

# Super Dragon Ball Heroes Gameplay Flow

Reduce your opponent's HP to 0 within 5 rounds to win!

## Round Gameplay



### 1 Strategy Phase

Decide your strategy and place your cards!

#### Screen Layout

- PWR LV**: Power Level indicator.
- Hero Energy**: Energy gauge for the hero.
- Character Status**: Shows stunned characters and charge impact.
- Special Move Limiter**: Tracks special move usage.
- STA**: Strategy Points gauge.
- Your Team's HP**: Health gauge for your team.
- Opponent Team's HP**: Health gauge for the enemy team.
- Remaining Count**: Round counter (e.g., 27).

Placement changes your card effects!

Spend STA to boost your power!

- Attack Area**:
  - Front: Spend 3 STA, PWR +3000
  - Mid: Spend 2 STA, PWR +2000
  - Back: Spend 1 STA, PWR +1000
- KI Recovery/Support Area**: Recover STA, PWR +0

**ATK Focus** (indicated by an upward arrow) and **RCVR Focus** (indicated by a downward arrow).

If you don't have enough Ki, you'll only recover up to your current PWR!

### 2 Power Challenge

Compare PWR to decide who goes first!

**13499** Your Team **First**  
**6000** Enemy Team **Second**

The higher PWR goes first!  
 The player who finishes the strategy phase first gets a +499-PWR bonus!

Charge your hero energy!



You get 1 hero energy for every 2000 PWR!



### 3 Battle Phase

Attack and defend with charge impacts!



Press the red button at the right time to charge your charge impact meter to the max!



#### Attacker

Win charge impacts to deal extra damage!  
 Charge up hero energy to use special moves!

#### Defender

Win charge impacts to take less damage and defend against special attacks!

Reduce your opponent's HP to zero to win!



#### Battle Tips

**Characters are stunned when they run out of ki!**



Stunned characters can't use charge impact, and take big damage!

**Use abilities carefully!**



Use abilities in the right order to push the battle in your favor!