

DBSCG Series 1 Rules Q&A(Updated 7/27)

■ General Rules

Q&A(1.)

Q. When a card's skill contradicts the rules, what takes precedence?

A. The card's skill takes precedence.

Q&A(2.)

Q. Can players look at each other's life and decks?

A. No, they can't. The contents of both players' decks, life cards, and their opponent's hands are hidden information, and cannot be looked at during a game. You cannot change the order of cards in your deck, either.

Q&A(3.)

Q. Can players look at the cards in each other's Drop Areas and Leader Areas?

A. Yes, they can. Players are free to look at all cards other than those in each player's deck, life, and opponent's hand.

Q&A(4.)

Q. How many cards can you have in your hand?

A. There is no limit to the number of cards you can have in your hand.

Q&A(5.)

Q. Can I place cards from the Battle Area into the Drop Area whenever I feel like it?

A. No, you cannot.

Q&A(6.)

Q. What does it mean to "draw a card"?

A. When you "draw a card," you take the top card of your deck – without revealing it to anyone – and place it in your hand.

Q&A(7.)

Q. When I move cards to a different Area, can I choose to move them to an opponent's Area?

A. No, you can't. When moving cards, you can only move them to your own areas, unless explicitly otherwise specified.

■ Deck Creation

Q&A(8.)

Q. How many cards can I have in my deck?

A. Exactly 50 cards, excluding your Leader Card. You cannot have more or less than 50 cards in your deck.

Q&A(9.)

Q. How many Leader Cards can I use in a game?

A. You are allowed to use a single Leader Card.

Q&A(10.)

Q. How many cards with the same name can I use in a deck?

A. As many as you like. However, you can only have four of a card with the same card number in a deck.

Q&A(11.)

Q. How many cards with the same character name can I use in a deck?

A. As many as you like. However, you can only have four copies of a card with the same card number in a deck.

■ Game Setup

Q&A(12.)

Q. When starting a game, how should players decide who goes first?

A. Dice, rock-paper-scissors and other means of generating a random outcome are all acceptable.

Q&A(13.)

Q. How many times can a player redraw their hand at the start of the game?

A. One time only.

Q&A(14.)

Q. When redrawing your hand, is it necessary to return your entire starting hand to the deck?

A. No, it's not necessary. You may return as many (or as few) cards as you like to the deck, then redraw that same number of cards.

Q&A(15.)

Q. Do you have to place the cards in your Life Area in a set order?

A. No, you don't. You may place the top eight cards of your deck in the Life Area in whatever order you choose.

■ Charge Phase

Q&A(16.)

Q. When going first, do you draw a card from the deck during your first turn's Charge Phase?

A. No. Players who go first do not draw during their first turn's Charge Phase.

Q&A(17.)

Q. Can you choose *not* to switch your cards in Rest Mode to Active Mode during the Charge Phase?

A. No, you can't. You must switch your cards in Rest Mode to Active Mode during the Charge Phase.

Q&A(18.)

Q. Can you choose not to draw a card during your Charge Phase?

A. No, you must draw a card.

Q&A(19.)

Q. Can you choose not to place a card in the Energy Area during your Charge Phase?

A. Yes, this is a valid option.

■ Main Phase

Q&A(20.)

Q. Can you take actions during the Main Phase in whatever order you choose?

A. Yes, you can.

Q&A(21.)

Q. Can you play as many Battle Cards as you like during a single turn?

A. Yes, you can.

Q&A(22.)

Q. Is there a limit to the number of Battle Cards you can play in the Battle Area?

A. There's no limit. You can play as many Battle Cards as you like.

Q&A(23.)

Q. Can you play as many cards with the same name and character name in the Battle Area as you want?

A. Yes. There's no limit to the number of cards you can play in the Battle Area with the same name.

Q&A(24.)

Q. Can you play as many Extra Cards as you want during a single turn?

A. Yes, there's no limit to the number of Extra Cards you can play during a turn.

Q&A(25.)

Q. Where do Extra Cards go after their skill triggers?

A. Extra Cards are placed in the Drop Area when they trigger.

Q&A(26.)

Q. Can you activate [Activate: Main] as many times as you want during a single turn?

A. Yes, you can.

Q&A(27.)

Q. Can the player who goes first start a battle on the first turn of the game?

A. No, they cannot. No battles can occur on the first turn of the game.

■ Skills

Q&A(28.)

Q. Can you activate the skills of cards in the Drop Area or Energy Area?

A. No, you cannot. As a general rule, skills can only be activated on cards in the Battle Area.

Q&A(29.)

Q. What do the different parentheses on card skills mean?

A. {} are used for card names, <> for character names, and <>> for special traits.

Cards and skills that refer to card text in parentheses affect cards with the same card text in the same kind of parentheses.

Q&A(30.)

Q. How long are permanent skills active for?

A. Permanent skills remain active continuously from the moment they activate.

Q&A(31.)

Q. Do permanent skills remain active during your opponent's turn as well?

A. Yes, unless otherwise specified.

Q&A(32.)

Q. When do auto skills activate?

A. They automatically activate at the specified timing.

Q&A(33.)

Q. Do auto skills activate even during your opponent's turn?

A. Yes, they do.

Q&A(34.)

Q. How do you resolve multiple auto skills activating at the same time?

A. You may resolve them one by one in the order of your choosing.

Q&A(35.)

Q. What happens when both your and your opponent's auto skills activate at the same time?

A. Resolve the auto skill of the player whose turn it is first, and then resolve the other player's auto skill.

Q&A(36.)

Q. What happens when an auto skill activates during the resolution of a skill?

A. Resolve the activated auto skill after fully resolving the current skill.

Q&A(37.)

Q. Which activates first: auto skills or permanent skills?

A. Permanent skills activate first.

Q&A(38.)

Q. When the target of an attack during battle changes to a different card, do the “when attacked” auto skills on that card activate?

A. Yes, they do. “When attacked” skills activate the moment the attack target is changed to them, even if they weren’t originally the target of attack.

Q&A(39.)

Q. When choosing “up to 1 card,” can you opt not to choose a card?

A. Yes, you can.

When a card asks you to choose “up to” some number of cards, choosing zero cards is a valid option.

Q&A(40.)

Q. When a card asks you to choose “one card,” can you opt not to choose a card?

A. No, you cannot.

If the wording on the card does not include the words “up to,” you must choose the specified number if possible.

Q&A(41.)

Q. If you could only choose 1 card for a skill that specifies to choose 2 cards, do you have to choose and apply the skill to that 1 card?

A. Yes, you must.

If you can choose the specified number of cards, choose cards as close as you can to that number.

Q&A(42.)

Q. Unless otherwise specified, do skills that affect Battle Cards affect Battle Cards in all areas?

A. No, they only affect Battle Cards in the Battle Area.

Unless otherwise specified, such skills only affect Battle Cards in the Battle Area.

Q&A(43.)

Q. You activate a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

■ Battle

Q&A(44.)

Q. Can you attack your own cards?

A. No, you can only attack your opponent's cards. Generally, you can only attack Battle Cards in Rest Mode.

Q&A(45.)

Q. Can you attack your opponent's Battle Cards that are in Active Mode?

A. No, you cannot.

Q&A(46.)

Q. Can you attack a Leader Card in Active Mode?

A. Yes, you can.

You can attack a Leader Card regardless of what mode they are in.

■ Offense Step & Defense Step

Q&A(47.)

Q. Can you play Battle Cards during your Offense Step while attacking? Can you play Battle Cards during your Defense Step while being attacked?

A. No, you cannot.

Q&A(48.)

Q. Can you activate [Activate: Main] skills during your Offense Step while attacking or being attacked?

A. No, you cannot.

You can only activate [Activate: Battle] skills during the Offense Step and Defense Step before attacking or being attacked.

Q&A(49.)

Q. Can you activate [Awaken] during the Offense Step or Defense Step?

A. Yes, you can.

■ Combo

Q&A(50.)

Q. When can you combo?

A. During your Offense Step while attacking, or Defense Step while being attacked.

Q&A(51.)

Q. Do you have to combo during a battle?

A. No, you do not.

Q&A(52.)

Q. How many cards can you combo with during a single battle?

A. As many as you wish.

Q&A(53.)

Q. How many times can you combo during a single step?

A. As many times as you wish.

Q&A(54.)

Q. Can you simultaneously combo with 2 or more cards?

A. No, you cannot.

Combos fundamentally use 1 card at a time.

Q&A(55.)

Q. When are cards in the Combo Area moved to the Drop Area?

A. They are placed in the Drop Area when the battle is over.

Q&A(56.)

Q. Can you activate [Counter: Attack] after you combo?

A. No you cannot.

[Counter: Attack] activates when a player attacks.

Q&A(57.)

Q. Can you activate [Blocker] after you combo?

A. No, you cannot.

[Blocker] activates when a player attacks.

■ Damage Step

Q&A(58.)

Q. If the both cards in a battle have the same power, which one wins?

A. The attacking card wins.

Q&A(59.)

Q. If the power of the attacking card is lower than the power of the attacked card, what happens to the attacking card?

A. Nothing happens when an attacking card loses a battle.

Q&A(60.)

Q. When you are dealt damage and add a card from your Life Area to your hand, can you choose which card to add to your hand?

A. Yes, you can choose which card to add to your hand from your Life Area.

Q&A(61.)

Q. What happens to a KO'd Battle Card?

A. It is placed in the Drop Area.

■ Keyworded Skills

● [Blocker]

Q&A(62.)

Q. When you have a Battle Card with [Blocker] in play, do you have to activate its [Blocker] skill when the opponent attacks?

A. No, you can choose not to activate [Blocker] during attacks.

Q&A(63.)

Q. Which resolves first: [Blocker], or an auto skill triggered by attacking?

A. Resolve the auto skill triggered by attacking first, then resolve [Blocker].

● [Strike] ([Double Strike] [Triple Strike] [Quadruple Strike])

Q&A(64.)

Q. When you are dealt two or more damage, do you add two cards to your hand simultaneously?

A. No. Add them one at a time.

Q&A(65.)

Q. How much damage does a card with both [Double Strike] and [Triple Strike] deal to your opponent's life?

A. It deals three damage.

If a card has multiple [Strike] skills, the [Strike] skill that does the most damage applies.

Q&A(66.)

Q. If a card that originally had [Double Strike] gains [Double Strike] from another card or skill, does it gain [Triple Strike]?

A. No, it does not.

● **[Dual Attack]**

Q&A(67.)

Q. A card with [Dual Attack] had its first attack negated. Can you still switch it to Active Mode after the attack?

A. Yes, you can.

Even if an attack is negated, skills that trigger at the end of a battle still resolve, allowing you to switch a card with [Dual Attack] to Active Mode.

Q&A(68.)

Q. If a card that originally had [Dual Attack] gains [Dual Attack] from another card or skill, does it gain [Triple Attack]?

A. No, it does not.

● **[Critical]**

Q&A(69.)

Q. If a card with [Critical] deals two or more points of damage, do that many cards get placed in the Drop Area from the opponent's Life Area?

A. Yes, they do.

● **[Revenge]**

Q&A(70.)

Q. A Battle Card with [Revenge] was KO'd by an attack. Can you still KO the attacking card?

A. Yes, you can.

Q&A(71.)

Q. A Battle Card with [Revenge] is attacked, and you activate the [Blocker] skill from another card to switch the target of the attack. Do you still get to KO the attacking card at the end of the battle?

A. No, you do not.

You cannot resolve the [Revenge] skill of a card that did not participate in a battle.

Q&A(72.)

Q. You negate an attack targeting one of your Battle Cards with [Revenge]. Can you still KO the attacking card at the end of the battle?

A. No, you cannot.

If the attack was negated, the card is not considered to be participating in battle at the end of the battle, so [Revenge] does not resolve.

Q&A(73.)

Q. If an attacked card gains [Revenge] during a battle, can you KO the attacking card at the end of the battle using [Revenge]?

A. Yes, you can.

The card is participating in battle at the end of the battle, so you can KO the attacking card at the end of the battle using [Revenge].

●[Counter]

Q&A(74.)

Q. Where can you activate [Counter]-type skills from?

A. Unlike other skills, [Counter] can only be activated from your hand.

Q&A(75.)

Q. Can you activate a [Counter]-type skill in response to your own actions?

A. No, you cannot.

[Counter] can only be activated in response to your opponent's actions.

Q&A(76.)

Q. Which resolves first, a [Counter]-type skill or an opponent's auto skill that is triggered by that Counter?

A. The [Counter]-type skill resolves first.

Q&A(77.)

Q. Can you activate multiple [Counter]-type skills at once?

A. No, you cannot.

Even if the specified timing is the same, you can only activate one counter per counter timing.

Q&A(78.)

Q. When activating a Battle Card's [Counter]-type skill, can you activate it without paying the card's energy cost?

A. No, you must pay the energy cost.

[Counter] skills can be activated from your hand by paying the card's energy cost.

Q&A(79.)

Q. What happens to energy spent to pay for an action negated by a [Counter]-type skill?

A. It remains spent.

Even if the action was negated, you do not regain spent energy.

●[Evolve]

Q&A(80.)

Q. Where can you activate [Evolve] skills from?

A. Unlike other skills, you can only activate [Evolve] from your hand.

Q&A(81.)

Q7. When you play a card with [Evolve], do its "when you play this card" skills activate?

A7. Yes, they do.

Q&A(82.)

Q. Does a card played with [Evolve] remain in the same position, remain affected by card effects, and retain power additions/subtractions from the card it evolved from?

A. Yes, it does.

→Does this mean that if the card which evolved into the new card had +5000 power, the new card also gains +5000 power?

Q&A(83.)

Q. What happens to the cards stacked under a card played with [Evolve]?

A. They are treated as a single card along with the cards stacked above it. Unless a skill specifies otherwise, all card text contained on those cards is ignored, and none of the cards can participate in battle.

Q&A(84.)

Q. Can you evolve a card that has already evolved from a different card?

A. Yes, you can.

Place the new card on top of the existing stack of cards.

Q&A(85.)

Q. Are you allowed to look at the cards placed under cards played with evolve?

A. Yes, you are.

Q&A(86.)

Q. If a card played with [Evolve] moves to a different area, what happens to the cards below it?

A. They are placed in the Drop Area.

●[Awaken]

Q&A(87.)

Q. Can you activate the skills from a Leader Card's Awakened form before it awakens? How about the other way around?

A. No you cannot activate the skills from a Leader Card's Awakened form before it awakens. You can only activate the skills currently visible on the card.

Q&A(88.)

Q. You awaken your Leader Card after declaring an attack. At this point, can you activate the skills of your awakened leader card that trigger when the card attacks?

A. No, you cannot.

The Leader Card was not awakened at the time you declared your attack, so the skills do not activate.

Q&A(89.)

Q. Does an awakened Leader Card remain in the same position, remain affected by card effects, and retain power additions/subtractions from its non-awakened form?

A. Yes, it does.

■ Individual Cards

● SD1-001 SSGSS Son Goku, The Soul Striker

Q&A(90.)

Q. Can you choose not to draw cards off the auto skill of {SD1-001 SSGSS Son Goku, The Soul Striker}?

A. No, you cannot. You must draw a card when its auto skill activates.

● SD1-003 SS3 Son Goku, Maximum Energy

Q&A(91.)

Q. The card gained [Dual Attack] thanks to its card effect. If you play another card on top of it using [Evolve] that turn, will the new card also gain [Dual Attack]?

A. Yes it will.

A card played with [Evolve] inherits all effects applied to the card it evolved from including [Dual Attack].

● BT1-001 Champa

Q&A(92.)

Q. Can you choose not to draw cards off {BT1-001 Champa}'s auto skill?

A. No, you cannot.

You must draw a card.

Q&A(93.)

Q. When one of your Battle Cards with 15000 or less power attacks for the first time, does the auto skill of {BT1-001 Champa} activate?

A. Yes, it does.

However, you cannot draw a card off of it.

Q&A(94.)

Q. The auto skills of {BT1-001 Champa} and {BT1-014 Saiyan Cabba} activated simultaneously. In this case, can you draw a card off {BT1-001 Champa}'s auto skill?

A. When two or more of your auto skills activate simultaneously, you can resolve them in any order you choose.

If you resolve {BT1-014 Saiyan Cabba}'s skill first, the card's power will exceed 15000, so you can draw a card with {BT1-001 Champa}.

If you resolve {BT1-001 Champa}'s skill first, the power of {BT1-014 Saiyan Cabba} is

still 5000, so you cannot draw a card.

● **BT1-002 Vados**

Q&A(95.)

Q. Can you attack your own Battle Cards in Active Mode?

A. No, you cannot.

● **BT1-002 Aide Vados**

Q&A(96.)

Q. Can you attack your own Battle Cards in Active Mode?

A. No, you cannot.

Q&A(97.)

Q. Can you choose not to draw cards off {BT1-001 Aide Vados}'s auto skill?

A. No, you cannot.

You must draw a card.

● **BT1-003 Assassin Hit**

Q&A(98.)

Q. What does “negate that [Blocker]” mean?

A. This effect returns the target of the attack to the original target of attack, prior to it being changed by the activation of [Blocker].

Q&A(99.)

Q. When your opponent activates [Blocker], if you negate that [Blocker] with {BT1-003 Assassin Hit}'s skill, does the card with [Blocker] return to Active Mode?

A. No, it remains in Rest Mode.

Q&A(100.)

Q. Can you choose not to draw cards off {BT1-001 Assassin Hit}'s auto skill?

A. No, you cannot.

You must draw a card.

● **BT1-007 Manipulating God Champa**

Q&A(101.)

Q. You activated a skill that allows you to search through your deck. As part of resolving

that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(102.)

Q. When looking at a specified number of cards from the top of your deck, do you need to declare the number of cards beforehand?

A. No, that's not necessary.

You can stop looking at cards from the top of your deck whenever you like as long as you do not exceed the limit specified in the skill.

Q&A(103.)

Q. Can you add {BT1-004 Destructive Terror Champa} to your hand by using {BT1-007 Manipulating God Champa}'s skill?

A. Yes, you can.

{BT1-004 Destructive Terror Champa}'s character name is "Champa," so the card fulfills the conditions stated in the card text.

●BT1-008 Bewitching God Vados

Q&A(104.)

Q. You activated a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(105.)

Q. When looking at a specified number of cards from the top of your deck, do you need to declare the number of cards beforehand?

A. No, that's not necessary.

You can stop looking at cards from the top of your deck whenever you like as long as you do not exceed the limit specified in the skill.

Q&A(106.)

Q. Do you need to pay the energy cost for cards played via card skills?

A. No, you do not need to pay unless otherwise specified.

●BT1-009 Calm-Hearted Vados

Q&A(107.)

Q. You activated a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(108.)

Q. When looking at a specified number of cards from the top of your deck, do you need to declare the number of cards beforehand?

A. No, that's not necessary.

You can stop looking at cards from the top of your deck whenever you like as long as you do not exceed the limit specified in the skill.

●BT1-011 Lightning-fast Hit

Q&A(109.)

Q. {BT1-011 Lightning-fast Hit} inflicted damage to the opponent with its auto skill. Does the owner of {BT1-011 Lightning-fast Hit} choose which cards the opponent adds from the Life Area to their hand?

A. No, they do not.

The player who was damaged chooses which cards to add to their hand.

●BT1-014 Saiyan Cabba

Q&A(110.)

Q. When adding cards from your Life Area to your hand with {BT1-014 Saiyan Cabba}'s auto skill, can you choose which card to add to your hand?

A. You can, but you cannot look at the card beforehand.

● **BT1-015 Terror Assault Frost**

Q&A(111.)

Q. The opponent activates [Blocker] against {BT1-015 Terror Assault Frost}'s attack. Which card can you KO with {BT1-015 Terror Assault Frost}'s auto skill: the original target of the attack or the card with [Blocker]?

A. KO the original target of the attack.

Q&A(112.)

Q. {BT1-015 Terror Assault Frost}'s attack is negated. Does its auto skill still resolve?

A. Yes, it does. KO the card {BT1-015 Terror Assault Frost} attacked.

● **BT1-017 Evolution Premonition Frost**

Q&A(113.)

Q. You activated a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(114.)

Q. When looking at a specified number of cards from the top of your deck, do you need to declare the number of cards beforehand?

A. No, that's not necessary.

You can stop looking at cards from the top of your deck whenever you like as long as you do not exceed the limit specified in the skill.

Q&A(115.)

Q. Can you use {BT1-017 Evolution Premonition Frost}'s skill to evolve into {BT1-015 Terror Assault Frost}?

A. Yes, you can.

The character name of {BT1-015 Terror Assault Frost} is "Frost" so the conditions specified in the card text are fulfilled.

Q&A(116.)

Q. When you evolve cards with skills, do you need to pay the energy cost or the cost

specified in the [Evolve] text of the cards you are playing?

A. No, you do not have to pay unless otherwise specified.

●BT1-018 Confident Botamo

Q&A(117.)

Q. Can Confident Botamo attack your own Battle Cards in Active Mode?

A. No, he cannot.

●BT1-020 Iron Wall Magetta

Q&A(118.)

Q. What does “cannot be KO-ed in battle” mean?

A. It means that the card is not KO-ed even if the total power of it and its combo cards is lower than the opponent’s card at the end of the damage step.

Q&A(119.)

Q. When {BT1-020 Iron Wall Magetta} is in battle, can it be KO-ed with skills?

A. Yes, it can.

{BT1-020 Iron Wall Magetta} is only invulnerable to being KO-ed as a result of direct attacks in battle.

●BT1-022 Universe 6 Supreme Kai

Q&A(120.)

Q. You activated a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(121.)

Q. When playing cards with card skills, do you need to pay the energy cost of that card?

A. No, you do not need to pay unless specified otherwise.

●BT1-023 Kai Attendant of Universe 6

Q&A(122.)

Q. Can you attack Leader Cards with 15000 or more power?

A. Yes, you can.

Q&A(123.)

Q. When you attack an opponent's card with the 10000-power {BT1-023 Kai Attendant of Universe 6}, can your opponent activate [Blocker] skills on cards with 15000 or more power?

A. Yes, they can.

In this case, your {BT1-023 Kai Attendant of Universe 6} would be forced to battle with the Battle Card with [Blocker].

●BT1-025 Vados's Assistance

Q&A(124.)

Q. If an attacking card has an auto skill triggered by attacking, is it negated as well when you negate the card's attack?

A. No, it is not.

The skill activates and resolves after the attack is negated.

●BT1-027 Cabba's Awakening

Q&A(125.)

Q. Can {BT1-027 Cabba's Awakening} give +6000 power to a card that hasn't participated in battle?

A. Yes, it can.

●BT1-028 Vegeta

Q&A(126.)

Q. When adding cards from the Life Area to your hand with {BT1-028 Vegeta}'s auto skill, can you choose which card to add to your hand?

A. You can, but you cannot look at the card beforehand.

●BT1-028 Super Saiyan Blue Vegeta

Q&A(127.)

Q. Can you choose not to draw cards with the auto skill of {BT1-028 Super Saiyan Blue Vegeta}?

A. No, you cannot.

You must draw a card.

Q&A(128.)

Q. When adding cards from the Life Area to your hand with the auto skill of {BT1-028 Super Saiyan Blue Vegeta}, can you choose which card to add to your hand?

A. You can, but you cannot look at the card beforehand.

Q&A(129.)

Q. You resolve {BT1-028 Super Saiyan Blue Vegeta}'s activated skill. Later that turn, the number of cards in your Energy Area reaches 7 or more. Does {BT1-028 Super Saiyan Blue Vegeta} gain +10000 power for the duration of the turn?

A. No, it does not.

The skill only activates if you have 7 or more cards in your Energy Area when it resolves.

●BT1-029 Beerus, God of Destruction

Q&A(130.)

Q. Can you choose not to draw cards with {BT1-029 Beerus, God of Destruction}'s auto skill?

A. No, you cannot.

You must draw a card.

●BT1-030 Son Goku

Q&A(131.)

You added a card to your Energy Area after {BT1-030 Son Goku} attacks. Does {BT1-030 Son Goku} immediately gain +1000 power?

A. No, it does not.

The skill only adds power equal to the number of cards in your Energy Area when it resolves.

●BT1-030 Super Saiyan Blue Son Goku

Q&A(132.)

Q. Can you choose not to draw cards with {BT1-030 Super Saiyan Blue Son Goku}'s auto skill?

A. No, you cannot.

You must draw a card.

Q&A(133.)

You added a card to your Energy Area after {BT1-030 Super Saiyan Blue Son Goku} attacks. Does {BT1-030 Super Saiyan Blue Son Goku} immediately gain +1000 power?

A. No, it does not.

The skill only refers to the number of cards in your Energy Area at its resolution.

●BT1-032 Overflowing Spirit SSGSS Son Goku

Q&A(134.)

Q. After playing {BT1-032 Overflowing Spirit SSGSS Son Goku}, you gained 5 or more cards in your Energy Area. Does {BT1-032 Overflowing Spirit SSGSS Son Goku} gain +10000 power?

A. Yes, it does.

The permanent skill of {BT1-032 Overflowing Spirit SSGSS Son Goku} becomes valid the instant you have 5 or more cards in your Energy Area, giving it +10000 power immediately.

●BT1-033 Kind Saiyan Son Goku

Q&A(135.)

Q. You activated a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(136.)

Q. When looking at a specified number of cards from the top of your deck, do you need to declare the number of cards beforehand?

A. No, that's not necessary.

You can stop looking at cards from the top of your deck whenever you like as long as you do not exceed the limit specified in the skill.

Q&A(137.)

Q. Can you add {BT1-031 God Break Son Goku} to your hand with {BT1-033 Kind Saiyan Son Goku}?

A. Yes, you can.

The character name of {BT1-031 God Break Son Goku} is "Son Goku," so the condition

specified on the card text is fulfilled.

●BT1-040 Bulma, God Tempter

Q&A(138.)

Q. You activated a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(139.)

Q. Can you add {BT1-044 Whis, The Resting Attendant} with {BT1-040 Bulma, God Tempter}'s skill?

A. Yes, you can.

The character name of {BT1-044 Whis, The Resting Attendant} is "Whis," fulfilling the condition specified on the card.

●BT1-041 Beerus, General of Demolition

Q&A(140.)

Q. {BT1-041 Beerus, General of Demolition}'s skill caused the opponent to place the only card in their hand into the Drop Area. Does the "if they don't" part of the skill resolve?

A. Yes, it does.

The skill resolves in any situation where the opponent can't place 2 cards from their hand into the Drop Area.

Q&A(141.)

Q. When {BT1-041 Beerus, General of Demolition} attacks the opponent's Leader Card, the opponent activates [Blocker], redirecting the target of the attack to that card. In this case, does {BT1-041 Beerus, General of Demolition}'s auto skill activate?

A. Yes, it does.

{BT1-041 Beerus, General of Demolition}'s auto skill has already activated by the time the opponent can choose to activate [Blocker]. The skill resolves before the [Blocker] skill does.

● **BT1-043 Whis, Judge of the Gods**

Q&A(142.)

Q. What does {BT1-043 Whis, Judge of the Gods}'s auto skill "after your current turn ends, take another turn" mean?

A. The opponent does not start their turn after you end your turn. You get to play a full extra turn - from Charge Phase to End Phase - instead.

Q&A(143.)

Q. Can {BT1-043 Whis, Judge of the Gods} attack even when there are active effects that prevent Battle Cards from attacking?

A. No, it cannot.

"Battle Cards cannot attack" and similar effects don't negate attacks; they simply prevent Battle Cards from attacking at all.

● **BT1-044 Whis, The Resting Attendant**

Q&A(144.)

Q. What does "add 1 card to your energy" mean?

A. It means to place a card face-up in your Energy Area.

● **BT1-047 Energy Boosted Majin Buu**

Q&A(145.)

Q. Can you choose not to draw cards off {BT1-047 Energy Boosted Majin Buu}'s auto skill?

A. No, you cannot.

You must draw a card.

● **BT1-048 Ultimate Judgment Jaco**

Q&A(146.)

Q. The opponent gave an attacking card [Double Strike] with {BT1-005 Furthering Destruction Champa}'s skill. If you then return {BT1-005 Furthering Destruction Champa} to the opponent's hand with {BT1-048 Ultimate Judgment Jaco}'s skill, will the attacking card lose the [Double Strike] it gained from {BT1-005 Furthering Destruction Champa}?

A. No, it will not.

Q&A(147.)

{BT1-005 Furthering Destruction Champa} gives the target card [Double Strike] the moment it is used in a combo, so the skill will not be lost.

●BT1-052 Objection

Q&A(148.)

Q. What does “add 1 card to your energy” mean?

A. It means to place a card face-up into your Energy Area.

●BT1-054 Encouraging Presence Monaka

Q&A(149.)

Q. Can you choose not to draw cards with {BT1-054 Encouraging Presence Monaka}'s auto skill?

A. No, you cannot.

You must draw a card.

●BT1-055 Whis's Coercion

Q&A(150.)

Q. When you negate an attack, do you also negate any auto skills on the attacking card that are triggered by attacking?

A. No, you do not.

The skill activates and resolves after the attack has been negated.

●BT1-056 Super Saiyan God Son Goku

Q&A(151.)

Q. Can you choose not to draw cards with {BT1-056 Super Saiyan God Son Goku}'s auto skill?

A. No, you cannot.

You must draw a card.

●BT1-057 Broly

Q&A(152.)

Q. When you attack your opponent's Leader Card with {BT1-057 Broly}, can the opponent activate the [Blocker] skill on one of their Battle Cards?

A. Yes, they can.

In this case, {BT1-057 Broly} would battle the opponent's Battle Card with [Blocker].

●BT1-057 Broly, The Legendary Super Saiyan

Q&A(153.)

Q. When you attack your opponent's Leader Card with {BT1-057 Broly, The Legendary Super Saiyan}, can the opponent activate the [Blocker] skill on one of their Battle Cards?

A. Yes, they can.

In this case, {BT1-057 Broly, The Legendary Super Saiyan} would battle the opponent's Battle Card with [Blocker].

Q&A(154.)

Q. Can you choose not to draw cards with {BT1-057 Broly, The Legendary Super Saiyan}'s auto skill?

A. No, you cannot.

You must draw a card.

Q&A(155.)

Q. Can you use {BT1-057 Broly, The Legendary Super Saiyan}'s skill to place a card in the Battle Area with [Field] into the Drop Area?

A. Yes, you can.

Q&A(156.)

Q. When {BT1-057 Broly, The Legendary Super Saiyan}'s auto skill activates, both players discard a card from their hands into the Drop Area. Which player discards first?

A. Both players discard a card from their hand into the Drop Area simultaneously.

Q&A(157.)

Q. When {BT1-057 Broly, The Legendary Super Saiyan} attacks, you have {BT1-081 Broly's Ring} in the Battle Area, so you don't place a card from your hand into the Drop Area. In this case, does the opponent still place cards from their hand and Battle Area into the Drop Area?

A. Yes, they do.

Even if there are parts of an effect that cannot be resolved, you must resolve as much of the effect as possible.

●BT1-058 Son Gohan

Q&A(158.)

Q. Can you choose not to draw cards with {BT1-058 Son Gohan}'s auto skill?

A. No, you cannot.

You must draw a card.

●BT1-058 Full Power Son Gohan

Q&A(159.)

Q. Can you choose not to draw cards with {BT1-058 Full Power Son Gohan}'s auto skill?

A. No, you cannot.

You must draw a card.

●BT1-061 Friend-Summoning Son Gohan

Q&A(160.)

Q. You use {BT1-061 Friend-Summoning Son Gohan}'s auto skill to look at cards from the top of your deck, and place cards that are not "Krillin" back on top. Do you shuffle your deck afterwards?

A. Yes, you do.

The skill of {BT1-061 Friend-Summoning Son Gohan} has been updated, and is different from the text currently printed on the card.

The updated skill is as follows:

"[Auto] When you play this card, look at up to 7 cards from the top of your deck. Choose up to 1 <Krillin> among them and add it to your hand. Then shuffle your deck."

Q&A(161.)

Q. Can you choose to play the card with the skill as printed?

A. No, you cannot.

Please apply the updated skill when using the card.

Q&A(162.)

Q. You activated a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(163.)

Q. When looking at a specified number of cards from the top of your deck, do you need to declare the number of cards beforehand?

A. No, that's not necessary.

You can stop looking at cards from the top of your deck whenever you like as long as you do not exceed the limit specified in the skill.

Q&A(164.)

Q. Can you add {BT1-072 Human Shield Krillin} to your hand with {Friend-Summoning Son Gohan}'s skill?

A. Yes, you can.

The character name of {BT1-072 Human Shield Krillin} is "Krillin" so the condition specified on the card text is fulfilled.

●BT1-063 Son Goten, Family of Justice

Q&A(165.)

Q. You KO-ed a Battle Card that was being attacked. What happens to the battle-in-progress?

A. The battle ends.

Any time a Battle Card that is being attacked moves to a different area, the battle ends.

Q&A(166.)

Q. You KO-ed a Battle Card that was being attacked. In this case, what happens to the cards in both players' Combo Areas?

A. They are placed in the Drop Area.

All cards placed in the Combo Area are placed into the Drop Area at the end of the battle.

●BT1-064 Raging Attacker Vegeta

Q&A(167.)

Q. When activating the [Counter] skill of a Battle Card, can you activate it without paying the card's energy cost?

A. No, you must pay the energy cost.

[Counter] skills can be activated from your hand by paying the card's energy cost.

Q&A(168.)

Q. When playing cards with card skills, do you need to pay the energy cost of that card?

A. No, you do not need to pay unless specified otherwise.

Q&A(169.)

Q. You KO-ed a Battle Card that was being attacked. In this case, what happens to the cards in both players' Combo Areas?

A. They are placed in the Drop Area.

All cards placed in the Combo Area are placed into the Drop Area at the end of the battle.

●BT1-065 Furious Yell Vegeta

Q&A(170.)

Q. When you use {BT1-065 Furious Yell Vegeta}'s activated skill, can you choose which card to place from your Life Area into the Drop Area?

A. Yes, as long as you don't look at the card beforehand.

Q&A(171.)

Q. Can you activate {BT1-065 Furious Yell Vegeta}'s activated skill even if there are no Battle Cards in the opponent's Battle Area with an energy cost of 4 or less?

A. Yes, you can.

As long as the activation conditions are fulfilled and you can pay the cost, an activated skill can be used at any legal time.

●BT1-068 Slasher Trunks

Q&A(172.)

Q. When you attack your opponent's Leader Card with {BT1-068 Slasher Trunks}, can the opponent activate [Blocker] on one of their Battle Cards to redirect the attack?

A. Yes, they can.

In this case, {BT1-068 Slasher Trunks} would battle the opponent's Battle Card with [Blocker].

●BT1-070 Super Saiyan Gotenks

Q&A(173.)

Q. Can you still draw a card with {BT1-070 Super Saiyan Gotenks}'s auto skill even if you can't switch any energy to Active Mode?

A. Yes, you can.

Even if there are parts of an effect that cannot be resolved, you must resolve as much of

the effect as possible.

Q&A(174.)

Q. Can you choose not to draw cards with {BT1-070 Super Saiyan Gotenks}'s auto skill?

A. No, you cannot.

You must draw a card.

●BT1-071 Energy Power Gotenks

Q&A(175.)

Q. {BT1-041 Beerus, General of Demolition} attacks the opponent's Leader Card, and the opponent activates [Blocker] to redirect the target of the attack. Does {BT1-041 Beerus, General of Demolition}'s auto skill activate?

A. Yes, it does.

The auto skill of {BT1-041 Beerus, General of Demolition} has already activated by the time the opponent can choose to activate [Blocker]. The skill resolves before resolving the [Blocker] skill.

●BT1-073 Broly, The Rampaging Horror

Q&A(176.)

Q. What does "choose at random" mean?

A. It means to choose cards in a completely random fashion (via dice or other means) without player involvement.

●BT1-076 Broly, Dawn of the Rampage

Q&A(177.)

Q. You activate a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(178.)

Q. When looking at a specified number of cards from the top of your deck, do you need to declare the number of cards beforehand?

A. No, you do not need to.

You can stop looking at cards from the top of your deck whenever you like as long as you do not exceed the limit specified in the skill.

Q&A(179.)

Q. Can you add {BT1-074 Rampaging Lifeform Bio-Broly} to your hand with the skill of {BT1-076 Broly, Dawn of the Rampage}?

A. Yes, you can.

The character name of {BT1-074 Rampaging Lifeform Bio-Broly} is “Broly,” so the condition specified on the card text is fulfilled.

●BT1-077 Paragus, Controller of Monsters

Q&A(180.)

Q. You activate a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(181.)

Q. When activating Extra Cards with card skills, do you need to pay the energy cost of the card you are activating?

A. No, you do not need to pay unless specified otherwise.

●BT1-078 Overflowing Bio Warrior Army

Q&A(182.)

Q. When playing cards with card skills, do you need to pay the energy cost of that card?

A. No, you do not need to pay unless specified otherwise.

●BT1-079 King Vegeta's Surprise Attack

Q&A(183.)

Q. Can you KO a card in battle even if your card gained [Revenge] during the battle?

A. Yes, you can.

[Revenge] activates when the card was attacked, or at the end of that battle, and KOs the opponent's card at the end of the damage step.

Q&A(184.)

Q. Can {King Vegeta's Surprise Attack} give +10000 power to a card that is not participating in battle?

A. Yes, it can.

●BT1-080 Full Power Energy

Q&A(185.)

Q. When you negate an attack, do you also negate any auto skills on the attacking card that are triggered by attacking?

A. No, you do not.

The skill activates and is resolved after the attack has been negated.

●BT1-081 Broly's Ring

Q&A(186.)

Q. {BT1-057 Broly, The Legendary Super Saiyan}'s auto skill activates while {BT1-081 Broly's Ring} is in your Battle Area. Do you have to place 1 card from your hand into the Drop Area?

A. No, you do not.

The character name of {BT1-057 Broly, The Legendary Super Saiyan} is "Broly," so the condition specified on the card text is fulfilled.

●BT1-083 Frieza

Q&A(187.)

Q. Can you activate {BT1-083 Frieza}'s skill by placing a <<Frieza's Army>> card from your hand into the Drop Area?

A. No, you cannot.

The term "Battle Card" in the rules text refers to a Battle Card in your Battle Area.

Q&A(188.)

Q. Can you still draw a card with {BT1-083 Frieza}'s activated skill even if you couldn't switch your energy to Active Mode?

A. Yes, you can.

Even if there are parts of an effect that cannot be resolved, you must resolve as much of the effect as possible.

●BT1-083 Ultimate Form Golden Frieza

Q&A(189.)

Q. Can you activate {BT1-083 Ultimate Form Golden Frieza}'s skill by placing a <<Frieza's Army>> card from your hand into the Drop Area?

A. No, you cannot.

The term "Battle Card" in the rules text refers to a Battle Card in your Battle Area.

Q&A(190.)

Q. Can you still draw a card with {BT1-083 Ultimate Form Golden Frieza}'s auto skill even if you can't switch any energy cards to Active Mode?

A. Yes, you can.

Even if there are parts of an effect that cannot be resolved, you must resolve as much of the effect as possible.

Q&A(191.)

Q. Can you choose not to draw cards with {BT1-083 Ultimate Form Golden Frieza}'s auto skill?

A. No, you cannot.

You must draw a card.

●BT1-084 Frieza, The Galactic Emperor

Q&A(192.)

Q. Can you choose not to draw cards with {BT1-084 Frieza, The Galactic Emperor}'s auto skill?

A. No, you cannot.

You must draw a card.

●BT1-085 Ginyu

Q&A(193.)

Q. When revealing a card in your Life Area with {BT1-085 Ginyu}'s activated skill, can you choose which card to reveal?

A. Yes, as long as you don't look at the card beforehand.

Q&A(194.)

Q. When playing cards with card skills, do you need to pay the energy cost of that card?

A. No, you do not need to pay unless specified otherwise.

Q&A(195.)

Q. When you reveal a non-<Ginyu> <<Ginyu Force>> card with {BT1-085 Ginyu}'s activated skill, can you choose not to play it?

A. No, you cannot. You must play the card.

●BT1-085 Ginyu, The Malicious Transformation

Q&A(196.)

Q. When revealing a card in your Life Area with {BT1-085 Ginyu, The Malicious Transformation}'s activated skill, can you choose which card to reveal?

A. Yes, as long as you don't look at the card beforehand.

Q&A(197.)

Q. Can you choose not to draw a card with {Ginyu, The Malicious Transformation}'s auto skill?

A. No, you cannot.

You must draw a card.

●BT1-086 Golden Frieza, The Resurrected Terror

Q&A(198.)

Q. When placing Battle Cards into the Drop Area or switching them to Rest Mode with {Golden Frieza, The Resurrected Terror}'s auto skill, can you keep cards you want in the Battle Area?

A. No, you cannot.

You must put every Battle Card in Rest Mode in the Battle Area in the Drop Area.

Q&A(199.)

Q. Even if you can't place a Rest Mode Battle Card into the Drop Area with {BT1-086 Golden Frieza, The Resurrected Terror}'s skill, can you still switch Active Mode cards to Rest Mode?

A. Yes, you can.

Even if there are parts of an effect that cannot be resolved, you must resolve as much of the effect as possible.

●BT1-088 Frieza, Hellish Terror

Q&A(200.)

Q. Can you switch your opponent's Energy Cards with [Blocker] to Rest Mode using {BT1-088 Frieza, Hellish Terror}'s auto skill?

A. No, you cannot.

Unless specified otherwise, choose Battle Cards in the Battle Area.

Q&A(201.)

Q. When switching Battle Cards with [Blocker] to Rest Mode using {BT1-088 Frieza, Hellish Terror}'s auto skill, can you choose *not* to switch some of those cards to Rest Mode?

A. No, you cannot.

You must choose all cards that have [Blocker].

●BT1-089 Avenging Frieza

Q&A(202.)

Q. You activated a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(203.)

Q. When looking at up to a specified number of cards from the top of your deck, do you need to declare the number of cards first?

A. No, you do not need to.

You can stop looking at cards from the top of your deck at any number of your preference as long as you do not exceed the limit specified in the skill.

Q&A(204.)

Q. Can you add {BT1-089 Avenging Frieza} to your hand with {BT1-089 Avenging Frieza}'s auto skill?

A. Yes, you can.

{BT1-089 Avenging Frieza} has the "Frieza's Army" special trait, so the condition specified on the card text is fulfilled.

● **BT1-090 Mecha-Frieza, The Returning Terror**

Q&A(205.)

Q. If you don't place a card from your hand into the Drop Area after {BT1-090 Mecha-Frieza, The Returning Terror}'s auto-skill activates, does the card still gain [Double Strike]?

A. Yes, it does.

However, you cannot KO 2 of your opponent's Battle Cards.

● **BT1-091 King Cold, Father of the Emperor**

Q&A(206.)

Q. When activating the [Counter] skill of a Battle Card, can you activate it without paying the card's energy cost?

A. No, you must pay the energy cost.

[Counter] skills can be activated from your hand by paying the card's energy cost.

Q&A(207.)

Q. When playing cards with card skills, do you need to pay the energy cost of that card?

A. No, you do not need to pay unless specified otherwise.

Q&A(208.)

Q. You changed the target of an attack to {BT1-091 King Cold, Father of the Emperor} with its skill. In this case, does the [Revenge] skill of {BT1-091 King Cold, Father of the Emperor} activate and KO the attacking card?

A. Yes, it does.

Revenge activates when the card is attacked, or at the end of that battle, and KOs the opponent's card.

● **BT1-092 Sorbet, The Loyal Commander**

Q&A(209.)

Q. You activated a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(210.)

Q. When looking at up to a specified number of cards from the top of your deck, do you need to declare the number of cards first?

A. No, that's not necessary..

You can stop looking at cards from the top of your deck at any number of your preference as long as you do not exceed the limit specified in the skill.

Q&A(211.)

Q. When you combo with card skills, do you need to pay the combo costs of those cards?

A. No, you do not need to pay unless specified otherwise.

●BT1-093 Tagoma, The Loyal Warrior

Q&A(212.)

Q. If you have 2 copies of {BT1-093 Tagoma, The Loyal Warrior} in your Battle Area in Rest Mode, can either {BT1-093 Tagoma, The Loyal Warrior} be attacked?

A. No, neither {BT1-093 Tagoma, The Loyal Warrior} can be attacked.

●BT1-095 Elite Force Captain Ginyu

Q&A(213.)

Q. When selecting <<Ginyu Force>> cards with {BT1-095 Elite Force Captain Ginyu}'s auto skill, can you opt *not* to choose some of those cards?

A. No, you must choose all of your <<Ginyu Force>> cards.

Q&A(214.)

Q. After resolving the auto skill of {BT1-095 Elite Force Captain Ginyu}, you played {BT1-099 Ginyu Force Guldo}. Does {BT1-095 Elite Force Captain Ginyu}'s skill apply to {BT1-099 Ginyu Force Guldo}?

A. No, it doesn't.

●BT1-098 Ginyu Force Jeice

Q&A(215.)

Q. You activated a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(216.)

Q. When looking at up to a specified number of cards from the top of your deck, do you need to declare the number of cards first?

A. No, that's not necessary.

You can stop looking at cards from the top of your deck at any number of your preference as long as you do not exceed the limit specified in the skill.

Q&A(217.)

Q. When playing cards with card skills, do you need to pay their energy costs?

A. No, you do not need to pay unless specified otherwise.

●BT1-100 Ddoria, The Emperor's Attendant

Q&A(218.)

Q. You placed {BT1-100 Ddoria, The Emperor's Attendant} into the Combo Area using {BT1-092 Sorbet, The Loyal Commander}'s skill. Does the auto skill of {BT1-100 Ddoria, The Emperor's Attendant} activate?

A. Yes, it does.

●BT1-101 Zarbon, The Emperor's Attendant

Q&A(219.)

Q. You placed {BT1-101 Zarbon, The Emperor's Attendant} into the Combo Area using {BT1-092 Sorbet, The Loyal Commander}'s skill. Does the auto skill of {BT1-101 Zarbon, The Emperor's Attendant} activate?

A. Yes, it does.

Q&A(220.)

Q. You switch a card being attacked to Active Mode using {BT1-101 Zarbon, The Emperor's Attendant}'s auto skill. What happens to the battle?

A. Proceed with the battle as normal.

Q&A(221.)

Q. You switch a card being attacked to Active Mode using {BT1-101 Zarbon, The Emperor's Attendant}'s auto skill. Can you combo with the card that's being attacked?

A. No, you cannot.

●BT1-106 Recooome Eraser Gun

Q&A(222.)

Q. When you negate an attack, do you also negate any auto skills on the attacking card that are triggered by attacking?

A. No, you do not.

The skill activates and is resolved after the attack has been negated.

Q&A(223.)

Q. You activate {BT1-106 Recooome Eraser Gun} with a non-Yellow Leader Card. Are the opponent's Battle Cards still prevented from attacking for the duration of the turn?

A. Yes, they are.

Even if your Leader Card is not yellow, your opponent's Battle Cards still cannot attack for the duration of the turn.

●BT1-107 Cold Bloodlust

Q&A(224.)

Q. Can you activate [Counter: Play] skills when your opponent uses a skill to put a Battle Card into play?

A. Yes. You can activate a [Counter: Play] card against skills that put Battle Cards into play.

Q&A(225.)

Q. You activate {BT1-107 Cold Bloodlust} when the opponent plays a Battle Card. If the opponent plays a new Battle Card onto that Battle Card using evolve, will they be able to activate the new card's skills?

A. No, they cannot.

Battle Cards played with evolve inherit any effects or power additions/subtractions applied to the Battle Card it evolved from, so the new Battle Card inherits the skill negation effect from {BT1-107 Cold Bloodlust}.

Q&A(226.)

Q. You activate this card when your opponent plays a Battle Card. If the opponent then activates {BT1-005 Furthering Destruction Champa} to give the card [Double Strike], is the [Double Strike] negated as well?

A. Yes, it is.

Skills gained afterwards are negated as well.

●BT1-109 Frieza's Call

Q&A(227.)

Q. You activated a skill that allows you to search through your deck. As part of resolving that skill, can you take a thorough look at the cards in your deck and confirm what cards are in your deck and Life Area?

A. No, you cannot.

Resolve the skill as quickly as possible, and do not look at other cards unless absolutely necessary.

Q&A(228.)

Q. When looking at up to a specified number of cards from the top of your deck, do you need to declare the number of cards first?

A. No, you do not need to.

You can stop looking at cards from the top of your deck at any number of your preference as long as you do not exceed the limit specified in the skill.

Q&A(229.)

Q. When playing cards with card skills, do you need to pay the energy cost of that card?

A. No, you do not need to pay unless specified otherwise.

●BT1-110 Crusher Ball

Q&A(230.)

Q. Can you activate [Counter: Play] skills when your opponent uses a skill to put a Battle Card into play?

A. You can activate a [Counter: Play] card against skills that put Battle Cards into play.

●P-002 Proud Spark Vados

Q&A(231.)

Q. Your Leader Card attacks an opponent's Battle Card while your {P-002 Proud Spark Vados} is in play. Which cards benefit from {P-002 Proud Spark Vados}'s +5000 power boost?

A. Your Leader and {P-002 Proud Spark Vados} both gain +5000 power.

●P-003 Super Saiyan 3 Son Goku

Q&A(232.)

Q. Can you opt *not* to choose any of your red cards with {P-003 Super Saiyan 3 Son Goku}'s auto skill?

A. No, you have to choose all of your red cards.

Q&A(233.)

Q. You played a red card after resolving the auto skill of {P-003 Super Saiyan 3 Son Goku}. Does the new red card gain the effect as well?

A. No, it does not.

Q&A(234.)

Q. At the end of your turn, can you choose not to return {P-003 Super Saiyan 3 Son Goku} to your hand?

A. No, you cannot.

You must return it to your hand.

●P-004 Energy Attack Trunks

Q&A(235.)

Q. If you gained 3 or more energy after playing {P-004 Energy Attack Trunks}, does it gain +5000 power?

A. Yes it does.

The permanent skill of {P-004 Energy Attack Trunks} becomes valid the moment you have 3 or more cards in your Energy Area, giving it +5000 power.

●P-005 Light of Hope Trunks

Q&A(236.)

Q. If you gain 5 or more cards in your Battle Area after playing {P-005 Light of Hope Trunks}, does it and your Leader Card gain +5000 power?

A. Yes, they do.

The permanent skill of {P-005 Light of Hope Trunks} becomes valid the moment you have 5 or more cards in your Energy Area, giving it and your Leader Card +5000 power.

●P-007 Forceful Strike Cell

Q&A(237.)

Q. When your opponent combos for the first time during a battle with {P-007 Forceful Strike Cell}, can you choose not to place the combo card into the Drop Area?

A. No, you cannot.

{P-007 Forceful Strike Cell}'s skill automatically activates the first time the opponent combos, placing the combo card into the Drop Area.

Q&A(238.)

Q. While in a battle against {P-007 Forceful Strike Cell}, the opponent combos with 2 or more cards simultaneously using card skills (or some other means outside regular combo procedure). In this case, which combo card do you place into the Drop Area with {P-007 Forceful Strike Cell}'s auto skill?

A. You choose 1 among the multiple cards and place it into the Drop Area.

Q&A(239.)

Q. When your opponent's Battle Card attacks {P-007 Forceful Strike Cell}, they activate {BT1-005 Furthering Destruction Champa}, which is then placed into the Drop Area. Does the Battle Card lose the [Double Strike] gained from {BT1-005 Furthering Destruction Champa}?

A. No, it does not.

When {BT1-005 Furthering Destruction Champa} is used in a combo, it gives the target card [Double Strike] for the duration of the battle. The target card retains [Double Strike] even if {BT1-005 Furthering Destruction Champa} is removed from the Combo Area.

Q&A(240.)

Q. Can you choose not to place your opponent's combo card into the Drop Area with the {P-007 Forceful Strike Cell}'s auto skill?

A. No, it automatically activates when the opponent combos.

●P-008 Clan of Terror Mecha Frieza

Q&A(241.)

Q. When playing cards with card skills, do you need to pay the energy cost of that card?

A. No, you do not need to pay unless specified otherwise.