



SCORE ENTERTAINMENT'S EXPANDED FORMAT CURRENT RULINGS DOCUMENT

ALL THE LATEST RULINGS AND CLARIFICATIONS!

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General Guidelines

Rule - Active Date

The active date for any and all card clarifications will be based on that document's version date. Hence, all rulings in the Current Rulings v11.24.04 document will be effective November 24th of the current year.

The Golden Rule

The rules text of a card always overrides the rules printed in the latest version of the DBZ CCG rulebook.

Battle Simulator Cards

Any cards that have the words "Battle Simulator" printed in block text are not useable in official Score Sanctioned Tournaments. However, any other cards that came inside the Battle Simulator portion ARE useable in your tournament decks.

Most Recent Printing Rule

If two or more cards share the same title, the text, the numbers, and all other symbols of that card are to read as they appear on the most recent printing (MRP) of that card with that title.

This does not apply to personality or Mastery cards.

Card Eligibility

As noted in the most recently published Tournament Manual, the following information covers when cards are viable for tournament play:

"All cards that have been previously produced by Score Entertainment for a particular card game will be considered viable for tournaments sponsored by *SEVEN* for that game 1 week (7 days) after the official release date of the product or expansion that a card was released in."

Reverse Rulings

Nappa/Vegeta

The Nappa/Vegeta rule is no longer in effect. Use the following mandatory rule:

Double Power Rule

When starting a 2-player game (player A and player B), compare the beginning power stages of each Main Personality. If player A's power rating at 5 above 0 is double or more than player B's power rating at 5 above 0, then player A sets the Scouter on his/her Main Personality to 2 power stages above 0. Player B sets the Scouter on his/her Main Personality to full and player B goes first.

Banned / Restricted Card List

The following cards have been placed on the Banned or Restricted list in order to keep the play environment fun and challenging for everyone in tournaments.

Banned

The following cards are banned in all official Expanded Tournaments:

Dream Machine Battle
This Too Shall Pass
Dragons Glare
The Talking Ends Here
Chiaotzu's Psychic Halt
Cosmic Backlash (1/15/04)
Feeding Frenzy (2/11/04)
Black Weakness Drill (2/25/04)

Restricted

The following cards should have the following game text on each: "Restricted to one per deck." Thus, only one of each of these cards can be played in a tournament legal deck.

Vegeta's Smirk
Goku's Lucky Break
Vegeta's Plans
Vegeta's Physical Stance
Nappa's Physical Resistance
Nappa's Energy Aura
Frieza's Force Bubble
Saiyan Truce Card
Expectant Trunks
Straining Destruction Move
Blue Terror
Super Saiyan Effect
Battle Pausing
Teaching the Unteachable Forces Observation Initiative
Injured Circuits
Risky Maneuver
Saiyan Headshot
Krillin's Search

Trunks Thinking
Cell's Backslap
Energy Lob (1/15/04)
Blue Lunge (2/11/04)
Hercule's Amazing Techniques (2/11/04)
Krillin's Concentration (2/11/04)
Orange Intense Power (2/11/04)
Orange Reflex (2/11/04)
Orange Uppercut (2/11/04)
Piccolo And Heroes Gather (2/11/04)
Red Whiplash (2/11/04)
Saiyan Power Block (2/11/04)
Sneaky Tricks (2/11/04)
Unpredictable (2/11/04)
Pure Defense (2/25/04)
Saiyan Excitement (6/16/04)
Goku's Farewell (6/16/04)
Super Android 17's Ki Focus (6/16/04)
Super Android 17's Ki Intensity (6/16/04)
Saiyan Discovery (9/22/04)

Deck Building Clarifications

The following are clarifications based the rules involved with building a deck for the DBZ card game. Other than the following, deck building rules from the most recent printing of the rulebook should be followed.

Deck Size

- Unless otherwise stated by a card or rule, the typical deck size for a DBZ CCG is from 50 to 85 cards. This limit includes your Main Personality cards (all levels), a Mastery card (if using one), and a Sensei card (if using one).
- If a card appears on the restricted list, or has the phrase limit 1 per deck, you can only have 1 copy of that card in your deck, regardless of the Named card rule.

Mastery Cards

- Mastery cards cannot be discarded or removed from play by any means.
- Effects created by Mastery cards, come from the Mastery itself, not the cards that they modify.
- You must declare a Tokui-Waza in order to play a Mastery. The Martial Arts Style you declare Tokui-Waza for, must match the Mastery that you play.
- You can only have one Mastery card per deck.

Tokui-Waza

- The only cards that count for or against a Tokui-Waza are cards that have a Martial Arts Style as the first word in the title. The Martial Arts Styles are: Red, Blue, Orange, Black, Saiyan, and Namekian.

Example: A player can have Dragon Balls, Non-Combat cards (without a style in the title), Move cards (cards with the word Move in the title), and Named/Freestyle cards in any Tokui-Waza deck.

NOTE: Namekian is a fighting style, while *Namek* is not. This means that ANY deck can have Namek Dragon Balls in it, or even Namek Dragon Ball Wish, even a Red Tokui-Waza deck.

- Players cannot include cards in their deck that have a Martial Arts Style in the title (i.e. Blue, Saiyan, etc...) other than the one Martial Arts Style they have selected.

Example: Player A has *Dragon Ball 3*, *Straining Ankle Smash Move*, *Senzu Bean*, and *Tien's Physical Attack* in a Black Tokui-Waza deck, and those cards won't count against it.

- You must have at least 1 non-Mastery Martial Arts Style card in your deck in order to declare a Tokui-Waza with that style.

Named Cards

- A Main Personality may have up to 4 duplicates of any of his Named card in his deck, instead of the normal limit of 3, which applies to all other Named cards that do not match your Main Personality.

Ally Cards

The Ally rule has changed regarding Allies in your deck. You can only play with Level 1-3 Allies in your deck, regardless of your MP's highest level. This means that a Level 1-3 MP can only use Level 1-3 Allies, and a Level 1-6 MP can only use Level 1-3 Allies. All other Ally rules remain the same. (9/22/04)

Game Play Clarifications

The following are clarifications based on actions you can take within the Sequence of Play and timing rules that clarify when these actions can be executed.

When To Discard Cards

- Once you resolve all of the effects on a card, or it's stopped if it's an attack, you discard the card.
- Any card effects that last for the remainder of _____ are considered floating effects. So, when a card is played the effect is resolved and "floats" until the end of Combat. Since the effect is resolved by creating a floating effect, if that was the last effect on the card, it is discarded (except for Personality Cards).

Energy Attacks

- Unless otherwise specified, energy attacks do 4 life cards of damage, and cost 2 power stages to perform. If paying the power stage cost of any energy attack would reduce a player's Main Personality/Ally power rating below 0, then the player cannot perform the attack.
- Even if an energy attack is stopped, the cost of the energy attack must still be paid.

Physical Attacks

- If a player's Main Personality/Ally reaches 0 power stages when taking physical damage/drain/stages, and still has more damage to take, the remaining damage is converted to life card damage. One life card is discarded from the Life Deck for every stage of damage that remains, unless otherwise specified.
- A player can discard a card from their hand to perform a Final Physical Attack (FPA). This acts like a normal physical attack, but does not have any modifiers or special effects within the FPA. Just compare the Main Personality/Ally's power stages on the Physical Attack Table and deal the resulting damage (apply modifiers from Drills or other cards and effects). A player who decides to make a Final Physical Attack must pass in all of the remaining phases of Combat and is unable to attack or defend for the remainder of the Combat.

Anger and Main Personality Levels

- Players track their Main Personality's Anger Level using the Warrior Sword. When the Main Personality reaches 5 or more anger on the Warrior Sword, that Main Personality advances to its next level immediately, and sets his Scouter at his highest power stage. All levels of a Main Personality must be placed in play in numerical order.
- Once the Main Personality has progressed a level, players reset the Warrior Sword to 0, and set that personality to its highest power stage. If your Main Personality's anger is being raised 2 levels and he only needs 1 Anger to progress to the next level, the extra anger does not carry over.
- If a Main Personality advances up a level during Combat, that Main Personality can use the card power indicated in the card rules text of the higher-level personality card during that Combat.
- Lowering anger and reducing anger are the same concept. When you "set" a player's anger to a certain number, this gets around effects that don't allow a character's anger to be lowered/reduced.
- Whenever your Main Personality reaches 5 or more anger and he is at his highest personality level, set your anger level to 0 and raise your Main Personality at his highest power stage. You do not discard any of your drills in play when this happens.

Combat

Specific Combat Rulings

- An "attack" is defined as a physical attack or an energy attack. Everything else, such as using Non-Combat and Combat cards during Combat, "take the place of an attack."
- The "defender" refers to the player who is attacked at the beginning of Combat. The "defender" draws 3 cards after Combat has been declared (during Phase (a)). The "defender" does not draw any more cards after this (with the exception of card powers or other effects) for the remainder of Combat.
- The "attacker" refers to the player whose turn it is when he decides to attack the "defender." As the "attacker," a player can decide to pass, or can attack the defending player in one these ways - *(all of the above take up this attack phase)*:

Use a card from his hand,

Use one of the card effects from Non-Combat cards in play under his control,

Use a card power indicated in the power text on a personality card,

Make a Final Physical Attack.

- The defending player can pass, or do one of these things, BUT only if it stops some or all of the damage. Cards that stop attacks, that you are going to use to stop an attack(s), can only be played during your Defender Defends phase (this phase).

Note: A starburst icon on a card does not necessarily mean that card is a defensive card, the same holds true for the sword icon; it doesn't necessarily mean that it is an attacking card.

Use a card to stop an attack/damage,

Use a card power indicated in the power text on a Main Personality card to stop the attack/damage.

- Once both players have consecutively passed, Combat is over for the turn
- Any card that has the ability to end Combat may only be played/used during the Attacker Attacks phase of Combat unless the card ends, skips, or stops Combat prior to Combat starting.

Example: Saiyan Truce Card, Nappa's Blinding Stare, Human Technology, Blue Leaving, or the effects of Earth Dragon Ball 7, which are Combat and Non-Combat cards may only be played/used during the Attacker Attacks phase and no longer as a defense. Whereas cards like Teaching the Unteachable Forces Observation, or the effects of Earth Dragon Ball 4 are played/used prior to the Combat phase of the turn.

Battle Sequence

Use the following chart to determine the order in which damage and all types of effects resolve during Combat.

- 1) The attacker uses 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.

Example. "Energy attack doing 8 life cards of damage. Costs 3 power stages to perform."

The cost for this attack is 3 power stages, which is paid at this time.

- 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 within the same sentence as the attack and effects with the clause "If successful" attached to it. An effect in the same sentence as an attack is considered an "If successful" effect.).

Example: "Energy attack Raise your anger 2 levels. Lower opponent's anger 2 levels. Limit 1 per deck. Remove from the game after use."

The raising of your anger and lowering of your opponent's anger are the secondary effects of this attack, and are resolved at this time.

If a card that does not have an attack was used in place of an attack, all of the effects on that card are considered secondary effects.

- 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 that attack.
- 6) Resolve all secondary effects from the defender's card or personality power (all effects from Non-Combat/Combat cards that are used as a defense are secondary effects).
- 7) If the attack was not stopped, the defender may now activate any Defense Shields.
- 8) If the attack is not stopped at this time, the attack is considered successful (an attack is considered successful even if it deals no damage).
- 9) Determine the Base Damage, if any, from the attack (Base Damage is damage that is calculated by consulting the Physical Attack Table for physical attacks, unless it is already stated on the physical attack; or Base Damage is the amount of damage an energy attack would do as stated on the card; all of which do not include modifiers from the attack or other effects generated by Drills or any other cards).

Example: "Energy attack doing +2 power stages of damage. Raise your anger 1 level."

The Base Damage for this attack is 4 life cards of damage.

- 10) Add and/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 and decide if that Ally will either deal damage or capture a Dragon Ball.
- 12) Any power stages of damage from the attack are dealt.
- 13) Any life cards of damage from the attack are dealt and the Defender may 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 resolved. If there are multiple "If successful" effects, the attacker gets to decide the order in which those effects happen.

Additional Timing Rules

- Effects that happen "at the beginning of a turn," "when entering Combat", "at the end of Combat", and "at the end of a turn" have their effects resolved in this order. The player whose turn it is resolves all of his effects first, in any order, followed by his opponent, in any order.
- "When entering Combat" effects are resolved before the defender draws 3 cards.
- Card effects are resolved in the order they appear on the card, unless otherwise specified.
- Cards are discarded/removed from the game immediately after all effects on the card are resolved.

Discarding/Rejuvenation

- At the end of every turn, all players discard down to, at most, two cards in their hand.

Card Type Clarifications

The following clarifications are based on the various card types and how they are utilized within the game. This section also contains rulings that are specific to a certain card type.

Allies

Ally Cards

- Allies are limited to 1 copy per deck. You may have multiple personality cards of the same character and the same level, but they may not be duplicates of each other.

Example: A Player may have *Gohan, the Furious level 1* from the Trunks Saga and *Gohan level 1* from the Saiyan Saga in his deck, but he may not have more than one copy of each.

- Allies are considered Named cards.
- You can have up to 3 of each Level (Levels 1 and 2) of Saibaimen in play, and you can have them separate from each other, or overlay them, depending upon your playing style. That means that you can have up to a total of 6 Saibaimen Allies in play (3 Level 1's and 3 Level 2's). There can only be a total of 3 Level 1 Saibaimen and 3 Level 2 Saibaimen in play at the same time. You cannot do this, however, if you or your opponent is playing Saibaimen as a Main Personality.
- The High-Tech card versions of Main Personalities cannot be used as Allies.
- Hero Main Personalities can have only Hero Allies, and Villain Main Personalities can have only Villain Allies.
- Allies are placed in play during the Non-Combat step, and players may place in play as many Allies as they wish during this step. Players may not have more than one Personality card of the same Ally in play at one time.

Example: A player can have *Nappa Level 1* out in play as Vegeta's Ally, or a *Nappa Level 2* out as Vegeta's Ally, but that player cannot use both of these versions of Nappa at his different levels as two SEPERATE Allies.

- A player can have one level of an Ally in play, and another player can have a different level of the same Ally in play. Both players cannot have the same level Ally in play at the same time.

Example: Player A can have a *Level 1 Nappa* in play as an Ally, and Player B can have a *Level 2 Nappa* in play as an Ally. But, both players cannot have *Level 1 Nappas* in play at the same time or have *Level 2 Nappas* in play at the same time.

- A player can overlay a higher level Ally on top of a lower level Ally, in numerical order and when this occurs that Ally is raised to its highest power stage. When this happens, that player's opponent(s) can place any lower level versions of that Ally in play as an Ally.

Example: Player A places a *Nappa Level 2* on top of his *Nappa Level 1* Ally that is already in play, and *Nappa Level 2* is raised to his highest power stage. Player B can now place a *Level 1 Nappa* in play as an Ally.

- Allies can be chosen to benefit from power-up cards instead of the Main Personality, unless the power up card specifies its power benefits the player's Main Personality only.

Allies In Combat

- When attacked, after all Combat effects have been resolved, and damage is calculated, the defending player can choose to have the damage dealt to either his Main Personality, or any one Ally. All damage is dealt to the selected personality. If an Ally is reduced to 0 power stages, all remaining damage is taken from the Life Deck.
- An Ally may assume control of a battle at the beginning of your Attack Phase of Combat when the Main Personality is at 0 or 1 stage above 0. The Main Personality resumes control immediately after Combat ends.
- Main Personalities' Allies may use their Personality card powers only once per Combat (with the exception of Constant Combat Powers).

- If an Ally assumes control of a battle, then use his power stages for computing damage, and not the Main Personality's power stages.
- If an Ally's power/attack gives your Main Personality anger or power stages, and that causes your Main Personality to be at 2 power stages above 0 or higher, as soon as the Ally's attack is over, your Main Personality would resume control of Combat.
- Whenever a personality performs an attack, the controlling player may not have another personality take control of Combat until all the effects on the card have been resolved.

EXAMPLE: Goku is at 1 power stage above 0 and performs Gohan's Kick (*Cell Games #8*). Until all the effects of Gohan's Kick is resolved (including damage), Goku cannot have any allies take control of Combat.

- Whenever a personality uses a card effect to defend against an attack, the controlling player may not have another personality take control of Combat until all the effects of the card have been resolved.

EXAMPLE: Vegeta performs Saiyan Power Kick (*Cell Saga #53*) against Goku, who is 1 power stage above 0. Goku stops the attack with Vegeta's Surprise Defense (*Saiyan Saga #100*), and no other allies that Goku has can take control of Combat until all of the effects of Vegeta's Surprise Defense have finished.

- Whenever an opponent plays or uses a card outside of the "Defender Defends" phase, you may have one Ally take control of Combat before any effects occur, including secondary effects.

EXAMPLE: Goku has Gohan, the Protector (*World Games #167*) as an ally. Gohan, the Protector has a Constant Combat Power that reads, "Your Allies cannot be removed from the game. If Videl was in play..."
Goku is currently at 0 and his opponent plays Cell's Presence (*Cell Saga #158*) which removes all of Goku's allies in play. Goku can have Gohan, the Protector take control of Combat for him before the secondary effects of Cell's Presence happen to keep his allies from being removed from the game.

Combat Cards

- Combat cards are cards that say "Combat" directly below the picture of a card ("Combat" cards do not include "Physical Combat" and "Energy Combat" cards). Combat cards are used to either take the place of an attack, or to defend against an attack. When using a "Combat" card to defend against an attack, follow all of the rules from phase (c) Defender Defends.

Example: Trunks attacks Cell with a "Combat" card that says, "Choose an Ally from your discard pile or Life Deck, and place it into play at its highest power stage." All of the effects on this card are "secondary effects" and they are resolved during Step 3 of the Battle Sequence.

Dragon Balls

Dragon Ball Cards

- If you discard a Dragon Ball while you are discarding life cards of damage, it does not count toward the total amount of life cards of damage that you are discarding. Regardless of whether the Dragon Ball is removed from the game or placed at the bottom of your Life Deck, it does not count towards the amount of life card damage total.

Example: Player A successfully performs an energy attack resulting in Player B receiving 4 life cards of damage. Player B discards two cards from his Life Deck, but the third card to be discarded is *Earth Dragon Ball 4*. *Earth Dragon Ball 4* is not in play so Player B places *Earth Dragon Ball 4* at the bottom of his Life Deck. Player B must now discard two life cards to conclude the damage.

- If a player only has Dragon Ball cards left in his Life Deck, then that player loses the game if Life cards of damage are dealt to him.

Example: Player A's Life Deck contains only 3 Dragon Ball cards. Player B inflicts 1 life card of damage on Player A due to a successful physical attack. Player A loses, because he/she cannot discard a life card.

- Dragon Balls are NOT Non-Combat cards, but they are played during the Non-Combat Step (Dragon Balls have “Non-Combat” printed on them so players know when to play the card). When a Dragon Ball card is placed in play, the player MUST use its power(s) immediately.
- Dragon Balls cards numbered 1-7 are restricted to one copy per deck. You can have only one of each numbered Dragon Ball card in your deck

Example: Player A has one Earth Dragon Ball 1, one Earth Dragon Ball 2 etc. in his deck.

- When a player discards a Dragon Ball card from their hand or their Life Deck, check and see if a duplicate is in play. If a duplicate is in play, remove the discarded Dragon Ball card from the game. If there is not a duplicate in play, place the discarded Dragon Ball card at the bottom of your Life Deck.
- Cards that affect other cards may NOT affect Dragon Balls, unless that card specifically states that it can affect a Dragon Ball.

Capturing Dragon Balls

- When a single attack forces another player to discard 5 or more life cards from his Life Deck, the attacker can choose to capture one of the defending opponent’s Dragon Balls cards that is in play (along with dealing the damage from the attack). The Dragon Ball is captured immediately after damage is dealt, and all effects from that Dragon Ball are resolved immediately, if you choose to use the Dragon Ball.
- If *Bulma, Krillin, Saibaimen, Chi-Chi, Tien, Yamcha, Garlic Jr., Guldo or Frieza* are used as Allies that have assumed control of a battle, players can choose to have that Ally capture an opponent’s Dragon Ball card in play, instead of doing damage from an attack that would cause life cards of damage.
- The Ally must make a successful attack and deal life cards of damage. That Ally can then choose not to deal the damage, and instead capture an opponent’s Dragon Ball card in play.
- When a Dragon Ball is captured, the player who captures it may decide to use all or none of its power(s) immediately.

Achieving a Dragon Ball Victory

- When a player has all 7 Dragon Balls of the same type, in play, under his control, that player wins (see *Capturing Dragon Balls*).
- If a player has captured the last Dragon Ball card that he requires to achieve a Dragon Ball Victory, that player must wait until the beginning of his next turn in order to win by achieving a Dragon Ball Victory.
- If that player still controls all of the Dragon Balls at the beginning of his next turn, he wins the game. But if any of those Dragon Balls are captured from that player during that time, and that player re-captures them, then that player must wait another turn before achieving a Dragon Ball victory.
- If a player uses a card to search for the last Dragon Ball he needs to win the game, but it is the last card in his Life Deck, he loses the game.

Example: Player A has Earth Dragon Balls 1-6 in play, and then he uses Vegeta’s Smirk to get Earth Dragon Ball 7, which is the last card in his Life Deck, he would lose the game.

Non-Combat Cards

- Non-Combat cards cannot be used during the Non-Combat step, but Drills are always active and some of them can be used during the Non-Combat step.
- Non-Combat cards are placed in play during the Non-Combat step. Allies are placed in play during this step, as well. There is no limit to the amount of Non-Combat cards you may place in play, or may have in play. Any Non-Combat cards drawn into your hand during the Combat step cannot be placed in play until your next Non-Combat step.

- Non-Combat card powers that are indicated in the card text may ONLY be used during the Combat step. When a player places a Dragon Ball card in play, the player must still use the card power immediately, but you may only use cards such as *Power Up!*, or *Blazing Anger* during Combat.

Example: Player A places the *Power Up the Most* card in play during his Non-Combat step, and enters his Combat. The defending player B draws his 3 cards and player A attacks with his *Power Up the Most* that was placed in play during the Non-Combat step.

- Non-Combat cards are discarded after players have used the card's special powers indicated in the card's rules text.

Drills

Drill Cards

- Drills are Non-Combat cards whose card title ends in the word "Drill". Unlike Non-Combat cards, Drills are kept in play after use and can be used multiple times throughout your turn. The abilities of a Drill may only be used by the controller of that Drill, with a few noted exceptions. Some Drills are used by all players, which will be specified in the card text itself. The following is a list of Drills that are used by all players, and have been clarified to say that:

No, Really Drill?
Blue Battle Drill
Black Water Confusion Drill
Breakthrough Drill
Knockout Drill
Trunks Effortless Drill
Huge Drill

- Some Drills are constantly active, while others must be activated during certain parts of the game. The following Drills are those which must be activated:

Orange Lifting Drill (SS#126)
Black Takedown Drill (SS#127)
Blue Reversal Drill (SS#133)
Meditation Drill (SS#149)
Orange Destruction Drill (FS#67)
Android 20's Absorbing Drill (TS Preview1)
Orange Power Shifting Drill (TS#13)
Red Gravity Drill (TS#23)
Orange Special Beam Cannon Drill (TS#71)
Black Energy Deflection Drill (TS#74)
Orange Energy Dan Drill (TS#138)
Trunks Guardian Drill (TS#125)
Speaking With The King Drill (CS#100)
Blue Diving Punch Drill (CS#144)
Champion Drill (SZ3)

- A Player can have only one Martial Arts Style of Drill in play at one time (Red, Blue etc.), but can have different Drills of the same Martial Arts Style in play at the same time.

Example: A player can have a *Blue Enemies Drill* and *Blue Cradle Drill* in play at the same time, but cannot place a *Black Takedown Drill* in play along side the two blue Drills.

- Players cannot have duplicates of the same Drill card in play at the same time (with the exception of Named/Freestyle Drills).
- Drills stay in play until the players Main Personality goes up or down a level or a card power removes the Drill card(s) from play. When a Main Personality changes levels, all of that player's Drill cards are discarded immediately.
- If a Main Personality is forced to go down a level, all of his Drills are discarded, and that Main Personality's power stages are set to 5 above 0.

- Restricted Drill cards are Drill cards that contain the following in the card power text, “Cannot be used with other (Martial Arts Style) Drills in play on the table”. These cards cannot be placed in play if there are any other (Martial Arts Style) Drills in play on the table.

Example: If Player A wishes to place a red Drill in play, and a red restricted Drill is already in play, the restricted Drill is discarded immediately when the red Drill is placed in play. But, if Player A had a red Drill in play, and Player B had a red restricted Drill in his hand, then he could not play the restricted Drill.

- If a player places in play a duplicate of a restricted Drill that his opponent(s) has in play, then both restricted Drill cards are immediately discarded.

Example: If Player A places *Red Pressure Point Drill (Saiyan Saga #148)* in play and Player B has already has *Red Pressure Point Drill* in play, both Players discard *Red Pressure Point Drill*.

- When a player has a Drill in his hand that cannot be placed in play because it doesn't match the Martial Arts Style of Drill he already has in play (with the exception of Named/Freestyle Drills), he may show it to his opponent(s) and shuffle it into his Life Deck. A player can decide NOT to do this and can retain the card(s) in his hand. Regardless of which choice the player makes, that player does not draw another card from the Life Deck to replace the unusable Drill card.
- Drills that add a “+” (or plus) to attacks, do the extra specified damage, even if the original attack does not do that type of damage.

Example: Player A has *Orange Joint Restraint Drill* in play (*All of your physical attacks do +4 power stages of damage*). During Combat Player A successfully attacks with the Physical Combat card *Tien's Physical Attack (Physical attack doing 5 life cards of damage)*. The attack would then deal 5 life cards of damage and *Orange Joint Restraint Drill* would add 4 power stages of damage to player A's opponent.

Named and Freestyle Drills

- Named Drill cards (Drill cards with Personality names in the card title) and Freestyle Drill cards (Drill cards without a Martial Arts Style... Named Drill cards are also considered Freestyle cards) may be placed in play with other Martial Arts Styled Drills (Red, Saiyan etc.) without restriction. Players may also have multiples of these cards in play.
- The Named card rule also applies to Named Drills. A player can include in their Life Deck up to 4 duplicates of any card with the name of their Main Personality in the card title, including Drills.
- Named and Freestyle Drills are discarded just like other Drills when the Main Personality gains/lowers a personality level.
- Named Drill cards are not subject to the duplicate Drill card restriction, you can have maximum of 4 duplicate Named Drill cards in play.

Miscellaneous Clarifications

- The Difference Between “Costs” and “Requirements”

What is a Cost? To avoid any confusion on the term “cost” the following definition now is in place: A cost exists on a card only if the word “cost” (or the terms “costs” and/or “costing”) appears on the card itself. Energy attacks that don’t tell you the basic cost on the card gain “Costs 2 power stages to perform” after the sentence describing the energy attack.

What is a Requirement? Any condition that must be met when playing a card that is not specifically named on the card as a cost. If a card doesn’t specifically use the word “cost” or “costs” (or costing on some older cards), then any requirement that must be met to play such a card cannot be affected by cards the influence or are influenced by the cost of cards.

EXAMPLE: Namekian Wrist Grab (Android Saga #26) reads, “Namekian Heritage only. Physical attack doing 6 life cards of damage. Costs 2 power stages to perform.” **The 2 power stages is the cost of the attack.**

Black Physical Focus (Trunks Saga #141) reads, “Physical attack. When you perform this attack you may pay any amount of power stages from your Main Personality. For each power stage paid, do +1 power stage of damage.” **The ability to pay power stages to have this attack do additional damage is a requirement.**

EXAMPLE: Straining Energy Move (Frieza Saga #22) reads, “Energy attack costing 1 life card to use. If successful, end Combat.” *Saiyan Face Stomp* (Android Saga #110) reads, “Physical attack doing +4 power stages of damage. If you declared a Tokui-Waza, you may discard the top card from your Life Deck to do an additional +3 life cards of damage.”

The discarding of the life card for *Straining Energy Move* is a cost, but the discarding of the life card for *Saiyan Face Stomp* is a requirement.

EXAMPLE: Kid Trunks (level 2) (Buu Saga #167) reads, “Constant Combat Power: During your ‘Attacker Attacks’ phase, you may discard a card from your hand to have Kid Trunks perform an energy attack that costs 2 power stages to perform.” **The discarding of a card is a requirement, while paying the 2 power stages is a cost.**

*EXAMPLE: Player A has *Majin Babidi’s Ship** (Babidi Saga #35) in play. Player A uses *Orange Uppercut* (Android Saga #72). **Player A only has to pay 2 power stages to search his Life Deck for an Energy Combat card because the requirement is not affected by *Majin Babidi’s Ship*.**

*EXAMPLE: Player A has *Kid Trunks (level 1)** (Buu Saga #166) as his Main Personality which reads, “Energy attack doing 5 life cards of damage. If successful, for the remainder of Combat you may discard the top card of your Life Deck instead of paying costs for any energy attacks Kid Trunks performs.”

During Combat Player A uses Kid Trunks’ Power, which becomes successful. Later on in that Combat he plays *Straining Hand Blast Move* (Cell Saga #102) which reads, “Energy attack doing 7 life cards of damage. Discard a card from your hand. If successful, remove all Non-Combat cards, Battlegrounds, and Allies from the game. Your opponent may draw up to 3 cards.”

Kid Trunks cannot discard a card from his Life Deck to “pay” for the card he has to discard from his hand from *Straining Hand Blast Move*. If Kid Trunks does discard the top card of his life deck to avoid paying costs of the energy attack, he only avoids paying the 2 power stages of the energy attack. **Discarding a card from your hand from *Straining Hand Blast Move* is not a cost.**

EXAMPLE: Saiyan Face Smash (Cell Games Saga #96) reads, “Saiyan Heritage only. Physical attack doing +3 power stages of damage. For the remainder of Combat, whenever your opponent uses a Physical Combat card, he has to discard the top card of his Life Deck.” **The discarding a life card from playing a Physical Combat card is not a cost.**

*EXAMPLE: Player A has *Orange Gambit** (Buu Saga #85) attached to his Main Personality. During Combat, Player A has *Saiyan Face Smash* (Cell Games Saga #96). **Player A must still discard a card from his hand when he plays a Physical Combat card.**

- When a Non-Combat card attaches itself to another card in play, you must use the card before it attaches itself to the appropriate card. Any cards that would prevent you from using a Non-Combat card would not affect an “attaching”

card after it has already been attached. Cards that remove Non-Combat cards from play may remove attached Non-Combat cards and their effects would be absolved.

Example: If Player A has used Saiyan Inspection and has attached it to Player B's Main Personality, and on Player B's next Non-Combat Step he places City in Turmoil in play. Player B would still not be able to use his Main Personality's Personality Power. Player B may use Blue Betrayal Terms to remove Saiyan Inspection and he would then be able to use his Personality Power.

- When a card effect states the "maximum" amount of damage you can take from an attack, it only affects the type of damage stated.

Example: If a player has Orange Hauling Drill in play and Tien's Physical Attack is performed against them, they would take 5 life cards of damage if the attack was successful.

- Cards or effects (such as a Final Physical Attack) that prevent a player from performing actions during Combat will not stop the use of cards that have been previously played (such as Time Is A Warrior's Tool or Drills that do not require "use").
- When a card is discarded from play, it leaves play first before it reaches the discard pile. When a card is removed from the game from play, it leaves play before it is removed from the game.

Example: Player A has Dying Planet (Android Saga #96) in play. Player B uses Land In Pain (Cell Saga #P6) to discard Dying Planet. Dying Planet leaves play before it reaches the discard pile, so it is able to go into the discard pile. It does not remove itself from the game with its own power.

- Clarification of "Cherry Picking Rule" --When a card allows for you to search your Life Deck for a card, you must show your opponent(s) those cards.

Example: Trunks Finds the Answer allows you to search your Life Deck for up to 2 Trunks Named cards. You must show your opponent those cards that you search for.

- Cards that affect other cards, can only affect cards in play, unless otherwise specified.
- When a player discards a card from his Life Deck, he takes the top card of his Life Deck, and places it, face-up, in his discard pile.
- All of your anger, regardless of who gains it, is kept track of on the same anger sword.
- When a card stays in play to be used multiple times in Combat, it only stays in play for the amount of uses specified on the card.
- When you place a card from your discard pile into your Life Deck you must show your opponent(s) those cards. When you place a card from your discard pile into your Life Deck, you must place it into your Life Deck face down.
- When a card causes you to lose power stages, if you go below 0, you must discard a life card for every power stage left over.

Example. Saiyan Wrist Block - Stops a physical attack. If you declared Tokui-Waza, your opponent's Main Personality loses 3 power stages. If you are at 0 when this is played, you would lose 3 life cards.

- Cards that stop an attack (*including cards that stop an attack for the remainder of Combat*) can only be played as a defense.
- When an effect "reduces" the damage from an attack, it is modifying the damage and is not considered "preventing" damage. Attacks that may not be "prevented" may still be affected by cards that "reduce" damage.
- Cards such as Gohan's Physical Attack and Vegeta's Physical Stance are available to any character, and any character may use them and get all of their effects. For example, Gohan's Physical Attack says, "Physical attack.

Gohan gains 1 anger level. Increases Gohan's power rating by 5 stages." If Piccolo, or any other character, were to use this card, he would gain the anger, as well as the power stages. (Saiyan and Frieza Saga Only)

- If a card text contains, "(name here) only", then this card may only be used by that personality. If the card text includes the sentence, " If used by (name here) it stays out on the table to be used one more time in this Combat", only that specific character may use that specific effect, but any other effects happen for any of the other characters that use this card. (Saiyan and Frieza Saga Only)

Example: Goku's Physical Attack reads, "Physical attack, plus draw the bottom card from the discard pile into your hand. If used by Goku, stays out on the table to be used one more time in this Combat." Any personality may use this card, but Goku is the only personality that may gain the effect that allows the card to be used later in Combat. If Goku used this card and it was kept in play, then any personality may use it the second time.

- Whenever a card refers to your foe, it refers to your opponent.
EXAMPLE: Saiyan Energy Blast (*Saiyan Saga #94*) says, "... plus it stops a single named for from making a physical attack on his next phase..." So, this card keeps your opponent from performing a physical attack on his next Attacker Attacks phase.
- Whenever a card refers to your "opponent", your "foe", or "you", it affects all of that player's personalities.
EXAMPLE: Player A plays Black Defensive Burst (*Trunks Saga #20*) and it becomes successful. So, for the remainder of Combat, Player A's opponent cannot perform physical attacks with any personality for the remainder of Combat.
- Rainbow Tokui-Waza – This is a special type of Tokui-Waza that we use for our pre-release tournaments. Under this rule, a player may declare a Tokui-Waza regardless if he has cards from multiple fighting styles in his deck or not. The player still gains a +1 to his PUR and can still use 1 Mastery Card. When you declare a Tokui-Waza in this way, you are considered to have declared a Tokui-Waza in every fighting style for cards that reference declaring a Tokui-Waza in a specific fighting style. A player may choose not to declare a Rainbow Tokui-Waza, and may opt to declare a normal Tokui-Waza (if his deck meets the requirements of a regular Tokui-Waza) or even not declare a Tokui-Waza at all.
- The example in the World Games Saga rulebook (Page 42) is incorrect. You can still make your opponent discard/shuffle a Dragon Ball back into his Life Deck with Android 18's Stare Down (*Android Saga #90*) and Confrontation (*Trunks Saga #P2* and *#INF2*).
- Whenever you search your Life Deck for a card and there is no legal card that you can get, your opponent has the option to look through your Life Deck to make sure that there are no legal cards for you to get.
EXAMPLE: Player A uses *Brother's Training* (*Cell Games #Preview 9*). He searches through his Life Deck and there are no legal drills that he can put into play. So Player B, his opponent, is allowed to look through Player A's Life Deck to make sure that there are no drills that Player A can put into play.
- Cards in your Sensei Deck must still match all deck construction rules for your Life Deck. To declare a Tokui-Waza, cards in your Sensei Deck must still match the Tokui-Waza you want to declare.
- Whenever you swap cards out of your Sensei Deck and Life Deck, you must show the cards that you are putting into your Life Deck from your Sensei Deck to your opponent so that he can confirm that they are Sensei Deck cards. You do not have to show the cards that are being taken out of your Life Deck from this swap.
- If a player forgets to put back any cards that he swapped from his Sensei Deck before his next game begins, the player receives a game loss.
- Characters with "Majin" in the title of their personality cards are considered Majin Characters. Being a Majin Character does not change their alignment.

EXAMPLE: Majin Vegeta is a Majin and a Villain, so he can use Majin only cards and Villains only cards, as well as being affected by cards that affect Majins and cards that affect Villains.

- Celestial Fighters are Heroes.

- Randomized Discards of Face Up Hands. Whenever you have a card effect that allows you to look at your opponent's hand and you use another card effect to discard a card at random from his hand, your opponent's hand is randomized and temporarily placed face down, and a random card is then chosen and then the cards are placed up as before.
- When you swap cards out of your Sensei Deck at the beginning of the game, your opponent is allowed to see which cards you are taking out of your Sensei Deck and shuffling into your Life Deck. Your opponent does not get to see which cards are being taken out of your Life Deck for the Sensei Deck swap, although you get to see those cards.
- Whenever a card power affects your next attack and you use a card or power that is used multiple times in a Combat, it only affects the first use of that card.
- When you place a Drill or Ally into play with a card power, you must still follow the normal rules as if you were putting that Ally or Drill into play.
EXAMPLE: Player A has Orange Joint Restraint Drill (Saiyan Saga #151) in play. Player A used Brothers in Training (Cell Games #Preview 5). Player A CANNOT put Orange Joint Restraint Drill into play.
- Whenever a card power will not let a player "play or use" a card with a specific ability, you cannot play or use that card even if you cannot perform that effect.
EXAMPLE: Player A has Breakthrough Drill (Trunks Saga #42) in play. Player B did not declare a Tokui-Waza. Player B cannot play or use Black Power Up (Android Saga #50) because it has the ability to end Combat, even though Player B did not declare a Tokui-Waza.
- Whenever an attack cannot be prevented by a specific card type, then Endurance from cards of that type cannot prevent damage from that attack.

EXAMPLE: Player A plays Red Power Rush (Trunks Saga #75). Player B has no Allies in play and his Main Personality is at 0. The attack is successful and the first Life Card of damage is Blue Forced Punch (Cell Games #4). Since Red Power Rush cannot be prevented by Physical Combat cards, the Endurance from Blue Forced Punch cannot prevent damage from Red Power Rush.
- Whenever a card effect keeps you from using a card, you are still allowed to use the Endurance of that card.

EXAMPLE: Player A plays Caught Off Guard Drill (Cell Saga #111) and names Are You Tuff Enough? (Tuff Enough #TF10). Later on in the game Player B takes life cards of damage from an attack and Are You Tuff Enough? shows up. Player B is still allowed to use Are You Tuff Enough? for the Endurance
- Whenever a card puts a "cap" on how much damage you can receive for the attack, the cap is applied when dealing damage.

EXAMPLE: Player A has Orange Hauling Drill (Cell Saga #147) in play. Player A's Main Personality is Garlic Jr. HT Level 1 (Frieza Saga #P13). His opponent performs a successful physical attack doing 5 power stages of damage. Player A prevents 3 power stages of damage and takes the next 2 power stages. If the attack had done 7 power stages of damage, Player A would prevent the 3 power stages of damage first and then take the rest of the damage. After the 3rd power stage of damage, Player A would not take any more damage from the attack because it dealt its maximum 3 power stages from Orange Hauling Drill's power.
- Power stages of damage that convert into Life Cards of damage because the defending personality is at 0 happens as damage is being dealt, and not during damage calculation.
- A character's background dictates which alignment he has. A character being a Saiyan, Namekian, or Majin does not affect which alignment the character has.
- If you use a card that allows you to search for more than 1 Ally, you may search for an Ally and its higher personality level and overlay on that Ally with the same effect.

EXAMPLE: Player A uses Unexpected Company (Androids Saga #88). Player A may search for Vegeta lvl 1 and Vegeta lvl 2 in his Life Deck. When he places them into play, the Vegeta lvl 2 overlays over the Vegeta lvl 1, but he is set to 5 power stages above 0 instead of at 0 because Unexpected Company states what power stage they are at when they come into play.

- If a card discards an Ally with 2 levels because of overlaying, both levels of the Ally are discarded, and the owner gets to choose in which order all of that Ally's levels go to the discard pile.
- You may search for an Ally's higher level and overlay that level onto an Ally with a card that allows you to search your Life Deck/discard pile for an Ally and place it into play.
- Focused attacks cannot be stopped by cards that stop both physical and energy attacks, even if that card is a Mastery like the Blue Style Mastery (Cell Saga #126).
- Majin Vegeta and Vegeta are treated as completely separate personalities. Vegeta only cards cannot be used by Majin Vegeta and vice versa. Cards that specifically affect Vegeta do not affect Majin Vegeta and vice versa.
- Named cards for personalities under the Alternate Personality Rule can still be used by the other personality, but the limit is 3 cards per deck unless the Named card matches the Main Personality.
EXAMPLE: Majin Vegeta's Rage is not a Vegeta Named Card.
- If you lose a personality level or advance a personality level in some other way than reaching 5 or more anger, your anger level is not changed.
- All Banned cards gain "Limit 0 per deck."
- You can try to stop an unstoppable attack with a card that normally stops that attack in order to gain the secondary effects of that defense. The attack is still considered successful.
- You can try to stop a focused attack with a card that stops both physical and/or energy attacks in order to gain the secondary effects of that defense. The attack is still considered successful.
- Whenever a card specifically does not allow you to use a Combat, Physical Combat, or Energy Combat card, you cannot play that card either.

EXAMPLE: Player B uses a card that says "Your opponent cannot use Physical Combat cards for the remainder of Combat." Player A cannot play or use Physical Combat cards for the remainder of Combat. He cannot "play" a Physical Combat card and not use it.

- Any cards that say "League only" are also allowed in Tuff Enuff events.
- Majin Vegeta is a Saiyan, so he has Saiyan Heritage and can declare a Saiyan Tokui-Waza.
- When determining which cards belong to a specific personality, you ignore all surnames. Surnames are any text behind a coma, any text behind the word "on", any text behind the word "the", and the words "Super", "Saiyan", "Inspired", "With", "Style", "Attacks", "Changes", "In Flight", "Enraged", "Empowered", and "Restored" that can be found in a personality card's title. These words are just flavor text, and are not used to determine whose personality cards belong to whom.
EXAMPLE: Super Saiyan Goku (Promo #IR1) is a Goku personality card.
- Whenever a card checks to see what power rating your personality has and your personality currently in control of Combat has a 'Z' power rating, then you can have Z be any power rating that you want.
NOTE: You do not get to choose any power rating that you want if the card is comparing your personality's power rating with that of your opponent's.
- You cannot discard or remove Dragon Balls with card effects where you name a card and then a player searches a Life Deck for the card to discard/remove it from the game. This falls under the Dragon Ball Immunity Rule.

- When a card copies a card that your opponent has played (like Trunks Swiftly Moving and Blue Reversal Drill), the “copied” card that you use is an extra card that is created for this effect, which gains all of the text from the card that you are copying. This extra card then disappears when it is finished instead of going to your discard pile or your removed from the game pile.
- Putting Cards into play with card effects – When you use a card effect to place a card into play, the card you put into play must still be a legal card you could play unless the card effect dictates otherwise.

EXAMPLE: Player A has Orange Focusing Drill (Saiyan Saga #234) and Android Attack Drill (Android Saga #42). Player A then plays Brothers in Training (Cell Games #Preview 5). Player A cannot put Blue, Black, Namekian, Red, and Saiyan Drills into play with Brothers in Training because he has Orange Style Drills in play, and Player A could not put Orange Focusing Drill into play with Brothers in Training because he already has Orange Focusing Drill in play.

- Turning off Personality Powers - Whenever you use a card effect to keep your opponent from using his personality powers and/or Constant Combat Powers, the card affects all of the Powers and/or Constant Combat Powers on that personality if he has more than 1.

EXAMPLE: Player A's Main Personality is Majin Buu HT Level 1 (Buu Saga #199). Player B uses Saiyan Inspection (Android Saga #36) and attaches it to the Majin Buu HT Level 1. Player A cannot use either of the Powers and Constant Combat Powers on his Majin Buu HT Level 1.

- Prevent damage from the attack is not counted as modifying damage from the attack.

EXAMPLE: Player A has Energy Empowerment Drill (Babidi Saga #51) in play. Player A performs an energy attack doing 4 life cards of damage. Player B uses a card during his Defender Defends phase to prevent 3 life cards of damage from the attack. Energy Empowerment Drill would raise Player A's energy attack do 6 life cards of damage, and then Player B's defensive card would then prevent 3 of the damage. In the end, Player B takes 3 life cards of damage from the attack.

- Bardock has Saiyan Heritage.
- You can only have 1 copy of a specific Fusion Personality card in your Sensei deck.

EXAMPLE: Player A can have Gotenks level 1 and Gotenks level 2 in his Sensei Deck, but he cannot have 2 Gotenks level 1's in his Sensei Deck.

- Physical Combat, Energy Combat, and Combat cards with _____ only. You must have a personality in control of Combat that fits the “_____ only” requirement in order to play and use the Physical Combat, Energy Combat, or Combat card.

EXAMPLE: Player A's Main Personality is Goku, and he has Chi-Chi in play as an Ally. Goku currently is at 1 power stage above 0. Player A has Chi-Chi on the Attack (Cell Games #Preview 6) in his hand.

While Goku is in control of Combat, Player A cannot play and use Chi-Chi on the Attack. But, if Player A has Chi-Chi take control of Combat, he can play and use Chi-Chi on the attack.

- Non-Combat cards with _____ only. You may play/place into play a Non-Combat card with _____ only without having that personality in control of Combat. But, you must have a personality in control of Combat that fits the “_____ only” requirement in order to use the Non-Combat card.

EXAMPLE: Player A's Main Personality is Android 18 (Cell Saga #182) and he has Cell (Cell Saga #188) in play as an Ally. Player A's draws Cell's Android Absorption (Cell Saga #82) during his Draw Step.

Player A can play Cell's Android Absorption during his Non-Combat Step, even if Cell is not in control of Combat. But, in order to use Cell's Android Absorption he must have Cell take control of Combat.

- When a personality is at 0 and is dealt power stages of damage, those power stages of damage are converted into life cards of damage, and is considered both types of damage.

EXAMPLE: Player A's Main Personality is at 0. Player B performs a physical attack doing 5 power stages of damage. Player A defends with a card that prevents 3 life cards of damage.

Player A begins to take the 5 power stages of damage, but since his Main Personality is at 0 the 5 power stages of damage is converted into 5 life cards of damage. Since the damage is both power stages AND life cards of damage, Player A is able to prevent 3 life cards of damage (because of the card that he defended with). Player A ends up only taking 2 life cards of damage.

- Fusion personalities and reaching 5 or more anger levels/advancing personality levels. When your Main Personality is a fusion personality and you reach 5 anger or use a card effect to advance a personality level, then you raise your Main Personality to its highest power stage. If you reached 5 or more anger, your anger is reset to 0. You do NOT get to advance to the next level of your Fusion Personality.
- Fusion personalities and lowering personality levels. If a card effect would lower your Main Personality while you have a Fusion Personality as your Main Personality, nothing happens.
- If you have a card effect that keeps your cards from being discarded, you cannot use your own card effects to discard those cards as well, and you do not get to use any effects that would require you to discard that type of card (because no such card was discarded).

EXAMPLE: Player A has the Buu Saga Freestyle Mastery (Buu Saga #131) and Physical Defense Drill (Buu Saga #91) in play. During his Defender Defends phase, Player A wants to stop a physical attack. Player A cannot even try to discard Physical Defense Drill to itself because the Freestyle Mastery will not let his Drills be discarded. (NOTE: Without the Freestyle Mastery, Player A could normally discard Physical Defense Drill to itself to stop a physical attack.)

Multiplying Base Damage from Multiple Cards – When you have multiple card effects that would increase the base damage of an attack by a multiple amount (Double the base damage, triple the base damage, quadruple the base damage, etc. etc.), only one multiplier is used on the Base Damage, and the other card effects that multiply the damage are ignored.

EXAMPLE: Player A has played Saiyan Pressure Technique (Buu Saga #145) in this Combat. During his next Attacker Attacks phase, Player A plays Saiyan Clothesline (Broly Subset #14) and removes 2 cards from his Sensei Deck for Saiyan Pressure Technique. Player A doubles the base damage of Saiyan Clothesline once, but not twice.

- Skipping Attacker Attacks phases – When a player skips an Attacker Attacks phase because of a card effect, play continues as if the Attacker Attacks phase never happened. This means that any card effects that happen at the beginning of the Attacker Attacks phase do not work on the skipped Attacker Attacks phase, and other card effects that happen “in the next Attacker Attacks phase” happens in the next available Attacker Attacks phase.

EXAMPLE: Player A plays Android 18's Pressure Routine (Babidi Saga #33). Player B stops the attack with Trunks Swiftly Moving (Trunks Saga #99). Player B has to skip his next Attacker Attacks phase because of Android 18's Pressure Routine, but during Player B's next available Attacker Attacks phase he can perform Android A8's Pressure Routine from his Trunks Swiftly Moving.

- Fusions Ending Early – If you have a Fused Character in play and the Fused Character leaves play before the timer runs out, any cards that are being used as a timer are shuffled into your deck and the timer is stopped.
- Other Fusion Stuff – Any cards that specifically target a personality that is part of a fusion still affect the fused personality. While fused as Gotenks, you are considered to have Kid Trunks and Goten in play, but they are not extra allies for card effects. While you have Gotenks in play, neither player may play Goten or Kid Trunks as an Ally. When you fuse for a Fusion Personality, you cannot use card effects to keep those personalities in play.

EXAMPLE: Player A's Main Personality is Gotenks (level 1) (Buu Saga #154). During Combat, Player A has Gotenks perform Red Kid Trunks Blast (World Games Saga #30). Gotenks specifically meets the “if performed by Kid Trunks” line of Red Kid Trunks Blast, so the energy attack would do 5 life cards of damage instead of 3.

EXAMPLE: Player A uses the Fusion Dance to fuse into Gotenks. Player A cannot use Goku's Quick Save (Babidi Subset #M18) to keep Kid Trunks and Goten in play.

- **Use When Needed Effects** – If a “Use when needed” card affects another “Use when needed” card, then the effect occurs before the use of the previous “Use when needed” card. (This line replaces the first line of the second paragraph on page 52 of the Buu Saga rulebook talking about “Use when needed” effects.)
EXAMPLE: Player A uses Trunks Energy Sphere (Trunks Saga #84) to stop his opponent’s Combat card. Player B responds by playing his own Trunks Energy Sphere. Player A’s Trunks Energy Sphere is stopped by Player B’s Trunks Energy Sphere.
EXAMPLE: Player A uses Piccolo’s Fist Block (Cell Saga #P10). Player B responds with Trunks Energy Sphere (Trunks Saga #84). Player A does not get the effects of Piccolo’s Fist Block because of his opponent’s Trunks Energy Sphere.
- Cooler and Meta-Cooler are separate personalities and follow the same rules as the other Alternate Personalities.
- **The Rejuvenation Step** The Rejuvenation Step itself is not optional, and you must go through the Rejuvenation Step during each of your turns. But remember, you only get to put the top card of your discard pile on the bottom of your Life Deck if you skipped Combat. Any other effects that occur during the Rejuvenation Step still happen, even if you did go into Combat during your turn.
- **Dragon Ball Immunity** – Dragon Balls are immune from any cards that affect revealed cards unless Dragon Balls are specifically mentioned. A revealed card is any card that can be identified or named. Cards in players Life Decks are not considered to be revealed.
- **Dragon Balls are not Life Cards for Damage** - Dragon Balls do not count towards Life Cards of damage that you take. This does mean that if a card removes its damage from the game, Dragon Balls would not be removed from the game.
- **Gotenks** - The Gotenks Fusion Personality Cards start in your Sensei Deck, so you cannot use Gotenks as your Main Personality at the beginning of the game.
- **Fusions** - When you have a Fusion Personality in play, the Fusion Personality is considered to be both characters that were a part of the Fusion. The Fusion personalities are affected by cards that would normally affect or reference one of the original 2 personalities, and can use those personality’s only cards.
- **Goku and Dende Fusions** – Any Fusion personalities involving Goku have Saiyan Heritage. Any Fusion personalities involving Dende have Namekian Heritage.
- When an opponent keeps you from performing a type of attack, your opponent is keeping you from using the card.
EXAMPLE: Player A uses Super Saiyan Effect (Trunks Saga #P4). Later Player B uses Saiyan Power Block (Babidi Saga #29). Player B can now perform physical attacks.
- If a Fusion Personality is your Main Personality, any cards with that Fusion Personality’s name in the title are Named Cards for your Main Personality while you are Fused.
EXAMPLE: Player B has Vegito level 1 (Fusion Saga #123) currently as his Main Personality and has the Buu Saga Freestyle Mastery (Buu Saga #131) in play. When entering Combat, Player B may discard a Vegito Named card to his Freestyle Mastery to search his deck for a Vegito Named Card and place it into his hand.
- If a card effect keeps you from using your Main Personality for any reason, it only keeps you from using that Personality’s Powers and/or Constant Combat Powers.
EXAMPLE: Player A’s Main Personality is Dr. Willow level 2 (Fusion Saga #CA5). Player B uses Majin Buu’s Childish Taunt (Kraft Promo #K6). Dr. Willow can still perform attacks, use defenses and other cards, but he cannot use his Personality Power.
- When you compare power stages and one of the personalities has Z for his power rating, you still use the Physical Attack Table, even though the result will always be 2.
EXAMPLE: Player A’s Main Personality is King Kai level 1 (Capsule Corp Power Pack #CP1), and Player B’s Main Personality is Majin Vegeta’s HT level 2 (Buu Saga #193). King Kai performs a physical attack and has Z for his current power rating. Player A still uses the Physical Attack Table to get the base damage of 2, then Majin Vegeta’s Constant Combat Power then reduces the base damage down to 0.

Mighty Mask - If Mighty Mask is your Main Personality, then neither you nor your opponent may play Kid Trunks or Goten as an Ally. (9/24/03)

Z Power Stages - (This is a change from the previous ruling) Whenever a card compares the power ratings between 2 personalities and 1 or both personalities have "Z" for their power rating, the player who is using the card may choose which affect they want to use. (9/24/03)

EXAMPLE: Player A's Main Personality is King Kai and Player B's Main Personality is Goku. If Player A uses Strength Training (Cell Games #30), he can choose to either raise his Main Personality to his highest power rating or make Player B discard the top 3 cards of his Life Deck.

Z Power Stages - Whenever a card refers to a specific power rating, the player who is using the card may choose any power rating they want to use for that effect. (9/24/03)

EXAMPLE: Player A's Main Personality is King Kai. He can use Underdog Drop Kick (Fusion #26) to stop a physical or energy attack.

- At the beginning of the game each player will choose a leveling mechanic - Z (anger) or GT (removing cards from your discard pile). Even if you choose to use the GT mechanic for leveling, you will still need to have a Warrior Sword to keep track of anger. If you choose to use Anger, it works the same as in the previous Z format and you may win by MPPV. If you choose to use the GT mechanic, you cannot win by MPPV. You can still use cards that raise/lower your or your opponent's anger, but your card effects cannot alter your own anger. (2/11/04)
- If you use a GT card to advance your Main Personality any number of levels, you cannot win by MPPV for the remainder of the game. (2/11/04)
- All Tuff Enuff and League cards are tournament legal for Expanded except for the You Win and Wild Cards. (2/11/04)
- Any cards that stay on the table to be used X more times this Combat now have Remain X instead. (2/11/04)
- Any Saiyan Heritage personalities listed in the Dragon Ball GT TCG Rulebook that are not included in the Buu Saga Rulebook should be added. (2/11/04)
- Any cards that "Stop any attack" are considered to "Stop a physical attack or stop an energy attack" therefore they do not stop focused attacks. (2/11/04)
- Any "Combat" cards are now "Combat – Events". Any Z cards that affect Combat cards specifically now affect Events. (2/11/04)
- Non-Combat/Non-Drill cards are now "Non-Combat - Setup" cards and anything that would affect a Non-Combat/Non-Drill card now affects Setup cards. (2/11/04)
- Any Dragon Ball Z cards that were used during the "Defender Defends" phase now gain a Starburst Icon. Any Z cards that are not used during the "Defender Defends" phase lose their Starburst Icon (if they had one). (2/11/04)
- Anything that is used during the "Defender Defends" phase is used now as a defense against an attack. There is no longer a "Defender Defends" phase. (2/11/04)
- The Attacker Attacks phase is now the Attack Phase and any cards that reference the "Attacker Attacks" phase now reference the "Attack Phase". (2/11/04)
- The "Active Player" is now considered to be the "Attacker". (2/11/04)
- The "Defending Player" or Non-Active Player is now considered to be the "Defender". (2/11/04)
- **Remain** - When a card gains remain under a condition, it only gains Remain at that time and does not gain Remain if the condition is not met.
EXAMPLE: Piccolo's Power Ball (Misc. Promo #X5) - Treat this card as if it read, "Energy attack doing 6 life cards of damage. Place the bottom card of your discard pile at the bottom of your Life Deck. If performed by your Main

Personality and he currently has a lower power rating than your opponent's Main Personality, this card gains Remain 1." (2/25/04)

- Dr. Willow cannot win by the Most Powerful Personality Victory. (4/1/04)
- Turles can win by the Most Powerful Personality Victory. (4/1/04)

Specific Card Clarifications

The following list of card clarifications has been provided so that each card may be played as it was originally intended. Judges and Players should always keep current on any changes. Specific questions should be directed to Rules@DBZcardgame.com.

NOTE: Cards are clarified by expansion, with the most recent expansions first.

SEVEN Premiere Event Cards

#GKI1 You're Invited – This card is now used at the beginning of your opponent's Power Up Step. (2/11/04)

#SZ9 Ultimate Champion - This card can only be used by Dustin Morabito. (2/11/04)

#OP30 Super Android 17's Ki Focus - This card gains, "Limit 1 per deck." (6/16/04)
This card gains, "Remove from the game after use." (9/22/04)

#OP34 Super Android 17's Ki Intensity - This card gains, "Limit 1 per deck." (6/16/04)

Gamestop Promo

#GS1 Startled - You can play a second Startled if your opponent uses Trunks Energy Sphere (Trunks 84) on your first Startled.

EXAMPLE: Player A uses Who's Da Man! (Cell Games #113). Player B plays Startled and Player A uses Trunks Energy Sphere (Trunks #84) on Player B's Startled. After Trunks Energy Sphere and Startled are discarded, Player B may use another Startled before Who's Da Man! takes effect. (12/17/03)

Collector's Tin cards

#CC5 Piccolo's Multiform - Treat this card as if it read, "Piccolo only. If you declared a Tokui-Waza, for the rest of Combat, any physical attacks performed by Piccolo gain "Remain 1." if they do not already have Remain. Remove from the game after use." (5/26/04)

#CC6 Majin Funny Face – Treat this card as if it read, "If you declared a Tokui-Waza, for the remainder of Combat any "If successful"..."

Shonen Jump Promo

#SJ1 Goku, the Mighty – This power lasts for the remainder of Combat.

Burger King Promos

#BK7 Vegeta's Smirk - This card gains, "Remove from the game after use." (2/25/04)

League Cards

#L2-7 I Want You! – Your opponent must declare Combat if you use this card, even if there are other card effects that would make him skip Combat or because he played a Battleground/Location.

Against Earth Dragon Ball 4 (Saiyan #76) – If I Want You! Is played and Earth Dragon Ball 4 has not been used for its floating effect yet, then the floating effect would "get used", but Combat would still be declared and would continue normally. You do not get to reuse Earth Dragon Ball 4's floating effect again unless you replay or recapture the Dragon Ball.

#L4-4 Pep Talk - Treat this card as if it read, "League and Tuff Enuff only. Use at the beginning of your Rejuvenation Step if you skipped Combat..." (2/25/04)

#L5-5 Majin Buu's Restoration - Treat this card as if it read, "For the rest of Combat, you may remove 3 cards in your discard pile from the game during your Attack Phase to play an Ally of any level from your discard pile. Remove from the game after use."

#L6-5 Gone Fishin' - Treat this card as if it read, "Tuff Enuff only. Endurance 2. End Combat. During the Rejuvenation Step of this turn, you may keep an additional card." (2/25/04)

Kraft Promo

#K6 Majin Buu's Childish Taunt - If you play Majin Buu's Childish Taunt, your opponent cannot use card effects that allow him to "reveal" or "search" your Life Deck. If you use a card that allows your opponent to look at your Life Deck after you have played Majin Buu's Childish Taunt, then he is still able to use that effect. (9/24/03)

Capsule Corp Power Pack 2

- You can tell which alignment these characters belong to by the color of their power stages instead of their background color.

EXAMPLE: Bardock's power stages are Blue, so Bardock is a Hero.

#CCPP3 Anger Management – Treat this card as if it read, "**Tuff Enuff only**. Whenever you gain anger this Combat, all of your attacks do +1 life cards of damage for each anger level gained to a maximum of 5 for the remainder of Combat. The next attack you perform this Combat gains "Draw a card." Remove from the game after use."

When you play Anger Management, any anger levels you gained before Anger Management was played do not count towards Anger Management.

EXAMPLE: Player A uses a card effect to raise his anger 2 levels. During his next Attacker Attacks phase he plays Anger Management. The 2 levels of anger that he gained before he played Anger Management are not counted, so the current modifier from Anger Management is +0 until Player A raises his anger again.

The addition of the "Draw a card" text only applies to the first time you use the attack. If a card or a power can be used multiple times in a Combat and receives the "Draw a card" text, you only get to draw a card the first time you use the attack.

EXAMPLE: Player A uses Anger Management. During his next Attacker Attacks phase he uses Tien's Tri-Beam (Cell Saga #91). The first time he uses Tien's Tri-Beam he gets to draw a card but the 2nd and 3rd time Player A uses Tien's Tri-Beam, he does not get to draw a card.

#CCPP7 Red Arm Cannon – This card loses "Shuffle into your life deck after use." (2/11/04)

Capsule Corp Power Pack

CP1-3 King Kai – Whenever you check for the Double Power rule and at least 1 of the personalities is showing Z in the Scouter, you do not use the Double Power rule.

CP4 Lord Slug (Level 1) – You can use this power if you have more than 3 Dragon Balls in play to advance a personality level.

CP5 *Lord Slug Level 2* – If you declared a Namekian Tokui-Waza, you only get to shuffle 1 card back into your Life Deck with his power, regardless of the amount Life Cards of damage dealt with the attack.

CP6 *Lord Slug Level 3* – Treat this power as if it read, "... twice as many cards back into your Life Deck instead." This Constant Combat Power is not affected by Concentration Drill.

EXAMPLE: Lord Slug is currently at his Level 3 and has Concentration Drill (*Trunks Saga #P3*) in play. Lord Slug uses the power on Goku's House (*Cell Games #R13*) and shuffles the top 4 Combat cards in his discard pile back into his Life Deck instead of the top 2 Combat cards in his discard pile.

#CP7 Master Roshi (Level 1) – Treat this card as if it read, "**Power:** When entering Combat, look at the top 6 cards of your Life Deck..."

CP7-9 *Master Roshi Level 1-3* – Any cards with "Roshi" in the title are considered Named Cards for Master Roshi.

CP9 Master Roshi Level 3 – Master Roshi's Constant Combat Power to have your allies do extra damage with their attacks works even if Master Roshi is no longer in control of Combat.

CP10 – CP12 *Future Gohan* – Anything that would normally affect Gohan specifically does not affect Future Gohan, because they are treated as separate personalities.

EXAMPLE: Chichi (Saiyan Saga #86) cannot stop a physical attack performed against Future Gohan, while she can stop physical attacks performed against Goku and Gohan.

CP11 Future Gohan Level 2 – If you reveal a Saiyan Style card with your Mastery, you get to draw the additional card along with what the Mastery was originally going to do.

CP13-15 Ginyu Force – The Ginyu Force cannot have more than 3 copies of any named card of Guldo, Captain Ginyu, etc. etc. But, they can have 4 copies of any card with “Ginyu Force” in the title, because that would be a Ginyu Force Named Card.

Also, the Ginyu Force is considered to have 4 extra allies in play, but those ‘allies’ cannot pay for Energy Attacks, or allow the Ginyu Force to pay for Team Work Kamehameha (Android Saga Promo #L3) or Group Attack (Cell Games #109).

Furthermore, the 4 extra ‘allies’ cannot leave play. So if Cell’s Presence (Cell Saga #159), the Ginyu Force is still considered to have 4 allies in play.

IR Promo Cards

IR1 Super Saiyan Goku – If Super Saiyan Goku’s Constant Combat Power does not work because of a card effect, you choose 1 Martial Arts Style of Drills to stay in play, and the rest are discarded. This overrides the effects of Orange Focusing Drill (Saiyan Saga #234).

EXAMPLE: Player A’s Main Personality is Super Saiyan Goku. Player A has Orange Focusing Drill (Saiyan Saga #234), Orange Joint Restraint Drill (Saiyan Saga #151), Blue Mental Drill (Frieza Saga #66), and Saiyan Power Drill (Saiyan Saga #236). Player B then uses a card effect to turn off Player A’s Constant Combat Power. Player A can now only choose 1 style of drill he has in play. Player A decides to keep Blue Style Drills, so he discards his other Styled Drills in play. So, Player A discards Orange Focusing Drill, Orange Joint Restraint Drill, and Saiyan Power Drill.

IR3 Play Fighting - If you skip Combat then you may not place 2 cards at the bottom of your Life Deck in the Rejuvenation Step.

Play Fighting - You may only put the top card back into your Life Deck during your Rejuvenation Step and not during your opponent’s. (9/24/03)

IR5 Huge Drill - Although this Drill affects both players, only the player who controls Huge Drill gets the +1 power stage of damage to his physical attacks.

IR6 Saiyan Training – This title has been changed to “Saiyan Gravity Training”, and is not an MRP of Saiyan Training (Saiyan Saga #80).

IR9 Excitement - Treat this card as if it read, “Show your opponent your hand. Draw a card for each Non-Combat card in your hand.” This card is used during Combat in place of an attack.

IR16 Saiyan Knee Block – This card is being clarified to be titled “Saiyan Clash.”

IR19 Pose With Style – You cannot use this card for Non-Combat cards that are restricted or Limit 1 per deck.

IR20 Releasing the Sword – This card gains, “Limit 1 per deck. Remove from the game after use.”

Tuff Enuff Cards

#TF10 Are You Tuff Enuff??? - This card gains, “You cannot win by Most Powerful Personality Victory for the remainder of the game.” (2/11/04)

#TF11 Bubbles Drill - This card gains “Bubbles and Gregory only.” (2/11/04)

Shadow Dragon Saga

#158 Saiyan Discovery - This card gains, “Limit 1 per deck.” (9/22/04)

#175 Black Smoke Dragon Sensei - This card is not considered a Black Style card. (9/22/04)

#177 Blue Amplified Mastery - If you are going to search your Life Deck with this card, you must name a card that still has the keywords in it. (9/22/04)

#244 Saiyan Face Attack - This card gains “Remove from the game after use.” (9/22/04)

Super 17 Saga

#25 Hercule’s Crescent Punch - If a card effect has a cost or requirement of discarding/removing cards from your hand/Life Deck/discard pile, then you would not be able to use that card. (6/16/04)

EXAMPLE: If you have used Hercule's Crescent Punch this Combat and your opponent pays 6 stages to use Orange Proximity Drill (Super 17 #84), you would not be able to defend against the attack since you cannot discard a card for the requirement.

#31 Orange Power Transfer - This card gains, "Remove from the game after use." (9/22/04)

#95 Super Android 17 - Treat this card as if it read, "(Super Android 17 isn't Android 17.) Constant Power: You do not remove cards from the game when using their Endurance against energy attacks. After taking damage from an energy attack, remove 7 cards in your discard pile from the game to advance your MP 1 level."

You cannot chain Super Android 17's powers together with his ability or if you advance levels during Combat.

EXAMPLE: If you have Black Domination (Super 17 #7) as a Backer for Super Android 17 and use his Level 1 power during a Combat, you cannot use his Backer power again if you advance to a higher level in the same Combat.

EXAMPLE: If your Super Android 17 is at Level 4 and you have Black Domination (Super 17 #7) as a Backer, you can use your Backer once at Level 4, but you cannot use it again by accessing his Level 3 or 2 to do so. (5/26/04)

Baby Saga

#Preview 4 Black Clash - This attack loses the base 8 life cards of damage. (2/25/04)

#135 Hercule - This power does not allow you to have an Ally take control of Combat during your defending portion of an opponent's Attack Phase. (6/16/04)

#139 Saiyan Excitement - This card gains, "Limit 1 per deck." (6/16/04)

#172 Sugoro, Shapeshifter - This card gains "Focused Format only." (4/1/04)

#184 Black Star Dragon Ball 5 - For Combat and Non-Combat cards, you must choose a subtype (Energy, Physical, Event, Setup, Drill). (2/25/04)

#201 Dr. Myuu - You can search for a Dragon Ball with his personality power. (2/25/04)

#220 Orange Aura Mastery - This power does not allow you to have an Ally take control of Combat during your defending portion of an opponent's Attack Phase. (6/16/04)

#224 Red Bolstered Defense - Treat this card as if it read, "Stop any attack. You may discard 1 card from your Life Deck. If it is a Red Style card, put it in your hand. Remove from the game after use." (4/1/04)

#235 Saiyan Power Punch - This card does not affect Main Personalities and the use of Dragon Balls. It does affect Allies - Allies cannot take control of Combat, cannot pay costs for cards, use their powers, or have damage redirected to them. (6/16/04)

#239 Saiyan Supreme Mastery – You cannot win by MPPV if you are using this Mastery. (2/25/04)

If Vegeta is your MP when you are using this Mastery, you cannot use Vegeta, Settled Down (Kid Buu #122) as a level for your MP. (2/11/04)

#265 General Rilldo - Treat this card as if it read, "Constant Power: If your Main Personality is General Rilldo, during your Attack Phase you may discard 1 of your Allies or Non-Combat cards in play to shuffle 5 cards in your Discard Pile into your Life Deck." (5/5/04)

#M30 Saiyan Doubled Kamehameha - This attack's damage modifier is based off your current MP's level, and not the highest level in your MP. If your MP is at level 1, this attack deals +5 life cards. If your MP is at level 2, this attack deals +10 life cards, and so on.

Kid Buu Saga

Any cards that say "Zanya" or have "Zanya" in the title should be treated as if they read "Zangya" instead. (11/12/03)

#Subset 21 Trunks Back Bash - This card as if it read, "Endurance 2. Physical attack doing +4 power stages of damage. Raise your anger 1 level. If successful and used by Trunks, your opponent must pass during his next Attack Phase." (6/16/04)

#52 Hercule, the Everlasting World Champ - When you name a Personality with Hercule's power, the named Personality's Named cards are considered Hercule Named as well as the original Personality's. (11/12/03)

#53 Kid Trunks, the Teenager - If Kid Trunks is the Level 1 for your Main Personality, your Main Personality is still Kid Trunks even if you use/are at a Trunks Personality Level. (11/12/03)

#69 Provoke Drill - If both players have Provoke Drill in play and one player is Piccolo, the Trained (Android Saga #119), Piccolo, the Trained can still use his power on his opponent's personality, but it does not have an affect. Provoke Drill does not keep Piccolo, the Trained from using his personality power. (1/15/04)

#76 Red Power Slam - You cannot choose Personality cards out of your opponent's Sensei Deck with Red Power Slam's effect.

You cannot choose a card that has requirements that you cannot fulfill (You cannot choose cards that are not of your alignment, you cannot choose a card that costs power stages if your personalities in play are all at 0 power stages, etc., etc.) (1/15/04)

#96 Black Disarray Drill - Treat this card as if it read, "Sensei Deck only. When your opponent would discard any number of card(s) from his hand because of your card effects, the cards are discarded at random instead." (1/15/04)

#100 Fond Memories - You cannot get a Fusion personality card with Fond Memories. (11/12/03)

#109 Orange Intense Power - This card gains, "Remove from the game after use." (2/11/04)

#122 Vegeta, Settled Down - Treat this card as if it read, "Constant Combat Power: When your opponent plays an Event, he discards the top 4 cards of his Life Deck. All of your attacks do +2 life cards of damage. (2/25/04)

#123 Vile Energy - Treat this card as if it read, "Energy attack. If your opponent has more Drills in play than you, you may search your Life Deck for a Drill and place it into play until you have the same number of Drills in play as your opponent, or until you have no more Drills in your Life Deck that are playable (whichever happens first). Limit 1 per deck." (12/17/03)

Fusion Saga

#CA1-CA3 Supreme West Kai - When Supreme West Kai uses her defense against an attack, the card is removed from the game instead of discarded. (10/1/03)

#CA1-CA3 Supreme West Kai - Supreme West Kai's ability of removing the top card of her Life Deck takes up her action during her Defender Defends phase, and she may not use other cards that could be used during her Defender Defends phase. (10/1/03)

EXAMPLE: Player A has Supreme West Kai as his Main Personality and has the Buu Saga Blue Style Mastery. Player B performs an attack and names "odd". Player A removes the top card of his Life Deck and reveals an even numbered card. Player A cannot remove Blue Style cards in his discard pile from the game to prevent damage from the attack.

#CA26 Ingrain in the Membrane – Ingrain in the Membrane does not keep the Non-Combat card it is attached to from being discarded or removed from the game because the Non-Combat card was used.

#P7 Vegeta, the Celestial (Level 1) – Treat this card as if it read, "...any of your Freestyle Physical Combat cards that say "Remove from the game after use" gain the text "Place..."

Vegeta, the Celestial loses the ability to put Freestyle Combat cards that say "Remove from the game after use" on the bottom of his Life Deck.

#Preview 4 Watching From Afar - This card gains, "Remove from the game after use." (5/5/04)

#16 Paused Pose – When your opponent tries to fuse at the beginning of his next turn because of this card effect and he no longer has one of the personalities in play required for the Fusion, he does not get to fuse.

#77 Red Sword Cleave - Your Red Style attacks gain "Sword" at the end of their titles. This effectively changes the title of the Red Style attack while it is being played and used. (11/12/03)

EXAMPLE: Player A has Caught Off Guard Drill (Cell Games #111) in play that is naming Red Axe Heel Kick (Kid Buu #112). Player B has Red Sword Cleave and Red Axe Heel Kick in his hand. During Combat, Player B plays Red Sword Cleave in his

Attacker Attacks phase. During his next Attacker Attacks phase, Player B can play Red Axe Heel Kick. Caught Off Guard Drill cannot stop this because Player B is using "Red Axe Heel Kick Sword" because of Red Sword Cleave's secondary effect.

#89 Unlocked Potential - Unlocked Potential allows you to use a higher level Constant Combat Power if you do not have access to that power already. You cannot use two Unlocked Potential during the same Combat on the same personality level. Unlocked Potential does not stack if you rise up to the chosen level later on in Combat. (10/29/03)

#97 Blue Lunge - This card gains, "Remove from the game after use." (1/15/04)

#104 Last Ditch Effort - You may only shuffle cards with Endurance in the power box into your Life Deck. Cards that gain Endurance from other card effects cannot be shuffled in this way. (9/24/03)

#106 Majin Buu, Gotenks Absorbed - Treat this card as if it read, "Constant Combat Power: You may keep an additional card during any Rejuvenation Step..." (2/25/04)

#111 Majin Thrust - Treat this card as if it read, "...For the remainder of Combat, all "Majin only" cards in your Life Deck without Endurance gain Endurance 1..." (9/24/03)

#115 Red Drop - This card loses "Shuffle into your life deck after use." (2/11/04)

#118 Red Whiplash - If you are using Red Rush Mastery (Baby #229) and this attack is stopped, you may place into your hand a Physical Combat card from your bottom 5 cards of your Life Deck (from Red Whiplash's effect) and another Red Style card (from Red Rush Mastery's effect). (6/16/04)

Buu Saga

#Broly Subset 24 Pure Defense - This card gains "Limit 1 per deck." (2/25/04)

#Broly Subset 36 Vegeta's Energy Blast – This card's title is "Vegeta's Energy Detonation".

#Preview 4 Watching From Afar - Treat this card as if it read, "Use only at the beginning of the Rejuvenation Step in a turn that you skipped Combat..." (2/25/04)

#49 Black Weakness Drill - This card is now Banned. (2/25/04)

#66 Goku Swiftly Moving – If this card is used to stop an attack that normally cannot be stopped by this card, you may still perform a copy of that attack during your next Attacker Attacks phase, but the previous attack is still successful.

#72 Krillin, Z Warrior (Level 2) – Krillin's energy attack is a Power, not a Constant Combat Power.

#85 Orange Gambit – You do not have to pay costs created by other card effects when Orange Gambit is attached. You still have to pay the original cost of the card that you are using.

EXAMPLE: Player A has Orange Gambit attached. Player B has used Saiyan Assault (Buu Saga #100), Saiyan Concentrated Blast (Buu Saga #102) earlier in this Combat and has Master Roshi's Island (Android Saga #44) in play. Player A then uses Krillin's Heat Seeking Blast (Trunks Saga #130).

Player A only has to pay 2 power stages for the attack, because Orange Gambit allows him to ignore the extra power stage and life card costs created by Saiyan Assault, Saiyan Concentrated Blast, and Master Roshi's Island.

#96 Red Joker Drill - Treat this card as if it read, "At the beginning of every Rejuvenation Step, your Main Personality may pay 1 power stage. If he does, you may keep an additional card during that Rejuvenation Step. (2/25/04)

#104 Saiyan Hurricane Kick – You can only discard a card from your hand to keep Saiyan Hurricane Kick on the table the first time you use the card.

#114 Majin Buu (Level 4) – The card effect to shuffle 8 cards into your Life Deck is a Power, not a Constant Combat Power.

#134 Losing Battle – Treat this card as if it read, “(*Trunks Energy Sphere* cannot be used to stop this card.) **Sensei Deck.** Any of your opponent’s Non-Personality/Non-Mastery cards with “win” and/or “wins” in the power box cannot be played or used for the remainder of the turn.”

#145 Saiyan Pressure Technique – You can only remove 2 cards in your Sensei Deck from the game for each Physical Attack.

EXAMPLE: Player A performs Saiyan Pressure Technique. During his next Attacker Attacks phase he uses Saiyan Assault (Buu Saga #100). Player A can remove 2 cards in his Sensei Deck from the game to double the base damage of this attack, but Player A cannot remove 4, 6, 8, or more cards from his Sensei Deck to continue to double the base damage of Saiyan Assault.

#150 *The Eternal Dragon’s Quest* – After you use *The Eternal Dragon’s Quest* the first time in a game, you cannot use any other *The Eternal Dragon’s Quests* for the remainder of the game.

Treat this card as if it read, “...into play. Your card powers cannot end Combat for the remainder of the game.” You can still use cards that end Combat, but the ending of Combat does not happen.

#156 Goku (Level 1) – Treat this card as if it read, “... remove 7 Saiyan Style cards in your discard pile from the game to raise your anger 6 levels...”

#157 Goku, Super Saiyan (Level 2) - Treat this card as if it read, “... remove 7 Saiyan Style cards in your discard pile from the game to raise your anger 6 levels...”

#161 *Gohan (Level 1)* – Treat this Constant Combat Power as if it read, “You do not discard cards from your hand from your opponent’s card effects. Once per turn, you do not have to discard cards from your hand for a card effect and you would get to use that card effect without having to discard the card.”

EXAMPLE: Player A’s Main Personality is Gohan Level 1 and plays Goku’s Berserk (Babidi Saga #53). During his next Attacker Attacks phase, Player A wants to use the floating effect from Goku’s Berserk to do another physical attack. The first time he does this he does not have to discard a card from his hand to perform the physical attack, but any other times that turn he must still discard a card from his hand to perform the physical attack granted by Goku’s Berserk.

When you use a card effect that allows you to discard any amount of cards from your hand for the effect and you use Gohan’s Constant Combat Power with it, the amount of cards considered discarded (but not actually discarded from your hand) cannot be more than the amount of cards in your hand.

EXAMPLE: Player A’s Main Personality is Gohan Level 1. Player A performs an attack and uses Risky Maneuver (Babidi Saga #119) with the attack. When he decides to “discard cards” to Risky Maneuver, Player A has 3 cards in his hand. So, when Player A uses Gohan’s Constant Combat Power to not discard cards from his hand but still get the effect, he cannot choose to “discard” more than 3 cards from his hand, and the maximum he can get from that Risky Maneuver is +9 additional Life Cards of damage.

When you use a card effect that requires something specific about the card being discarded, like it has to be a specific style, a specific card, a specific card type, etc. etc., you must reveal a card in your hand to your opponent that fits that criteria to use Gohan’s Constant Combat Power with it.

EXAMPLE: Player A’s Main Personality is Gohan Level 1 and has the Cell Saga Black Style Mastery (Cell Saga #129) in play. If Player A wants to make his opponent discard a card at random from his Mastery, Player A must reveal a Black Style card in his hand to his opponent.

#167 *Kid Trunks (Level 2)* – The discarding a card from your hand for Kid Trunks’ Constant Combat Power is not a part of the cost.

#176 Piccolo (level 1) – Treat this card as if it read, “... at the bottom of your Life Deck.”

#P4 Deceptive Moves - You cannot have this card in your Life Deck or Sensei Deck if you are declaring a Red Tokui-Waza. (2/11/04)

Babidi Saga

#4 Black Personal Smack – This card gains, “Remove from the game after use.”

#21 Red Forearm Block - This card loses “Shuffle into your life deck after use.” (2/11/04)

#29 *Saiyan Power Block* – This card does not stop the affects of Majin Buu's Fury (Buu Saga #P4).

#51 *Energy Empowerment Drill* – This card does get around defensive powers that reduce the damage dealt by the attack like the Saiyan Energy Defection powers from Saiyan Saga. This card does NOT get around damage caps (cards that state that you take a maximum of _____ damage from the attack).

#78 *Orange Temple Strike* – Your opponent discards one his Non-Combat cards at a time until he has the same amount of Non-Combat cards in play as you do. Your opponent cannot discard your Non-Combat cards with this effect if you used *Orange Temple Strike*.

#84 *Splash Damage Drill* – You must discard an Ally in order to draw the card from this Drill.

NOTE: This IS a reversal of a previous ruling that we have made on this card. The reversal was made to keep certain deck archetypes from unbalancing the environment by abuse of this card.

#100 *Hercule's Close Save* – You use this card after you take all of the damage from the attack. You do not use this card as damage is being dealt to you.

#115 *Orange Rapid Attack* – This card gains, "Remove from the game after use."

#P9 *Gohan's Hidden Power* – Whenever you use a card where you can pay the cost with any amount of power stages, you cannot discard more life cards from your Life Deck than that personality could pay for the cost.

EXAMPLE: Player A's Main Personality is at 10 power stages above 0. He uses *Gohan's Hidden Power*. During his next "Attacker Attacks" phase, Player A uses *Black Physical Focus* (Trunks Saga #141). Player A cannot discard more than 10 Life Cards from his Life Deck for the cost of *Black Physical Focus*.

#M2 *Android 13 (Level 2)* – Android 13's ability to remove your Android Allies from the game to advance a personality level must be done during one of your "Attacker Attacks" phases.

#M7 *Android 14 (Level 1)* – Android 14 can take control of Combat with his Constant Combat Power and perform other attacks/do other things than just discarding a card from his hand to perform a physical attack doing +2 life cards of damage.

Android 14's ability to discard a card to do a physical attack doing +2 life cards of damage can be used multiple times each turn.

#M29 *Android Tag Team* – You can only get a personality with "Android" in the title from your removed from the game pile with this card and not your opponent's removed from the game pile.

World Games Saga

#LV5 *Jeice, the Avenger* – Treat Jeice's power as if it read, "Stops a physical attack. If Jeice is your Main Personality..."

#LV6 *Cell's Neck Grab* – Treat this card as if it read, "Cell only. Physical attack doing +3 power stages of damage. If successful, discard one of your opponent's Allies in play and your opponent's Main Personality loses 1 power stage for each power stage the Ally was at above 0." If you do not discard one of your opponent's Allies in play with *Cell's Neck Grab's* If Successful effect, your opponent's Main Personality loses no power stages from the If Successful effect.

#38 *Middle of Nowhere* – This card does add damage to attacks performed by Powers and/or Constant Combat Powers of personalities with "Majin" in the title. This card does not add damage to attacks performed by Powers and/or Constant Combat Powers of personalities turned into Majins with M (Babidi Saga # 103)

#77 *Namekian Offense* – This card can only shuffle a Dragon Ball an opponent controls back into the owner's Life Deck.

#78 *Namekian Pikkon's Defense* – Treat this card as if it read, "Stops a physical or energy attack. Remove from the game after use."

#89 *Orange Power Stance* – This card can only shuffle a Dragon Ball an opponent controls back into the owner's Life Deck.

#91 *Arqua's Arena* – If you place an ally into play while this Battleground is in play, the ally that you are placing into play cannot gain the power stages granted by *Arqua's Arena*.

#96 *Red Energy Drill* – This card title is changed to “*Red Energy Gathering Drill*”.

#148 *Saiyan Style Mastery* – This mastery prevents damage from the first attack each Combat.

#150 *Tapkar Level 1* – Treat this card as if it read, “If Tapkar has not used any other personality powers this turn when entering Combat as the defender, remove the top 4 cards of your Life Deck from the game, draw 2 cards, and raise your anger 3 levels.”

#151 *Tapkar Level 2* – Treat this card as if it read, “If Tapkar has not used any other personality powers this turn when entering Combat as the defender, remove the top 6 cards of your Life Deck from the game, draw 3 cards, and raise your anger 4 levels.”

#152 *Tapkar, the Fastest (Level 3)* – Treat this card as if it read, “(You cannot win with the Most Powerful Personality Victory.) **Constant Combat Power:** If Tapkar has not used any other personality powers this turn when entering Combat as the defender, remove the top 8 cards of your Life Deck from the game, draw 3 cards, and raise your anger 5 levels.”

#156 *West Kai Sensei* – Treat this card as if it read, “Once per game during your “Attacker Attacks” phase, you may discard up to 2 of your opponent’s Drills in play.”

#167 *Gohan, the Protector Level 2* - Treat this card as if it read, “Constant Combat Power: Your Allies in play cannot be removed from the game. If Videll is in play as your Ally, your Allies power up 1 extra stage during the Power Up Step.” (9/24/03)

#178 – 180 *Kid Trunks* – Anything that would normally affect Trunks specifically does not affect Kid Trunks, because they are treated as separate personalities.
EXAMPLE: Player A’s Main Personality is Kid Trunks. Player B plays Stunned (Cell Saga #116). Kid Trunks is not affected because he is not Trunks.

#196 *Piccolo, the Former Guardian* – The first time you use this power each Combat you check to see if you have no cards in your discard pile. If you have no cards in your discard pile, this power may be used a second time that Combat.

Cell Games Saga

#8 *Gohan's Kick* – Neither player may use cards that end Combat, stop all physical attacks and stop all energy attacks. Playing *Gohan's Kick* keeps all 3 types of those cards from being played. If a card is used and has a floating effect that stops all attacks, the floating effect still works even after *Gohan's Kick* has been played.

EXAMPLE: Player A attacks with his Personality’s Power which is, “Physical attack doing +4 power stages of damage.” Player B stops it with *Time is a Warrior's Tool* (Frieza Saga #30). During Player B’s next Attacker Attacks phase he attacks with *Gohan's Kick*, which is successful. Player B’s floating effect from *Time is a Warrior's Tool* still works to stop his opponent’s attacks for the remainder of Combat, even though *Gohan's Kick* was played afterwards.

Gohan's Kick's secondary effects also affect Dragon Balls. So, a player may not use *Earth Dragon Ball 6* or *Earth Dragon Ball 7* if *Gohan's Kick* has been played that Combat.

#16 *Power Boost* – Using this card does not take up your action during the Attacker Attacks phase.

#38 *Black Saving Drill* – This card no longer has “Remove from the game after use.”

#65 *Namekian Quick Blast* – This card gains loses the previous, “If successful, remove from the game.” There is now no change to the card’s text. (6/16/04)

#94 *Cell Jr. 1 (Level 1)* – This personality may search for Cell Jr. 1 or Cell Jr. 2. Using this personality’s power can allow you to overlay an Ally to a higher level than your Main Personality.

#99 Goku's Farewell – Treat this card as if it read, “You cannot win by the Most Powerful Personality victory for the remainder of the game. For the remainder of the game, nothing...”

If you reach 5 or more anger while under the effects of Goku's Farewell, you lose the game. You do not get to reset your anger level to 0 before you lose the game with this card. If you have used multiple Goku's Farewells in a game, you raise your anger level at the beginning of your turn for each Goku's Farewell that you have used.

If you use Goku's Farewell while you have a Fusion Personality as your MP, you raise your MP to his highest power stage, but you do not get to use a higher Fusion Personality card, even if you have the higher levels in your Sensei Deck.

EXAMPLE: Player A's Main Personality is the Fusion Personality Gotenks Level 1. Player A has Gotenks level 2 in his Sensei Deck and has Goku's Farewell in play. During his Attacker Attacks phase, Player A uses Goku's Farewell. Player A raises his Gotenks to its highest power stage, but he does not get to take the Gotenks level 2 Fusion Personality card and use it for his Main Personality because of Goku's Farewell.

You do not reset your anger for gaining a personality level if you used Goku's Farewell. (10/29/03)

If you are using the GT mechanic for leveling and you use Goku's Farewell you must still increase your anger for the purpose of losing. (2/11/04)

This card gains, “Limit 1 per deck.” (6/16/04)

#101 *Power of the Dragon* – When you play this card, any Dragon Balls your opponent owns are shuffled back into his Life Deck, regardless who controls them. Any other Dragon Balls, even other Dragon Balls that he controls, are not shuffled back into any Life Deck.

#108 *Aura Clash* – Treat this card as if it read, “You cannot win by the Most Powerful Personality Victory for the remainder of the game. Raise your anger 6 levels. Raise your opponent's anger 6 levels.”

#111 *Caught Off Guard Drill* – This card gains, “Limit 2 per deck.” You cannot name or affect a Personality Card, Dragon Ball, Sensei, or Mastery. If you name Caught Off Guard Drill when you play Caught Off Guard Drill, no more Caught Off Guard Drills may be played or used, and any cards that were being affected by other Caught Off Guard Drills in play are no longer affected. If the Caught Off Guard Drill that is affecting Caught Off Guard Drill leaves play, the other Caught Off Guard Drills return back to normal.

EXAMPLE: Your opponent has Caught Off Guard Drill in play and has named Blue Round Throw. You place Caught Off Guard Drill into play and name Caught Off Guard Drill.

No more Caught Off Guard Drills may be played and your opponent's Caught Off Guard Drill no longer affects Blue Round Throw.

Later that turn your opponent makes you discard your Caught Off Guard Drill. Blue Round Throw is now again affected by your opponent's Caught Off Guard Drill.

#113 *Who's Da Man!* – The +4 power stages of damage to all of your physical attacks last for the remainder of Combat.

#120 *Straining Destruction Move* – This card gains “Remove from the game after use. Limit 1 per deck.”

#121 *Cosmic Backlash* – If your opponent uses *Where There's Life, There's Hope* (Trunks Saga #157), you win when its effects end. If *King Kai's New Home* (#R12) is in play when *Cosmic Backlash* is used, the opponent is allowed to draw cards above the limit stated on the card.

This card gains, “Tuff Enuff only”.

#123 *Dragon's Victory* – You must have 4 anger to be able to play this card. If your opponent uses *Where There's Life, There's Hope* (Trunks Saga #157), you recheck to see if your opponent has 4 anger when its effects end.

#Preview 4 *Gathering of Warriors* – This card cannot be used during the Combat Step.

Cell Saga

#R1 *Tien, the Swift* level 1 - If you cannot perform a physical attack (i.e. Tien does not have power stages and there is a card which makes physical attacks cost power stages in play) then you must pass.

#R7 *Android 18* Level 1 - This power only lasts for the remainder of Combat.

#52 Orange Energy Discharge - If an Energy Combat card was played previously in Combat that stops all energy attacks for the remainder of Combat, it would not stop Orange Energy Discharge.

Your opponent can still play an Energy Combat card to “try to stop” this attack in order to gain the secondary effects of the card.

#65 Blue Backflip - This card’s title has been clarified to say “Blue Flip.”

#77 Trunks Prepares - This card is used when entering Combat as the Defender.

#100 Speaking With the King Drill - This card should read “Once per turn, in place of an attack...” This Drill affects Dragon Balls.

#116 Stunned - Treat this card as if it read, “Krillin, Piccolo, and Trunks may not perform physical or energy attacks, stop attacks performed against them, or use their personality powers for the remainder of Combat. Remove from the game after use.”

You can still use Defense Shields to stop attacks from your opponent if your personality in control of Combat is Stunned.

#125 Run Away - This card may not be used if there isn’t a Battleground in play.

#130 Saiyan Style Mastery - While the Defender, you must use this Mastery before looking and rearranging the top 6 cards of your Life Deck. (2/11/04)

#147 Orange Hauling Drill – This drill does not affect Life Cards of damage from physical attacks that did not come from power stages of damage.

For example, Tien’s Physical Attack (Saiyan Saga #27 that reads “Physical attack doing 5 Life Cards of damage) still does 5 Life Cards of damage if Orange Hauling Drill is in play.

#153 Namekian Energy Focus – This card is no longer restricted. (6/16/04)

#155 Saiyan Rapid Fire - Treat this card as if it read, “Energy attack. If successful, every Ally your opponent has in play loses 4 power stages.”

#164 Gohan, the Champion Level 1 - This power is used during an “Attacker Attacks” phase of a Combat that his opponent declared against him.

#173 Trunks, the Swift level 1 - This card has no clarification to it, and the previous clarification is now invalid. This power is not a defense shield.

#182 Android 18 – Treat her power as if it read, “When entering Combat as the attacker, look at the top 6 cards from your Life Deck and place them back on top in any order, then draw a card. “

#Preview 6 Cell’s Style – This card only modifies attacks performed by Cell. This card does not modify attacks performed by the Cell Jr(s) personality card.

Android Saga

#J1 Fatherly Advice - Treat this card as if it read, “Search your Life Deck or discard pile for a Combat, Physical Combat, or Energy Combat card and place it in your hand. Limit 1 per deck.”

#L2 Line Up - Treat this card as if it read, “Search your deck for Vegeta, Trunks, Gohan, Piccolo, Krillin, Tien or Yamcha and place him into play at 3 power stages above 0, regardless of the current level of your Main Personality.

#CC1 Namekian’s Strike - This is a Namekian Style card. This card gains “Remove from the game after use.”

#P2 Foreboding Evidence – This card gains “Remove from the game after use.”

#1 Preview Cell Smiles - Treat this card as if it read, “Choose 1 card at random from your opponent’s hand. Your opponent shuffles that card into his Life Deck.”

#19 Goku's Conquering Stance - Treat this card as if it read, "Physical attack. If successful, lower all players' anger levels to 0."

#24 Namekian Dodging Technique - This card only works until the end of Combat.

#44 Master Roshi's Island - This Location affects Dende Dragon Balls.

#55 Blue Holding Drill – Treat this card as if it read, "Your opponents may only place 1 Non-Combat card in play from their hand during their turn." You can still put Non-Combat cards into play with other card effects, and Non-Combat cards put into play this way do not count towards your "1 Non-Combat a turn" from Blue Holding Drill.

#57 Blue Rush - Treat this card as if it read, "Physical attack. If you declared Tokui-Waza, this attack does 5 power stages of damage instead. If successful, Combat ends after damage, if any, is dealt."

#62 *Namekian Finishing Effort* – Whenever you take damage from one of your opponent's attacks, you may place this card directly into play from your hand. You can only use it during your Attacker Attacks phase like a regular Non-Combat card to make your opponent discard the top 3 cards of his Life Deck.

#73 *Red Dueling Drill* – Allies may not do anything while this Drill is in play. This means that an ally cannot take control of Combat, cannot pay costs for cards, use their powers, or have damage redirected to them.

#74 *Red Hunting Drill* - Treat this card as if it read, "Once per Combat, after performing a successful physical attack, you may choose 1 non-Red Style card in your discard pile and shuffle it into your Life Deck." (2/11/04)

#90 Android 18's Stare Down - This card can affect Dragon Balls.

#93 Winter Countryside – You can only raise your anger 1 level from each card while Winter Countryside is in play. If the card stays on the table to be used multiple times and it raised your anger the first time you used the card, you do not get to raise your anger again from that card.

Winter Countryside "resets" at the end of each turn, so you can use Masteries and other cards that stay in play over multiple turns in future turns.

EXAMPLE: Player A has Winter Countryside in play. Player B has the Trunks Saga Red Style Mastery (Trunks #144) in play. During Combat, Player B uses his Red Style Mastery to raise his anger 2, but he only raises it 1 because of Winter Countryside. During the next turn, Combat is declared and Player B uses his Red Style Mastery again to raise his anger 2 (which is dropped down to 1 because of Winter Countryside again).

Winter Countryside vs. Paragus (Level 1) (Babidi Broly Subset #31) – Because Winter Countryside caps the amount of anger you gain, and not prevent or lower, you would still only raise your anger 1 level from card effects.

#100 *Goku's Heart Disease* – This card does not have "Remove from the game after use."

#101 Knockout Drill - This Drill affects all players. This Drill is only active during Combat, and would not affect Non-Combat cards that are used outside of Combat (including "when entering Combat" and those used at the end of Combat)

#103 Namekian Teamwork - Allies may take over Combat ONLY to use their personality powers, and then the Main Personality resumes control of Combat. This card only affects allies that were in play when this card was used. It does not affect allies brought into play later that Combat.

#107 Rebellion - When this card is stopped and copied by another card (i.e. Trunks Swiftly Moving) you cannot perform Rebellion, because you have already played a card.

#112 *Severe Bruises* – This card does not have "Remove from the game after use."

#118 Android 20 - Treat his power as if it read, "Lower Android 20 5 power stages to search your Life Deck or discard pile for any 1 personality with "Android" in the card title. Place the chosen personality card in play at 5 power stages above 0."

#119 Piccolo, the Trained (Level 1) – Treat this card as if it read, “**Power:** Choose one of your opponent’s personalities in play. For the remainder of the turn, that personality cannot use his personality power and Constant Combat Powers on his current personality level.”

Piccolo’s Power only affects the current personality level of your opponent. If the personality affected with Piccolo’s Power advances or loses a personality level, the personality may use the new Power/Constant Combat Power.

When Piccolo raises a personality level with his Constant Combat Power’s card effect, you still are allowed to choose a personality your opponent has in play to keep him from using his Personality Powers and Constant Combat Powers for that turn.

Trunks Saga

#P2 Confrontation - This card can affect Dragon Balls.

#P3 Concentration Drill – This card only changes how a card is placed back into your Life Deck, and does not come into effect with Lord Slug Level 3’s (#CP6 from the Capsule Corp Power Pack). This card allows you to shuffle cards back into your Life Deck instead of placing them somewhere in your Life Deck. This effect does not allow Lord Slug’s Level 3 Constant Combat Power to shuffle even more cards back into your Life deck.

#P4 Blue Battle Drill - This Drill affects Dragon Balls (i.e. you cannot place Earth Dragon Ball 7 into play while this Drill is in play). This Drill affects all players.

#P10 Showdown - Allies may not do anything while this affect of this card is floating. This means that an ally cannot take control of Combat, cannot pay costs for cards, use their powers, or have damage redirected to them.

#P14 Trunks High-Tech Level 1 - Treat Trunks’ Constant Combat Power as if it read, “You take a maximum of 2 life cards of damage from all energy attacks your opponent performs.”

NOTE: This does mean that Trunks’ Constant Combat Power does “beat” Energy Empowerment Drill (Babidi #51), and Trunks would not take more than 2 life cards of damage from an attack that is being affected by Energy Empowerment Drill.

Trunks can still take power stages of damage from an energy attack, but once those power stages of damage are converted into life cards of damage, he will still only take 2 life cards of damage from the attack. Attacks that cannot be reduced (i.e. Gohan’s/Piccolo’s Stomp) cannot be affected by Trunks’ power... those attacks will deal all of their damage to Trunks.

#13 Orange Power Shifting Drill – You choose whether the attack will have all of its Life Cards of damage converted to power stages when you perform the attack, but you do not convert the damage until after you have calculated how many Life Cards of damage the attack would deal (after all other modifiers). This does not create an infinite loop with Energy Empowerment Drill.

#22 Red Blazing Aura – This card is played as a Defense. When you play this card, you choose either life cards or power stages to prevent for the remainder of Combat.

#30 Black Water Confusion Drill - This Drill affects all players.

#33 Garlic Jr.’s Black Water Mist - Ignore the last sentence of this card. This card is not a Black Style card, because “Black” is not the first word in the title of the card.

#37 King Cold Smiles - Treat this card as if it read, “Use when your opponent’s anger level reaches 5 or more to set their anger level to 3 instead of gaining a personality level. Remove from the game after use.”

#42 Breakthrough Drill - This Drill affects Dragon Balls (i.e. you cannot place Earth Dragon Ball 7 into play while this Drill is in play). This Drill affects all players.

#44 Chiaotzu’s Psychic Halt - This card is a Combat card, not a Physical Combat card.

#57 Frieza’s Irritation Grows – This card is supposed to read “...level for every "Frieza's Irritation Grows" in your..”

#59 Frieza is Ready - Treat this card as if it read, "Villains only. Use immediately after you take damage from one of your opponent's attacks. When your Main Personality takes life cards of damage, your opponent discards twice as many life cards. Limit 1 per deck." This card is not affected by Endurance and does not allow you to Overkill your opponent because this card is not dealing damage.

#61 Namekian Energy Drill - Treat this card as if it read, "After every successful energy attack you perform, you may discard a card from your hand and shuffle it into your Life Deck, and then draw a card.

#67 Orange Energy Phasing Drill – You declare if you are going to use this Drill with an energy attack when the attack becomes successful, but you do not remove the Non-Combat card until you start using "If Successful" effects. (11/12/03)

#74 Black Energy Deflection Drill - Treat this card as if it read, "You may play an energy attack from your hand and pay its costs in order to stop an energy attack, and then your opponent discards 1 life card." All secondary effects printed on that energy attack are resolved, "If successful" effects are not resolved and the defender takes no life cards or power stages of damage from the attack.

#84 Trunks Energy Sphere – You must use Trunks Energy Sphere to stop a Combat Card before any of the effects of the Combat card have been used, including any costs of the Combat Card.

If you are stopping an attack with a Combat card and your opponent uses Trunks Energy Sphere, you do not get to play or use another card that can stop that attack BUT any floating effects and/or defense shields can still stop the attack.

#85 Trunks Effortless Drill – Treat this card as if it read, "Once per Combat, a player may choose to have a Straining Move card he performs unable to be stopped or prevented." This must be declared immediately when the attack is performed.

Since you use this immediately when you perform an attack, you would make this decision before you would get to use any other "When you perform an attack" effects.

#89 Trunks Sword Position 3 – This card gains, "Remove from the game after use."

#97 Blue Leaving - Treat this card as if it read, "End Combat. Both players do not discard any cards during the Rejuvenation Step of this turn." (2/25/04)

#99 Trunks Swiftly Moving - Copy the entire physical attack, as well as secondary effects and modifiers from the attack. If the card you copy stays in play to be used one more time this Combat, then you may use the copied attack one more time this Combat.

When you stop a physical attack with this card, you only copy the card power when you use the attack during your next Attacker Attacks phase. The floating effect that Trunks Swiftly Moving creates does not copy any of the following: Title, Style, Rarity, Card Number, Picture, Card Type, Sword/Starburst, Headshot, Con-ji, or Quote.

If you use Trunks Swiftly Moving and another card effect would make you skip your next Attacker Attacks phase, then you do NOT get to use the attack that Trunks Swiftly Moving is copying on your next available Attacker Attacks phase. EXAMPLE: Player A plays Android 18's Pressure Routine (Babidi Saga #33). Player B defends with Trunks Swiftly Moving. Since Player B stopped the attack, he has to skip his next Attacker Attacks phase because of Android 18's Pressure Routine. Since Player B's next Attacker Attacks phase is being skipped, he doesn't get to perform the copy of Android 18's Pressure Routine from his Trunks Swiftly Moving.

When a card copies a card that your opponent has played (like Trunks Swiftly Moving and Blue Reversal Drill), the "copied" card that you use is an extra card that is created for this effect, which gains all of the text from the card that you are copying. This extra card then disappears when it is finished instead of going to your discard pile or your removed from the game pile.

#118 *What Was I Thinking* – The ally is immediately in control when it is placed into play with this card, and that ally can use "When Entering Combat" powers.

#125 Don't You Just Hate That - Treat this card as if it read, "Remove up to two of your opponent's Non-Combat cards in play from the game. Remove from the game after use. Limit 1 per deck."

#126 Vegeta Scans The City - Treat this card as if it read, "You may use this card when your opponent would win by the Most Powerful Personality Victory. Lower any opponent's Main Personality that is level 2 or higher by 1 personality level. Using this card effect can keep your opponent from winning with the Most Powerful Personality victory. Remove from the game after use. Limit 1 per deck."

#129 Piccolo and Heroes Gather - Treat this card as if it read, "Discard 2 cards from your hand, then search your Life Deck for 2 Combat cards, show them to your opponent, and place them in your hand."

#140 Black Smoothness Drill - Treat this card as if it read, "You may keep an additional card during the Rejuvenation Step."
(2/25/04)

#144 Red Style Mastery - Treat this card as if it read, "Once per Combat, in place of an attack, you may remove the top card in your discard pile from the game to raise your anger 1 level. If it is a Red Style card raise your anger 2 levels instead."

#148 Saiyan Style Mastery - This Mastery only affects your opponent's Main Personality, and cannot be redirected at Allies.

#150 Trunks, the Hero Level 4 - Treat his Constant Combat Power as if it read, "During your opponent's turn, all damage (power stages and life cards) from physical attacks performed against your Trunks, the Hero is reduced to 1 power stage of damage."

#151 Vegeta, Saiyan Prince Level 4 - Treat his Constant Combat Power as if it read, "During your opponent's turn, all damage (power stages and life cards) from physical attacks performed against your Vegeta, Saiyan Prince is reduced to 1 power stage of damage."

#157 Where There's Life, There's Hope – You cannot use this card if a card effect is specifically making you lose the game. You can use this card if your opponent is specifically winning the game.

EXAMPLE – You may use Where There's Life, There's Hope on Cosmic Backlash (Cell Games #121), but you may not use Where There's Life, There's Hope on Goku's Farewell (Cell Games #99).

If you run out of cards in your Life Deck by drawing cards from it, you are still allowed to use Where There's Life There's Hope to keep your opponent from winning by the survival victory until the beginning of his next turn.

If you use this card in a Tuff Enuff event and you still lose the game, you do not lose the game with an Overkill, even if the original attack that made you use Where There's Life, There's Hope would have been an Overkill.

#164 Goku, the Leader (Level 1) – You use this power during your "Attacker Attacks" phase during Combat, but you do not use the card effect until Combat has ended.

#165 Goku, the Defender (Level 2) – You use this power during your "Attacker Attacks" phase during Combat, but you do not use the card effect until Combat has ended.

Only life cards of damage dealt to you while you are at your Goku, the Defender personality level counts towards the 5 life cards needed to raise your anger 2 levels.

#166 Goku, the Protector Level 3 - Goku's Defense Shield is separate from his Constant Combat Power.

#176 Garlic Jr. Level 1 - Treat this Constant Combat Power as if it read, "All damage from energy attacks performed against Garlic Jr. is reduced by 2 life cards."

#177 Garlic Jr. Level 2 - Treat this Constant Combat Power as if it read, "All damage from energy attacks performed against Garlic Jr. is reduced by 3 life cards."

#178 Garlic Jr. Level 3 - Treat this Constant Combat Power as if it read, "All damage from energy attacks performed against Garlic Jr. is reduced to 1 life card."

#185 Trunks Level 1 - Treat his power as if it read, "Physical attack. This must be your first attack in Combat. Your opponent must play/use 2 cards/effects that stop physical attacks in order to stop this attack." Your opponent is allowed to play 2 cards from his hand to stop this attack.

#188 King Cold - Treat his power as if it read, "When entering Combat as the defender, choose 1 card at random from your opponent's hand and place it at the top of his Life Deck."

#195 Vegeta - This card's power puts the top card of your discard pile at the bottom of your life deck, not the physical attack you are using. (9/22/04)

Frieza Saga

P3 No, Really Drill? - This Drill affects all players. When a Dragon Ball is placed into play while this Drill is in play, the Dragon Ball is considered to have a Blank Text box until it leaves play or until the end of the game (whichever happens first), regardless if No, Really Drill? leaves play later on in the game.

Example: Player A has No, Really Drill? in play. Player B places Earth Dragon Ball 3 into play. He cannot use Earth Dragon Ball 3's power because it is a blank text box. Later on in the game No, Really Drill? is discarded from play. Earth Dragon Ball 3 still has a blank text box while No, Really Drill? is not in play.

#2 Orange Kamehemeha Attack – Treat this title as if it read “Orange Kamehameha Attack”.

#8 Recoome Boom - This card is a “Saiyan Heritage only” card.

#12 Saiyan Energy Focus - Treat this card as if it read, “Any one of your personalities gains 5 power stages.”

#13 Empowerment! - Treat this card as if it read, “Heroes only. Raise your anger 1 level. If your Main Personality is Piccolo or Nail, raise your anger 2 levels instead. Remove from the game after use.”

#15 Gohan's Temper - Treat this card as if it read, “Energy attack. If your Main Personality is a Hero, raise your anger 1 level. If “Dragon Ball 6” is in play, raise your anger 2 levels instead.”

#16 Tien's Jolting Aura – Treat this card as if it read, “**Heroes only**. Energy attack. If performed by Tien, draw a card.”

#17 Vegeta's Jolting Slash - Treat this card as if it read, “Energy attack. Stop all physical attacks performed against villains for the remainder of Combat. Lower your opponent's anger 2 levels. Remove from the game after use.”

#19 Powerful Followers - This card is NOT used like Teaching the Unteachable... you must use it during Combat, in place of an attack, to either a) end the current Combat, or b) make your opponent skip his next Combat step. If you use multiple Powerful Followers during the same Combat to make your opponent skip his next Combat Step, they do not stack with each other.

#22 Straining Energy Move – Treat this card as if it read, “Energy attack that costs 1 life card to perform. If successful, end Combat. Remove from the game after use.”

#23 Straining Defense Move – You can only remove an amount of cards from your deck equal to twice the amount of Drills your opponent has in play.

EXAMPLE: Player A has 4 Drills in play. Player B uses Straining Defense Move. Player B can only remove up to 8 cards in his Life Deck with Straining Defense Move because his opponent, Player A, only has 4 Drills in play. He may remove fewer than 8 cards from his Life Deck, but he cannot go above 8.

#24 Straining Blocking Move - If Black Energy Stamina Drill is in play when you perform Straining Blocking Move, you declare how many life cards you *would* have discarded and then that cost is converted to one power stage. It deals what you declared.

Treat this card as if it read, “Energy attack costing X life cards. X must be between 1 – 7. This attack does X life cards of damage.”

#35 Saiyan Focusing Power - This is a “Saiyan Heritage only” card.

#37 Jeice Level 1 - His power reads, “Energy attack doing 5 life cards of damage. If this attack is stopped, your opponent discards 2 life cards.”

#48 Dende, the Unlikely Hero Level 1 - Dende must “take control” of Combat, and use his power “in place of an attack.” Then, at the end of Combat, take an Ally from your discard pile and put it into play at 4 power stages above 0. The Ally you bring into play with Dende must be legal. If you bring into play with this power, for instance, Yamcha Level 2, and you place it on top of Yamcha's Level 1, Yamcha does not power up to full, but is placed at 4 power stages above 0.

- #49 Frieza Smiles - Treat this card as if it read, "Play this card as your first card from your hand during Combat. Stops a physical or energy attack. For the remainder of Combat, stops all attacks of the same type this card stopped."
- #55 Guldo's Time Freeze Drill - Treat this card as if it read, "Villains only. Reduce the damage from all attacks performed against you by 1 power stage or 1 life card of damage."
- #63 Yajirobe's Gifting Drill - Treat this card as if it read, "Reduce the damage from all attacks performed against you by 1 power stage or 1 life card of damage."
- #65 Red Energy Defense Drill - Treat this card as if it read, "All energy attacks performed against you, do 1 less life card of damage, to a minimum of 0."
- #68 Black Zarbon Transformation Drill - This card is not considered a Named card.
- #69 Red Phasing Drill - Treat this card as if it read, "All of your energy attacks performed against a villain do +3 life cards of damage."
- #70 Blue Allies Drill – Treat this card as if it read, "Once per turn, search your...."
- #71 Orange Leg Drill - Treat this card as if it read, "All physical attacks performed against you do 2 less power stages of damage, to a minimum of 0. Limit 1 per deck."
- #72 Black Energy Stamina Drill - Treat this card as if it read, "All of your energy attacks cost 1 power stage for you to perform (after all modifiers from other cards/effects)."
EXAMPLE: Player A's Main Personality is Chiaotzu, and is currently at his level 2 (Saiyan Saga #105). Player A also has Black Energy Stamina in play. During Combat, Player A uses Chiaotzu's personality power. The cost is changed to 1 power stage of damage, even though the original cost was removing him from the game.
- #74 Captain Ginyu Reversal Drill - Treat this card as if it read, "Villains only. For every 3 power stages of damage you receive, per attack, your opponent loses 1 power stage of damage. Limit 1 per deck."
- #96 Nail The Namekian Level 1 - His power reads, "Energy attack doing 5 life cards of damage. If this attack is stopped, your opponent discards 3 life cards."
- #100 Kami As Your Ally - Treat this card as if it read, "All of your opponents search their discard piles and Life Decks for "Kami Fades" and remove them from the game. Remove from the game after use."
- #104 Power - Treat this card as if it read, "Villains only. If your opponent's Main Personality is a hero, he discards 4 life cards. Limit 1 per deck. Remove from the game after use."
- #108 Yamcha's Good Wishes - Treat this card as if it read, "Stops a physical attack and stops all physical attacks for the remainder of Combat. Remove from the game after use."
- #111 Krillin's Power Tap - Treat this card as if it read, "Use when needed. You may use the power of any Drill in play, during Combat. If "Black Shadow Drill" is in play, your opponent places all of his Allies in play at the bottom of his Life Deck. Remove from the game after use."
This card cannot be used with "When Entering Combat" Drills. If you choose Caught Off Guard Drill (Cell Games #111), the card that was named when Caught Off Guard Drill entered play still cannot be played or used, and you do not get to choose a new card if you Krillin's Power Tap a Caught Off Guard Drill.
You may use Krillin's Power Tap outside of Combat, but you only gain the effect of that Drill during the Combat of that turn.
(9/24/03)
- #113 Kami Fades - Treat this card as if it read, "Remove all Earth Dragon Balls in play and in all Life Decks from the game."
- #114 Gohan's Stomp - Treat this card as if it read, "Heroes only. Energy attack doing 5 life cards of damage. This attack cannot be stopped, prevented or reduced by Main Personality powers."

#115 Piccolo's Stomp - Treat this card as if it read, "Heroes only. Energy attack doing 5 life cards of damage. This attack cannot be stopped, prevented or reduced by Main Personality powers. If "Piccolo's Flight" is in play, this attack does 7 life cards of damage, instead."

#119 Mommy's Coming Dear - You may only use this card in place of a defense. Treat this card as if it read, "Heroes only. Stops a physical or energy attack and stops all attacks for the remainder of Combat. Remove from the game after use. Limit 1 per deck. If a Dragon Ball 7 from any Dragon Ball set is in play, discard this card instead of removing it from the game."

#122 Focusing is Everything - Treat this card as if it read, "Heroes only. Remove an opponent's Non-Combat/non-Dragon Ball card in play from the game. Remove from the game after use."

Promo 1 It's Just Not Worth It! - Treat this card as if it read, "Your opponent may not win a Most Powerful Personality Victory or a Dragon Ball Victory until the end of his second turn, starting now. Limit 1 per deck. Remove from the game after use."

Promo 5 Frieza's Force Bubble - Treat this card as if it read, "Stops an energy attack. Stop all energy attacks for the remainder of Combat."

Saiyan Saga

#17 Hidden Power Level - Treat this card as if it read, "Physical attack. Raise your Main Personality to his highest power stage."

#24 Goku's Surprise Attack - Treat this card as if it read, "Physical attack doing 5 power stages of damage."

#25 Goku's Physical Attack - Treat this card as if it read, "Physical attack. If successful, draw the bottom card from your discard pile. If used by Goku, it stays in play to be used one more time this Combat. Remove from the game after use. Limit 2 per deck."

#26 Gohan's Physical Attack - Treat this card as if it read, "Physical attack. Raise your anger 1. Gain 5 power stages."

#28 Vegeta's Physical Stance - Treat this cards as if it read, "Stops a physical attack. Stops all physical attacks performed against you for the remainder of Combat. Remove from the game after use."

#30 Fall 7 Times, Get Up 8 - Treat this card as if it read, "Defense Shield: Stops the first unstopped physical attack performed against you this Combat. Remove from the game after use." (1/15/04)

#31 Fortify Your Spirit - Treat this card as if it read, "Defense Shield: Stops the first unstopped energy attack performed against you this Combat. Remove from the game after use." (1/15/04)

#33 It's The Little Things That Matter - Treat this card as if it read, "Defense Shield: Stops the first unstopped energy or physical attack performed against you this Combat. Remove from the game after use." (1/15/04)

#38 Straining Arm Drag Move - Treat this card as if it read, "Physical attack doing 1 life card of damage. You must pass in all remaining phases of Combat."

#39 Straining Ankle Smash Move - Treat this card as if it read, "Use immediately after your opponent attacks you (this can be a physical or energy attack) and pays any costs for that attack. Lower your opponent's Main Personality 4 power stages immediately when played."

#43 Senzu Bean - Treat this card as if it read, "When you place this card in play, immediately raise your Main Personality to its highest power stage. Remove from the game after use."

#44 Goku Body Throw - Treat this card as if it read, "Physical attack doing 1 life card of damage."

#45 Saiyan City Destruction - Treat this card as if it read, "Villains only. Skip your next Combat step. Place the top 2 cards from your discard pile on the bottom of your Life Deck. Remove from the game after use."

#46 Goku Anger Attack - Doubles the base damage (damage from the Physical Attack Table), before you add modifiers from Drills.

#48 Goku's Touch - Treat this card as if it read, "Use after you perform a successful physical attack to capture an opponent's Dragon Ball. Remove from the game after use."

#65 Black Fore Fist Punch - Treat this card as if it read, "Energy attack doing 6 life cards of damage. If successful, your opponent loses 3 power stages, to a minimum of 0."

#76 Earth Dragon Ball 4 - When this card is placed in play, increase your Main Personality's anger 2 levels. The card's power to skip the next Combat a player is forced into "remains active" until that player's opponent declares Combat. When Combat is declared this effect skips Combat immediately (do not use "when entering Combat effects," do not draw cards, do not take damage). The player who controls Earth Dragon Ball 4 controls the ability to skip Combat, so if EDB 4 is captured back and forth between 2 players, the ability to stop Combat does not stack.

#77 Earth Dragon Ball 5 - Treat this card as if it read, "Raise any one of your personalities to his highest power stage. Raise your anger 2 levels. Draw 2 cards. Place the top 2 cards of your discard pile at the bottom of your Life Deck."

#79 King Kai Training - Treat this card as if it read, "Heroes only. Choose 2 cards from your discard pile and place them on the bottom of your Life Deck."

#80 Saiyan Training - Treat this card as if it read, "Villains and Goku only. Choose 2 cards from your discard pile and place them on the bottom of your Life Deck."

#82 Tien Level 1 - "Multi-form allows two physical attacks, one after the other" explained: Multi-form performs two physical attacks. The controlling player performs a physical attack; that player's opponent defends, the controlling player performs another physical attack, that player's opponent defends. Then the opponent can attack, and Combat continues as usual. Both physical attacks come from Tien's Multiform Power, and are not any cards played from your hand.

#83 Tien level 2 - Solar Flare forces your opponent to "skip" his next "Attacker Attacks" phase, meaning you may not pass to end Combat.

#83 Yamcha level 2 -- Solar Flare forces your opponent to "skip" his next "Attacker Attacks" phase, meaning you may not pass to end Combat.

#84 Yamcha level 1 – This card is an Uncommon and has a 3-Star Dragon Ball.

#86 Chi-Chi Level 1 - Chi-Chi's power can be used once per turn to stop a physical attack performed against Gohan or Goku. Your Main Personality doesn't have to be at 0 or 1 stage above 0 in order for Chi-Chi to use this power.

#90 Mother's Touch - Treat this card as if it read, "Stops a physical or energy attack. Remove from the game after use."

#92 Saiyan Energy Defense - Treat this card as if it read, "Saiyan Heritage only. Stops an energy attack."

#94 Saiyan Energy Blast - Treat this card as if it read, "Saiyan Heritage only. Energy attack. Costs 3 power stages to perform. If successful, your opponent cannot perform a physical attack during his next Attacker Attacks phase."

#95 Saiyan Energy Aura - Treat this card as if it read, "Saiyan Heritage only. Stops an energy attack and stops an energy attack during your opponent's next Attacker Attacks phase."

#96 Saiyan Sweeping Defense - Treat this card as if it read, "Saiyan Heritage only. Stops a physical attack and stops a physical attack during your opponent's next Attacker Attacks phase."

#101 Goku Honor Duel - Treat this card as if it read, "Use when entering Combat as the defender. Instead of drawing 3 cards from your life deck, draw the bottom 3 cards from your discard pile. Remove from the game after use."

#102 Raditz Honor Duel - Treat this card as if it read, "Use when entering Combat as the defender. Instead of drawing 3 cards from your life deck, draw the bottom 3 cards from your discard pile. Remove from the game after use."

- #103 Piccolo Honor Duel - Treat this card as if it read, "Use when entering Combat as the defender. Instead of drawing 3 cards from your life deck, draw the bottom 3 cards from your discard pile. Remove from the game after use."
- #105 Chiaotzu Level 2 - If Chiaotzu is your Main Personality, and you use his power, Chiaotzu is removed from the game as the cost of the attack, no damage is dealt, and you lose. If Chiaotzu is your Ally, and you use this power, the damage from the attack is dealt, even though Chiaotzu is removed from the game as part of the cost.
- #110 Piccolo's Physical Defense - Treat this card as if it read, "Stops a physical attack. Gain 4 power stages."
- #111 Gohan's Energy Defense - Treat this card as if it read, "Stops an energy attack. Raise your anger 1 level."
- #112 Krillin's Physical Defense - Treat this card as if it read "Play this card as a defense. If your opponent's attack does life cards of damage to you, you may take the first life card of damage from that attack and place it in your hand instead of discarding it. If used by Krillin, this card stays in play to be used on more time this Combat."
- #119 Vegeta's Energy Blast - Treat this card as if it read, "Saiyan Heritage only. Use when needed. This must be your first card played during Combat. Raise your Main Personality to its highest power stage. Remove from the game after use."
- #120 Nappa's Energy Aura - Treat this card as if it read, "Stops an energy attack. Stops all energy attacks performed against you for the remainder of Combat. Remove from the game after use."
- #121 Nappa's Physical Resistance - Treat this cards as if it read, "Stops a physical attack. Stop all physical attacks performed against you for the remainder of Combat. Remove from the game after use."
- #124 Red Penetrating Defense Drill - Treat this card as if it read, "All physical attacks performed against you, do 2 less power stages of damage, to a minimum of zero."
- #125 Blue Off-Balancing Drill - Treat this card as if it read, "All of your physical attacks do +1 power stages of damage."
- #126 Orange Lifting Drill - Treat this card as if it read, "Once per Combat, in place of an attack, during your turn, discard all of your opponents' Drills. Limit 1 per deck."
- #127 Black Takedown Drill - Treat this card as if it read, "Once per Combat, you may draw a card after performing a successful attack."
- #128 Red Knee Pick Drill - Treat this card as if it read, "When entering Combat as the attacker, you may draw a card."
- #129 Blue Deceiving Drill - Treat this card as if it read, "When entering Combat as the defender, you may gain up to 3 power stages."
- #130 Orange Tripping Drill - Treat this card as if it read, "All energy attacks performed against you, do 1 less life card of damage, to a minimum of 0."
- #131 Black Bear Hug Drill - Treat this card as if it read, "All of your physical attacks do +2 power stages of damage."
- #132 Red Rolling Drill - Treat this card as if it read, "All energy attacks performed against you, do 1 less life card of damage, to a minimum of 0."
- #133 Blue Reversal Drill - Using this Drill's power takes the place of a player's attack. A player can only use the most recent physical attack performed against that player this Combat (stopped or unstopped). Copy the entire physical attack, as well as secondary effects and modifiers from the attack.
- When a card copies a card that your opponent has played (like Trunks Swiftly Moving and Blue Reversal Drill), the "copied" card that you use is an extra card that is created for this effect, which gains all of the text from the card that you are copying. This extra card then disappears when it is finished instead of going to your discard pile or your removed from the game pile.

#136 Black Free-Style Drill - Treat this card as if it read, "After receiving damage from an energy attack, you may draw the bottom card of your discard pile. Cannot be used with any other Black Drills in play." This is not a "Freestyle" Drill.

#137 Orange Spontaneous Drill - Treat this card as if it read, "After taking damage from a physical attack, you may draw the bottom card of your discard pile."

#138 Blue Cradle Drill - This works any time you must place a life card from your Life Deck into the Discard Pile, and not just with life cards of damage.

EXAMPLE: Player A has Blue Cradle Drill in play. Player B uses Baba's Energy Blast (Saiyan Saga #225). Player A discards 3 cards from his Life Deck, then Player B's Main Personality loses 3 power stages.

#139 Red Wrist Control Drill - Treat this card as if it read, "For every 3 power stages you lose your opponent loses 1 power stage, down to 0." Extra power stages do not carry over from one attack to the next.

If you pay for the cost of a card, the power stages that you pay do count towards the 3 power stages you need for this Drill's effect.

#140 Red Reading Drill - Treat this card as if it read, "Once per Combat, you may take 1 less life card of damage from any attack."

#141 Blue Enemies Drill - Treat this card as if it read, "Once per Combat, if your opponent has an Ally in play, you may take 1 less life card of damage from any physical attack."

#142 Orange Energy Drill - Treat this card as if it read, "All energy attacks performed against you, do 1 less life card of damage, to a minimum of 0. Cannot be used with other Orange Drills in play."

#143 Black Physical Drill - Treat this card as if it read, "All physical attacks performed against you, do 1 less power stage of damage, to a minimum of 0. Cannot be used with other Black Drills in play."

#144 Red Coordination Drill - Treat this card as if it read, "When entering Combat as the defender, you may draw a card."

#145 Blue Breakfall Drill - Treat this card as if it read, "All physical attacks performed against you do 2 less power stages of damage, to a minimum of 0."

#146 Orange Body Shifting Drill - Treat this card as if it read, "All of your energy attacks that cost 2 power stages to perform, now only cost 1 power stage to perform."

#147 Black Striking Drill - Treat this card as if it read, "All of your physical attacks do +2 power stages of damage."

#148 Red Pressure Point Drill - Treat this card as if it read, "All of your energy attacks do +1 life cards of damage. Cannot be used with other Red Drills in play."

#149 Meditation Drill - Treat this card as if it read, "When entering Combat, you may shuffle your Life Deck or discard pile."

#150 Blue Neck Restraint Drill - Treat this card as if it read, "All of your physical attacks do +3 power stages of damage. Cannot be used with any other Blue Drills in play."

#151 Orange Joint Restraint Drill - Treat this card as if it read, "All of your physical attacks do +4 power stages of damage."

#152 Black Defender Drill - Treat this card as if it read, "All energy attacks performed against you, do 1 less life card of damage, to a minimum of 0."

#155 Piccolo Defense Drill - Treat this card as if it read, "All energy attacks performed against you, do 1 less life card of damage, to a minimum of 0."

#156 Ally's Sacrifice - Treat this card as if it read, "Stops all of your opponent's physical and energy attacks for the remainder of Combat. Remove one of your Allies in play from the game to use this card".

#157 Eyes of the Dragon - Treat this card as if it read, "Use when needed. After you perform a successful energy attack, search your Life Deck for a Dragon Ball then place it in play and capture a Dragon Ball from your opponent. Limit 1 per deck."

#163 Piccolo Level 3 - "Multi-form allows two physical attacks, one after the other" explained: Multi-form performs two physical attacks. The controlling player performs a physical attack, that player's opponent defends, the controlling player performs another physical attack, that player's opponent defends. Then the opponent can attack, and Combat continues as usual.

#164 Gohan Level 1 - If a successful energy attack is performed against Gohan, he may raise his anger 1 level.

#165 Gohan Level 2 - His power is considered a physical attack.

#170, 172, 173, 176, 243, 244, 245 Power: Saiyan Energy Deflection - Treat this power as if it read, "Reduce the damage from an energy attack performed against you to 2 life cards of damage."

#178 Nappa Level 3 - His power reads, "Reduce the damage from a physical attack performed against you to 2 power stages of damage."

#182 Krillin Level 1 - His power reads, "Draw a card when entering Combat."

#183 Raditz Level 1 - This power may only be used during Combat, and must take the place of an attack.

#184 Vegeta Level 1 - His power reads, "Stop an energy attack."

#185 Nappa Level 1 - When entering Combat, your Main Personality gains 2 power stages.

#186 Earth Dragon Ball 6 - When this card is placed in play, all of the controlling player's opponents' anger is lowered 2 levels. The power to end Combat "remains active" until the controlling player decides to end Combat. At that time, the player who controls the Dragon Ball raises his Main Personality to its highest power stage. The player who controls Earth Dragon Ball 6 controls the ability to end Combat, so if EDB 6 is captured back and forth between 2 players, the ability to end Combat does not stack.

#187 Earth Dragon Ball 7 - When this card is placed in play, all of the controlling player's opponents' anger is lowered 2 levels. The controlling player may place this card in play from his hand during Combat, in place of an attack, to end Combat. If this card is placed in play during the controlling player's Non-Combat step, that player does not get to end Combat.

#189 Earth Dragon Ball Combat – Treat this card as if it read, "Energy attack. If successful, capture a Dragon Ball."

#192 Teaching the Unteachable Forces Observation - Treat this card as if it read, "Use this card at the end of your opponent's Power Up step. Your opponent may not declare Combat this turn. Remove from the game after use."

This card is now used at the beginning of your opponent's Power Up Step. (2/11/04)

#195 Hero Advantage - Treat this card as if it read, "Heroes only. Use when entering Combat as the defender. Instead of drawing 3 cards from your life deck, draw the top 3 cards from your discard pile. If there are not enough cards in the discard pile, this card cannot be used. Remove from the game after use."

#196 Saiyan Honor Quest - Treat this card as if it read, "Use when entering Combat as the defender. Instead of drawing 3 cards from your life deck, draw the bottom 3 cards from your discard pile. Remove from the game after use."

#199 Dream Fighting - Treat this card as if it read, "End Combat. Place the bottom card of your discard pile at the bottom of your Life Deck. Remove from the game after use."

#200 Cutting the Tail - Treat this card as if it read, "Set your opponent's anger at 0. Remove from the game after use."

#202 Goku's Lucky Break - Treat this card as if it read, "Search your Life Deck for a Dragon Ball and place it into play."
This card gains, "Remove from the game after use." (2/25/04)

#203 Saiyan Truce Card -- The player who used the *Saiyan Truce Card* may retain all, one, or none of HIS cards from this Combat (and any other cards that they draw until the end of their next turn), but the opponent MUST discard as usual. If you use Saiyan Truce Card and your opponent uses Black Weakness Drill (Buu Saga #49) or another card effect that makes you discard during the Discard Step, you do not have to discard since Saiyan Truce Card allows you to keep your cards during the Discard Step. (10/29/93)

Treat this card as if it read, "End Combat. Until the Rejuvenation Step of your next turn, you may keep any cards in your hand during any Rejuvenation Steps. Remove from the game after use. Limit 1 per deck." (2/25/04)

#204 Battle Pausing - Treat this card as if it read, "Draw the top 2 cards from your discard pile. Your opponent's Main Personality gains 5 power stages. Remove from game after use."

#210 Raditz Flying Kick - This card is a Physical Combat card, not a Non-Combat card. Triple the base damage (damage from the Physical Attack Table) before you add any modifiers from Drills.

#211 Tien Mind Reading Trick - Treat this card as if it read, "Attach this to your opponent's Main Personality. If Tien is in play, all villain opponents must play with their hands face up on the table."

#213 Plant Two Saibaimen - Treat this card as if it read, "Use this card at the end of your Power Up step. Skip Combat this turn. At the beginning of your next turn, search your Life Deck and/or discard pile for your highest level Saibaimen card and place it into play. Remove from the game after use."

#215 Krillin's Drill - Ignore the last sentence of this card (all Named Drills work like this).

#217 Ribs Broken - Treat this card as if it read, "Energy attack doing 5 life cards of damage. Costs 0 power stages to perform. You must remove an Ally in play from the game in order to perform this attack. This does not have to be an Ally you control."

If your opponent uses a card effect to keep the Ally in play that you would be removing from the game for the cost of Ribs Broken, Ribs Broken is returned to your hand and it is still your Attacker Attacks phase.

EXAMPLE: Player A plays Ribs Broken and removes one of Player B's Allies in play for the cost. But, Player B plays Save! (Promo #Xtreme 1) to keep his Ally in play. Ribs Broken then returns to Player A's hand, and it is still Player A's Attacker Attacks phase. Player A may play/use another card, including Ribs Broken.

#218 Unexpected Allies - Treat this card as if it read, "Search your Life Deck or discard pile for an Ally and put him into play at his highest power stage."

#222 Bulma Finds a Dragon Ball - This card is not a Dragon Ball.

#223 Bulma Finds a Drill - This card is not a Drill.

#225 Baba's Energy Blast - Treat this card as if it read, "Use when needed. Your opponent discards 3 cards from his Life Deck. Remove from the game after use."

#226 T-Rex Defense -- Treat this card as if it read, "Defense Shield: When defending in Combat, stop the first unstoppable attack performed on you. Remove from the game after use."

#227 T-Rex Offense - Treat this card as if it read, "Use when you perform an energy attack to have that energy attack do an additional +1 life cards of damage. (If a successful energy attack is performed against you while this card in play, this card is discarded.)"

#229 Ally Wins! - Treat this card as if it read, "Your opponent discards one life card for every Ally you have in play. Remove from the game after use."

#230 Chiaotzu's Drill - This card is a Non-Combat card, not a Physical Combat card. Treat this card as if it read, "All physical attacks performed against you, do 1 less power stage of damage, to a minimum of 0."

#231 Goku's Mixing Drill - If Goku's Mixing Drill is discarded/removed from play, and you have multiple styles of Drills in play, choose one style of Drill to keep in play, and discard all of the other styles of Drills (with the exception of Named and Freestyle Drills).

#234 Orange Focusing Drill - Treat this card as if it read, "All of your other Drills may not be discarded or removed from the game while this Drill is in play." If you gain or lose a personality level, you must discard all of your Drills, including this one.

#236 Saiyan Power Drill - Treat this card as if it read, "All of your physical attacks do +2 power stages of damage."

#237 Goku's Capturing Drill - Treat this card as if it read, "Dragon Balls you control may not be captured while this Drill is in play."

#238 King Kai's Calming - Treat this card as if it read, "Use at the end of any turn. If your opponent's Main Personality is at Level 3, lower his Main Personality one personality level. Limit 1 per deck."

#239 Roshi's Calming - Treat this card as if it read, "Use at the end of any turn. If your opponent's Main Personality is at Level 2, lower his Main Personality one personality level. Limit 1 per deck."

#240 Vegeta's Trick - When you play this card, continue revealing the top cards of your opponent's deck until you reveal a Dragon Ball. Set that Dragon Ball aside and shuffle your opponent's deck. Place the Dragon Ball on the bottom of the shuffled deck.

#241 Vegeta's Dragon Ball Capture - Players may not use a Dragon Ball card's power if the Dragon Ball card is "captured" using this card power. If you "re-capture" your own Dragon Ball from your opponent in this way, put the Dragon Ball on the bottom of your deck.

#250 Chiaotzu's Physical Defense - Treat this card as if it read, "Stops all heroes from losing 1 life card of damage from every attack for the remainder of Combat. Remove from the game after use."

Appendix I - Glossary

Controller: The controller of a card is the person that now has possession of the card, this occurs only during game-play.

Freestyle Cards and Freestyle Drill Cards: Freestyle cards and Freestyle Drill cards are defined as: any card that does not have a Martial Arts Style as the FIRST word of the title is considered a Freestyle card (Freestyle cards are eligible for any Tokui-Waza deck).

Martial Arts Style Cards: Martial Arts Style cards are defined as having the name of one of the Martial Arts Styles: Red, Orange, Blue, Black, Namekian, Saiyan, as the first word of the card title. Any card that doesn't have one of the Martial Arts Styles as the first word of the card title is considered Freestyle.

Example: "Saiyan Knee Strike" is a Saiyan Martial Arts Style card, but "Goku's Super Saiyan Blast" is not.

Named Cards and Named Drill Cards: Named cards and Named Drill cards are defined as having the name of a personality in the title of the card regardless of where that name appears in the title (Named cards are eligible for any Tokui-Waza deck).

Example: "Expectant Trunks" (Trunks Saga #91) and "Trunks Draws Steel" (Trunks Saga #92) are both Trunks Named cards even though the name "Trunks" appears in 2 different places within the card's title.

The "Or" Clause and the use of "Your": Some cards have two parts to their card power, such as a card power reading "Physical attack. Raise the card user's anger by 1". If the word "or" is in the card power's text, the player must choose which power to use. If "or" does not separate the two parts, then each of the card powers occurs immediately, in the order in which they appear on the card. All uses of the word "you/your" refer to all of that specific player's personalities in play.

Owner: The owner of a card is the person that brought the card to the table originally, prior to the game starting.

Example: If you capture a Dragon Ball from your opponent you are now the controller of the Dragon Ball, but your opponent is still the owner of that Dragon Ball.

Play: The word "play" refers to the act of placing a card from your hand into play, or playing a card from your hand in place of an attack or a defense.

Reduce: To "Reduce" damage is modifying damage, and happens during the modification step according the Battle Sequence (step 9). Reducing damage does not count as a defensive power, since it modifies an attack, and doesn't stop the attack or damage from the attack.

Saiyan Heritage: If a card says "Saiyan Heritage only," it means that only Saiyan personalities: Vegeta, Goku, Gohan, Nappa, Raditz, and Trunks may use these cards. Any cards that have used the phrase "Villains, Goku, and Gohan only" should be treated as if they said "Saiyan Heritage only."

Secondary effect: Secondary effects are any effects that appear on a card that are not directly associated with an attack. This does not include effects within the same sentence as the attack and effects with the clause "If successful" attached to it. An effect in the same sentence as an attack is considered an "If successful" effect.

Use: The word "use" refers to the act of "using" the power of a card.

Appendix II – CRD AdditionsBanned

What the HECK??? (11/24/04)

Restricted

Old School Beatdown (11/24/04)

Red Wishing Drill (11/24/04)

Deck Building Clarifications

The Ally rule has changed regarding Allies in your deck. You can only play with Level 1-2 Allies in your deck, regardless of your MP's highest level. This means that a Level 1-3 MP can only use Level 1-2 Allies, and a Level 1-6 MP can only use Level 1-2 Allies. All other Ally rules remain the same. (11/24/04)

You may only have one card from each of the following groups in your deck: (11/24/04)

- 1) Time is a Warrior's Tool or Epic Battle of Saiyans
- 2) Vegeta's Physical Stance or Nappa's Physical Resistance or Masterful Defense
- 3) Nappa's Energy Aura or General Rilldo's Force Field

You may only have a total of three of the following cards in your deck: (11/24/04)

- 1) Heroes - Confrontation or Champions of Earth
- 2) Villains - Android 18's Stare Down or Meanacing Evil

Miscellaneous Clarifications

- Personality powers cannot be Masked. If a personality power has Masked, it loses it. Personality powers cannot gain Masked. (11/24/04)

SEVEN Premiere Event Cards

#GKI2 Your Wish Has Been Granted - Treat this card as if it read, "...Look at your opponent's hand and play and use a non-Personality card from it..." (11/24/04)

OP Promos

#OP42 Screwball Windup - This card loses its Starburst icon. (11/24/04)

GT Collector's Tin Cards

#T1 Master Roshi - This card's effect replaces looking at the top 6 at the beginning of your turn and when entering Combat. (11/24/04)

#T3 Blitz Drill - You may only have 1 Blitz Drill in play. (11/24/04)

#T4 Old School Beatdown - This card loses its Remain and is removed from the game after use. (11/24/04)

Collector's Tin cards

#CC5 Piccolo's Multiform - Treat this card as if it read, "Piccolo only. If you declared a Tokui-Waza, for the rest of Combat, any physical attacks performed by your Piccolo gain "Remain 1." if they do not already have Remain. Remove from the game after use." (11/24/04)

League Cards

#L3-6 In Your Face - You cannot add more than +20 life cards and/or power stages with this card's effect. (11/24/04)

Lost Episodes Saga

#129 Mai, the Bold - Treat this card as if it read, "Stop any attack. Your opponent may not perform more than 2 more Styled attacks this Combat." (11/24/04)

#151 Bulma Sensei - Treat this card as if it read, "Sensei Deck Size 4. If your MP is Bulma, Chi-Chi, Pan, Bulla, Mai, Android 18, or Videl, then after your opponent has had the opportunity to swap cards from a Sensei Deck during Setup, you may look through your opponent's Life Deck and discard up to 4 cards with different titles that aren't Dragon Balls or have starbursts." (11/24/04)

Shadow Dragon Saga

#92 Big Bang Kamehameha - Treat this card as if it read, "7: If used by a Fusion Personality, this attack is unstoppable and does +5 life cards." (11/24/04)

#128 Naturon Shenron, the Thief - You may only attach Villain Allies to this personality and also may not attach Fusion personalities. (11/24/04)

#167 Black Concealed Mastery - Treat this card as if it read, "Your Freestyle attacks gain "Masked". Your Masked attacks do +3 life cards. If there is a card in your opponent's hand when you use an "If successful" effect on a Masked attack, your opponent discards a random card from his or her hand and draws a card." (11/24/04)

#169 Black Evil Glare - This card gains, "Remove from the game after use." (11/24/04)

#179 Blue Body Breakdown - This card gains, "Remove from the game after use." (11/24/04)

#205 Orange Breakout - This card gains, "Remove from the game after use." (11/24/04)

#219 Red Mentor Mastery - You may only discard Red Style cards from your Sensei Deck with this card's effect. (11/24/04)

#225 Saiyan Fortitude - This card gains, "Remove from the game after use." (11/24/04)

#231 Saiyan Tactical Mastery - Treat this card as if it read, "When you Shift a card, you may discard 1 of your Saiyan Style Non-Combats in play instead of discarding a card from your hand. When you Shift a card, for the rest of Combat your other Saiyan attacks do +3 power stages." (11/24/04)

Super 17 Saga

#50 Saiyan Summoning - You may only advance a level once per Combat with this card's effect. (11/24/04)

Baby Saga

#216 Orange Family - Treat this card as if it read, "Your opponent discards X cards from his Life Deck. X = the number of Allies you have in play." (11/24/04)