

# DRAGONBALL Z<sup>®</sup>

*Collectible Card Game*



*Checklist  
Inside*

***Saiyan Saga Series***  
***Rules of Play***

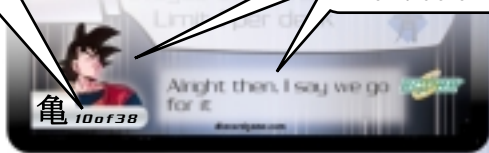
## For the Collector in You!

### Check out these great features in this all-new Dragon Ball Z Collectible Card Game!

- A foil card in *every* Booster Pack!
- Four Ultra-Rare cards in this first series!
- Industry First! The first thick, high-technology game card ever is enclosed! Look for different high-tech cards in each Starter Deck in future releases.
- Another First! The first Starter Decks to have high quality, custom game pieces. Collect them all!

• Indicates which of the character's cards it is.

• Features a cool Headshot and quote from the show.



### A special Collector's Corner on every card!

### Look at all the ways to collect!

- Collect by Dragon Ball Rareness Indicator (collect all the commons, uncommons, rares, etc.).
- Collect by Character, which has its own special range indicator on every card.
- Collect by Foil vs. Card Stock. Almost all cards are available in both card stock and foil.

(Continued on page 8)

## For the Gamer in You!

Only you, Goku, can save the world from Vegeta, who wants to destroy its people and exploit its resources. "Take that," you're feeling as you deliver a Black Axe Heel Kick to Vegeta in your surprise attack. But Vegeta is not without his own special talents, and he quickly counters with a...

Join the Adventure into the Dragon Ball Z® universe, a world of unlimited possibilities and adventure. The game designers have taken years of research and ideas and plowed them all into this game full of unique firsts and surprises. The Dragon Ball Z Collectible Card Game enables you to enter the adventure as Goku or Raditz and challenge other Heroes and Villains from the Dragon Ball Z animated series. Each player collects cards that represent the powerful Dragon Balls and characters, plus all the attacks and powers they will use against each other.

Most people have found it easier to play their first game with just one other person. You can always add more. You'll have more fun playing Hero vs. Villain. All DBZ starter decks are randomized, and each player will need one. Each two-player game will last about 20 to 40 minutes. You may want to add those optional Booster Packs after you play your first game to skip building a deck at first.

Visit [dbzcardgame.com](http://dbzcardgame.com) to find tournaments, win prizes, get FREE game tips, and more.  
Enjoy the adventures ahead!



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- Visit our website, [dbzcardgame.com](http://dbzcardgame.com)

# Personality Card Breakout

A player uses Personality cards of a chosen character to theme his deck. The player plays as this chosen character, who is the **Main Personality**. Other Personality cards in a player's deck may become **Allies** and assist in battle.

## Level

This number represents the character's range of strength. In the Saiyan Saga, the levels range from 1 to 4 (the highest).

## Personality Name

## Character Image

Screen shot, directly from TV Show.

## Card Power

## Power Up Rating (PUR)

Determines the increase in power stages during Step Three: Power Up.

## Saiyan Saga Series Symbol

Symbol from Goku's uniform.

## Headshot & Subset #

# \_ of \_ of this character in this series.



## Card Number

An easy way to identify & keep track of cards.

## Dragon Ball Rareness Indicator

Signifies Common, Promo, Rare, etc.

1 Star = Common • 2 Stars = Promo

3 Stars = Uncommon • 4 Stars = Semi-rare

(personality cards in Starter Decks)

5 Stars = Rare • 6 Stars = Ultra Rare

## Power Stages

The higher the number, the higher the strength

## Character Quote

Taken directly, without editing, from show scripts.

## Limited Symbol

If Limited, the symbol for Dragon 龍 will appear here.

**Hero** Personality cards have blue backgrounds, and **Villain** Personality cards have red backgrounds.

# Combat & Non-Combat Card Breakout

**Card Title**

Straining, Penetrating Attack Move

35

**Dragon Ball®  
Rareness Indicator**

Signifies Common, Promo, Rare, etc.

1 Star = Common • 2 Stars = Promo

3 Stars = Uncommon • 4 Stars = Semi-rare

(personality cards in Starter Decks)

5 Stars = Rare • 6 Stars = Ultra Rare

**Character Image**

Screen shot, directly from TV Show.

**Card Number**

An easy way to identify & keep track of cards.

**Card Type**

There are two types of combat cards:

**Physical Combat** - Represents skilled martial arts techniques such as punching or blocking, which can attack or defend.

**Energy Combat** - Represents the unleashing of powerful cosmic forces against an enemy, which can attack or defend.

**Non-Combat** cards represent events seen in the Dragon Ball Z TV show.

**Attack or Defend  
Symbol**

Sword symbolizes Attack.

Starburst symbolizes Defend.

**Physical Combat**

POWER      

Physical attack forcing the defender to lose 3 life cards and the attacker 3 stages of power.

Limit 1 per deck



**Favorite Fighting Style**

Japanese symbol for that color.

**Card Power**

**Saiyan Saga  
Series Symbol**

Symbol from Goku's uniform.

**Character Quote**

Taken directly, without editing, from show scripts.

**Headshot & Subset #**

# \_ of \_ of this character in this series.



Alright then, I say we go for it



**Limited Symbol**

If Limited, the symbol for Dragon 龍 will appear here.

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## For the Collector in You! (cont.)

- Collect by Martial Arts Style, by Limited vs. Unlimited, by Powers, by Game Pieces, and More!

See [www.dbzcardgame.com](http://www.dbzcardgame.com) for custom checklists of all of these.

There are so many cool images on the cards! The artwork in this series comes from the first 25 episodes of the TV series, (the Saiyan Saga). If you are familiar only with this year's episodes on TV, this is your chance to get to know the DBZ characters in their earlier lives in all their glory. Plus, you'll love the upcoming artwork in the next releases, including the Frieza Saga and the Trunks Saga.

To protect you, we've added a special Security Foil Stamp on every Rare and Foil card! It's your extra comfort of authenticity.

This symbol for Dragon indicates this card is Limited.

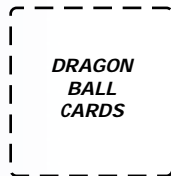


And if you've never played a CCG before, start with this game! It's the one because it's easy to learn and has plenty of depth to grow with you. Plus, there are prizes to win in tournaments, people to meet, and lots of fun to have. Join the Adventure!

Visit [dbzcardgame.com](http://dbzcardgame.com) for free game tips and info on playing in your area.

## Play Area Diagram

for each player



MAIN PERSONALITY CARD

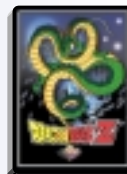
### Scouter

The scouter is used to track the power stage of your Main Personality. Slide the scouter along the right side of the Main Personality card to reveal the proper power stage through the window in the scouter.

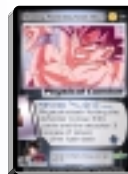


### Warrior Sword

The Warrior Sword counter is used to track a Main Personality's anger, ranging from 0 to 5, the highest. Card Powers will cause a Main Personality's anger to change. Anger is a powerful force in the Dragon Ball Z universe. It allows personalities to transform themselves into higher, more powerful forms of themselves. This is represented by a Main Personality changing to a higher Level card when the Warrior Sword indicates 5.



LIFE DECK



DISCARDS

### Life Deck / Life Cards

After removing the Main Personality cards from your deck, stack the rest of your cards, face down, as shown. They are your Life Cards. The stack is your Life Deck.

# Winning the Game

There are three different ways to win the new Dragon Ball Z<sup>®</sup> Collectible Card Game.

- ▶▶ 1: Survival Victory. You can win by outlasting your opponents. When all of your opponents' life cards are turned over into their discard piles, you win. A player is eliminated from the game the instant he has no more cards in his life deck.
  
- ▶▶ 2: Dragon Ball<sup>®</sup> Victory. You can win by collecting all seven Dragon Ball cards. As soon as you collect all seven Dragon Ball cards face up, you win. However, if you capture the last Dragon Ball card from another player to complete your collection, you don't win until the beginning of your next turn (provided you don't lose any Dragon Ball cards before then).
  
- ▶▶ 3: Most Powerful Personality Victory. You can win by becoming the most powerful personality in the game. In the basic game, you would win the instant you raise your Main Personality to level 3. If you collect more cards (from Booster Packs, promotions, or tournament prizes) and have Main Personality cards higher than level 3 included in the game, the Most Powerful Personality Victory can be achieved only by players with Main Personality cards that reach that new level. For example, if you are playing with a Main Personality level 5 card and the other players' Main Personalities can reach only level 3 or 4, only you can achieve a Most Powerful Personality Victory. The other players can still win with a Survival or Dragon Ball Victory.

# Beginning a New Game

## Summary of Beginning a New Game

- 1) If not already built, build your deck
- 2) Find and place your Main Personality cards
- 3) Announce highest levels of your main personalities
- 4) Claim any Tokui-Waza (Favorite Fighting Style Advantage)
- 5) Using Scouter, set your Main Personality's power stage
- 6) Shuffle and place your Life Deck
- 7) Set your Warrior Sword counter to 0
  - ▶ Begin play with the Hero player

## Details of Beginning a New Game



After playing one time, you'll complete all seven items in less than a minute. Review Play Area Diagram on p.9 if this is your first game.

- 1) For Quick Start game and first time players, if you have a Villain deck, simply remove any Personality cards that have blue backgrounds and are not your Main Personality. Keep them for Deck Building in the future. For more advanced players with additional game cards from Booster Packs, build your deck as described in Building A Deck, p. 30.



After playing the game a few times, you'll enjoy building new decks that focus on different strategies. That's part of the fun—using your own strategies to win!

- 2) Remove all levels of the Personality cards of your Main Personality from the rest of the deck. Place these Main Personality cards, face up, in front of you on the playing surface. The levels should be in order, with your level 1 Main Personality card on top and the highest level on bottom.



In the basic game, there should be levels 1, 2, and 3, plus a level 4 promotional card if that card has been collected.

- 3) All players announce the highest level of their Main Personality cards (probably 3 or 4 in the basic game) so that everyone knows the level necessary to achieve a Most Powerful Personality victory.
- 4) Any player claiming a Tokui-Waza (Favorite Fighting Style Advantage – using just one martial arts style in one's deck) announces it. (Skip for Quick Start game. See p. 26 for info.)
- 5) Using the Scouter, set the power stage on your lowest level Main Personality card at 5 stages higher than 0. For example, on the card on page 5, the Scouter would reveal the power stage 900.



Feel free to place the top Main Personality card (the one with which you are using the Scouter) directly on the table. If you do, turn your other Main Personality cards face down until using them as though they were underneath your face up Main Personality card.

- 6) Shuffle the rest of your deck (your Life Deck) and place it in front of you. Any other player may cut your deck once.
  - 7) Set your Warrior Sword counter to 0. Place your Warrior Sword counter in front of you on the playing surface.
- ▶ Begin the game. The Hero player starts the game by following the steps in the During Your Turn section. If there is more than one Hero player, do rock-paper-scissors to determine who goes first (or if rock-paper-scissors is not familiar, the youngest Hero should have the first turn).

## Summary of Game Play

Here's a brief summary of the game play that will help with understanding the rules. Much more depth is available.

- You play the game as one of the Dragon Ball Z Main Personalities, such as Goku® or Vegeta®. For example, Doug's three levels of Goku Personality cards represent Doug in the game as Goku. Goku is the character Doug plays, his Main Personality.
- Your Main Personality wants to either save the world or control the world for his own self-serving purposes. If your Main Personality is a Hero, he'll want to attack a Villain to save the world and win. The opposite is true for Villains. Heroes and Villains will fight back and forth in combat to win.
- Higher strength gives a Main Personality a better chance of winning and blocking attacks. It also can get him closer to winning the game with a Most Powerful Personality Victory.
- Strength is indicated in the game by Power Stages. The higher the number in a power stage, the higher the Main Personality's strength. Your Main Personality reaches his highest power stages by tapping into a higher, stronger level of himself.
- Anger (tracked on the Warrior Sword counter) moves a Main Personality closer to finding a higher level of untapped strength, just like in the DBZ TV show.



- Successful attacks weaken your opponents' Main Personalities by lowering their power stages and taking cards from their Life Decks. This makes it more difficult for them to win attacks, and moves your Main Personality closer to being the last survivor, the second way to win.

- Be sure to seek the 7 Dragon Balls, the last way to win.

Good luck on your missions!

Remember, this is a fantasy game. Don't re-enact or pursue in real life the events portrayed. That's something that causes everyone to lose, including you. So keep it fantasy, and enjoy it with your friends for the endless hours it holds.

## *During Your Turn*

During your turn, perform all of these steps in order.

### » 1) Draw Three Cards

Draw 3 cards from your life deck and put them in your hand.

### » 2) Play Non-Combat Cards

You may activate Non-Combat cards in your hand by placing them on the table face up, or you may pass. Each of the card's card power (the benefit described in the text in the area following the word "POWER" on the card) stays available until you use it. To use Non-Combat cards on the table now, simply follow the instructions given in the card powers. Discard the cards after using them unless one is a Drill or Dragon Ball card or the card power states otherwise. For more

information, see Non-Combat cards, p. 42.

### » 3) Power Up

Power up your Main Personality and all of your Allies on the table. The Main Personality powers up by moving the Scouter up a number of power stages equal to its Power Up Rating (PUR) number. (example, p. 37) All Allies power up only 1 stage regardless of their PUR number. A personality cannot power up above its highest power stage on a card, and does not go to the next higher level card as a result of powering up.



If you don't have an additional Scouter for an Ally, use a game card that is not in the game as a marker. Turn it face down and use a long edge to underline the power stage of your Ally.

### » 4) Combat

To reduce any opponent's life deck, power stages, or anger, you may attack him now. See **Combat** section next page. You also may pass now.

### » 5) Discard

Place all cards from your hand, except 1 unused card, into the discard pile. If you attacked during the step above, Combat, then the opponent you attacked also discards down to 1 card in his hand.

### » 6) Add Life Card for Not Attacking

If you did not attack by playing a card in Step 4) Combat, take the top card from your discard pile and place it face down at the bottom of your life deck.

When every step is completed, your turn ends, and the player to your left gets his turn, starting with Step 1) Draw Three Cards, on the previous page. Continue taking turns until someone wins!

# Combat

Just like in the Dragon Ball Z episodes when two characters fight each other, this is your chance to sap the strength of your opponent and even defeat him! This section contains details on Step 4) of your turn, Combat. During this combat, you and the opposing Hero or Villain you now choose will attack each other back and forth until you both pass. Declaring your attack begins the combat phases with you attacking first.



By the way, don't expect to understand all the details of attacks and defenses after reading this short section. More detail is provided in the following sections. After a couple more sections, start playing! You can always refer to these rules to help you out. You may want to have a stack of cards handy to look at while reading this, and be sure you've seen the card descriptions on pp. 4-7 to see what they're all about.

## ▶▶ Phase (a) **Defender Draws 3 Cards**

The defending player (the player you are attacking) draws 3 cards into his hand from his life deck.

## ▶▶ Phase (b) **Attacker Attacks!**

As the attacker, you may pass and go directly to Phase (d), or attack the defender in one of four ways:

- ▶ Play a Combat card (Physical or Energy) from your hand for an attack. (see p. 18 for details)
- ▶ Use one of your unused Non-Combat cards that you laid on the table earlier. (see p. 14 for details)
- ▶ Use the card power from a Personality card for an attack. (see p. 20 for details)
- ▶ Discard any one card from your hand to make a Final Physical Attack. (see p. 20 for details)

## ▶▶ Phase (c) **Defender Defends**

The defending player may do one of the three below only if it directly blocks some or all of the attack:

- ▶ Play a Combat card (Physical or Energy) from his hand to block an attack made on him. (see p. 18 for details)
- ▶ Use one of his unused Non-Combat cards that he laid on the table earlier to block. (see p. 14 for details)
- ▶ Use the card power from a Personality card to block an attack made on him. (see p. 20 for details)

After doing one of the above or passing, the defender then takes the resulting damage from the attack by reducing power stages, reducing anger, discarding life cards, or all three, as described in later sections. Review life cards before discarding to prevent discarding a Dragon Ball card (see p. 29). You'll know if the card power blocks the attack since the terminology on both the attack and defense cards will involve the same concept. See Block, p. 40.

## ▶▶ Phase (d) **Fight Back?!**

If this is your first time to get to this phase during your turn, repeat Phases (b) Attacker Attacks! and (c) Defender Defends, except this time the defending player is the attacker, and the previous attacker becomes the defending player. Otherwise, skip to the next phase, Fight Back and Forth Until Passing.

## ▶▶ Phase (e) **Fight Back and Forth Until Passing**

Continue to repeat Phases (b) Attacker Attacks! and (c) Defender Defends and alternating your roles as attacker and defender each time you begin the Attacker Attacks! phase again. When you and your opponent consecutively choose not to attack (a pass followed

directly by the other passing), this Step 4) Combat is finished. Play continues with Step 5) Discard, on p.15.

## Combat Cards in Combat

### Energy Attacks and Energy Defenses

An energy attack comes from the gathered force of the personality. Energy Combat cards will either make an energy attack or block an energy attack. You can tell the difference by reading the card power and by the symbol next to the word, "POWER" (a Sword for Attack, and a Starburst for Defend). An attacking player can use an energy attack card in his hand to attack a defending player simply by reading its card power. If the defending player does not have an appropriate Energy Combat card or Main Personality card power to defend himself, then the attack is successful.

Successful energy attacks force the defender to discard the top 4 life cards from his life deck unless otherwise noted. (Cards to be discarded must be reviewed to prevent a Dragon Ball card from being discarded. See p. 29.) Making an energy attack reduces the attacking personality's power stages by 2 unless otherwise noted (move the Scouter down by 2 stages). A personality who does not have sufficient power stages to expend cannot make the energy attack.



For example, if Gohan is at his lowest power stage, he cannot make an energy attack. He must be at least 2 stages above 0 to have the power to perform an energy attack requiring 2 power stages.

After an energy attack, the cards used to attack and defend, other than Personality cards, are discarded by each player.

### Physical Attacks and Physical Defenses

Physical Combat cards, representing martial arts techniques such as skilled kicks or blocks, will either make a physical attack or block a physical attack. You can tell the difference by reading the card power and by the symbol next to the word, "POWER" (a Sword for Attack, and a Starburst for Defend). An attacking player may use a physical attack card in his hand to attack a defending player simply by reading its card power.

Consult the Physical Attack Table (inside back cover) and cross-compare the number in the attacker's power stage with the number in the defender's power stage. The defender loses power stages equal to the number indicated in the table, and moves his Scouter accordingly. When the defender's power stage drops to 0 before losing all the power stages required, he must discard 1 life card for every power stage still to be lost.



For example, Raditz™ makes a physical attack on Gohan®. Raditz is at a power stage of 1200 and our hero Gohan is at 200. Gohan is unable to do anything (play a card or use a personality card power) to block the attack. Consulting the Physical Attack Table (inside back cover) and using the fourth row down for Raditz, the attacker, and the second column of numbers for Gohan, the defender, we find that Gohan must lose 3 power stages. The Scouter would then be moved on the first level Gohan Personality card from 200, past 100, to 0 (two power stages lower). The player playing as Gohan discards the top card from his life deck to make up for the final power stage that he lost in the attack.

If your physical attack card is unusually powerful, it will indicate the damage directly in the card power. In that case, ignore the Physical Attack Table and simply follow the action stated in the card's card power.



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 part of the card power occurs immediately. While the physical attack may be successfully blocked, it will not affect, for example, the attacker's anger being raised, which occurs before the defender acts.

If you have cards left in your hand but no attack cards or card powers to use, you can make a **Final Physical Attack** by discarding any one card from your hand. You can make only one Final Physical Attack per Step 4) Combat, and afterwards must pass in all remaining phases of that Combat. Use the Physical Attack Table (inside back cover) to determine the outcome of the Final Physical Attack.

After a physical attack, the cards used to attack and defend, other than Personality cards, are discarded by each player unless the card power states otherwise.

We encourage you to read at this time the Example of Play on p. 35 to understand better the game play. It takes only a minute and will greatly simplify the concepts.

## ***Main Personality Cards in Combat***

Each Main Personality card has a Main Personality's special power described on the card. These card

powers represent Combat and Non-Combat powers. Follow the rules above in Combat Cards in Step 4) Combat for physical or energy attacks or defenses. An attacker or defender may use the card power from his face up Main Personality card only once during a Step 4) Combat, no matter how many phases are fought.



For example, Goku's card power could be used once when he attacks a foe, but never again for the rest of the Goku personality's combat phases until both players discard, that turn is over, and the next player's turn begins.

The single exception to this rule is when a player's Main Personality is sufficiently angered that he taps into his next level. The new card power can be used even if the card power from the previous level was already used in that combat.

See the Allies section to learn about using Allies, p. 23.

## ***Warrior Sword, Anger and Levels***

In the TV show, the DBZ characters become their strongest by tapping into higher, stronger levels of themselves. These different strength levels of characters are called Levels in the game. Each level of a personality has its own card. The Level of a Personality card, represented by a number such as 1, 2 or 3 (the higher the number, the stronger that personality is), is in the upper left hand corner of the card.

Just like in the DBZ TV show, higher anger causes a Main Personality to tap into a higher level of strength. Anger is tracked on the Warrior Sword counter, which is marked with numbers 0 through 5. When card powers or various

cards played raise the Warrior Sword counter to 5 anger, your Main Personality has become so angry that he taps into the next level.



For example, a player using a Personality card of Goku at his first level would put that card underneath his other Main Personality cards, and begin using the level 2 Personality card of Goku as his Main Personality card.

After raising the personality's level, the Warrior Sword is reset to 0. Set the Scouter to the highest power stage on the new personality card. Advancement of the Main Personality's level happens immediately at anytime during the game, even in the middle of an ongoing combat.

You must play the levels in numerical order. You cannot intend to use levels 1, 2 and 4 of Goku without having the level 3 card. If your Main Personality is already at his highest level when his anger reaches 5, raise his power stage to its highest power stage, then reset the sword to 0.

When your Main Personality taps into the next level, you must always reset the Warrior Sword counter to 0. If your Main Personality's anger is to be raised by 2 and only 1 is needed to reach 5, that extra anger does not carry over to game play with the new level.

When anger changes the Main Personality to a higher level during an ongoing Step 4) Combat, the Main Personality can use its card power from the new level card in the combat. This is true even if the Main Personality already used its card power from the lower level card in the same combat.

## Allies

All personality cards in a player's deck other than the Main Personality cards are Allies. Allies are put into play in front of the player from his hand during Step 2) Play Non-Combat Cards. When placed, an ally's power stage is set at 3 levels higher than 0. Allies in play gain 1 power stage during Step 3) Power Up every turn, regardless of the ally's PUR rating. Allies can be chosen to benefit from power-up cards instead of the Main Personality.



If you don't have an additional Scouter for an Ally, use a game card that is not in the game as a marker. Turn it face down and use a long edge to underline the power stage of your Ally.

Allies can take power stage damage directed at the Main Personality during combat, at the owning player's option. When an ally is reduced to 0 power stage, all remaining damage directed at the ally is taken as discards from the Main Personality's life deck as though the damage were to the Main Personality.

Allies can be used in combat, but only if the Main Personality's power rating is at 0 or one stage above 0. When this occurs the ally "takes over" the battle, using its card powers and playing attack cards from the player's hand just like a Main Personality. The Main Personality resumes control immediately after this Step 4) Combat ends.

Card powers that stop a foe from making a physical or energy attack in the next combat phase must be directed at a player's Main Personality OR Ally.

## Deck Restrictions

Hero Main Personalities can have only Hero Allies in their decks, and Villain Main Personalities can have only Villain Allies in theirs. Neither Heroes nor Villains can use the other side's personalities as Allies or have them in their decks.

## Placement Restrictions

An ally can be put into play in front of a player only during Step 2) Play Non-Combat Cards. A player may not play a duplicate personality card of an ally already in play by any player, but a Personality card with a different level of that personality would be allowed. For example, even though John has a Saibaimen 2 ally in play, Jane can still bring out a Saibaimen 1 as her ally. All levels of an ally that you play are treated as one ally, however, so you cannot play Saibaimen 1 and 2, for example, as two different allies.

A player can freely cover an already played ally card with a higher level card of that same ally during Step 2) Play Non-Combat Cards. For example, a player can put down a level 2 Raditz card on top of a level 1 Raditz Ally he had played previously. Use only the higher level card in play. This will also allow other players to play any lower level version as their allies.

You may have duplicates or different levels of another player's Main Personality in your deck, but you cannot play any of them as Allies until the player of that personality has been eliminated from the game. For example, when someone is playing Vegeta as his Main Personality, nobody can play Vegeta as an Ally until the Vegeta player has exited the game.

# Martial Arts Styles

Some Combat and Non-Combat cards represent certain martial arts styles of combat or non-combat. Those martial arts styles are Red, Blue, Orange, Black, and Saiyan. Each martial art style can be identified by the style's name (Red or Saiyan, for example) in the card title.



Another way of identifying a card's martial arts style is by the color of the diamond, if any, in the Scouter area of a card (the area containing the card power) and by the Japanese symbol for the style in that diamond. The Saiyan martial art style is identified by the color green and the appropriate Japanese symbol. (Move cards (defined below) and Named cards do not have a martial arts style, so ignore the diamond and symbol and treat them as if there were none.)

## The Martial Arts Styles

- ▶ Red, the Blocking Style: This style stresses a balance of upper- and lower-body defensive and offensive techniques that emphasize strength and flexibility. Emphasizes defense over offense.
- ▶ Blue, the Calming Style: Blue martial arts stress the use of leverage for attack and defense. This style also specializes in countering the anger of a foe.
- ▶ Orange, the Cosmic Style: This style encourages the use of strikes coupled with throwing and grappling for a combination of defense and offense at all times. It concentrates more on energy attacks than physical attacks.
- ▶ Black, the Foot-Hand Style: Black martial arts emphasize the strength found in the use of kicks with hand strike combinations.

- ▶ **Saiyan Style:** Saiyan style stresses the use of power in all things. Energy and physical attacks are done from a position of power or are not done at all. Defense is secondary to a strong attack.

### **Tokui-Waza (Favorite Fighting Style Advantage)**

When any player uses only a single martial arts style in his life deck, he receives a bonus in power. He announces at the beginning of the game the single style of martial arts cards in his life deck. From then on, he is allowed to add 1 to his Main Personality's PUR number. A player using a Tokui-Waza, or favorite fighting style advantage, can have any number of Move cards in addition to his single style of martial arts.



Only Main Personalities with Saiyan blood can declare the Saiyan style as their Tokui-Waza. All of the Villains may choose Saiyan, but only Goku and Gohan can do so for the Heroes.

Move cards (cards with the word "Move" in the card title) are another sub-group of Combat and Non-Combat cards, but are not a martial arts style. Moves are generally used as a last resort, and put results ahead of personal costs. Using these cards often means damage to both attacker and defender.

## **Drill Cards**

Drill cards represent special powers gained by a Main Personality because of intensive study within a martial art. Because they are Non-Combat cards, they are put into play in front of a player from his hand during Step 2) Play Non-Combat Cards. Unlike other Non-Combat cards, a Drill card is kept in play after use and its card power can be used many times for the owning player.

Drill cards stay in play until the Main Personality changes to another level. When anger or card play makes a Main Personality rise to the next level (see p. 21), all drills in play for that personality are discarded immediately.

A player can have Drill cards from only one color (as in the word "Blue" in the card title of a Drill card) in play at one time. A player may have more than one color of Drill cards in his deck, however. A player cannot have duplicate Drill cards (those with a color in the card title) in play at the same time, but can have several different Drill cards in play at the same time. So, if a player has black Drill cards in play he cannot have red, blue, or orange Drill cards or any duplicate black Drill card also in play.

When a player draws a Drill card into his hand that cannot be played because it does not match the color of a Drill card already in play, he shows it to all other players and then shuffles it back into his life deck. The player does not have to show it if he does not wish to shuffle it back into his life deck. He may discard it instead. In either case, the player does not get to draw another card.

A Drill card can have play restrictions such as "Cannot be used with other orange drills in play on the table." In this case, the Drill card cannot be played if any player, including the card's owner, has orange Drill cards in play. Also, if another player places an orange Drill card on the table, the restricted card must be discarded immediately. If another player places the exact same card into play, both players lose this drill card. Similar card powers from two or more drill cards can be used at the same time by a player, and their effects are combined.

## Special Powers for Named Drill Cards and Colorless Drill Cards

Named Drill cards (Drill cards with Personality names in the card title) and Colorless Drill cards (Drill cards without a color word (i.e. Blue) in the card title) can be put into play along with any colored Drill cards without restriction. Unless otherwise restricted, up to 4 duplicates of any Named Drill card and 4 duplicates of any Colorless Drill card can be put in play at the same time, unlike other Drill cards. Named Drill cards and Colorless Drill cards are discarded just like the other Drill cards when the Main Personality changes levels.

## Dragon Balls

There are only seven Dragon Balls on Earth, each one represented by a card in the game. The planet Namek™ has more Dragon Balls, and those are detailed in an expansion of the Dragon Ball Z Collectible Card Game.

### Playing Dragon Ball Cards

Dragon Ball cards are Non-Combat cards, so they can be placed face up on the table during Step 2) Play Non-Combat Cards of your turn. The Dragon Ball cards are numbered one to seven. When a player plays a numbered Dragon Ball card face up in front of him, no other player can play a Dragon Ball card with the same number out of his own hand while the first one is still in play. For example, anyone can put out the Dragon Ball One, but there can only be one Dragon Ball One in play at a time.



Once played onto the table, Dragon Ball cards cannot be discarded or otherwise removed from the game. Other cards that force destruction or discard cannot be used against Dragon Ball cards in play.

When a numbered Dragon Ball card is drawn from the life deck as damage to be discarded, check to see if another player has played it. If a duplicate is already in play, this newly-drawn Dragon Ball card is removed from the game. If it has not yet been played, it is not discarded but instead is placed at the bottom of the owning player's life deck.

### Capturing Dragon Ball Cards

To achieve a Dragon Ball Victory a player must have all seven Dragon Ball cards face up in front of him. A player could be the first to play each Dragon Ball card, one through seven, in front of him, but more likely he will have to capture a complete set of Dragon Ball cards, taking some from the areas in front of other players. This is done in three ways:

- ▶ **Life Card Capture:** When a single attack forces the other player to discard 5 or more life cards, the attacker has the right to capture and take any single Dragon Ball card from in front of that player. This can happen in any phase of Step Four: Combat.
- ▶ **Personality Capture:** When Bulma™, Krillin®, Saibaimen™, Chi-Chi™, Tien™, or Yamcha™ are used as Allies, they can try to capture Dragon Ball cards instead of doing damage. To do so, one of the Allies must make a successful attack on a Main Personality that forces the player to discard one or more life cards. Having done that, he can capture and take a Dragon Ball from that player instead of inflicting the life card damage.
- ▶ **Card Capture:** There are cards in the game that provide for the capture of a Dragon Ball.



In all cases when you capture and take a Dragon Ball card from another player, regardless of the method, after moving the card to your area, turn it sideways to remind yourself to return it to its owner after the game.

### **Dragon Ball Card Powers**

The first time a Dragon Ball card is played face up, that player gets all the benefits of that Dragon Ball's card powers. Those special Dragon Ball card powers are never again used in that game. Capturing a Dragon Ball card does not allow you to use the card power given on the Dragon Ball card.

### **Winning with Dragon Balls**

When all seven Dragon Ball cards are in front of one player that player may have a Dragon Ball Victory. If the player placed that last Dragon Ball card on the table from his hand to complete his collection, the Dragon Ball Victory is immediate. If the player captured the last Dragon Ball card from another player to complete his collection, he must wait until the start of his next turn to win. Other players can win in the meantime or capture some of the Dragon Ball cards back, but if nobody does so, the player achieves a Dragon Ball Victory at the start of his next turn.

## ***Building a Deck***

Building a deck is a lot of fun after you've learned how to play the game. With additional DBZ game cards, sold in Booster Packs from Score, you can strengthen your decks and design your own special strategies to defeat your opponents. Keep your strategies secret if you want.

It's all up to you. [Check out \*\*www.dbzcardgame.com\*\*](http://www.dbzcardgame.com)

**for free tips on building decks.** Have fun!

## **Here are the requirements for decks:**

### ▶▶ **Deck Size**

Decks must have a minimum of 50 cards, including all the Main Personality's different level cards. The deck can be as large as desired in non-tournament play. During tournaments, no deck can be larger than 75 cards, including the deck's Main Personality cards.

### ▶▶ **Main Personality**

Each deck must have one Main Personality with at least levels 1, 2 and 3. You announce to everyone who your deck represents. You may add additional card levels of your Main Personality to your deck, as long as they are consecutive (no level is missing between two other levels of Main Personality cards included in your deck).

### ▶▶ **Allies**

Allies of the Main Personality must be at least 2 levels lower than the highest level of the Main Personality. For example, in a Nappa™ deck with a level 4 Nappa, there can be only a level 1 and 2 Raditz, Vegeta, or Saibaimen. Only Hero players may have Hero allies, and only Villain players may have Villain allies. Therefore, after separating your Main Personality cards, remove other Personality cards from your deck that cannot be used as Allies. Remember, Hero Personality cards have blue backgrounds, and Villain Personality cards have red backgrounds.

## Duplicate Card Limits

### » Personality Cards

Only one card of each level (i.e., 1, 2, 3) of a personality can be in a deck.

### » Combat and Non-Combat Cards

A maximum of 3 duplicates of any Combat or Non-Combat card can be in the deck. Certain cards with special limits on them, such as “only one per deck”, must be limited as instructed.

### » Named Cards

Many Combat and Non-Combat cards have a personality's name as part of the title. These are “named cards.” A Main Personality can have up to 4 duplicates of any of his named cards in a deck instead of the normal 3 duplicates limit. For example, in a deck in which Nappa is the Main Personality (a Nappa deck), Nappa may include up to 4 Nappa's Energy Aura cards in the deck. A Main Personality may include another personality's named cards in a deck (to represent learning someone else's powers), but at the normal limit of 3 duplicates.

## *Vegeta & Nappa In Two-Player Games*

These two Saiyans are very powerful. Goku and the other Heroes were much more powerful as well when they encountered these Villains. For better game balance, when

Vegeta or Nappa are in a two-player game, the Hero Main Personality, if one, should begin the game at level 2 of

**32** his Main Personality, and at his highest power stage.

In this event, it will be necessary to take Main Personalities to level 4 to achieve a Most Powerful Personality Victory. Any players who do not have a level 4 personality card can still win by reaching 5 anger while at level 3 (after having reset the Warrior Sword counter to 0 when level 3 was first achieved).

## *Multiple-Player Rules*

There are some special considerations when playing the Dragon Ball Z Collectible Card Game with more than two players.

- ▶ Use all the Optional Rules (see below) for multiple-player games.
- ▶ If Vegeta or Nappa are in the game, do not apply the 2-Player rules that relate to Vegeta or Nappa.
- ▶ All players must agree at the start of the game to allow the Most Powerful Personality Victory. If not all players agree, only Survival and Dragon Ball Victories are possible in multiple-player games.
- ▶ When there are only Heroes or Villains left in the game, put all Kumite Mastery Tournament rules in effect.

### **Heroes Fight It Out**

If all the Villains are eliminated from a game, the competition becomes a friendly free-for-all between the remaining Heroes for mastery. First, all Heroes take the time to congratulate each other for having gotten rid of the Villains. Then each of the Hero personalities resets his power stages to maximum because each took time to rest. From this point on, a **33**

Hero is knocked out of the competition upon losing 20 more life cards or running out of life cards. May the best Hero win!

## ***Optional Rules***

In two-player games, both players must agree in advance to use any of these optional rules. Use them all in multiple-player games.

### ▶ **The “You’re Picking On Me!” Rule** (Multiple-player games only)

Use this rule when there are three players in the game and two of them are constantly picking on the third personality. The “picked-on” player may return the last damage card taken to the bottom of his life deck whenever he is forced to discard more than 1 life card for damage. This rule is no longer in effect as soon as the game has only two players.

### ▶ **The Kumite Mastery Tournament** (any game)

Heroes can play against Heroes or Villains against Villains in a Kumite Mastery Tournament.

Players start with their next-to-highest level Personality card set to its highest power stage. So, if they have level 4 Main Personality cards, they start with their level 3 Main Personality cards.

No Allies are allowed in the decks in this duel of honor.

Players win by forcing each of their opponents to discard 20 life cards, or by winning with a Dragon Ball victory, whichever occurs first.

### ▶ **Fast Play Combat** (any game)

Use this optional rule when you want the game to go faster.

The martial arts styles can cost an opponent extra life cards when used against certain other martial arts styles. At the beginning of the game, each player must choose a martial arts style, but is not subject to the Tokui-Waza rules unless he wants to have the benefits of Tokui-Waza (the increase in his Main Personality’s PUR number). This chosen martial arts style is used for computing extra damage in every combat, whether his cards indicate no martial arts style or a different martial arts style.

Use the Fast Play Combat / Multiple Player Rules Table on the inside back cover for determining the number of extra life cards a defender must discard in every successful attack.

### ▶ **Tournament Dragon Ball Rule**

(any game and non-beginner tournament games)

Whenever a Dragon Ball card is captured, the capturing player is allowed all the benefits of the card power, even if the previous owner has already used it.

## ***Example of Play***

*John and Sandra, having heard that the Dragon Ball Z Collectible Card Game is a great game to play, bought DBZ CCG starter decks and some booster packs. Sandra had already gotten a DBZ game card from a restaurant promotion.*

*Later that day they meet at Sandra’s house, bringing decks they made from the cards they collected. Each deck has 50 cards, which is the minimum number to play.*

*"I'm playing the hero Goku," John announces, placing his level 1, 2, and 3 Goku cards in front of him on the table with the level 1 card showing on top.*

*"Okay, I'm the villain Raditz." Sandra places her four Raditz personality cards out in front of her. "I collected the level 4 Raditz promotional card, see! So, since I've got a level 4 Raditz and you've only got a level 3 Goku, only I can win with a Most Powerful Personality victory. I'll have to reach level 4 to win that way."*

*"Right," John agrees, "but we can both win with a Survival or Dragon Ball victory. Are you picking a Tokui-Waza for this game?"*

*"No. Are you?"*

*"Yes, I'm going to declare orange as my Tokui-Waza."*

*"That means you can have only orange Combat and Non-Combat cards in your life deck, John, but your Main Personality's power up rating goes up 1."*

*"Plus all the Move cards I want, remember, Sandra? Now we set our power stages. We put the Scouters 5 stages higher than 0, which is at 900 for my Goku."*

*"And 1500 for my Raditz."*

*"Okay, now we shuffle the rest of our cards and put them out face down. These are our life decks."*

*"Right. Now put our Warrior Sword counters to 0, since our Main Personalities start with no anger, and we're ready to play. John, you're playing the Hero, so you go first."*

*John refers quickly to the During Your Turn summary on the inside back cover and begins his first turn.*

*"Okay, I draw three cards into my hand." He picks up the top three cards from his life deck. They are the Orange Fighting Style—Standing Fist Punch (card 1), Orange Fighting Style—One-Knuckle Punch (card 2), and Mother's Touch (card 90). They are all Combat cards. The first two are physical attack cards, the third lets him negate damage from an attack.*

*"Can you play a Non-Combat card?" Sandra asks.*

*"No, I'm not playing one. So, I'll just power up. My level 1 Goku's power up rating is 1."*

*"But you get to count it as 2 since you declared a Tokui-Waza."*

*"Thanks for reminding me, Sandra. So, I get to bump up his power stages by 2, taking it to 1100." (See card, p. 5) John moves his Scouter up 2 stages on his level 1 Goku personality card.*

*"So, do you want to attack me? You don't have to."*

*"I know," John says, looking over the cards in his hand. "But I will."*

*"Now I get to draw three cards as the defender." Sandra pulls three cards from her life deck into her hand. They are Red Fighting Style—Lunge Punch (card 6), Black Fighting Style—Elbow Strike (card 67), and the level 1 Vegeta personality (card 173). The first two are Combat cards, the first of which is a physical attack, and the second negates damage from a physical attack.*

*"Okay, now I make my first attack... a One-Knuckle Punch physical attack." John plays that card down in front of him.*

*"Fine. I'll respond with an Elbow Strike. It negates your physical attack and raises my anger by 1." Sandra plays the card and adjusts her Warrior Sword counter to show "1".*

*"Now you get to attack back, Sandra."*

*"Yes. I'll use a Lunge Punch physical attack." She plays that card down from her hand. "Can you respond?"*

*"Yes, I'll play Mother's Touch, which negates the damage from your attack, but I have to discard it from play." John puts the Mother's Touch card off to the side, away from his discard pile and the rest of the game. "Now I can attack again, and I will use the card power on my Goku personality card, the Kamehameha Energy Attack. It costs me 1 power stage, but you have to discard 3 life cards unless you can counter." John moves his Scouter down on Goku to 1000.*

Sandra examines her cards and Raditz's card power. "Yes, I can use Raditz's Saiyan Energy Deflection card power, which brings the damage down to just 2 discards." She turns over and discards the top 2 cards from her life deck. One of them is Earth Dragon Ball 3 (card 75). "This Dragon Ball card hasn't been played on the table by either of us yet, so I get to put it at the bottom of my life deck rather than discard it."

*"Okay. Do you have another attack back on me?"*

"No, I pass," said Sandra, having used Raditz's card power and both Combat cards in her hand. She could use the last card in her hand, the Level 1 Vegeta personality card, to make a final physical attack, but she decides not to.

*"Well, I'm not done. I'll use a Standing Fist Punch." John plays down that card from his hand. Can you counter this?"*

"No, so we have to check the Physical Attack Table to see how much damage I take. You're attacking with a power stage of 1000 and I'm defending with 1500. That's a 1, so I lose 1 power stage."

*"Okay, but I get to raise my anger 1 for playing the Standing Fist Punch." John moves his Warrior Sword counter from 0 to 1. "Do you want to attack, Sandra?"*

*"No, I pass."*

*"I pass, too."*

"Okay, the combat's over. We discard the Combat cards we played. Since there was combat, we both have to discard down to one card in our hands. I played all of mine."

*"I just have one left." Sandra keeps her level 1 Vegeta card, which she can play in her next turn as an ally.*

*"I did have combat, so I don't put a discarded card back into my life deck. That's it. Now it's your turn, Sandra."*

Play continues as Sandra starts over with Step 1) Draw Three Cards.

## Rules Clarifications

- ▶ Some card powers call for picking certain cards out of the discard pile or the life deck. After picking, the owning player must shuffle the remaining cards if an opponent politely requests it.
- ▶ If you are playing a card (such as Saiyan City Destruction (SCD)) that directs you to place discarded cards back in the life deck, you may not take the card (SCD in this case) as one of the cards you place back in the life deck. Instead, the card, such as SCD, must be discarded.

You may [register at dbzcardgame.com](http://dbzcardgame.com) to get FREE weekly updates on rules clarifications as they are issued.

## Starter Deck Box Components

- ▶ One 54-card deck, which includes 31 common, 16 uncommon, 2 common foil, 1 uncommon foil, 1 high-technology foil, and 3 personality cards
- ▶ One game Scouter
- ▶ One Warrior Sword counter
- ▶ One rules booklet
- ▶ One quick-start play sheet

If you are missing any components, please visit our website, [dbzcardgame.com](http://dbzcardgame.com). If you don't have web access, write to Score/DBZ CCG, Missing Component, 1517 W.N. Carrier Pkwy., Suite 100, Grand Prairie, TX 75050, and include your name, return address, phone number, the date you bought the Starter Deck, proof of purchase, price paid, where you bought it, and mention what is missing. Despite stringent quality checks, improper packing will occur in rare instances. We apologize in advance, and thank you for your patience.

# Glossary/Index

See the Table of Contents on pp. 2 & 3 for additional topics and reference items.

- ▶ **Ally:** An ally can help a Main Personality in Combat. Any personality card in a player's deck other than his Main Personality is a potential ally. An ally must be drawn and played onto the table before it can act. pp. 23, 31
- ▶ **Anger:** It allows personalities to tap into higher, stronger forms of themselves. Card powers can change a personality's anger. Anger is tracked on the Warrior Sword counter. p. 21
- ▶ **Attacking:** The effort to reduce an opponent's power stages, life deck, or anger through playing or using card powers of cards. p.16
- ▶ **Block:** To avoid or lessen damage from an attack by countering the attack with a similar card power. Examples of blocks: A physical combat card that negates a physical attack, and a card power from a Personality card that states it negates an energy attack. An attack card cannot block an attack. See Phase (c) Defender Defends, p. 17
- ▶ **Booster Pack:** A package of 9 additional game cards for the DBZ Collectible Card Game, which adds to your collection. Each pack contains a foil card, a rare card, and 7 additional game cards from Score. Only game cards from Score can be played with the DBZ Collectible Card Game. p. 1
- ▶ **Card Power:** The instructions containing the benefit of a card if played or used. See pp. 4, 6, 14, 16
- ▶ **CCG:** Collectible Card Game is a game with a different assortment of cards in every deck. The variety of cards are a challenge both to collect and play.

- ▶ **Combat Cards:** See pp. 6, 18.
- ▶ **Combat Phase:** The term "one per combat phase" means one per attack/defend cycle. When the roles alternate, that is a new cycle. p. 16
- ▶ **Damage:** Successful attacks cause a personality to lose power stages, life cards, and/or anger. Damage is the loss caused by a successful attack. "Inflicts 5 life cards damage" means the defender is to discard 5 life cards. "Allows the attacker to inflict +3 stages of damage" means the defender loses the number of power stages indicated in the Physical Attack Table, plus loses an additional 3 power stages.
- ▶ **Deck Requirements:** See p. 31.
- ▶ **Discard:** Discard means to take cards from your hand and put them, face up, on top of the Discard pile. There are some cards that allow discarded cards to be brought back into play. pp. 14-18, 29
- ▶ **Duplicate:** A card with the same card number as another (unless one is an error card with the wrong number, but looks identical). pp. 28, 32
- ▶ **Energy Attack:** Most energy attacks force the attacker to lose 2 power stages and cause the defender to discard 4 life cards. p. 18
- ▶ **Favorite Fighting Style Advantage:** Same as Tokui-Waza.
- ▶ **Fighting Style:** Same as Martial Arts Style.
- ▶ **Final Physical Attack:** See p. 20.
- ▶ **Foe:** Your opponent. Also, the person you are fighting in combat.
- ▶ **Goku:** See Saiyan.
- ▶ **Head Shot:** This image indicates the source of the quote or subject of the trivia on each card. pp. 4, 6

- ▶ **Hobby Store:** A local hobby, game, card or comic book store (check in the yellow pages), of which many carry CCGs and sponsor tournaments.
- ▶ **Kept In Play:** Cards that remain on the table available for use. p. 26
- ▶ **Level:** See pp. 4, 21. Card level is a slang term for level.
- ▶ **Life Cards/Life Deck:** The cards with which a player starts a game, other than the Main Personality cards he set out separately, are his life cards, and stacked, are his life deck. Life cards are drawn from the life deck during each turn and they can be lost when the personality is attacked. pp. 9, 11
- ▶ **Main Personality:** A player selects one character (personality) to be his Main Personality during play. The player uses his collected deck to take on the persona of that Main Personality. The Main Personalities available in Starter Decks in the Saiyan Saga are Goku, Gohan, Krillin, Piccolo, Raditz, Vegeta, and Nappa. pp. 5, 13, 20
- ▶ **May:** As in "You may play..." Means the event is allowed, but is not required. If "can" or "may" is not used, such as in "Draw 3 cards," then the event is required.
- ▶ **Named Card:** A Combat or Non-Combat card having a character's name in its card title. p. 32
- ▶ **Named Drill Card:** See p. 28.
- ▶ **Non-Combat Cards:** Non-Combat cards represent non-combat events that take place on the DBZ TV show. To use a card power of a Non-Combat card, the player must first have laid the Non-Combat card on the table during Step 2) Play Non-Combat Cards. Non-Combat cards, except for Drill and Dragon Ball cards, are discarded after their card powers have been used in either Step 2) or Step 4). pp. 6, 14, 16, 26, 28

- ▶ **Or:** The word "or" in a card power. See p. 20.
- ▶ **Pass:** Means player chooses to do nothing other than say "pass", and play continues with the next event or instruction. See May.
- ▶ **Pass Consecutively:** For the attacker and defender to pass, one directly after the other, in either order. See Pass.
- ▶ **Physical Attack:** See p. 19.
- ▶ **Physical Attack Table:** Located on inside back cover. See example of using it, p. 19.
- ▶ **Power Stages:** At the right side of every personality card is a column of increasing numbers. Each number, such as 100, is one power stage. A personality increases in strength as the numbers grow larger as seen through the Scouter. The number at the top of the column is the highest power stage of that personality at that level. The power stage 000 equals 0. pp. 5, 12-13, 15, 19
- ▶ **Powering Up:** When personalities power up they are concentrating all their energies to become stronger in the next few minutes. See 3) Power Up, p. 15, 26
- ▶ **Questions About Rules:** Visit [dbzcardgame.com](http://dbzcardgame.com) for questions about the game rules.
- ▶ **Quick Start Game:** Suggestions contained in various places among these rules to allow people to play the game, particularly a first game, as soon as possible. The Quick Start Game abbreviates deck building and does not cover Tokui-Waza or multiple player games. pp. 11-12
- ▶ **Quick Start Play Sheet:** Illustrated sheet designed to teach the game as quickly as possible. It uses the Quick Start Game suggestions.

▶ **Removed from Play/Game:** Some cards are not only discarded but removed from the game entirely. Once removed from play, a card cannot be brought back into the game. p. 29

▶ **Rules Questions:** Visit [dbzcardgame.com](http://dbzcardgame.com) for questions about the game rules.

▶ **Saiyan:** This is a race of beings who helped Frieza invade the galaxy. Frieza destroyed their planet, but not before Goku was sent to Earth. Nappa and Vegeta are also members of this race and Gohan is a half Saiyan because of his father's heritage.

▶ **Scouter:** The plastic Scouter, with the attached "Z", is used to read a personality's power stage. pp. 9, 12, 15, 19

▶ **Stage:** Same as Power Stage. See Power Stage. For Stages of Damage, see Damage.

▶ **Taking Damage:** See Damage.

▶ **Tokui-Waza (Favorite Fighting Style Advantage):** Players gain an advantage by restricting their Combat and Non-Combat cards to a single martial art style, represented by the colors black, blue, orange, and red, plus Saiyan. See Tokui-Waza, pp. 26, 35.

▶ **Tournaments:** DBZ collectible card games sponsored by stores and Score that allow players to win prizes and compete with friends and meet new friends. Check [dbzcardgame.com](http://dbzcardgame.com) for tournaments near you.

▶ **Villains:** There are four Villains in the Saiyan Saga Set of cards: Raditz, Vegeta, Nappa, and the Saibaimen.

▶ **Warrior Sword counter:** The plastic Warrior Sword counter is used to keep track of a Main Personality's anger, rated from 0 to 5 (the highest). pp. 9, 12-13, 21

## Checklist

### Common Cards - 1 Star Dragon Ball

- 1   Orange Standing Fist Punch
- 2   Orange One Knuckle Punch
- 3   Orange Two Knuckle Punch
- 4   Orange Leg Sweep
- 5   Orange Arm Bar
- 6   Red Lunge Punch
- 7   Red Reverse Punch
- 8   Red Knife Hand
- 9   Red Palm Heel Strike
- 10   Red Elbow strike
- 11   Blue Forward Foot Sweep
- 12   Blue Hip Spring Throw
- 13   Blue Round Throw
- 14   Blue Shoulder Wheel
- 15   Earth Dragon Ball 1
- 16   Earth Dragon Ball 2
- 17   Hidden Power Level
- 18   Saiyan Arm Throw
- 19   Saiyan Full Spin Kick
- 20   Saiyan Pressure Punch
- 21   Saiyan Neck Hold
- 22   Power Up!
- 23   Burning Rage!
- 24   Goku's Surprise Attack
- 25   Goku's Physical Attack
- 26   Gohan's Physical Attack
- 27   Tien's Physical Attack
- 28   Vegeta's Physical Stance
- 29   Yajirobe's Physical Attack
- 30   Fall 7 times, get up 8 times
- 31   Fortify Your Spirit
- 32   The Untroubled Mind is Focused
- 33   It's the Little Things That Matter
- 34   Straining Off-Balancing Move
- 35   Straining, Penetrating Attack Move
- 36   Straining Fake Left Move
- 37   Straining Tripping Move
- 38   Straining Arm Drag Move
- 39   Straining Ankle Smash Move
- 40   Straining Energy Defense Move
- 41   Straining Head Lock Move
- 42   Straining Rolling Escape Move
- 43   Senzu Bean
- 44   Goku Body Throw!
- 45   Saiyan City Destruction
- 46   Goku Anger Attack

- 47   Raditz Total Defense
- 48   Goku's Touch
- 49   Orange Wrist Flex Takedown
- 50   Orange Shoulder Throw
- 51   Orange Hip Throw
- 52   Orange Neck Restraints
- 53   Orange Holding After Takedown
- 54   Red Knee Strike
- 55   Red Front Kick
- 56   Red Side Kick
- 57   Red Round Kick
- 58   Red Back Kick
- 59   Blue Big Outside Drop
- 60   Blue One Arm Shoulder Throw

### Promotional Cards - 2 Star Dragon Ball

- BK1   Goku's Attack  
 BK2   Gohan's Anger  
 BK3   Krillin's Trick  
 BK4   Piccolo's Revenge  
 BK5   Frieza's Spirit  
 BK6   Super Saiyan Goku's Power  
 BK7   Vegeta's Smirk  
 P1   Goku (Level 4)  
 P2   Piccolo (Level 4)  
 P3   Vegeta (Level 4)  
 P4   Raditz (Level 4)  
 P5   Gohan (Level 4)  
 P6   Krillin (Level 4)  
 P7   Nappa (Level 4)  
 P7   error dupe of P1  
 P15   error dupe of P7

### Uncommon Cards - 3 Star Dragon Ball

- 61   Blue Body Drop Throw
- 62   Blue Inner Leg Throw
- 63   Blue Big Whirl Throw
- 64   Blue Ground Holding
- 65   Black Fore Fist Punch
- 66   Black Knife Hand Strike
- 67   Black Elbow Strike
- 68   Black Front Kick
- 69   Black Side Kick
- 70   Black Turning Kick
- 71   Black Back Kick
- 72   Black Axe Heel Kick
- 73   Black Rear Spin Kick



74   Black Jump Turn Kick  
 75   Earth Dragon Ball 3  
 76   Earth Dragon Ball 4  
 77   Earth Dragon Ball 5  
 78   Roshi Training  
 79   King Kai Training  
 80   Saiyan Training  
 81   Saiyan Armor  
 82   Tien  
 83   Tien  
 84   Yamcha  
 85   Yamcha  
 86   Chi-Chi  
 87   Bulma  
 88   King Kai Uniform  
 89   Dream Chamber Training  
 90   Mother's Touch  
 91   Saiyan Energy Throw  
 92   Saiyan Energy Defense  
 93   Saiyan Mental Energy Attack  
 94   Saiyan Energy Blast  
 95   Saiyan Energy Aura  
 96   Saiyan Sweeping Defense  
 97   Power Up More!  
 98   Power Up the Most!  
 99   Blazing Anger!  
 100   Vegeta's Surprise Defense  
 101   Goku Honor Duel!  
 102   Raditz Honor Duel!  
 103   Piccolo Honor Duel!  
 104   Chiaotzu  
 105   Chiaotzu  
 106   Yajirobe  
 107   Yajirobe  
 108   Goku's Energy Defense  
 109   Piccolo's Energy Attack  
 110   Piccolo's Physical Defense  
 111   Gohan's Energy Defense  
 112   Krillin's Physical Defense  
 113   Krillin's Energy Attack  
 114   Tien's Energy Defense  
 115   Yamcha's Energy Attack  
 116   Yamcha's Physical Defense  
 117   Raditz Energy Wall  
 118   Raditz Physical Defense  
 119   Vegeta's Energy Blast  
 120   Nappa's Energy Aura

121   Nappa's Physical Resistance  
 122   Yajirobe's Energy Attack  
 123   Chiaotzu's Energy Manipulation  
 124   Red Penetrating Defense Drill  
 125   Blue Off-Balancing Opponent Drill  
 126   Orange Lifting Drill  
 127   Black Takedown Drill  
 128   Red Knee Pick Drill  
 129   Blue Deceiving Drill  
 130   Orange Tripping Drill  
 131   Black Bear Hug Drill  
 132   Red Rolling Drill  
 133   Blue Reversal Drill  
 134   Orange Off-Balancing Drill  
 135   Black Arm Bar Drill  
 136   Black Free-Style Drill  
 137   Orange Spontaneous Drill  
 138   Blue Cradle Drill  
 139   Red Wrist Control Drill  
 140   Red Reading Drill  
 141   Blue Enemies Drill  
 142   Orange Energy Drill  
 143   Black Physical Drill  
 144   Red Coordination Drill  
 145   Blue Breakfall Drill  
 146   Orange Body Shifting Drill  
 147   Black Striking Drill  
 148   Red Pressure-Point Drill  
 149   Meditation Drill  
 150   Blue Neck Restraint Drill  
 151   Orange Joint Restraint Drill  
 152   Black Defender Drill  
 153   Goku Energy Blast!  
 154   Piccolo Sidestep!  
 155   Piccolo Defense Drill  
 156   Ally's Sacrifice  
 157   Eyes of the Dragon

### Starter Deck Personality Cards - 4 Star Dragon Ball

158   Goku (Level 1)  
 159   Goku (Level 2)  
 160   Goku (Level 3)  
 161   Piccolo (Level 1)  
 162   Piccolo (Level 2)  
 163   Piccolo (Level 3)  
 164   Gohan (Level 1)

165   Gohan (Level 2)  
 166   Gohan (Level 3)  
 167   Krillin (Level 1)  
 168   Krillin (Level 2)  
 169   Krillin (Level 3)  
 170   Raditz (Level 1)  
 171   Raditz (Level 2)  
 172   Raditz (Level 3)  
 173   Vegeta (Level 1)  
 174   Vegeta (Level 2)  
 175   Vegeta (Level 3)  
 176   Nappa (Level 1)  
 177   Nappa (Level 2)  
 178   Nappa (Level 3)  
 179   Goku (Level 1HT)  
 180   Piccolo (Level 1HT)  
 181   Gohan (Level 1HT)  
 182   Krillin (Level 1HT)  
 183   Raditz (Level 1HT)  
 184   Vegeta (Level 1HT)  
 185   Nappa (Level 1HT)

### Rare Cards - 5 Star Dragon Ball

186   Earth Dragon Ball 6  
 187   Earth Dragon Ball 7  
 188   Earth Dragon Ball Capture  
 189   Earth Dragon Ball Combat  
 190   Enraged!  
 191   A Beginner's Heart is Dedicated  
 192   Teaching the Unteachable  
       Forces Observation  
 193   Respect the Spirit  
 194   Unselfish Behavior is Best  
 195   Hero Advantage  
 196   Saiyan Honor Quest  
 197   Saiyan Battle Terms  
 198   Saiyan Appraisal Maneuver  
 199   Dream Fighting  
 200   Cutting the Tail  
 201   The Tail Grows Back  
 202   Goku's Lucky Break  
 203   Saiyan Truce Card  
 204   Battle Pausing  
 205   Grabbing the Tail  
 206   Nappa's Blinding Flare  
 207   Power Gifting  
 208   Terrible Wounds

209   Broken Scouter  
 210   Raditz Flying Kick  
 211   Tien Mind Reading Trick  
 212   Piccolo's Flight  
 213   Plant Two Saibaimen  
 214   Gohan's Father Save  
 215   Krillin's Drill  
 216   Krillin's Energy Disk  
 217   Ribs Broken  
 218   Unexpected Allies  
 219   Raditz Energy Burst  
 220   Vegeta's Stance  
 221   Vegeta's Quickness Drill  
 222   Bulma Finds a Dragon Ball  
 223   Bulma Finds a Drill  
 224   Baba Witch Viewing Drill  
 225   Baba's Energy Blast  
 226   T-Rex Defense  
 227   T-Rex Offense  
 228   Vegeta's Plans  
 229   Alty Wins!  
 230   Chiaotzu's Drill  
 231   Goku's Mixing Drill  
 232   Red Life Attack Drill  
 233   Blue Life Defense Drill  
 234   Orange Focusing Drill  
 235   Black Shadow Drill  
 236   Saiyan Power Drill  
 237   Goku's Capturing Drill  
 238   King Kai's Calming  
 239   Roshi's Calming  
 240   Vegeta's Trick  
 241   Vegeta's Dragon Ball Capture  
 242   Dream Machine Battle  
 243   Saibaimen  
 244   Saibaimen  
 245   Saibaimen  
 246   Saibaimen

### Ultra Rare Cards - 6 Star Dragon Ball

247   Goku's Truce  
 248   Goku's Plan  
 249   Medic Kit  
 250   Chiaotzu's Physical Defense

# Fast Play Combat/Multiple Player Rules Table

Determines Extra Life Card Discards for the Successful Attack

Dragon Ball Z

Collectible  
Card Game

**Saiyan Saga**

## Defender

	Saiyan	Orange	Red	Black	Blue
Saiyan	-1 Discard	+2 Discard	+4 Discard	+4 Discard	+2 Discard
Orange	+2 Discard	-1 Discard	+2 Discard	+3 Discard	+3 Discard
Red	+3 Discard	+2 Discard	-1 Discard	+2 Discard	+3 Discard
Black	+3 Discard	+3 Discard	+2 Discard	-1 Discard	+2 Discard
Blue	+2 Discard	+3 Discard	+3 Discard	+2 Discard	-1 Discard

## Attacker

# Physical Attack Table

Dragon Ball Z

Collectible  
Card Game

**Saiyan Saga**

## Defender's Power Stage

	0	100-500	600-900	1000-2900	3000-9900	10,000-14,900	15,000-24,900	25,000+
0	0	0	0	0	0	0	0	0
100-500	1	0	0	0	0	0	0	0
600-900	2	1	0	0	0	0	0	0
1000-2900	3	2	1	0	0	0	0	0
3000-9900	4	3	2	1	0	0	0	0
10,000-14,9000	5	4	3	2	1	0	0	0
15,500-24,900	6	5	4	3	2	1	0	0
25,000+	7	6	5	4	3	2	1	0
	8	7	6	5	4	3	2	1

## Attacker's Power Stage

## During Your Turn

see p.14 for details

- ▶▶ 1) Draw 3 Cards from your Life Deck
- ▶▶ 2) Play Non-Combat Cards
- ▶▶ 3) Power Up!
- ▶▶ 4) Combat
  - ▶ (a) Defender draws 3 cards
  - ▶ (b) Attacker Attacks!
  - ▶ (c) Defender Defends
  - ▶ (d) Fight Back?!
  - ▶ (e) Fight Back and Forth until both Attacker and Defender pass
- ▶▶ 5) Discard
- ▶▶ 6) Add Life Card for Not Attacking

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## Beginning a New Game

see p.11 for details

- ▶ Find and place your Main Personality cards
- ▶ Announce highest personality levels
- ▶ Claim any Tokui-Waza (Favorite Fighting Style Advantage)
- ▶ Set your Main Personality's power stage with the Scouter to 5 stages above zero
- ▶ Shuffle and place your Life Deck
- ▶ Set your Warrior Sword counter to zero
- ▶ Begin play with the Hero player

## Credits

<b>Game Design</b>	James M. Ward
<b>Game Development</b>	Timothy Brown
<b>Art Director</b>	Jim Koehler
<b>Graphic Design</b>	Carl Braun & Francisco I. Rodriguez
<b>Playtesters</b>	David Buchanon, Bob Day, Adam DeWulf, Jim Dummman, David Eckhard, Josh Elwood, Anthony Fernandez, John Ickes, Jerome Ingalls, Craig Johnson, J.J. Jovani, Tim Kidwell, Tony Lee, Andy Leonard, Lewis McLouth, Joshua McManus, Matt Mesick, Joshua Minnon, Robert Monteith, Dillon Oashein, Tammey Reed, Todd Sneden, Kyle Stearns, Alex Von Bergen, Ken Whitman.

For more information on the game, check out

[www.dbzcardgame.com](http://www.dbzcardgame.com)

For more information on the show, check out

[www.dragonballz.com](http://www.dragonballz.com)

Recommended for ages 11 and up

Version 1, Saiyan Saga Series

Game created and published by



Not suitable  
for children  
under 3 years.



**FUNimation**<sup>®</sup>  
Productions Inc.  
[www.dragonballz.com](http://www.dragonballz.com)

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