other hand, the speed of the attacker is less than that of the opposing Blobbie, the latter can decide to escape (and the battle ends) or stay (and the battle continues to the next sub-phase).

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

A Blobbie that has been reached may attempt to confuse its opponent to escape or counter attack.

If the attacked Blobbie's Confusion is greater than the opponent's Defense, then it's considered that the Blobbie has successfully stunned its attacking opponent and may counter-attack during the opponent's turn, or simply escape.

Shapes with high Confusion generally possess low Defense and use it to escape.

Confusion can also be used offensively (to stun an opponent and disable its Weaponry).

Confusion usually depends on the element of surprise and/or toxin reserves, therefore, it can ONLY be used once while this shape is active, after this, the Confusion is considered to be "used up" and cannot be reused until the Blobbie rests (when it returns to 100% vitality), changes shape, or uses Cosmic Cards or powers that revitalize the Blobbie.

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

A Blobbie that receives an attack can 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 generally used offensively, to defeat a stronger opponent, since shapes with high Weaponry generally possess low Attack and Defense.

Weaponry usually depends on the element of surprise and/or toxin reserves, therefore, it can ONLY be used once while this shape is active, after this, the Weaponry is considered to be "used up" and cannot be used again until the Blobbie rests (when it returns to 100% vitality), changes shape, or uses Cosmic Cards or powers that revitalize the Blobbie.

Weaponry will not instantly defeat the opposing Blobbie, but will do so in the resolution of the battle.

At the time of battle, if a shape possesses Confusion and Weaponry, it can use both abilities or only one, but both are spent at the end of the battle. A counter can be used on the card to record that Confusion and Weaponry are active.

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

If the attacking Blobbie's shape has an Attack value greater than the opponent's Defense value, the attacking Blobbie wins the battle and the opponent's Blobbie will be discarded to the Gray Area.



## PHASES OF A TURN (ADVANCED MODE)

### 1) Vitality Phase

### 2) Draw Phase

### 3) Main Phase (optional)

### 4) Battle Phase (optional)

- 4.1) Ambush your Opponent: Sub-Phase **Camuflaje vs Percepción**
- 4.2) Reach your Opponent: Sub-Phase **Velocidad vs Velocidad**
- 4.3) Stun your Opponent: Sub-Phase **Confusión vs Defensa**
- 4.4) Mortally Wound your Opponent: Sub-Phase **Arma vs Defensa**
- 4.5) Attack your Opponent: Sub-Phase **Ataque vs Defensa**
- 4.6) Battle Resolution
- 4.7) Perform another Battle (optional)

### 5) End Phase

## 1) Vitality Phase

- The first thing you should do when starting your turn is check which of your Blobbies are no longer in their basic shape (are blobbiemorphed) and you should reduce their Vitality Counters by 1.
- Blobbies that reach 0% vitality are “tired” and return to their Basic Blobbie shape until the start of your next turn. A Blobbie with 0% vitality cannot blobbiemorph.
- Blobbies that were at 0% vitality in the previous turn, will get revitalized to 100% (put 3 counters) and can now blobbiemorph.
- In this Phase you cannot:
  - Place Blobbies on the Battlefield or Trench.
  - Activate Cosmic Cards or powers.
  - Add cards from the deck to the hand.
  - Updating vitality is not considered an action that can have any response.

## 2) Draw Phase

- It is the action of adding a card from the top of your deck to your hand (you must not have 8 cards in hand in this phase otherwise the drawn card will be directly discarded to the Gray Area).
- Blobbies can't be placed in this phase.
- The opponent can respond with a Cosmic Card or a power to this action.
- Drawing a card in this phase is considered a “resolved action”, this means

that the drawn card can be used in response to an opponent's action without waiting for another moment (“timing”). After resolving this circuit automatically go to the next Phase.

## 3) Main Phase (optional)

- Place one or more Blobbies on the Battlefield or Trench. The action is declared before starting and you must announce everything that will be resolved in said move.
- Move one or more Blobbies from the Trench to the Battlefield (they must not have been placed in the Trench during this same turn).
- Place up to ONE additional Blobbie Essence per Blobbie on the Battlefield or Trench.
- Place up to ONE additional Shape per Blobbie on the Battlefield or Trench.
- Blobbiemorph all the Blobbies you want up to ONE time each.
- Activate Cosmic Cards or powers.
- The opponent can respond to any action, declaration or move. The cards and powers in each response will be resolved according to their priority. Each of these can also receive a response with cards of equal, greater or lower priority and must be declared in order.
- If powers are activated, they will be activated in order, and can receive a response one by one with Cosmic Cards or powers of equal, greater or lower priority. You can respond to the action or give a response independent of the previous action.
- When a circuit of activated actions and responses is created, the resolution will be based on the instructions on the Cosmic Cards.
- You can only use Cosmic Cards or powers against the Trench if the card indicates this.

## 4) Battle Phase (optional)

- Declare one or more battles.
- You and your opponent can activate Cosmic Cards during the battle(s), the turn owner will always have the first action.

### 4.1) Ambush your Opponent: Sub-Phase **Camouflage vs Perception**

- \* You can declare battle in this Sub-Phase only if your Blobbie is camouflaged in the Trench and you decide to perform an ambush.
  - The Blobbie in the trench must have been placed on a turn prior to the current one to be able to declare an ambush.
  - **Your Camouflage > Their Perception:** The ambush was successful and your opponent will be stunned. Jump to Sub-Phase 4.4.
  - **Your Camouflage <= Their Perception:** The ambush failed and your Blobbie will be stunned, jump to Sub-Phase 4.4 and the rest of this battle passes to your opponent.

### 4.2) Reach your Opponent: Sub-Phase **Speed vs Speed**

- \* You can declare battle in this Sub-Phase only if your Blobbie is visible on the Battlefield.
  - **Your Speed >= Their Speed:** go to Sub-Phase 4.3.
  - **Your Speed < Their Speed:** your opponent decides whether to run away or stay to battle:
    - If your opponent decides to escape, the battle ends. Jump to Sub-Phase 4.6.
    - If your opponent decides not to escape, jump to Sub-Phase 4.3.

#### 4.3) Stun your Opponent: Sub-Phase **Confusion vs Defense**

- This Sub-Phase only occurs with attacks from the Battlefield (unless some Cosmic Card or power modifies this).
- **Your Confusion > Their Defense:** your opponent will be stunned.
- **Your Defense < Their Confusion:** your Blobbie will be stunned.
- If both combatants are stunned, the battle ends. Jump to Sub-Phase 4.6.
- If only your Blobbie is stunned, go to Sub-Phase 4.4 and the rest of this battle passes your opponent.

#### 4.4) Mortally Wound your Opponent: Sub-Phase **Weaponry vs Defense**

- If you reached this Sub-Phase from 4.1, due to a successful ambush, the opponent will not be able to use defensive Weaponry.
- If you reached this Sub-Phase from 4.1, due to a failed ambush, your Blobbie will not be able to use Defensive Weaponry if the opponent decides to counterattack.
- If you reached this Sub-Phase from 4.3 and you are stunned, your Blobbie will not be able to use Defensive Weaponry if the opponent decides to counterattack.
- If you reached this Sub-Phase from 4.3 and the opposing Blobbie is stunned, their Blobbie will not be able to use defensive Weaponry.
- If you reached this Sub-Phase from 4.3 and neither Blobbie is stunned, both they will be able to use their Weaponry.
- **Your Weaponry > Their Defense:** your opponent will be mortally wounded.
- **Your Defense < Their Weaponry:** your Blobbie will be mortally wounded.
- If both combatants are mortally wounded, the battle ends. Jump to Sub-Phase 4.6.

#### 4.5) Attack your Opponent: Sub-Phase **Attack vs Defense**

- **Your Attack > Their Defense:** your opponent is defeated. Go to Sub-Phase 4.6.
- **Your Attack <= Their Defense:** Your opponent resists your attack and the battle ends. Go to Sub-Phase 4.6.

#### 4.6) Battle Resolution

- Mortally wounded blobbies lose the battle and their cards will be sent to the Cray Area.
- Stunned blobbies go back to normal.

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

- You can carry out other battles with Blobbies that have not yet declared battle during this turn.
- You can finish your Battle Phase.

### 5) End Phase

- You can use Cosmic Cards and powers.

### EXAMPLE OF COMBAT IN ADVANCED MODE

- Each combatant places their decks and mini-decks in their respective areas of their playmats. They decide with a die who will choose the 1st turn and also the environment.
- Each combatant draws 7 cards from their decks. The Blue Combatant doesn't like his cards, so he returns them to the deck, shuffles them and draws 7 cards again.

#### Turn 1: Blue Combatant

- There are no Blobbies in his Battlefield, the Vitality Phase is resolved without actions.
- On the first turn, the Blue Combatant does NOT draw 1 additional card from his deck.
- The Blue Combatant places 2 Blobbies on the Battlefield.
  - \* He places 3 Vitality Counters on each Blobbie on the Battlefield (he could have also placed a die showing the number 3).
- Then places 2 Blobbie Essence Cards (1 in each Blobbie's column).
- Then places 2 Shape cards (1 under each Blobbie).
- Then announces that his turn will end.



#### Turn 2: Orange Combatant

- There are no Blobbies in her Battlefield, the Vitality Phase is resolved without actions.
- The Orange Combatant draws 1 card from her deck.
- Then places 2 Blobbies on the Battlefield and 1 Blobbie in the Trench.
  - \* She places 3 Vitality Counters on each Blobbie on the Battlefield (she could have also placed a die showing the number 3).
- Then places 3 Blobbie Essence Cards (1 in each Blobbie's column).
- Then places 3 Shape Cards (1 under each Blobbie on the Battlefield).
- Then announces that her turn ends.



### Turn 3: Blue Combatant

- The Blobbies in his Battlefield have learned shapes but have not changed their basic shape, so none of his Blobbies get tired and no Vitality Counters need to be reduced. The Vitality Phase is resolved without action.
- The Blue Combatant draws 1 card from his deck.
- Then places 1 Blobbie in the Trench (it's not necessary to place the Vitality Counters in the trench).
- Then places 1 Blobbie Essence Card in the Blobbie's column in the Trench.
- Then places 1 Shape Card under a Blobbie on the Battlefield.
- Then blobbiemorphs a Blobbie into Caracal (action resolved) and declares battle to a Blobbie Orange.



### Orange Combatant (During Blue Combatant's Turn 3)

- The attacked Blobbie blobbiemorphs into Hyena. Since its speed is lower than the Caracal's, it is reached, but the Hyena uses its higher Confusion against the Caracal's Defense, stunning it and stopping its attack.
- The Orange Hyena declares a counterattack and uses its higher Attack against the Caracal's Defense, defeating it and sending his cards (Blobbie, Shape, and Blobbie Essence) to the Gray Area.



### Blue Combatant(Continuing Turn 3)

- The Blue Combatant blobbiemorphs a Blobbie into Llama (action resolved) and attacks another Blobbie Orange.

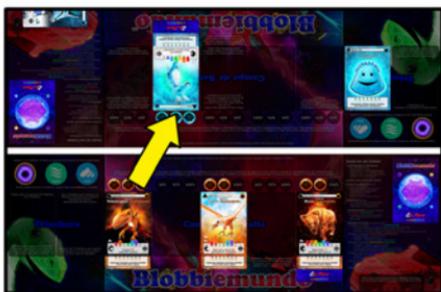


### Orange Combatant (During Blue Combatant's Turn 3)

- The Blobbie attacked by the Blue Llama blobbiemorphs into Eagle (action resolved) and uses its higher Speed against the Llamas' Speed and escapes.

#### Turn 4: Orange Combatant

- Because of the results of the previous turn's battle, the Orange Combatant's Blobbies on the Battlefield changed from their basic shape to a learned shape to defend themselves, so both Blobbies begin to get tired which is represented by reducing a Vitality Counter on both Orange Blobbies in the battlefield. The Vitality Phase concludes.
- The Orange Combatant removes 2 Vitality Counters (1 from each blobbiemorphed Blobbie).
- Then draws 1 card from his deck.
- Then places 1 Blobbie Essence Card in the Blobbie's column in the Trench.
- Then places 2 Shape Cards (1 under the Hyena and 1 under the Blobbie in the Trench).
- Then declares that she will ambush the Llama with her Blobbie in the Trench.
- Then moves the Blobbie from the Trench to the Battlefield by turning the card face up and rotating it back to normal position.
- Then blobbiemorphs the Blobbie into Velociraptor to use its higher Camouflage against the Llama's Perception (and she places the 3 Vitality Counters on it).



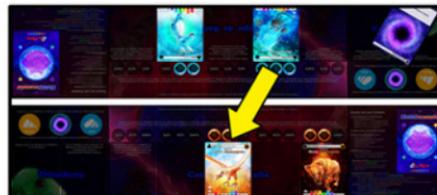
#### Blue Combatant (During Orange Combatant's Turn 4)

- The Blue Llama blobbiemorphs into Bat and uses its higher Perception against the Camouflage of the Orange Velociraptor to detect it before it can perform an ambush, stealing the element of surprise, allowing it to escape or counterattack.
- The Blue Combatant wants to counterattack, but since the Bat's Attack is lower than the Velociraptor's Defense, the Blue Combatant decides to use the Cosmic Card of "Blobbiemori!" to blobbiemorph into Llama again and, with its higher Attack, defeats the Velociraptor and sending all its cards to the Gray Area.



#### Turn 5: Blue Combatant

- The Blue Combatant removes 1 Vitality Counter from the blobbiemorphed Blobbie.
- Then draws 1 card from his deck.
- Then places 2 Shape Cards (1 under each Blobbie).
- Then uses the "Teleportation" Cosmic Card to change the environment to Water.
- Then moves a Blobbie out from the Trench and places 3 Vitality Counters on it.
- Then blobbiemorphs it into Platypus and tries to ambush the Orange Eagle.



#### Orange Combatant (During Blue Combatant's Turn 5)

- The Orange Eagle is not designed for the Water environment, so its abilities are divided in half and it's ambushed by the Platypus' higher Camouflage and then defeated by its higher Attack, sending all the Eagle's cards to the Gray Area.

#### Blue Combatant (Continuing Turn 5)

- The Blue Combatant blobbiemorphs the Blue Llama into a new taught shape: a Barracuda and declares battle to the Orange Hyena.



#### Orange Combatant (During Blue Combatant's Turn 5)

- The Orange Hyena has already "used up" its Confusion and cannot use it again until its Vitality returns to 100% or has changed its shape, so it blobbiemorphs into Stingray.
- The Stingray uses its higher Weaponry against the Barracuda's Defense and mortally wounds it, but even though it has wounded the Barracuda, the effect of its Weaponry is not immediate and the Stingray is defeated by the Barracuda's higher Attack.
- Both the Barracuda and the Stingray are defeated when solving the battle and all of their cards go to the Gray Area.

The battle concludes, but the combat continues ...

## VARIATIONS

### Speed Combat

If combatants wish to play a short combat, each of them can use only 3 Blobbie Cards in their mini-deck instead of 7. The rest of the rules are the same as in Normal Combat.

### Combat with Multiple Combatants

Blobbiemundo can be played between 3 or more combatants. Each combatant's turn will rotate clockwise. During each turn, each combatant can use each of their Blobbies to attack Blobbies of different combatants. Each Blobbie can only attack once. The rest of the rules are the same as in Normal Combat.

### Practice Combat

Cards from a 50 card theme deck can be split between two combatants to practice playing Blobbiemundo. Each combatant must have 3 Blobbie Cards and the rest of the cards must be split so that each combatant has 9 Shape 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 Normal Combat.

## NOTES

- Future Blobbiemundo theme decks will include new characters and energy sources.
- New Blobbie Essence Cards, Cosmic Cards, animal, dinosaur, gargoyle, and magical shape Cards, can be obtained through expansion packs.
- You can acquire the advanced cards that shape the current champion meta decks, while supplies last.
- Get updated rules, ban lists, and card rules at: [pers.com/blobbiemundo/rules](http://pers.com/blobbiemundo/rules)
- For championships, events, news, and questions about the rules, follow us on: [facebook.com/blobbiemundo](http://facebook.com/blobbiemundo)

## COLLECT ALL 7 DECKS AND BLOBBIEMUNDO EXPANSIONS!\*

- The **Red Deck** comes with **Blobbie Red** and has cards with higher **Attack**.
- The **Orange Deck** comes with **Blobbie Orange** and has cards with higher **Speed**.
- The **Yellow Deck** comes with **Blobbie Yellow** and has cards with higher **Confusion**.
- The **Green Deck** comes with **Blobbie Green** and has cards with higher **Defense**.
- The **Blue Deck** comes with **Blobbie Blue** and has cards with higher **Perception**.
- The **Indigo Deck** comes with **Blobbie Indigo** and has cards with higher **Camouflage**.
- The **Violet Deck** comes with **Blobbie Violet** and has cards with higher **Weaponry**.
- **Chromatic Massacre** (New Shapes, Cosmic Cards, and Magical Powers).
- **Metamorph Edition** (New Refractive Cosmic Cards).
- **Awakening of the Gargoyles Vol I** (Gargoyles, Tools, and Apotropaic Powers).
- Discover all the cards at: [pers.com/blobbiemundo/cards](http://pers.com/blobbiemundo/cards)
- \* Only sold in Peru. Only available in Spanish.



## GLOSSARY

**Action:** A play executed (draw a card, shape a Blobbie, blobbiemorph, activate a Cosmic Card or power, etc). Multiple actions can be performed at the same time, but each must pause and wait for an answer from the opponent.

**Active Blobbie:** A Blobbie to whom you can declare battle.

**Active Shape:** A Shape Card that is face up over a Basic Blobbie, indicating that it is currently blobbiemorphed into that shape.

**Agglomerate:** Activate a power simultaneously with a Cosmic Card. For example, when casting a Magic Cosmic Card and activating a Magic power at the same time, the action is agglomerated and can only receive one response from the opponent.

**Alternate Shape:** Additional shapes that a card has. These Alternate Shapes are activated according to the card's instructions (either with more Blobbie Essence, merged Blobbies, Magic, Apotropaic power, etc.).

**B.E.:** Abbreviation for Blobbie Essence.

**Basic Blobbie:** A Blobbie card from the Mini-Deck. Also a Blobbie in its natural state, who has not blobbiemorphed.

**Battling:** The action of declaring battle and starting an attack against a Blobbie. A Blobbie is considered to have battled even if it was declared battle and the battle never occurred.

**Blobbiemorph:** When a Blobbie changes shape, either by changing from Basic Blobbie to a learned shape or from an active shape to a new one.

**Combat:** A full game round of Blobbiemundo, from start to finish.

**Combatant:** A Blobbiemundo player.

**Cornered:** Prevent a Blobbie from using its Speed to escape a battle.

**Discard:** Move a card to the Gray Area.

**Feed:** Give a Blobbie Essence Card to a Blobbie to energize it.

**Field:** Battlefield

**Force:** Impose something even on other restrictions.

**Humanoid:** Shape that has hands (Humans, Primates, Gargoyles) and can use up to 2 Tools, working with other Blobbies as a team.

**Learn:** When a Blobbie receives a Shape Card face up on top or face down under so that it can blobbiemorph into that shape.

**Merged Blobbies:** Two or more (maximum 4) Blobbies of the same color that merge their bodies to represent a new one, this may be for their protection, because some shape requires it or because a team up attack is planned. The merged Blobbies are considered one.

**Offensive Cards:** Cosmic Cards or other powers that directly affect one or more opposing Blobbies (for example, Amnesia, Chromatic Massacre, etc.).

**Power:** A skill or special effect that a card possesses. Blobbiemundo currently has Cosmic, Magical and Apotropaic powers. Scientific powers will be introduced in Biowar.

**Refractives:** Cards with iridescent effect or "foil" with more rarity than normal cards.

**Resolved Action:** Action that is executed at the moment it is activated regardless of the chain of activations that exist. Currently, the only actions considered as such are the "Draw" action in the Draw Phase, the action of blobbiemorphing in response to the opponent's Magic (Gargoyle shapes) and the action of blobbiemorphing to Alternate Magic shapes in the presence of magic itself.

**Rest:** When a Blobbie is inactive until it regains 100% vitality.

**Search:** Draw a card from your deck that meets certain characteristics. After finding the card, the deck must be shuffled.

**Stun:** Put a Blobbie in a state where it cannot defend itself using its abilities except Defense. A Blobbie can generally be stunned using Confusion or ambushing it with Camouflage or by the effect of some power that indicates it.

**Targeted Offensive Cards:** Offensive cards that directly affect a single Blobbie (for example, Amnesia, Stuck, etc).

**Teach:** Put a Shape Card on top and face up or under and face down on a Blobbie so it can blobbiemorph into that shape.

**Blobbie Team Up:** Two or more Blobbies of the same or different color that battle simultaneously NOT without having their bodies merged (for example, Humanoids + Tools). The team is considered an attack unit, but is not considered as a single Blobbie.

**Tired:** When a Blobbie reaches 0% vitality, it returns to its Basic Blobbie shape and needs to rest in order to be able to blobbiemorph again.

**Tool:** Shapes that can be used by Humanoids' hands (maximum 2 tools), such as Team Up Blobbies.

**Transmute:** Force a Blobbie to change shape.

**Withdraw:** Completely remove a card from combat, without putting it in the Gray Area. Withdrawn cards cannot be reused for the rest of the combat (unless indicated by some power).

# Blobbiemundo™



Get updated rules, ban lists, and card rules at:  
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# Which **Blobbie** is most like you?™



## **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 shapes. 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.