DRAGON BALL SUPER CARD GAME
RULE MANUAL ver 2.1

Official Website: www.dbs-cardgame.com

Dragon Ball Super Card Game is...

A card game that pulls you into the world of Dragon Ball! Take part in heated battles with your favorite characters, use amazing skills like Awaken and Wish to recreate famous scenes from Dragon Ball, and unleash combo attacks with multiple characters!

1 Introduction

In this 2-player card game, players battle each other with decks consisting of 50-60 cards and 1 Leader Card. Players take turns charging energy, playing Battle Cards, and engaging in fast-paced combat! The first player to decrease their opponent's life to zero is the winner!

2 Win Conditions

1. Reduce your opponent's Life Cards to zero.
*You win the game as soon as your opponent has no cards left in their Life Area.
2. Make your opponent run out of cards in their deck.
*When playing with demo decks, you don't lose when you run out of cards. Just shuffle your Drop Area and Warp together into a new deck!
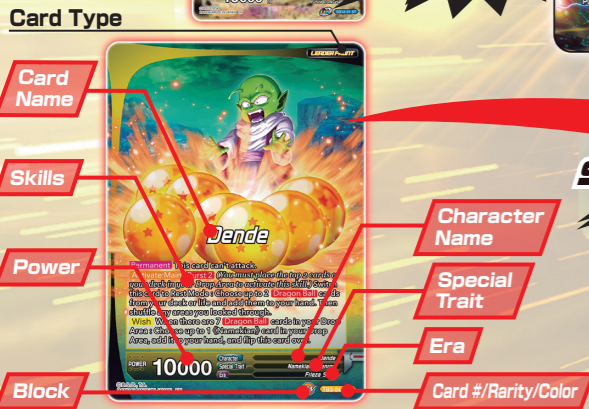
3 Card Types

Leader Card

Your team leader. This card represents you in the game.
When you're in trouble, you can flip this card over to reveal a more powerful form!

Awaken Icon

Use Awaken for a Power-Up!

Wish Icon

Use Wish to summon Shenron!

Card Type
- Card Name
- Skills
- Power
- Block
- Character Name
- Special Trait
- Era
- Card #/Rarity/Color

Card Costs

The number in the center represents the total cost, while the colored spheres surrounding it represent the specified cost.
The energy used for the cost must include the same amount (or more) of cards with the same color as the amount of colored spheres on the card.
*When paying costs, even if the card's cost has become lower than the specified cost, you must pay the entire specified cost.

- Color Cost (Specified Cost)
- Total Cost

Energy(Cost)

The number in the center is the X Cost, and the spheres surrounding it are the specified cost.
* When paying costs, you must pay both the specified cost and any amount of energy greater than or equal to the X cost (this amount can be zero).

- Specified Cost
- X Cost

Battle Cards

These cards fight alongside your Leader Card, participating in battles in the Battle Area and Combo Area!

- Card Cost
- Combo Power
- Combo Cost
- Skills
- Power
- Card Type
- Card Name
- Character Name
- Special Trait
- Era
- Block
- Card #/Rarity/Color

Extra Cards

These cards are activated directly from your hand. They are placed in the Drop Area after use.

- Energy (Cost)
- Skills
- Block
- Card Type
- Card Name
- Card #/Rarity/Color

Unison Cards

These cards use markers to unleash powerful skills and do battle from the Unison Area.

- Energy (Cost)
- Skills
- Power
- Block
- Card Type
- Card Name
- Card #/Rarity/Color

4 Game Flow

1.Charge Phase
Draw a card and charge your energy!

2.Main Phase
Play Battle Cards, and activate card skills!

*Don't let your opponent see the cards in your hand!

Attack your opponent's Leader Card to damage them and decrease their life!

3.End Phase
Your turn is over! Time for the opponent's turn!

5 Essentials

1 **1 Leader Card**

2 **50-60 card deck**
*Demo decks may contain fewer cards.

☆**Deck Building Rules**
· Decks must include 50-60 cards. (Battle Cards, Extra Cards, and Unison Cards only.)
· Leader Cards are not allowed in the main or side deck.
· A player may only have up to 4 copies of a card in their deck.

6 Preparation

1 Place your Leader Card face-up in your Leader Area in Active Mode. Then place your deck face-down in your Deck Area.

2 Decide which player goes first using a random method (dice roll , etc.). Whichever player wins goes first.

3 Draw 6 cards from your deck. This is your starting hand!

4 Players are allowed to re-draw cards once!
☆Return any number of cards to your deck, shuffle, then draw the same number of cards.

5 Place 8 cards from the top of your deck into your Life Area face-down.
☆You can't check these cards during the game unless specified by a skill.

6 Start the game!

Check the reverse side for more detailed information about the game procedure!

*The illustration may differ somewhat from the final product.

Game Flow
Each turn consists of the following steps.
Turns alternate between players.

① Charge Phase — Refresh your cards and charge your energy!

1. Switch all your cards in Rest Mode (turned sideways) to Active Mode (upright position).

2. Draw a card from your deck. (If you went first, skip this step. There is no limit to the number of cards you can have in your hand.)

3. Choose a card from your hand and place it in your Energy Area face up in Active Mode. (You can choose not to place a card in your Energy Area. There is no limit to the number of cards you can have in your Energy Area.)

② Main Phase — During the Main Phase, you can do the following as many times as you like!

• Play Battle Cards From Your Hand
You can reveal a Battle Card from your hand, switch energy equal to the total cost of the card to Rest Mode, then play the Battle Card in your Battle Area in Active Mode.
If the card has a specified cost, you must switch energy equal to the specified cost to Rest Mode.
Example: You want to play a card with an energy cost of ②. To pay the energy cost, pick two cards in your Energy Area—one red, and one of any color—and switch them to Rest Mode.
There is no limit to the number of Battle Cards you play in your Battle Area.

Use your Energy to pay costs and play Battle Cards!

New • Play a Unison Card From Your Hand
You can reveal a Unison Card from your hand, switch energy to Rest Mode equal to the specified cost and X Cost (an energy cost of 0 or more), then play the Unison Card to your Unison Area in Active Mode with a number of markers on it equal to the amount of energy paid. If the card has a specified cost, you must switch energy to Rest Mode equal to the specified cost.
Example: You want to play a card with an energy cost of X. To pay the energy cost, pick 1 red card and zero or more cards in other colors and switch them to Rest Mode.
You can only have 1 Unison Card in play in your Unison Area.

Use your Energy to pay costs and play Unison Cards!

• Activate Card Skills
If your Leader Card, Battle Cards in your Battle Area, Unison Cards in your Unison Area, or Extra Cards in your hand have Activate:Main skills, you can activate them during this phase.
Evolve, EX-Evolve, Xeno-Evolve, Union, Over Realm, Dark Over Realm, Swap, Awaken, Awaken:Surge, and Wish can all be activated during your Main Phase.
If the skill has a cost, it must be paid to activate the skill.
Example: If a skill has a cost of ●①, pick two cards in your Energy Area—one red, and one of any color—and switch them to Rest Mode to pay the cost.
You can pay for skills on Extra Cards by switching cards in your Energy Area to Rest Mode equal to the cost of the Extra Card you wish to activate.
After activating an Extra Card, place it in your Drop Area. You can activate Extra Cards with Field during your Main Phase as well. When doing so, place them in your Battle Area in Active Mode.

• Battle
Switch your Leader Card, any of the Battle Cards in your Battle Area, or the Unison Card in your Unison Area to Rest Mode, then choose your opponent's Leader Card, one of their Battle Cards, or the Unison Card in their Unison Area in Rest Mode to attack.
Once you've chosen a target, the battle begins!
Your opponent can now choose to activate Blocker on any of their cards.
* Cards can attack the turn they are played.
* Players going first can't attack during their first turn.

Switch from Active Mode to Rest Mode and attack!
Active Mode → Rest Mode

• Proceed to the End Phase
After you end your Main Phase, move on to the End Phase.

③ End Phase — Proceed to your opponent's turn.

Battles
Once a card attacks, the battle begins!
A single battle consists of steps 1-3.

1. Offense Step

You can do the following as many times as you like!

• Combo
You can place Battle Cards from your hand or Battle Area (as long as they're in Active Mode) in the Combo Area. Check the Combo section on this rules page for details.

• Activate Card Skills
You can activate Activate:Battle skills on your Leader Card, Battle Cards in your Battle Area, the Unison Card in your Unison Area, and Extra Cards in your hand.
You can also activate Awaken, Awaken:Surge, and Wish during this step.

• Proceed to the Defense Step
Once the Offense Step is over, you proceed to the Defense Step.
New • If a Unison Card is being attacked, proceed to the Damage Step.

2. Defense Step

Your opponent can do the following as many times as they like!

• Combo
Your opponent can place Battle Cards from their hand or Battle Area (in Active Mode) in the Combo Area. Check the Combo section for details.

• Activate Card Skills
Your opponent can activate Activate:Battle skills on their Leader Card, Battle Cards in their Battle Area, the Unison Card in your Unison Area, and Extra Cards in their hand. They can also activate Awaken, Awaken:Surge, and Wish during this step.

• Proceed to the Damage Step
Once the Defense Step is over, you proceed to the Damage Step.

3. Damage Step

Compare the power of the attacking and defending cards during this step!

Take the power of the Battle Card you're attacking with and add the total combo power of all the cards in your Combo Area to it. Then do the same for your opponent's defending card.
The card with the highest power wins the battle!(If it's a tie, the attacker wins. The attacker doesn't take damage if it loses the battle.) If the card you're attacking with wins, do the following:

• If you attacked your opponent's Leader Card, deal 1 damage to their life! (For each point of damage, your opponent chooses a face-down card from their Life Area and adds it to their hand.)
• If you attacked one of your opponent's Battle Cards in Rest Mode, KO that card! Cards that are KO'd are placed in their owner's Drop Area.
New • If you win a battle against a Unison Card, that Unison Card loses a marker! When a Unison Card runs out of markers, it is placed in its owner's Drop Area.

Then place all of the cards in all Combo Areas in their owners' Drop Areas.

Once the Damage Step is over, the battle is finished. The turn player then continues their Main Phase.

Combo

Place Battle Cards from your hand or Battle Area (in Active Mode) in your Combo Area to combo! (Comboing with cards is not the same as playing them.)
During the Damage Step, cards you've used in a combo boost the power of the card you're attacking with!

The number below a Battle Card's energy cost is its combo power. If this number has a cost below it (the small number next to the plus sign), switch that many cards in your Energy Area to Rest Mode to use it in a combo.

There's no limit to the number of cards you can place in your Combo Area, but make sure to place them one at a time!

Attacking side
20000+5000+5000+10000=**40000 Points Total!**

Power: 20000   Combo: 5000   Combo: 5000   Combo: 10000

From the Battle Area to Combo Area!   From your hand to Combo Area!

Guarding side
15000+10000=**25000 Points Total!**

Power: 15000   Combo: 10000

From the Battle Area to Combo Area!

Attacking side wins!

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*Data usage fees for site access are the responsibility of the player.

Dragon Ball Super Card Game — Glossary, Keyword Skills and Misc. Rules

For details on the more complex workings of the game, make sure to check the official Q&A on the homepage!
http://www.dbs-cardgame.com/us-en/rule/game_faq.php

Glossary

Battle Card
A type of card. When a cards refers to a Battle Card, assume that it's referring to a Battle Card in a Battle Area.

Active Mode and Rest Mode
Card positions. Cards facing upright are in Active Mode. Cards facing sideways are in Rest Mode.

KO
A Battle Card destroyed in Battle or by a skill is KO'd. KO'd cards are placed in their owner's Drop Area.

Energy
Refers to cards placed in a player's Energy Area.

Life
Refers to cards placed in a player's Life Area.

Skill
Refers to effects on cards which usually take effect in the Battle Area. Besides the following three types of skills, there are also a variety of keyword skills. Check the Keyword Skills section for more information.
Activate : Skills you choose to activate.
Auto : Skills that activate automatically when specified conditions are met, regardless of whose turn it is.
Permanent : Skills that provide a continuous effect during a specified time, regardless of whose turn it is.

Once Per Turn
Refers to skills that can only be activated once per turn.

Tokens
Battle Cards created by certain skills. Just like normal Battle Cards, tokens can attack and combo (assuming they have combo power and a combo cost). If a token is moved to a different area aside from the Battle Area or Combo Area, remove it from the game.

Warp
A Warp is an area that each player has. When a card is placed in a player's Warp, make sure it's clearly separate from their Deck Area and Drop Area. Cards are placed in the Warp face-up, and the contents of all Warps are open information that can be checked by any player.

Multi-Colored Card
A type of card. Whenever text simply refers to a "multi-colored card," it refers to any card that has two or more colors.

Unison Card
A type of card. When a card refers to a Unison Card, assume that it's referring to a Unison Card in a Unison Area. When you play a Unison Card, you place a number of markers on it equal to the number to play it. Once per turn, you may place a Unison Card from your hand under the Unison Card in play if they both have the same card number. If you do, add a marker to the Unison Card in play. When a Unison Card runs out of markers, it is placed in its owner's Drop Area.

X Cost
A type of energy cost referring to costs that are not predetermined. Mainly used by Unison Cards. When paying an X Cost, you can pay any amount of energy, including zero.

Markers
Markers are mainly placed on Unison Cards and are used by their skills.

Marker Skill Costs (⊗)
These marker costs have numbers indicated by the number inside the ⊗. You activate skills on Unison Cards by adding or removing markers equal to the amount specified. Example: To use a ⊗2 skill, remove two markers from the card.
Skills with Marker Skill Costs can only be activated once per turn. Once they activate and resolve, you can't any activate other skills with marker skill costs on that card for the turn.

Misc. Rules

Types of Brackets
The brackets used in card text have the following meanings:
< > ⇒ Character Names 《 》 ⇒ Special Traits { } ⇒ Card Names [ ] ⇒ Skill Type __ : Card Cost (Skill Cost) and/or conditions 『 』 ⇒ Help Text

Inheriting Changes to Power and Position
When playing cards on top of other cards using **Evolve** and similar skills, or when flipping a card over using **Awaken** or **Wish** , only changes to power and card position carry over (unless specifically stated otherwise). Example 1: You play a card on top of a card in Rest Mode using **Evolve** . It enters play in Rest Mode. Example 2: You play a card on top of a card that activated " **Auto** This card gains +5000 power and **Double Strike** for the duration of the turn." The card you played on top retains the +5000 power boost, but not **Double Strike** .

Gaining Control of Cards
A card you've gained control of moves to your Battle Area without changing modes. Treat it as if it were one of your own cards. When a card you gained control of moves somewhere that isn't the Battle or Combo Area, return it to its owner's corresponding area.
Example: When a card you gained control of is KO'd, it is placed it in its owner's Drop Area.

Dropping to Zero Power
If a Battle Card's power drops to 0 or below, it is placed in its owner's Drop Area. Nothing happens to a Leader Card when its power drops to 0 or below, however.

When a Unison Card's power drops to 0 or below, remove a marker from it. Any continuous effects on it, including those that alter power, are reset.

Also, if a Battle Card is placed in its owner's Drop Area as a result of having its power lowered to 0 or below by an effect, it is treated as being placed in the Drop Area by an effect.

Example: A Leader Card with 10000 power gets -15000 by a skill. The Leader Card's power is now -5000.

Skill Cost Icons
 · Some skill costs appear as icons, like this one: ①
The number inside the ○ indicates how many cards in your Energy Area you have to switch to Rest Mode to pay the cost.
Example: ③ means you have to switch 3 cards in your Energy Area to Rest Mode.
 · Sometimes, a skill cost will include one or more colored ○ icons.
These icons indicate that you have to switch energy of the same color as the icon to Rest Mode.
Example: ●● means you have to switch 2 blue energy in your Energy Area to Rest Mode.

When a Unison Card Loses Markers
When a Unison Card loses markers (in battle or otherwise), any continuous effects on it, including ones that alter power, are reset. When a Unison Card runs out of markers, it is placed in its owner's Drop Area.

Keyword Skills

Aegis
An **Activate:Battle** skill that can be activated during the Defense Step on your opponent's turn. You activate this skill by placing cards from your hand in your Drop Area that match all colors specified by **Aegis** , then choose up to 2 of your energy and switch them to Active Mode.
Example: **Aegis Blue/Yellow** means you choose 1 blue card and 1 yellow card from your hand and place them in your Drop Area or choose 1 card from your hand that is both blue and yellow and place it in your Drop Area.

Alliance
An auto skill that activates when the card that attacks. It takes effect when you switch cards specified by **Alliance** to Rest Mode.

Arrival
An **Activate:Battle** skill that can be activated when you have cards in your Combo Area that match the colors specified by **Arrival** . **Arrival** can be activated during an Offense Step during your turn or a Defense Step during your opponent's turn. Upon activation, you play the card with **Arrival** .

Awaken
An activate skill you can activate (after meeting the specified conditions) on your turn during your Main Phase or Offense Step, and on your opponent's turn during your Defense Step. Cards that flip over via **Awaken** inherit any changes to power or position from before they were flipped over.

Awaken : Surge
An **Awaken** unique to multicolor Leader Cards. You can activate it (after meeting the specified conditions) on your turn during your Main Phase or Offense Step, and on your opponent's turn during your Defense Step. Cards that flip over via **Awaken** inherit any changes to power and position from before they were flipped over.

Barrier
A permanent skill. Cards with **Barrier** can't be chosen by your opponent's card skills.

Blocker
An auto skill that activates when your opponent attacks. By switching a card with **Blocker** to Rest Mode, you can change the target of an opponent's attack to that card.

Bond
A skill with **Bond** only takes effect if the number of Battle Cards in play in your Battle Area is greater than or equal to the number in the skill name. If the skill specifies a particular type of Battle Card, you must have the correct number of that Battle Card in play for the skill to take effect.
Example: **Bond 2** (Namekian) only takes effect if you have 2 or more 《Namekian》 Battle Cards in play in your Battle Area.

Burst
When activating a skill with **Burst** , you have to place the number of cards specified by the skill from the top of your deck in your Drop Area.
Example: **Burst 5** means you have to place 5 cards from the top of your deck in your Drop Area to activate it.

Counter
These are skills you activate from your hand in response to specific actions by your opponent.
Examples: **Counter:Play** is activated in response to your opponent playing a Battle Card or activating/resolving a skill that would play a Battle Card. **Counter:Attack** can be activated in response to your opponent's attack. (Even if you use **Counter:Attack** to negate any attack, any skills that activate by attacking still activate.)
Counter cards, unless otherwise specified, are placed in their owner's Drop Area after use.

Critical
A permanent skill. When a card with **Critical** inflicts damage to your opponent by attacking, they place cards from their Life Area in their Drop Area instead of adding them to their hand.

Dark Over Realm
If the number of black cards in your Drop Area is greater than or equal to the number in the skill name, you can activate this skill from your hand during your Main Phase. By sending all the cards in your Drop Area to your Warp, you can play the card that activated **Dark Over Realm** .
Over Realm and **Dark Over Realm** can only be activated a combined total of once per turn.

Deflect
A permanent skill. Cards with **Deflect** aren't affected by **Counter:Play** skills.

Double Strike/Triple Strike/Quadruple Strike
These are permanent skills. They increase the amount of damage inflicted to your opponent's life when you defeat their Leader Card in battle. **Double Strike** deals two damage, **Triple Strike** deals three damage, and **Quadruple Strike** deals four damage. (If a card has multiple of these skills, use the skill that deals the most damage.)

Dragon Ball
A permanent skill that affects deck construction. You can include a maximum of 7 **Dragon Ball** cards between your deck and side deck.

Dual Attack/Triple Attack
These are auto skills that switch Battle Cards back to Active Mode after they attack, allowing them to attack two or even three times in a single turn. **Dual Attack** switches a Battle Card to Active Mode after a battle once per turn, while **Triple Attack** does so twice.

Energy-Exhaust
This is a permanent skill that takes effect in all areas. If a card with **Energy-Exhaust** is placed in an Energy Area, it must be placed there in Rest Mode.

Evolve/EX-Evolve
These are activate skills that you can activate from your hand during your Main Phase. Cards with **Evolve** can be played on top of a specified Battle Card by paying a specified cost. Cards with **Evolve** and **EX-Evolve** inher it changes to power and position from any cards they're played on top of.

Field
An activate skill you can activate on cards from your hand during your Main Phase. Cards with **Field** are placed in the Battle Area after activation. Some Extra Cards with **Field** also have other skills. These skills are only active when the cards they're written on are in the Battle Area. If you activate another **Field** skill, place the previous card with **Field** in its owner's Drop Area..

Indestructible
A permanent skill. Cards with **Indestructible** can't be KO'd or removed from the Battle Area by your opponent's card skills or attacks.

Invoker
A permanent skill that lets you switch a red/blue multicolor energy to Rest Mode instead of paying the energy cost for a Red/Blue multicolor Extra Card.

Offering
Offering is an auto skill that activates when you play a card. When **Offering** activates, your opponent is given a choice: they can either choose 1 card in their life and place it in their Drop Area, or let you draw 2 cards.

Overlord
An **Activate:Main** keyword skill. You an activate [Overlord] by placing one of your Battle Cards with **Servant** at the bottom of your deck to draw 1 card.

Over Realm
An activate skill that can only be activated from your hand during your Main Phase when the number of cards in your Drop Area is greater than or equal to the number specified on the card. By sending all the cards in your Drop Area to your Warp, you can play the card you activated **Over Realm** with. However, cards played with **Over Realm** must be sent to their owner's Warp at the end of the turn. **Over Realm** and **Dark Over Realm** can only be activated a combined total of once per turn.

Rejuvenate [New]
Rejuvenate is an **Activate:Main** skill. You can activate **Rejuvenate** , place a card beneath the card that activated **Rejuvenate** in its owner's Drop Area, and pay the specified skill cost to add the top card of your deck to your life.

Revenge
Revenge is an **Auto** keyword skill which is described as, "This skill activates when this card becomes a guard card, KO'ing the attack card at the end of the battle."

Revive
Revive is an auto skill that activates when a card is KO'd. You can activate it by placing cards from your hand that match the colors specified by **Revive** into your Drop Area. If you do, play the card with **Revive** from your Drop Area with its skills negated for the duration of the turn.
Example: **Revive Blue/Green** means you would have to place 1 blue card and 1 green card in your Drop Area or a Blue/Green multicolor card in your Drop Area to activate this skill.

Servant
A **Permanent** keyword skill. Cards with **Servant** get +10000 power and can't be switched to Active Mode during your Charge Phase

Sparking
Skills with **Sparking** only take effect when the number of cards in your Drop Area is greater than or equal to the number specified by the skill.
Example: **Sparking 5** only takes effect when you have 5 or more cards in your Drop Area.

Successor
An activate skill you can activate on Battle Cards in your hand. Activate it, choose any number of your mono-green, mono-yellow, or Green/Yellow multicolor Battle Cards whose energy costs add up to the energy cost of the card with **Successor** , place the chosen cards in their owners' Drop Areas, then play the card with **Successor** from your hand.

Super Combo
A permanent skill that affects deck construction. You can only include up to four cards with **Super Combo** in your deck.

Swap
An activate skill you can activate during your Main Phase from your Battle Area. By paying the specified cost on the skill, you can choose one of the specified Battle Cards from your hand and play it, then return the Battle Card that activated **Swap** to its owner's hand.

Ultimate
A permanent skill that affects deck construction. You can only include one card with **Ultimate** in your deck.

Unique
Unique is a permanent skill that says that only 1 copy of the card with **Unique** can be played in your Battle Area.

Union/Union-Potara/Union-Fusion/Union-Absorb
Union skills are activate skills that you can activate during your Main Phase.
Union-Potara can be activated from your hand. By paying the cost specified by the skill, you play the card on top of the specified Battle Cards stacked together as a single Battle Card in Active Mode. A card played with **Union-Potara** inherits all changes to power on cards placed below it.
Union-Fusion can be activated from your hand. By paying the specified cost and placing specified cards with the same power from your hand in your Drop Area, you play the card with **Union-Fusion** .
Union-Absorb can be activated on cards in play in the Battle Area. By paying the specified cost and placing cards from specified areas under a card with this skill, you can search for a specific card from your deck and play it on top of the card with **Union-Absorb** . A card played with **Union-Absorb** inherits all changes to power and position on cards placed below it.

Victory Strike
A permanent skill. When you deal damage to your opponent's life by attacking with a card that has **Victory Strike** , you win the game.

Warrior of Universe 7
A permanent skill. All of your 《Universe 7》 cards in all areas are treated as if they have no specified costs.

Wish
An activate skill you can activate during your Main Phase or Offense Step and during your opponent's Defense Step. You have 7 **Dragon Ball** cards in your Drop Area to activate it. When flipping over a card with **Wish** , its position remains unchanged and it inherits all changes to power.

Wormhole
A permanent skill. Allows you to activate **Over Realm** and **Dark Over Realm** up to a combined total of twice per turn.

Xeno-Evolve
An activate skill that can be activated from your hand during your Main Phase. You can play cards with **Xeno-Evolve** in Active Mode by paying the specified cost and sending the specified card from your Battle Area to your Warp.