

Let's Play

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GAME BASICS

How to Win

1 Survival Victory: You win the instant your opponent has no life cards in his Life Deck.

Cards are taken from Life Decks by:

- **Discarding and drawing cards** in the course of play.
- **Energy attacks:** These attacks discard life cards as their basic form of damage (p. 25).
- **Physical attacks:** Your opponent discards 1 card from his Life Deck for each power stage of damage taken by a personality when his Scouter is at 0 (p. 25).
- **Card effects:** Some cards have effects that result in cards getting taken from a Life Deck.

2 Dragon Ball® Victory: You win when you control all 7 Dragon Balls® of the same type (Earth, Namek or Dende™). The challenge is to keep control of the Dragon Balls® once they are in play, because they can be captured by opponents.

3 Most Powerful Personality Victory: The instant your Main Personality advances to the highest possible personality level in play for your game, you win. How do you advance levels? You advance your MP one personality level whenever you reach 5 or more anger.



If your Main Personality (MP) can reach 4 personality levels and your opponent can only reach 3, only you can win a Most Powerful Personality Victory.

IMPORTANT: Remember, this is a FANTASY GAME. Don't act out the events portrayed on the cards in real life. Someone could get hurt and when that happens, everyone loses.

Beginning a New Game

First You Need a Deck: If you haven't played the game before, or are short on time, skip building a deck and use the pre-constructed deck you received in this Starter.

Next you need to remove the Battle Simulator Cards. If you use the deck in this starter you need to remove the Battle Simulator cards shown below.



These cards CANNOT be used in a real game.

Also, if your deck is a villain starter or your Main Personality is Kid Trunks®, you must remove Kid Trunks® from your Life Deck.

Now you have a choice to make: If you are going to use a High-Tech card for your Main Personality, then remove the standard Personality card of the same level from your deck. If your High-Tech card has more than 1 Personality card on it and you choose to use it, you must use every level on that card for your Main Personality. If you are not using the High-Tech levels as part of your Main Personality, then use the other levels included in your starter and remove the High-Tech card from your deck.



Preparing the Arena on pages 14 and 15 illustrates the game set-up and components described in this section.

- 1 Place your Main Personality's cards face-up in front of you on the playmat in numerical order with the lowest-numbered card on top.
- 2 If the character you're playing is a Rogue Personality, you must declare if he is a hero or a villain. (See p. 37)
- 3 You now announce your highest level Main Personality card. That way, everyone knows the level necessary to win a Most Powerful Personality Victory.
- 4 If you have a Sensei (with or without a Sensei Deck) you now place him on your playmat.
- 5 If you are declaring a Fighting Style Advantage (Tokui-Waza) you must announce it now. (See Tokui-Waza, p. 46)
- 6 If you are playing with a Mastery card, then you place it on your playmat now. All Masteries require that a Tokui-Waza be declared before they can be played.

7 Set your Scouter at 5 power stages above 0 on your level 1 Main Personality card. Power stages are displayed on the right hand side of every Personality card.



8 Check for the Double Power Rule. Compare the power stages of your Main Personality to your opponent's. If your starting power rating of your Main Personality is double or more than your opponent's, then you set your Scouter on your Main Personality at 2 power stages above 0 and your opponent sets his Scouter on his Main Personality at his highest power stage, and he goes first.

9 Shuffle the remaining cards in your Deck and place it in front of you. This is your Life Deck. Your opponent may cut your Life Deck.

10 Set your Warrior Sword to 0. Place your Warrior Sword on the space indicated on the playmat.



11 You may swap cards from your Sensei Deck with the top cards of your Life Deck. Choose any cards you want to shuffle from your Sensei Deck into your Life Deck and set them aside; then take the same number of cards from the top of your Life Deck and place them inside your Sensei Deck; then shuffle the cards you chose from your Sensei Deck into your Life Deck. Your opponent may cut your Life Deck afterward.

12 Begin the game. Unless the Double Power Rule was used, the hero player goes first by following the steps in the Sequence of Play. If both players are heroes (or both are villains) and the Double Power Rule doesn't apply, then play a game of paper-rock-scissors.

After playing once or twice, you should be able to complete set-up for a new game in less than a minute.



Sequence of Play for One Complete Turn

There are 7 steps to each turn. Once you have gone through all 7 steps you will have completed your turn as the active player! What's an active player?

The active player is the person whose turn it is. When you are the active player you can play in all steps of a turn and are the person that can declare Combat in the **4 Declare Step**. The player who isn't the active player plays only during the **5 Combat Step** and **6 Discard Step**. Steps **1**, **2**, **3**, **4** and **7** are performed by the active player only.

NOTE: You will find all 7 steps listed on the Sequence of Play on your playmat.

1 Draw Step

If you are the active player, draw the top 3 cards from your Life Deck, and put them in your hand. You always draw cards from the top of your Life Deck.

2 Non-Combat Step

If you are the active player, you may now take Allies, Dragon Balls®, Battlegrounds, Locations and Non-Combat cards (including Drills) from your hand and place them into play. Only the active player can place cards in play during this step.

3 Power Up Step

If you are the active player, your Main Personality powers up by moving his Scouter up a number of power stages equal to his Power Up Rating (PUR). If you declared a Fighting Style Advantage (Tokui-Waza) (see p. 46), your MP's PUR increases by +1. A personality cannot go above his highest power stage. All of your Allies also power up in this step, but only by 1 power stage regardless of any Ally's PUR.



4 Declare Step

In this step you declare if you are going to enter Combat with your opponent. If you choose not to declare Combat skip the **5 Combat Step** and go to the **6 Discard Step**. If you place a Battleground or Location into play in the **2 Non-Combat Step**, you must skip the **5 Combat Step** for this turn.

5 **Combat Step**

If you are the active player, you can declare an attack on your opponent and attempt to reduce your opponent's Life Deck, power stages, and anger. Just remember, he gets to attack you later in this step. This step is detailed in full in the next section.

6 **Discard Step**

If you are the active player and you have more than 1 card in your hand during this step, place all but 1 of your cards into the discard pile. You may discard all of your cards if you want, but you may have no more than 1 card in your hand at the end of this step. Your opponent does the same, right after you discard.

7 **Rejuvenation Step**

If you are the active player and you did not declare Combat in the **4 Declare Step**, you may take the top card of your discard pile and place it facedown at the bottom of your Life Deck.

When you have completed the Sequence of Play, your turn ends. It's now your opponent's turn as the active player.

The Combat Step in Detail

The **5 Combat Step** is where it all happens! Mountain leveling energy attacks! Bone shattering smackdowns! All the hard-hitting action that makes this game fun. In this step you will go through 6 phases that we will explain in a moment.

Here are the Basics Made Simple. You declare Combat in the **4 Declare Step**. Now when you enter the **5 Combat Step**, you prepare for the fight by using all your effects that happen "When entering Combat." Then your opponent does the same. Your opponent now draws 3 cards. Now you attack! Your opponent defends! Then you and your opponent switch roles and he attacks and you defend. You keep doing this until you both pass during each of your "Attacker Attacks" Phases. When that happens, Combat is over.

Who's who in Combat? The active player is the player who declares Combat. The opposing player is the player who is called into Combat. During Combat, the "Attacker" is the person acting in **Phase (d) Attacker Attacks**, and the "Defender" is the player acting in **Phase (e) Defender Defends**. These phases are explained further ahead.

There are 2 kinds of attacks: physical attacks and energy attacks. Physical attacks use the Physical Attack Table and deal power stages of damage equal to the number found by comparing power ratings on the Physical Attack Table. Energy attacks cost 2 power stages to perform and deal 4 life cards of damage and this damage is dealt by flipping cards from the top of your Life Deck into your discard pile. Where do you find these attacks? They are in the card's text box!



EXAMPLE: You have this card in your hand: **ORANGE CHIN BREAK: Endurance 2. Physical attack doing +2 power stages of damage.** (Because the card has "physical attack" printed on it at the beginning of a sentence, you can play it from your hand as a physical attack. If it's successful, use the Physical Attack Table to find the Base Damage and then add +2 to find the total damage dealt!)

Cards that state damage: Some physical and energy attacks state what the damage is. When that happens, the damage from the attack is what is stated on the card itself.

The 6 Phases of the Combat Step:

Phase (a) Active Player Prepares

Now you use any cards with "When entering Combat" effects. What are those? These are effects that appear on cards that are used before you actually fight. Just look at the current Battleground or Location in play; any cards in your hand; your Main Personality's current level; and any other of your cards in play. Are there any "When entering Combat" effects printed on them? If so, use them now in whatever order you want. When you don't have any more "When entering Combat" effects to use, let your opponent know.

Phase (b) Opposing Player Prepares

Now your opponent does the same thing. He uses any effects that happen "When entering Combat."



Phase (c) Opposing Player Draws 3 Cards

The opposing player draws 3 cards into his hand from his Life Deck.

IMPORTANT! The next 2 phases: **Phase (d) Attacker Attacks!** and **Phase (e) Defender Defends!** are where it all happens! To make understanding these phases easier we created the **Battle Sequencer** in the exact middle of this rulebook. It will help guide you on how to hold everything together while it is all blowing apart! Keep it close by if you are new.

Phase (d) Attacker Attacks!

Now you can do one of 3 things: attack, use a card in place of an attack, or pass:

1. Attack! You can attack your opponent with cards from several places in the game. Check all your cards in play and in your hand to see where you have attacks that you can use. Here's where to find them:

➤ **Physical Combat, Energy Combat or Combat Cards:** If one of these cards is an attack just play and use the card from your hand! ***Ka-Me-Ha-Me-HAAAA!***

➤ **Main Personality Powers:** If your MP has an attack for his Power you can use that attack.

➤ **Allies:** If the Ally is in control of Combat and can perform an attack - then let him!

➤ **Final Physical Attack!** You can discard any card from your hand to perform a Final Physical Attack. (see p. 28)

2. Use a card in place of an attack! Fighting isn't all about violence! There's dirty tricks too! Here are where you can find effects you can use in place of an attack:

➤ **Physical Combat, Energy Combat or Combat Cards:** Some of these cards have amazing powers that cannot perform or stop attacks. You may play them now!

➤ **Personality Card Powers:** Main Personalities and Allies may have powers that you can use that aren't attacks or stop an attack. Use them now. (Remember, an Ally has to be in control of Combat to use his power. See p. 35)

➤ **Battlegrounds or Locations:** If there is an effect you can use - use it!

➤ **Non-Combat cards:** Just use a Non-Combat card you placed in play earlier, do what it says, and then discard it after use.

➤ **Sensei Card:** If you can get help from your Sensei's power then get it!

3. Pass! Sometimes there's nothing to do, or the best tactic is to wait. If you want to (or have to) pass, just say "pass" and do nothing in this step.

When a card is used, do everything in the card's power text, doing secondary effects first.

What are secondary effects? Secondary effects are effects not directly associated with an attack. These card effects occur automatically and are **always resolved before the opponent does anything else**. The following are NOT secondary effects: costs, Endurance, "if successful" effects, attacks, anything that stops an attack, or any text inside parentheses.



EXAMPLE: You perform this attack in your "Attacker Attacks" phase. **ORANGE FACE CRUNCH:** Physical attack doing 5 power stages of damage. **Raise your anger 1 level.** If successful, look at your opponent's hand and choose a card. The chosen card is set aside and cannot be used this Combat. At the end of Combat, place the card that was set aside into your opponent's hand. (The effect that is in bold here is a secondary effect.)

REALLY REALLY IMPORTANT! If you use a card in place of an attack or pass you go directly to **Phase (f) Fight Back!**

Phase (e) Defender Defends!

The defending player only enters this phase IF AN ATTACK HAS BEEN PERFORMED in the previous "Attacker Attacks" phase. Otherwise, this phase doesn't happen. Why? Because you can't stop what isn't coming at you! You have 2 options when attacked by your opponent:

1. Stop the attack or prevent damage dealt to you: You may do any of the following if it stops an attack or prevents damage from an attack:

➤ Play a Physical Combat, Energy Combat, or Combat card from your hand.

➤ Use a card power from a Main Personality (or an Ally that has taken over Combat for the MP).

➤ Use 1 of your faceup Non-Combat cards that you played on the table earlier.

Remember. You can't use any of these cards in this phase unless it **STOPS** an attack or **PREVENTS DAMAGE** from an attack.

2. Do nothing.

If an attack is not stopped, it is successful even if it deals no damage.

Taking Power Stages of Damage. When you can't stop an attack that deals you power stages of damage you lower your Scouter 1 power stage for each power stage of damage dealt to you. If your Scouter is at 0 with power stages of damage remaining to be dealt, the player must take 1 life card of damage from his Life Deck for each power stage of damage remaining.

Taking Life Cards of Damage: If damage is specified in life cards, then you flip over a life card from your Life Deck into your discard pile for each life card of damage.

NOTE: *When life cards of damage are taken, they must be reviewed to prevent the improper discarding of a Dragon Ball® card (p. 43).*

Phase (f) Fight Back

Return to **Phase (d) Attacker Attacks**. Now, you switch roles - the defending player now attacks and the person who just attacked now defends. The attacker may pass rather than attack, but his opponent can then attack afterward. Keep repeating **Phases (d), (e) and (f)** until both players consecutively pass during **Phase (d) Attacker Attacks**.

Consecutive passing? What's that? When you and your opponent both pass one after another in **Phase (d) Attacker Attacks**, you have passed consecutively and the **Combat Step** is over.

Final Physical Attack

What do you do when you have cards in your hand but no attacks? Well, any card in your hand can be played for a Final Physical Attack, but it's a little risky. Here's how it works: declare you are performing a Final Physical Attack and discard a card from your hand into your discard pile during your "Attacker Attacks" phase. Your opponent can defend in his "Defender Defends" phase. Then if he can't stop the attack, compare power stages on the physical attack table and deal any damage from the attack.

A Final Physical Attack turns any card in your hand into a physical attack! But here's the catch. You must pass for the remainder of Combat, leaving you wide open to an attack. Defense Shields (p. 48) and floating effects (p. 48) may still stop attacks after you perform a Final Physical Attack, but other than those you are at your opponent's mercy. Both you and your opponent can perform a Final Physical Attack once per Combat.

HOW THE CARDS WORK

Categories of Cards

Cards belong to 1 of 2 categories: Styled cards or Freestyle cards.

Styled cards: The first word of the card's title is what identifies the Martial Arts Style (if any) of the card and will have a corresponding kanji of that style printed on it. The 6 Martial Arts Styles are listed below:



Red Style. The Red Style quickly advances your power!



Blue Style is the style that employs the use of calming leverage in battle.



Orange Style focuses on unleashing raw energy.



Black Style stresses the strength found in the use of hard-hitting attacks to offset your opponent's balance.



Saiyan Style uses the power in all things to hit hard!



Namekian Style uses the power of thought and regenerative energy.

Freestyle cards do NOT have a Martial Arts Style listed in the first word of the card title and do NOT belong to a Martial Arts Style.

Named cards have the name of a DBZ® personality in the title and can be Styled or Freestyle cards depending on the first word of the card title.

Straining Move cards are Freestyle cards that have the word "Straining" in the title. They represent desperation moves.

Personality Cards:

Personality cards represent the characters in DBZ® and they are either played as Main Personalities or Allies. Your Main Personality is made up of 3 or more consecutive levels of Personality cards starting with level 1 (he can have up to 5 levels.) Your MP always starts with his level 1 personality card, and during play, only the current level of a MP is in play. Personality cards can also be Allies which can assist your MP in battle and are placed in play in the **Non-Combat Step**.

Personality card powers represent special abilities that a character possesses. A Personality card power can only be used during the **Combat Step**, and can only be used once per turn, unless the character advances or loses a personality level (see next page).

Constant Combat Powers: These card powers only appear on Personality cards, and MUST be used if the Personality is in control. **29**

Advancing Your Main Personality

This section explains how MP's advance (or lose) personality levels and what that means.

Going to the Next Level: As the game progresses, your MP's anger level will go up and down depending on card effects. When your MP's anger level reaches 5 or more, he advances to his next level personality card. At that time, you place the current level card on the bottom of the stack revealing the next level card, set the Scouter to the highest power stage and discard any Drills you have in play.

NOTE: *Main Personality card powers are available every time the MP advances or loses a level. If you have used your MP's card power and he either advances or loses a personality level, you can use your MP's card power again in the same turn.*



EXAMPLE: Kid Trunks[®] just used his Main Personality card power. Later in the same **Combat Step**, Kid Trunks[®] anger reaches 5 and he advances a level and exchanges his level 1 MP card for his level 2 MP card. The card power of the new level 2 card can be used even though the card power from the level 1 card was already used in this **Combat Step**. If Kid Trunks[®] is lowered back to his level 1 MP this Combat, he can use his level 1 card power again for another attack.

Tracking Anger: Anger is tracked on the Warrior Sword. On the sword is a small window that displays the numbers 0 to 5. Every time your MP changes his anger level, pull out the Warrior Sword the specified amount of levels. When the Warrior Sword reads 5, you advance to the next level and reset the Warrior Sword to 0. Anger can never go below 0.

Anger is not carried over when you advance a personality level. This means that if your Warrior Sword reads 4, and your anger is raised 2 levels, your MP advances a level, and you reset the Warrior Sword to 0.

Running Out of Levels: If you reach the highest level of your Main Personality, and the level isn't high enough to win a Most Powerful Personality Victory, you don't advance any more levels when your Warrior Sword reaches 5 or more, but instead you raise your MP to his highest power stage and reset your Warrior Sword to 0. You do not discard your Drills when this happens, and you don't get an additional chance to use his personality power again.

Taking Them Down a Notch: Your MP can only lose a personality level by card effects. Whenever an MP loses a level, the player sets the Scouter to 5 power stages above 0 on the lower personality no matter where the Scouter was before. The current anger level stays the same and any Drills you have in play are discarded.

DRAGONBALL Z[®]

Collectible Card Game

Battle Sequencer

BUU[®] saga

The Battle Sequence is the process that all
Attacker Attacks/Defender Defends
phases go through.

If you are a new player keep this section handy

The Combat Step – Phase (d) Begins

- 1.** The attacker activates a Non-Combat card or personality power, or plays a Physical Combat, Energy Combat or Combat card from his hand, or passes (if the attacker passes, proceed to Phase [f] Fight Back).
- 2.** The attacker pays costs, if any associated with that card or power and announces if he is using any Empower effect on the card to boost its damage.
- 3.** Resolve all secondary effects on the card or power. Secondary effects are those effects not directly associated with an attack. This does not include effects with the clause "If successful" attached to it. Secondary effects are always resolved before the opponent does anything else.

The Combat Step – Phase (e) Begins

- 4.** If an Ally can take over Combat for the Main Personality, the Defender must announce which personality is in Control of Combat until this attack is resolved.
- 5.** The defender plays a card from his hand or uses a Non-Combat card or personality power to defend against the attack.
- 6.** Resolve all secondary effects from the defender's card or personality power.
- 7.** If the attack was not stopped, the defender must now activate any Defense Shields from his cards in play.
- 8.** If the attack is not stopped at this time, the attack successful (an attack is successful even if it does no damage).
- 9.** Determine the Base Damage, if any, from the attack. Base Damage for physical attacks is found on the Physical Attack Table. Base Damage for an energy attack is usually 4 life cards.
- 10.** Add or subtract any modifiers from the attack, Drills, personality powers, etc., to the Base Damage.
- 11.** Determine if the Ally currently in control of Combat can capture a Dragon Ball[®] by using the Personality Captures rule on page 44 and if that Ally will either deal damage or capture a Dragon Ball[®].
- 12.** Any power stages of damage from the attack are tracked with the Scouter.
- 13.** Any life cards of damage from the attack are discarded from the Life Deck and the defender can use Endurance at this time.
- 14.** If the attack does 5 or more life cards of damage, the attacker may capture an opponent's Dragon Ball[®].
- 15.** Any "If successful" effects that the attacker has are applied. If there are multiple "If successful" effects, the attacker gets to decide the order in which these effects happen.

Attacker's Power Stage



Physical Attack Table

Defender's Power Stage

Attacker's Power Stage	Defender's Power Stage	A	B	C	D	E	F	G	H	I
A	0	1	0	0	0	0	0	0	0	0
B	1-349,999	2	1	0	0	0	0	0	0	0
C	350,000-1,299,999	3	2	1	0	0	0	0	0	0
D	1,300,000-2,399,999	4	3	2	1	0	0	0	0	0
E	2,400,000-3,549,999	5	4	3	2	1	0	0	0	0
F	3,550,000-4,749,999	6	5	4	3	2	1	0	0	0
G	4,750,000-5,999,999	7	6	5	4	3	2	1	0	0
H	6,000,000-7,299,999	8	7	6	5	4	3	2	1	0
I	7,300,000+	8	8	7	6	5	4	3	2	1

Allies

What Allies Do: Allies are Personality Cards that help your Main Personality. Allies can absorb power stages of damage meant for your Main Personality, and they can attack and use their card powers when your MP's Scouter is at 0 or 1 power stage above 0.

Placing Allies into Play: Allies are placed in play during **Non-Combat Step** by the active player, and their Scouters are initially set to 3 power stages above 0. When you place Allies in play, they must be at the same personality level of your MP or less, so if your MP's personality level is 1, you can play only level 1 Allies. If your Main Personality is at level 2, you can place in play level 1 or level 2 Allies.

After the Ally is in play, you can play his next level Ally on top of him. This is called "overlying." When you overlay, you set the Scouter to the Ally's highest power stage on his next level, and any levels under him are no longer in play. It's ok to have an Ally's overlaid level exceed your MP's level. Card effects that place Allies into play can also be used to overlay Allies.



EXAMPLE: If you are playing a Goku® MP that can reach level 5, and Goku® is currently at level 3, you can place in play a level 3 Goten™ Ally without having to play his level 1 and level 2 first.

Powering Up Allies: Allies always power up 1 power stage during your **Power Up Step** no matter what an Ally's Power Up Rating is. If you want your Ally to gain more power stages, you can choose to use cards that increase the power stages of your MP and use them for your Ally, if the card does not state who gains the power stages.

Taking Over Combat: An Ally can take over Combat when the MP's power stage is at 0 or 1 power stage above 0. When this happens, the Ally acts just like the Main Personality, and the Ally's power rating is used to calculate damage on the Physical Attack Table. The Ally doesn't have to be at 0 or 1 above 0 to allow the MP or another Ally to take over Combat.

- Once an Ally has taken over Combat he can use his card power even if the MP already used his card power during the same **Combat Step**.
- If an Ally performs an attack, no other personality of the same player may take control of Combat until the attack resolves.
- Whenever you enter **Phase (e) Defender Defends**, you must choose which personality is in control of Combat. That personality must stay in control of Combat until the attack is resolved.

- ▶ Whenever an opponent plays or uses a card outside of his “Defender Defends” phase, you may have one Ally take control of Combat before any effects occur, including secondary effects.
- ▶ Damage can be transferred from the Ally taking over Combat to other Allies or the MP.
- ▶ Allies cannot use “When entering Combat” powers since they cannot be in control of Combat before Combat actually begins (after **Phase (b) Opposing Player Prepares**).
- ▶ Allies may only use Contant Combat Powers when in control of Combat.

Does Anger Affect Allies? -- No. Anger only affects the Main Personality. Any anger influencing effects that occur when the Ally has taken over Combat affect the MP and not the Ally. Allies require no anger to advance levels.

Allies and Damage: Allies can always absorb power stages of damage that are directed to your Main Personality or other Allies. The damage calculated on the Physical Attack Table is based on the MP's power stage and not the Ally's unless the Ally has taken over Combat.

The Ally absorbing damage must take all of the damage of that one attack. In other words, you cannot take 5 power stages of damage and give 2 to one Ally and 3 to another. Any life cards of damage dealt to your Ally come right out of your Life Deck.



EXAMPLE: Your Ally Kid Trunks® (who is currently in control of Combat) just took 3 power stages of damage from a physical attack, and his Scouter was at one power stage above 0. Kid Trunks® will lose 1 power stage and 2 life cards out of your Life Deck for the remaining 2 power stages of damage because he cannot split damage from an attack.



EXAMPLE: The Ally Kid Trunks® has taken over Combat for Goku® (the MP) because Goku's® Scouter is at 1 power stage above 0. You attack with Kid Trunks® card power which is an energy attack. Later, in his “Attacker Attacks” phase, your opponent attacks back with a physical attack. Goku's® power rating is higher than Kid Trunks® right now, so you switch back to having Goku® be in control of Combat and use Goku's® power rating for determining the damage. After you determine the damage, you can then redirect the damage to Kid Trunks® or any other Ally instead of Goku.

Ally Play Restrictions: Both you and your opponent may have the same Ally in play if the Allies are at different personality levels, but duplicate Allies of the same level are not allowed in play. The exceptions to this rule are Saibaimen™ and Cell Jr.™ which are found later in this section.



EXAMPLE: If you have a level 2 Goku® in play as an Ally, then your opponent can place in play a level 1 Goku®, but he cannot advance Goku® in personality levels unless he forces you to remove or discard your level 2 Goku® from play.

You may not place an Ally into play that is the same personality as a Main Personality in play.

Rogue Personality Rule

The characters of Android 16™ Android 18™ Piccolo™ Vegeta® and Majin Vegeta®, may be played as either heroes or villains when used as Allies or Main Personalities. If you are using any of these personalities in your deck as an MP, you must declare if he/she is a hero or villain at the game's beginning. Rogue personalities that are Allies automatically have the same alignment as your Main Personality.

Saibaimen™/Cell Jr.™ Rule

Saibaimen™ Because Saibaimen™ are seedlings, they can be used as multiple Allies. All of the Ally rules apply to Saibaimen™ except that both you and your opponent can use Saibaimen™ as a multiple Ally. You can have up to 3 of each copy of Saibaimen™ in your deck. The limit for the whole field of play is 9 Saibaimen™ (3 of level 1, 3 of level 2 and 3 of level 3.) But if either player uses Saibaimen™ as an MP, then no other Saibaimen™ are allowed to be Allies.

Cell Jrs.™ can only be Allies for Cell™ when he is a Main Personality and, like Saibaimen, duplicates are allowed in play. There are 3 different Cell Jr.™ personality cards: Cell Jr.™ 1 level 1, Cell Jr.™ 1 level 2 and lastly Cell Jr.™ 2 level 1. The Cell Jr.™ 1 Level 2 will only overlay on its matching Cell Jr.™ 1 Level 2, but can play next to its level 1 when Cell™ is at his personality level 2 or above. The entire field of play can have 9 Cell Jrs.™ in play at once.



Energy Combat, Physical Combat and Combat Cards

Energy Combat Cards

Energy Combat cards usually perform or stop an energy attack. Generally, an energy attack costs the attacking personality 2 power stages to perform and does 4 life cards of damage unless the card states otherwise.

The attacking personality must move his Scouter down the required power stages before any effects of the energy attack can occur. Power stages are not recovered if the attack is stopped. If a personality cannot pay the power stages, he cannot perform an energy attack.

Energy Combat cards that do not perform energy attacks cost no power stages to use.

Physical Combat Cards

A physical Combat card usually performs or stops a physical attack. Base Damage for physical attacks will either be printed on the card, or will have to be determined by comparing power stages on the Physical Attack Table. If the Base Damage is stated on the card you do not use the Physical Attack Table.



EXAMPLE: Kid Trunks® plays MAJIN BUU'S® STOMACH THROW: Physical attack doing 3 life cards of damage... (Since the damage is specified as 3 life cards, the physical attack table isn't used if the attack is successful.)

How to use the Physical Attack Table for physical attacks:

When Base Damage from a physical attack isn't shown on the card, compare the power stages of the attacking personality and the defending personality on the Physical Attack Table. The attack does the amount of power stages of damage indicated on the table, modified by any cards in play.

Taking Power Stages of Damage. When you can't stop an attack that deals you power stages of damage, you lower your Scouter 1 power stage for each power stage of damage dealt to you. If your Scouter is at 0 with power stages of damage remaining to be dealt, the player must discard 1 life card of damage from his Life Deck for each power stage of damage remaining.



EXAMPLE: Majin Buu® Level 1 has a power rating of 3,045,000 and he performs a physical attack against Goku® who is at 1,125,000. The attack is successful, so the players look up the Base Damage on the Physical Attack Table. The table reveals that Goku® will receive 3 power stages of damage. Since Goku's® Scouter is at 1 power stage above 0, he will lose 1 power

stage and 2 life card from this attack. So Goku® lowers his Scouter to 0 and flips 2 life cards from the top of his Life Deck into his discard pile.

Combat Cards

Combat cards are used to perform an attack, defend against an attack, or do other miscellaneous effects. Combat cards are different from Energy Combat cards and Physical Combat cards in that all their effects are usually secondary effects (see p. 27).



EXAMPLE: Majin Buu® plays the Combat card HORRIFIED: Set all Allies in play to 0 Remove from the game after use. (Now all Allies in play, both Majin Buu's® and his opponent's, have their Scouters set to 0.)

“+” in Physical Combat Cards, Energy Combat Cards and Combat Cards

There are Physical Combat cards and Energy Combat cards that cause extra damage over and above the Base Damage indicated in either the Physical Attack Table for physical attacks, or the standard 4 life cards of Base Damage for energy attacks. These cards contain a “+” in their card power such as “Physical attack doing +1 life cards of damage.” In all of these cards, simply add the extra damage to whatever Base Damage your attack will deal if it's successful.

Some attacks have an extra cost to perform like, “Energy attack. Costs +1 life card to perform.” This energy attack would cost 2 power stages and 1 life card to perform (flip the top card of your Life Deck into your discard pile.)

Card Powers Containing Multiple Effects: Many cards produce more effects than just an attack or stopping an attack. There are 2 kinds of these effects:

1. Effects with an “If successful” condition: These effects require the attack to be successful before the effect can be used.

2. Secondary effects: As stated earlier, secondary effects are effects that are not directly associated with an attack. These card effects occur automatically and take effect whether or not the attack was successful or not, and are always resolved before the opponent does anything else.

Non-Combat Cards

Non-Combat cards are placed in play during the **② Non-Combat Step** in front of you and lie faceup on the playmat until they are used. Regular Non-Combat cards represent events, effects and conditions that follow the storyline of the show. You use a Non-Combat card in place of an attack in the **③ Combat Step**. Drills are also considered Non-Combat cards, although they are not discarded after use, and may be used multiple times within the **③ Combat Step**.

IMPORTANT: Although some Dragon Balls® have the “Non-Combat” heading printed on them, they are not Non-Combat cards, and they do not follow the Non-Combat card rules. They have special rules of their own (see p. 42).



EXAMPLE: You are the active player. You draw the Non-Combat card ENERGY GATHERING during the **① Draw Step**. You place it in play during the **② Non-Combat Step**. You power up in the **③ Power Up Step**. You declare Combat in the **④ Declare Step** and enter the **⑤ Combat Step**. On your “Attacker Attacks” phase you can choose to use ENERGY GATHERING and use all its effects and then discard it.

Drill Cards

Drills are Non-Combat cards with the word “Drill” in the title. Drills are played during the **② Non-Combat Step**. Unlike most Non-Combat cards, Drills are kept in play after use and can be used multiple times throughout the game. Although some Drills require activation, most Drills are always active, and you **MUST** use an active Drill’s ability, even if you don’t want to.

Types of Drills

Styled Drills: These Drills have 1 of the 6 Martial Arts Styles identified in the FIRST WORD of the title (Red, Blue, Orange, Black, Saiyan, or Namekian).

- ▶ If you have a Styled Drill in play, you cannot have another Drill from a DIFFERENT Martial Arts Style in play.
- ▶ If you have a Styled Drill in play, you can only have 1 copy of that Drill in play, but you can have other Styled Drills in play if they belong to the same Martial Arts Style and are different than any other Styled Drill you have in play.
- ▶ Freestyle Drills and Named Drills can always be in play with Styled Drills and you can have more than one copy of each in play.

Freestyle Drills: If the first word of a Drill does not reference a Martial Arts Style, then it’s a Freestyle Drill and can be played in any deck regardless of the Tokui-Waza declared. An example of a Freestyle Drill in Buu® Saga is PHYSICAL DEFENSE DRILL. If you want you can have 3 copies of this Drill in your deck and in play.

Named Drill Cards: Named Drills are Drills that have a personality’s name in the card title. They may be placed in play with any Martial Arts Styled Drill without restriction, and you can have multiple copies of these Drills in play at once. If your MP’s name matches the Named Drill, you can have 4 copies of this Drill in your deck and in play.



EXAMPLE: ORANGE SPY DRILL is a Styled Drill because the first word is one of the 6 Martial Arts Styles. When it’s in play you can have other Orange Drills in play, but no duplicates of ORANGE SPY DRILL, nor any Drills from other Martial Arts Styles. You can, however, have 4 copies of GOHAN’S® SWORDPLAY DRILL next to an ORANGE SPY DRILL because GOHAN’S® SWORDPLAY DRILL is a Named Freestyle Drill card and there is no Martial Arts Style in the first word of the title, and Gohan’s® name is in the title.

Restricted Drills: A restricted Drill contains the text “Cannot be used with other (Martial Arts Style) Drills in play” What does that mean?

- ▶ A Restricted Drill cannot enter play if another Drill of the restricted Martial Arts Style (the Martial Arts Style printed on the card) is anywhere in play.
- ▶ If the Restricted Drill is in play, and a different Drill of the restricted Martial Arts Style gets placed in play, the Restricted Drill gets discarded.
- ▶ If a Restricted Drill is in play, and the same Restricted Drill is placed in play, then both Restricted Drills get discarded.

Other Drill Rules: When your Main Personality advances or loses a personality level, all of your Drill cards in play are discarded immediately.

When a player draws a Drill that cannot be placed in play because it doesn’t match the Martial Arts Style of a Drill he already has in play, he may immediately show it to his opponent and shuffle it back into his Life Deck, but he does NOT get to draw a card to replace the unplayable Drill.

Drills that add a “+” to attacks do the extra specified damage, even if the original attack does not do that type of damage.

The abilities of a Drill may only be used by the controller of that Drill, unless the card states otherwise.

Battleground and Location Cards

You place Battlegrounds and Locations in play horizontally during the **Non-Combat Step**. You must then skip the **Combat Step** of your turn, because instead of fighting, your character has chosen to travel to the site. You can still take the top card of your discard pile and place it on the bottom of your Life Deck during the **Rejuvenation Step**.



EXAMPLE: You are the active player and you place THE OTHER WORLD in play during the **Non-Combat Step**. After the **Power Up Step**, you go to the **Declare Step** and then must skip the **Combat Step**; then go to the **Discard Step** and then to the **Rejuvenation Step** where you can place the top card of your discard pile on the bottom of your Life Deck.

If there is a Battleground or Location card anywhere in play, it's removed from the game when a new Battleground or Location card is placed in play. A Battleground or Location cannot be placed in play if another copy of the same Battleground or Location is already in play.

Dragon Ball® Cards

Dragon Ball® cards represent the coveted Dragon Balls® in the TV show. Each has its own unique power in the game, and when you control all seven Dragon Balls® of the same set, you make a wish and win the game.

Dragon Balls® are **NOT** Non-Combat cards even though some Dragon Balls® have “Non-Combat” printed on them. “Non-Combat” just helps you remember what step they are played in. There are 3 types of Dragon Balls®: Earth, Namek and Dende™. You place Dragon Balls® in play during the **Non-Combat Step**, and their effects are instant unless specified on the card.

You can only have 1 type of Dragon Ball® in your deck: Earth, Namek, or Dende™ and you can have only 1 copy of each. Duplicates of Dragon Balls® are not allowed in play, because in the show Dragon Balls® are unique. Both players can have the same Dragon Balls® in their decks, but only 1 copy of each Dragon Ball® can be in play at a time.

NEW Alternate Dende™ Dragon Balls®: These new Dragon Balls® are the same Dende™ Dragon Balls® as before, just with different powers and alternate art. These new Dende™ Dragon Balls® have the prefix “Alt” in their title to show that they are an alternate version (so ALT.DENDE™ DRAGON BALL® 1 = DENDE™ DRAGON BALL® 1). They can be mixed freely with the regular Dende™ Dragon Balls®.

Discarding Dragon Balls®: When a Dragon Ball® goes to the discard pile for any reason check to see if the Dragon Ball® is in play. If it is, then it bypasses your discard pile and is removed from the game. If it is not in play, then it bypasses your discard pile and goes to the bottom of your Life Deck face down.

Discarding Dragon Balls® when taking life cards of damage: Dragon Ball® cards do not count as damage when you discard them from your Life Deck, and you must flip over a different card for damage if you uncover a Dragon Ball®. If the Dragon Ball® is currently in play when it's discarded, it is removed from the game. If not, it is placed at the bottom of your Life Deck.

Discarding Dragon Balls® when losing life cards for other effects: When you discard life cards that are NOT a result of damage from an attack, the Dragon Balls® DO count as life cards. However, they still bypass your discard pile and go to either the bottom of your Life Deck or are removed from the game if they are in play.



EXAMPLE #1: It's your “Attacker Attacks” phase. You perform BLUE DIVING ENERGY DROP for 5 life cards of damage against your opponent. Your opponent turns over the first card of damage in his Life Deck and it's EARTH DRAGON BALL® 3. The Dragon Ball® isn't in play so it goes on the bottom of his Life Deck. But EARTH DRAGON BALL® 3 doesn't count as damage. He still must discard 5 cards and he does so.



EXAMPLE #2: On your opponent's “Attacker Attacks” phase, he plays a Combat card that makes you discard 3 cards from your Life Deck that aren't damage from an attack, and the first card you turn over is EARTH DRAGON BALL® 3. It's not currently in play, so you place it on the bottom of your Life Deck and you discard 2 more cards (not 3) since the Dragon Ball® DOES count as a discarded life card since it isn't damage from an attack.

IMPORTANT: When you have damage remaining to be dealt to you and all you have in your Life Deck are Dragon Balls®, you lose the game.

Dragon Ball® Immunity: A card cannot affect a Dragon Ball® unless Dragon Balls® are specifically mentioned. But if a card affects cards at random, then a Dragon Ball® can change its location inside of a Life Deck or be discarded from your hand. How about some examples?

EXAMPLES:



▶ Your opponent plays the card BLUE TERROR in his “Attacker Attacks” phase, which lets him search his Life Deck for a card. He CANNOT use this card to search for a Dragon Ball® because a Dragon Ball® is not specifically mentioned.



▶ During your “Attacker Attacks” phase, you play KRILLIN’S THOUGHTS which lets you rearrange the top 6 cards of your opponent’s Life Deck. You find EARTH DRAGON BALL® 3 (randomly) as one of these 6 cards, and you can rearrange the 6 cards in any order you want.

Capturing Dragon Balls® During play, you can capture and control Dragon Balls® from your opponent, even if they do not match the type of Dragon Balls® in your deck. When you capture a Dragon Ball®, you can choose to use all or none of its powers at the time that you capture it. Here’s how to do it:

Life Card Capture: If your successful attack forces your opponent to discard 5 life cards or more, then you can capture any one of your opponent’s Dragon Balls® that is currently in play immediately after damage is dealt.

Personality Captures: When some Allies perform attacks that do life cards of damage, they can choose to capture an opponent’s Dragon Ball® that is in play rather than deal any life cards of damage. These Allies are: Bulma™, Chi-Chi™, Frieza®, Garlic Jr.™, Guldo™, Krillin®, Master Roshi®, Saibaimen™, Videl™, Tien™, and Yamcha®. Remember, the attacker must be an Ally, the attack must be successful, and the resulting damage must involve 1 or more life cards of damage taken.

Card Captures: Some cards allow for the capture of Dragon Balls®.

Dragon Ball® Floating Effects: If a Dragon Ball® produces a floating effect (see p. 48) and the Dragon Ball® is captured, the effect is cancelled and only given to the capturing opponent if he chooses to use the Dragon Balls® power.

NOTE: When you capture a Dragon Ball® owned by your opponent, you must turn it sideways to remind yourself to return it to him at the end of the game.

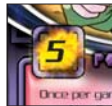
Achieving Your Dragon Ball® Victory: When a player has all 7 Dragon Balls® of the same type (Earth, Namek or Dende™) in play and under his control, that player wins, but not necessarily right away ...

If you place the last Dragon Ball® in play yourself, you win instantly whether you place it in play during the **Non-Combat Step** or if you used a card power to place it in play during any step. The key is that YOU actually placed it into play.

If you acquire the 7th Dragon Ball® by capturing it, you must wait until the beginning of your next turn in order to achieve a Dragon Ball® Victory. If you still control all 7 Dragon Balls® at the beginning of your next turn, you win the game.

Sensei Cards

A Sensei card represents a Martial Arts master who is the keeper of your Sensei Deck - a separate deck of cards from your Life Deck with a size equal to or less than the Deck Size number printed on your Sensei card. To use a Sensei Deck you must have a Sensei card. The Sensei Deck is placed face down in the play area with the Sensei placed on top of his deck face up. You may use his (or her) card power during play. Except for the Sensei card, all cards inside the Sensei Deck are considered to be out of play, but they are not considered to be removed from the game.



You do not have to have a Sensei Deck under your Sensei. You may play your Sensei for just his card effect.

Only Fusion Personality cards and cards that say “Sensei Deck” or “Sensei Deck only” in the power text may be inside your Sensei Deck when you start a new game. Cards that say “Sensei Deck” printed in the power text can be kept in either your Life Deck or Sensei Deck before the game begins, but cards that say “Sensei Deck Only” can only enter into a Life Deck by way of the Sensei Deck mechanic.

You can have “Sensei Deck” cards in your Life Deck without playing a Sensei, except for Fusion Personality cards.

Fusion Personality cards are kept in your Sensei Deck and DO count toward your Sensei Deck Size, but CANNOT be shuffled into your Life Deck at the beginning of the game.

Using Your Sensei Deck

Your Sensei card rests on top of your Sensei Deck and is set next to your Mastery card (if any). When you and your opponents have done the following during set up: revealed your Main Personalities and any Mastery cards and Sensei; and you have each offered the other the chance to cut each other’s deck, then you may do the following in order:

1. Search your Sensei Deck for the cards you want, show them to your opponent, and set them aside.
2. Now take the same number of cards you chose from your Sensei Deck off the top of your Life Deck – including any Dragon Balls® and put them into your Sensei Deck. You can look at these cards. You can also look through your Sensei Deck at any time during the game, but your opponent may not look through your Sensei Deck.
3. Shuffle the cards you chose out of your Sensei Deck into your Life Deck and offer your opponent the chance to cut your deck again.

Mastery Cards

Mastery cards offer advantages that last throughout the entire game, and they are placed in play before the game actually begins. Their effects are similar to Drill cards, but the difference is that they are never discarded from play.

When you play a Mastery card your deck must qualify for a Tokui-Waza (see Tokui-Waza below). The Mastery card's Martial Arts Style must also match the Martial Arts Style of your Tokui-Waza.

Mastery cards are limited to 1 copy per deck, and they do count toward deck minimums and maximums even though they are placed in play at the beginning of the game.

Effects created by the Mastery cards come from the Mastery card itself, not the cards that they modify.

Freestyle Mastery

To play a FREESTYLE Mastery card you may have no Martial Arts Styled cards in your deck, and you must declare a FREESTYLE Tokui-Waza (see Tokui-Waza below). **NOTE:** *Freestyle is NOT a Martial Arts Style.*

GETTING STRONG

Tokui-Waza

To qualify for a Tokui-Waza, all cards from a Martial Arts Style in your deck must match the same style. You must have at least 1 Martial Arts Style card (besides a Mastery card) in your deck to declare a Tokui-Waza.

Saiyan Tokui Waza: To declare a Saiyan Tokui-Waza, your Main Personality must be one of the following: Bardock™, Broly®, Cell™, Future Gohan®, Gohan®, Goku™, Goten™, Gotenks™, Kid Trunks™, Majin Vegeta®, Mighty Mask™, Nappa™, Raditz™, Trunks®, and Vegeta®.

Namekian Tokui-Waza: To declare a Namekian Tokui-Waza, your Main Personality must be one of the following: Cell™, Dende™, Lord Slug™, Nail™, Piccolo™ and Pikkon™. (Note: Pikkon™ cannot use “Namekian Heritage only” cards but he can declare a Namekian Tokui-Waza.)

Freestyle Tokui-Waza: It's important to know that “Freestyle” is NOT a Martial Arts Style even though you can declare a Freestyle Tokui-Waza. To declare a Freestyle Tokui-Waza you may have no cards in your Life Deck that belong to a Martial Arts Style. That means that you can have no card with a title that begins with the words: Red, Blue, Black, Orange, Saiyan, or Namekian. With a FREESTYLE Tokui-Waza you may only have

46 Allies, Dragon Balls® and Freestyle cards in your deck.

REMEMBER: *The first word in a card title is what determines the Martial Arts Style of the card. Freestyle cards are eligible for any Tokui-Waza deck.*

When you declare a Tokui-Waza at the beginning of a game, you receive a +1 to the Power Up Rating (PUR) on your Main Personality during the **Power Up Step**, which means your MP gets to power up +1 additional power stage.



EXAMPLE: A player can have EARTH DRAGON BALL® 3, and GOHAN'S® SWORDPLAY DRILL in a deck and still qualify for a Black Tokui-Waza, because both of these cards are FREESTYLE cards.

Building a Deck

In order for a deck to be legal, it must meet the following requirements:

Deck Size: Decks must contain a minimum of 50 cards. No deck may contain more than 85 cards, including the deck's Main Personality cards. The only exception to this rule is that if you declared a Namekian Tokui-Waza, you can play with up to 90 cards in a legal deck.

Main Personalities: Each deck must contain at least 3 consecutive personality cards of the same personality, starting with a level 1 personality card. These cards make up your Main Personality for the game. You may add additional card levels of your Main Personality up to level 5. No levels can be skipped.

Sensei Deck: If you declare a Tokui-Waza, your Sensei Deck must only include Freestyle cards or cards that match your Tokui-Waza.

Allies: Allies of the Main Personality must be at least 2 levels lower than the highest level of the Main Personality in their deck. If your deck has a Main Personality with 4 levels, your deck can only contain level 1 and level 2 Allies. You may only have 1 copy of each version of an Ally in your Life Deck (see p. 35)

You may not use High Tech foil personality cards as Allies.

You may not place an Ally in your deck that is the same character as your Main Personality.

You cannot have a duplicate of any Ally personality card in your deck, although you can have different versions of that Ally of the same level in your deck.

EXAMPLE: In your Life Deck you can have a copy of Gohan® Level 1 from the Saiyan Saga, Trunks® Saga, Cell™ Saga and World Games Saga. But you cannot have 2 copies of Kid Trunks® Level 1 in your deck from the World Games Saga.



Allies must share the same ideals as their MP. Heroes team with heroes and villains with villains. Majins can only be in a deck with a Majin MP and only Majin Allies can be in a deck with a Majin MP. Ally Rogue Personalities automatically match the hero/villain alignment of their MP. (see the Rogue Personality Rule p. 37).

Dragon Balls®: You may have only 1 type of Dragon Balls® in your deck. Having a complete set of one type of Dragon Balls® is fine, but no duplicates are permitted.

Mastery Cards: Only one Mastery card can be in your deck and it does count toward deck minimums and maximums, even though it starts the game on the table.

Sensei Cards: You may have only 1 Sensei card in your deck, and it does count toward deck minimums and maximums. Your Sensei Deck itself, however, does NOT count toward deck minimums and maximums.

Duplicate Card Limits: You may have a maximum of 3 duplicates of any Physical Combat, Energy Combat, Combat, Non-Combat and Battleground/Location card in your deck, except for Named cards. A Main Personality can have up to 4 duplicates of any of his Named cards in a deck instead of the standard 3. Some cards have limits printed on them (such as "Limit 1 per deck").

Tournament Banned or Restricted Cards: This list changes as new sets are released. Official judges will have updated lists of banned and restricted cards. Banned or restricted cards will only affect tournament and league play, but these cards can be used when you are just playing for fun. Find them at www.Dragonballzccg.com/tournaments.cfm

Other Rules You Need to Know

Z Power Stages: When a personality with a "Z" power rating compares values on the Physical Attack Table with any other personality, the Base Damage is ALWAYS 2. That's the power of Z. The Double Power Rule does not apply to personalities with "Z" power stages.

Floating Effects: Any card effects that last "for the remainder of ____" are considered floating effects. Whenever a card with the text "for the remainder of ____" is used, the stated effect resolves and if this floating effect is the last effect on the card, the card is discarded (this does not apply to Personality cards). However, this "effect" is still in play and "floats" until the end of Combat, or the end of the game, or whatever the card specifies.

Defense Shields appear on some Drills and Personality cards. These shields activate when an attack of its type is not stopped. In other words, if you have a Defense Shield in play that stops an energy attack, and your opponent performs an energy attack against you, your

Defense Shield activates when you do not stop that attack. The attack is then unsuccessful.

► There are 3 kinds of Defense Shields – one stops physical attacks, another stops energy attacks, and another stops both. The card text will tell you which type it is.

► Defense Shields activate automatically if you do not stop the attack. If you have more than 1 Defense Shield in play, you can choose the order that your Defense Shields activate.

► Focused attacks and attacks that "cannot be prevented" get past all Defense Shields of their type and activate them immediately. That means that if you have 2 Defense Shields that can stop physical attacks and you are attacked with a focused physical attack then the focused attack activates all your Defense Shields and is successful.

Mix and Match Rule: Mixing Main Personality cards from the *Saiyan Saga*, *Frieza® Saga*, *Trunks® Saga*, *Androids Saga*, *Cell™ Saga*, *Cell™ Games Saga*, *World Games Saga*, *Babidi™ Saga* and *Buu® Saga* is perfectly acceptable. It doesn't matter if the power stages of a level 2 card are lower than the power stages of the level 1 card for that same Main Personality. If you prefer the card power of a level 2 card from the *Saiyan Saga* over the same level card from *Buu® Saga* you are free to mix the cards anyway you want.



EXAMPLE: You can play with a Gohan® level 1 from *Saiyan Saga*, and a Gohan®, the Great Saiyaman from the *World Games Saga* as your level 2, and Gohan®, Mystic Training level 3 from *Buu® Saga*.

There are no simultaneous effects: When cards have effects that both players would perform at the same time, the active player does all of his effects first in any order he chooses, and then the opposing player does the same.

Nowhere to hide rule: Cards that end Combat can only be played as an attack unless they directly stop or prevent an attack. Such cards can not be used for defense during **Phase (e) Defender Defends**.

Cherry Picking Rule: Some card powers call for choosing certain cards out of the discard pile or the Life Deck. If you choose cards from your Life Deck, then you must reshuffle your Life Deck and show your opponent the card(s) you chose.

Focused Attacks: If an attack is “focused” then the attack cannot be stopped by Defense Shields, Masteries, or any cards that stop both energy and physical attacks. Only cards that stop just a physical or just an energy attack can stop them. You can tell if an attack is Focused if the word “Focused” is before the type of attack it is. Attacks can become focused from other effects as well. Also, focused attacks set off all of the defender’s Defense Shields that match the type of attack that is coming at them.



EXAMPLE: You play the card FOCUSED SWORD STRIKE and perform a focused physical attack that does +3 power stages of damage during your “Attacker’s Attack” phase. Your opponent’s Main Personality has 2 Defense Shields (1 from his MP’s Power text and another from a Drill) that stop a physical attack. The only block he has in his hand is BLUE PROTECTIVE BATTLE which will block a physical or energy attack. He is also playing a Cell™ Saga BLUE STYLE MASTERY card. This focused attack activates BOTH Defense Shields and cannot be blocked by the Mastery card power and is successful!

Endurance: Endurance is found on many card types. It will appear as the first word inside the Power text with a number following it, like Endurance 3. This Endurance effect plays directly from your Life Deck while you are taking damage from an unstoppable attack. When you discard a life card for damage, you may PREVENT the value of the Endurance in life cards of damage for the remaining damage from a physical or energy attack.

- ▶ The Endurance effect cannot come from your hand or any card that is currently in play.
- ▶ Life cards already discarded cannot use Endurance.
- ▶ Endurance cannot be used when damage cannot be prevented; nor can Endurance be used for life cards lost from card effects that are not damage from an attack.
- ▶ If you use a card for Endurance, the card is removed from the game after use.
- ▶ Cards with Endurance are playable in all decks, but the Endurance effect only works in decks that declare a Tokui-Waza.
- ▶ Endurance can prevent a life card capture of a Dragon Ball®.
- ▶ If an attack deals life cards of damage, and those life cards of damage are not discarded, but rather removed from the game, you can still use the Endurance on the card before it is removed from the game.



EXAMPLE: You just took 6 life cards of damage that you couldn’t stop. You start discarding life cards (1,2,3..)

1. Your 3rd discarded life card is BLUE SLAM and it has Endurance 3 Remove if from the game if you want to use the Endurance effect. (Note: you don’t have to use Endurance if you don’t want to.)
2. Cards 4, 5 and 6 are prevented by Endurance and are not discarded as damage.
3. If the Endurance was higher than 3, any remaining Endurance would vanish since there would be no more damage to prevent. BLUE SLAM prevented 3 life cards of damage!

Rules Specific to Personalities:

The Ginyu Force™ has a total of 5 personalities pictured on 1 card. If you ever play the Ginyu Force™ as a Main Personality you are considered to have 4 Allies in play for the purpose of game effects. However, these Allies cannot have damage redirected to them, and when the Ginyu Force™ is played as an Ally it only counts as 1 personality. Also, if you are playing the Ginyu Force™ as a Main Personality, no one can have Captain Ginyu™, Jeice™, or Burter™, Recoome™ and Guldo™ as Allies. Even though the Ginyu Force™ has a purple background, they are a villain. You also cannot use personality cards of Ginyu Force™ members as a Ginyu Force™ Main Personality.



EXAMPLE: You play a ANDROID 16’S RAGE: Physical attack doing +1 power stages of damage for each Ally you have in play.” If you are playing the Ginyu Force™ as your Main Personality, this attack would do +4 power stages of damage, and +1 for any other Ally you have in play.

Mighty Mask™ is similar to the Ginyu Force™ except there is only 1 Ally for game effects. Mighty Mask™ however, can declare a Saiyan Tokui-Waza as well as use Saiyan Heritage only cards, Goten™ only cards and Kid Trunks® only cards, and is to be treated as a completely separate character from Trunks® and Goten™. Mighty Mask™ cannot fuse into Gotenks™.

Rules Clarifications

The “or” Rule: If a card with multiple effects have the word “or” inside the Power text, then the player must choose which effect he is going to use. If “or” is not used in the card’s Power text, then each effect occurs in written order and is independent of the other.

Use When Needed Rule: The phrase “Use when needed” does NOT interrupt any of the 15 parts within the Battle Sequencer. You may use “Use when needed” cards in between the 15 parts of the Battle Sequence, but not DURING one of the 15 parts.

If a card affects a “Use when needed” card then the effect occurs before the “Use when needed” card can be used. Outside of the **Combat Step** “Use when needed” cards can be used at anytime.

“Stopping” Unstoppable Attacks: You can try to stop an unstoppable attack with a card that normally stops that type of attack, but the attack will still be successful. Any secondary effects of the card you use to “stop” the attack happen before the effect tries to stop the attack.

“Stopping” Focused Attacks: You can try to stop a focused attack with a card that can block both energy and physical attacks for the secondary effects. Of course, the focused attack would still be successful, but any secondary effects of the card you use to “stop” the attack happen before the effect tries to stop the attack.



EXAMPLE: SAIYAN ENERGY DEFLECTION: Stops an energy attack. Raise your anger 1 level. If your opponent played an unstoppable attack in his “Attacker Attacks” phase you could play this card to “try” and stop it. You raise your anger 1 level and then absorb the damage from the attack.

Saiyan Heritage Rule: If a card says “Saiyan Heritage Only,” it means that only Saiyan personalities such as Broly[®], Cell[™], Cell Jr[™] (1 and 2), Future Gohan[®], Gohan[®], Goku[®], Goten[™], Gotenks[™], Kid Trunks[™], Majin Vegeta[™], Mighty Mask[™], Nappa[™], Paragus[™], Raditz[™], Trunks[®], Vegeta[™] may use these cards. Any cards that have the phrase “Villains, Goku[®] and Gohan[®] only” should be treated as if they had the text “Saiyan Heritage only.”

Namekian Heritage Rule: If a card says “Namekian Heritage only” it means that only Namekian personalities may use these cards. These personalities are: Cell[™], Cell Jr[™] (1 and 2), Dende[™], Lord Slug[™], Nail[™] and Piccolo[™]. NOTE: Although Pikkon[™] may declare a Namekian Tokui-Waza, he may NOT use “Namekian Heritage only” cards.

Card Ownership: When you capture Dragon Balls[®] or other cards during game play, you do not keep them when the game is over. They revert to their rightful owner.

Named Card Effects: Some card titles from earlier Sagas have effects tied to a specific character such as GOHAN’S[®] PHYSICAL ATTACK or VEGETA’S[®] PHYSICAL STANCE. These cards and their named effects are available to any character, unless the card text has the phrase “___ only” or “if used by ___.”

“___ only” Effects: These cards use the phrase “___ only” in their Power text. These cards may only be used by the personality or group they refer to.



EXAMPLE: RED BALL THROW. Villains only. Energy attack doing 6 life cards of damage. If stopped, your opponent skips his next “Attacker Attacks” phase. (Only villains can use this card.)

New Rules since World Games Saga

Empower: When you use a card for an attack and you see the word “Empower” with a number after it, then the Empower effect gives you a choice when you perform the attack to deal extra life cards of damage equal to the **Empower**. How? By dropping all the text that follows the Empower effect off the card for that one attack. Here’s how it works:



EXAMPLE: BLUE DIVING ENERGY DROP: Villains only. Energy attack doing 5 life cards of damage. **Empower 2.** All Allies lose 3 power stages, to a minimum of 0. (If you want to, you can use the Empower 2 and make this an energy attack for 7 life cards, and the 11 words after it are gone like they were never there!)

Parentheses Text in Power Boxes: Whenever you see parentheses in power box with italic text inside, it is explaining how a card can be used and is NOT part of the normal timing sequences of the game.

Fusion: If you have 2 fusible personality cards in play at the same personality level, and you use a card that allows them to fuse, you may temporarily remove them from play and take the same level Fusion Personality card for those 2 personalities and place it in play directly out of your Sensei Deck. You set the Scouter at the highest power stage and you set your Warrior Sword to 0. At the beginning of each of your turns place the top card of your Life Deck under your Warrior Sword. When your Warrior Sword has 5 or more cards under it, the characters immediately defuse and the Fusion Personality card is removed from the game, the two characters reenter play at their highest power stages, and the cards under the Warrior Sword are shuffled into your Life Deck.

If a fusion occurs between 2 Allies, then the fused character is 1 Ally. The 2 personalities that are fused are still in play and the regular Ally rules still apply. If the fusion occurs with a Main Personality, the Fusion Personality card becomes your Main Personality.

Fused personalities can use the “___ only” cards of the 2 fused personalities.

Any cards that target a personality that is part of a fusion still affect the fused personality.



EXAMPLE: Kid Trunks® and Goten® are both in play and at personality level 2 and you have the card THE FUSION DANCE in play. You use THE FUSION DANCE in your “Attacker Attacks” phase and discard it. Now, you take Gotenks™ Level 2 from your Sensei Deck and place him in play at his highest power stage. The characters of Kid Trunks®, Goten™ and Gotenks™ are all in play for game effects but are considered to be only 1 personality.

New Alternate Personality Rule: The following personalities are now considered to be completely separate personalities from each other: Vegeta® and Majin Vegeta®; Kid Trunks® and Trunks®; Gohan® and Future Gohan®.

▶ “_____ only” cards can’t be used by both Personalities: For example, Majin Vegeta® cannot use “Vegeta® only” cards and Vegeta® cannot use “Majin Vegeta® only” cards. So “_____ only” cards must match their names exactly.

▶ These matching personalities cannot be mixed up to make 1 Main Personality. **EXAMPLE:** A Level 1 Gohan® and a Level 2 Future Gohan® and a Level 3 Gohan® cannot be a Main Personality.

▶ Cards that target these personalities for effects will target one and not the other. **EXAMPLE:** The card STUNNED which affects Trunks® will NOT effect Kid Trunks®.

▶ You and your opponent may play the other version of the personality as an Ally. **EXAMPLE:** If you are playing Gohan®, then either you or your opponent may play Future Gohan® as an Ally.

▶ Named cards for these personalities can still be used by the other, but the limit is 3 cards per deck unless the Named card matches the Main Personality.

New Rules for Cell Jr.™: Cell Jrs.™ are no longer Named cards for Cell.™ Therefore Cell™ may only have 3 Cell Jrs.™ in his deck.

What’s Endurance X? Endurance X is a form of endurance that gets its value from an existing condition in the game. The card will always tell you what “X” equals.



EXAMPLE: if you read “**Endurance X**. X = your current anger level,” then that card has the endurance equal to the number on your Warrior Sword. So, if your anger is 4 when you discard this life card for damage, then the card has **Endurance 4!**

Cards Under Cards In Play Some newer cards let you place cards underneath other cards facedown for effects that can occur later. Unless the card that they are placed under says otherwise, when the card they are under leaves play, these cards are discarded, regardless what happens to the card they are beneath.



EXAMPLE: Player A has MAJIN BUU’S® EGG DRILL in play with 3 cards under it because of its effect. Player B uses RED POWER BLOCK to discard MAJIN BUU’S® EGG DRILL from play. MAJIN BUU’S® EGG DRILL now gets discarded and the 3 cards under it are put into the discard pile.

Majin Yakon’s™ PUR of X! The “X” in Majin Yakon’s™ PUR (Power Up Rating) is equal to your opponent’s Main Personality’s current printed PUR. If you are playing Majin Yakon™ in a multiplayer game, you may choose which player’s Main Personality your PUR copies. If you are in a battle where one Majin Yakon™ Main Personality is against another Majin Yakon™ Main Personality, then the PUR of each is 1.

Revealed Cards: If a card power tells you to look at or reveal cards from either your Life Deck or discard pile but does not tell you what to do with them afterward, they are always put back where they came from in the exact order they were in.



EXAMPLE: Player A uses the card RED ENERGY RINGS and reveals the top 5 cards of his discard pile. Afterward, he places the 5 cards back on top of his discard pile in the exact order they were before.

New Ways of Saying Things: There are now 2 player types in any turn: The active player and the opposing player. During Combat there are 2 roles in the fight: Attacker and Defender. In Combat the roles of Attacker and Defender will switch between players but the player type will not. This means that cards that say “When entering Combat at the attacker” now say “When entering Combat as the active player.” And cards that say “When entering Combat as the defender” now say “When entering Combat as the opposing player.”

New Combat Phases: To make “When entering Combat” effects easier to use, we have added 2 new phases to the Combat Step: **Phase (a) Active Player Prepares**, and **Phase (b) Opposing Player Prepares** before Combat actually begins (See p. 25).

Buu® Saga

Starter Set Components

One 55-card deck, including 31 common cards, 18 uncommon cards, and 6 Battle Simulator-only cards.

One 6-card personality pack containing 1 foil card, 1 rare card, 1 High Tech foil, and 3 Main Personality cards.

- ▶1 Game Scouter
- ▶1 Warrior Sword counter
- ▶1 Rulebook
- ▶1 Playmat with Card Checklist
- ▶1 Capsule Corp Battle Simulator Sheet

If you are missing any components, write to Score/DBZ CCG, Missing Components, 2300 E. Randol Mill Road, Arlington, TX 76011, and include your name, return address, phone number, the date you bought your Starter Deck, proof of purchase, price paid. Give the address and store name of the location where you purchased the product, and mention what is missing. Improper packing will occur in rare instances. If you live in Australia send your request to: Croftminster: DBZ CCG Missing Components, PO Box 20, Blackburn South, VIC 3030 AU.



GLOSSARY/INDEX

Active Player: The active player is the person who started the current turn and can participate in every step.

Ally: Allies are personality cards that do 2 things: they can take over Combat for the Main Personality when the MP's power stage is at 0 or 1 stage above 0, and they can absorb power stages of damage for the Main Personality (see p. 35)

Anger: Anger in the DBZ® Universe allows personalities to tap into higher, stronger forms of themselves. Card powers can change a personality's anger. Anger is tracked on the Warrior Sword (see p. 30)

Attacker: The player who can attack, play a card in place of an attack, or pass in **Phase (d) Attacker Attacks**.

Attack: Playing cards or using card powers to reduce an opponent's power stages, Life Deck, or anger.

Banned Cards: These are cards not allowed in official tournament play. They can be used when playing for fun if agreed on in advance.

Base Damage: The normal damage done during an attack. For physical attacks, the Base Damage is calculated by comparing the power stages of the opposing characters on the Physical Attack Table. For energy attacks, the Base Damage is usually 4 life cards and costs the attacker 2 power stages to perform. Base Damage can be modified by card effects. (see p. 25)

Battle Sequencer: This is the actual step-by-step order of Combat that occurs in battle. This chart makes the Combat Step easier for you to understand and is located in the middle of this rulebook.

Battleground Cards: Battleground and Location cards affect battle for all players and are placed in play during **Non-Combat** by the active player. Once placed in play, a player must then skip the **Combat Step**. If a Battleground or Location card is in play when the new one is placed in play, the old one removed from the game.

Booster Pack: A package of additional game cards for DBZ® Collectible Card Game which adds strength to your deck, new cards to your collection, and provides new strategies to win.

Card Power: The instructions on a card containing the benefit of a card if played or used.

CCG: Collectible Card Game.

Combat Cards: Combat Cards are cards that say "Combat" directly below the picture in the card. Combat cards do not include Physical Combat cards or Energy Combat cards. Combat cards are used to either take the place of an attack, or to defend against an attack. When you use a Combat card in place of an attack, all effects on that card are considered secondary effects (See p. 27).

Constant Combat Power: A continuous effect that some personality cards create as long as that personality is in control of Combat.

Controller: The controller is the person that currently has possession of a card. The controller may not always be the owner of the card, as in the case of captured Dragon Balls.

Current Rulings Document: Some cards have raised questions that require official answers. To find these answers go to www.DragonBallZCCG.com/tourney_rules.cfm

Damage: Power stages and/or life cards lost from a successful attack.

Deck Requirements: These are the rules and restrictions for creating decks. (See p. 47).

Defender: The player who tries to stop or prevent damage from an attack in **Phase (e) Defender Defends**.

Defense Shield: A card power that is activated when you do not stop an opponent's attack. Defense Shields attempt to stop the first unstopped attack.

Discard: To take cards from your hand or playmat and put them faceup on top of the discard pile.

Drill Card: Drill cards represent the Martial Art abilities of your personalities. You play them during **② Non-Combat** in the upper left hand corner of the playmat, and they are discarded when the MP gains or loses a personality level. Unlike most Non-Combat cards, Drills are kept in play after use, and can be used multiple times. (See p. 40).

Duplicate: Cards with the same card title.

Energy Attack: 1 of the 2 ways to attack in the game. (The other is a physical attack.) Most energy attacks cost the attacker 2 power stages to perform and cause the defender to take 4 life cards of damage, unless the Power text says otherwise. (See p. 25)

Final Physical Attack: Both players can choose to perform this attack. When performed, the player discards 1 card from their hand to perform a physical attack and can no longer attack or defend for the rest of the turn (See p. 28)

Freestyle Cards: Any non-personality card that does not have a Martial Arts Style assigned to it. Freestyle cards can be used in any deck, including decks that qualify for any Tokui-Waza. (See p. 46)

Golden Rule: The cards overwrite the rules. Whenever a card specifically breaks a rule, the card is always right!

Head Shot: This image indicates the source of the quote on each card (See p. 6).

If Successful effects: These effects occur only if an attack is successful.

In play: A card that is faceup on the table but is not in a Life Deck, discard pile, Sensei Deck or removed from the game pile. Also, Personality levels that are not the current level of a personality are not in play.

Life Cards: These are the cards in your Life Deck.

Life Deck: This is the stack of cards that you shuffle and place to the left of the Main Personality before you begin play.

Location Cards: See Battleground cards.

Main Personality (MP): A player selects one character to be his Main Personality during play. The player uses his collected deck to take on the persona of that Main Personality. The MP defines what kind of deck is being played (hero or villain) as well as what kind of Allies he can use in play (See p. 29)

Martial Arts Style: 1 of the 6 fighting styles represented in the game: Red, Blue, Orange, Black, Saiyan, or Namekian.

Mastery Cards: Cards played at the beginning of a game, that can only be used if the player declares a matching Tokui-Waza. (See p. 46)

Most Recent Printing Rule: If 2 or more cards share the same title, then the text, number, and all other symbols of that card are to be read as they appear on the most recent printing (MRP) of that card with that title, with the exception of personality or Mastery cards.

MP: An abbreviation for the term "Main Personality".

Named Card: A card having a character's name in its card title (See p. 29).

Namekian Heritage: If a card says "Namekian Heritage only" it means that only Namekian personalities may use these cards. These personalities are: Cell™, Cell Jr.™ (1 and 2), Dende™, Lord Slug™, Nail™, and Piccolo™. NOTE: Although Pikkon™ may declare a Namekian Tokui-Waza, he may NOT use "Namekian Heritage only" cards. (See p. 52)

Non-Combat Cards: These cards are classified as either Drills or Non-Combat cards. All regular Non-Combat cards are placed in play during the **② Non-Combat Step** and are activated during the **⑤ Combat Step** and then discarded. Drill cards stay in play and are active until the MP of the player controlling the Drill card advances or loses a personality level, and then they are discarded from the play area (See p. 40).

Owner: The owner of a card is the person that brought the card to the table prior to the game starting. There is no game mechanic that transfers ownership of a card.

Pass: Means the player chooses to do nothing during his **Phase (d) Attacker Attacks** other than say, "Pass," and play continues with **Phase (f) Fight Back**.

Pass Consecutively: When both player pass one after another in their "Attacker Attacks" phase, during the **⑤ Combat Step**. (See pass).

Personality Captures: When these Allies perform attacks that do life cards of damage, they can choose to capture an opponent's Dragon Ball™ that is in play rather than deal any life cards of the damage: Bulma™, Chi-Chi™, Frieza™, Garlic Jr.™, Guldo™, Krillin™, Master Roshi™, Saibaimen™, Videl™, Tien™ and Yamcha™.

Physical Attack: 1 of the 2 ways to attack in the game, the other being an energy attack. Physical attacks generally use the Physical Attack Table to calculate the Base Damage, unless the card specifies exactly what damage is done from the attack.

Physical Attack Table: A table used to calculate the Base Damage done in a physical attack. The Physical Attack Table is located on the playmat and on the back of the Battle Sequencer (See p. 34).

Playing a Card: Whenever you take a card from your hand to be used or placed into play on the playmat.

Powering Up: This occurs during the Power Up Step of the Sequence of Play. Players power up their Main Personality's power stages by their PUR, and their Allies power up by 1 power stage. (See p. 23)

Power Stages: The spaces that contain numeric values that are located to the right of the image of a personality.

Power Rating: The numeric value inside a power stage. The power rating is the number used in calculating damage from a physical attack whenever the Physical Attack Table is used.

PUR: Stands for "Power Up Rating." This is a number in the upper left hand corner of Personality card's power box, that lets you know how many power stages you get to move up your Scouter during the **⑤ Power Up Step** (See p. 6).

Removed From Game: Some cards are not discarded after use, but are removed from the game entirely. Once removed from play, a card cannot be brought back into the game. Cards removed from the game go to the left of the discard pile.

Revealed Cards: Cards that are face up in play, revealed in searches, or mentioned by name are revealed cards.

Restricted Cards: These are cards that are limited to 1 per deck during official tournament play. Visit www.DragonBallZCCG.com/tourney_rules.cfm for more details.

CREDITS

Saiyan Heritage: If a card says "Saiyan Heritage Only," it means that only Saiyan personalities such as Broly, Cell™, Cell Jr.™ (1 and 2), Future Gohan, Gohan, Goku, Goten™, Gotenks™, Kid Trunks, Majin Vegeta, Mighty Mask™, Nappa™, Paragus™, Raditz™, Trunks™ and Vegeta™ may use these cards. Any cards that say "Villains, Goku™ and Gohan™ only" should be treated as if they said "Saiyan Heritage only" (See p. 52).

Scouter: The plastic Scouter, with the attached "Z" is used to read a personality's power rating.

Secondary Effects: Secondary effects are effects not directly associated with an attack. These card effects occur automatically and are **always resolved before the opponent does anything else**. The following are NOT secondary effects: costs, Endurance, "if successful" effects, attacks, anything that stops an attack, or any text inside parentheses.

Sensei Card: This card qualifies you to play a Sensei Deck (See p. 45).

Sensei Deck: A deck and game mechanic that allows you to swap out cards in your Sensei Decks with cards in your Life Deck after Main Personalities and Masteries have been revealed, but before play actually begins. (See p. 45).

Styled Drills: These are Drill cards that have a Martial Arts Style attached to them. The Martial Arts Style is always identified in the first word of the title of the card.

Sequence of Play: This is the order of a complete turn.

SEVEN: SEVEN is Score Entertainment's Verified Event Network. SEVEN manages all organized play for Score.

Shuffling Your Deck: Reordering a deck to the point where its contents are randomized beyond any possible manipulation.

Tokui-Waza: A Tokui-Waza is a Favorite Fighting Style Advantage which means that you get a gaming edge by building your deck a certain way. There are 7 kinds of Tokui-Waza: Red, Saiyan, Namekian, Orange, Blue, Black and Freestyle. Freestyle is different than the rest in that it has no style it belongs to, and must have NO styled cards in its deck (See p. 46)

Tournaments: Official DBZ™ CCG events sponsored by Score Entertainment, SEVEN and select retailers that allow players to vie for prizes, compete with friends and meet new people. Check www.DragonBallzCCG.com/tournaments.cfm for events near you.

Using a Card: A card is "used" when a player uses its effect. This is different than playing a card (see Playing a Card).

Warrior Sword: The Warrior Sword is used to keep track of a Main Personality's anger (See p. 30).

Z Power Stages: If you read a "Z" inside a character's power stage, it means that whenever you are comparing power stages on the Physical Attack Table for a physical attack, the Base Damage of the attack always becomes 2, whether or not the player is defending or attacking.

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For more information on the game, check out
www.DragonBallzCCG.com

For more information about the show check out
www.dragonballz.com
Recommended for ages 11 and up.

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