

Welcome to DRAGON BALL SUPER CARD GAME FUSION WORLD, where you can battle using the warriors from DRAGON BALL! Make super-powered attacks using Battle Card combos, and accelerate the battle by awakening your Leader Card! You can also add cards from booster packs (sold separately) to create your own unique deck!

Check here for details on rules, the latest info on products/promotions, and more info on Digital Version:
www.dbs-cardgame.com/fw/en/
*Data usage fees for site access are the responsibility of the player.



Card Types & Deck Building

There are 3 types of cards. You can only build a deck using Battle Cards/Extra Cards with the same color as your Leader Card. You can include up to 4 cards with the same card number.

Card Information

1 Card



Card Type
Skill
Color
Card Number

LEADER Card

50-60 Cards



Card Type
Skill
Color
Card Number

BATTLE Cards



Card Type
Skill
Color
Card Number

EXTRA Cards

Game Setup

- After shuffling your deck, place it and your Leader Card in the designated areas.
* Place your Leader Card with the side that has "LEADER FRONT" facing up.
 - Determine the player who goes first and the player who goes second using a method such as rock-paper-scissors.
 - Add the top 6 cards of your deck to your hand.
* You may return all 6 cards to your deck, shuffle it, and draw the top 6 cards as your hand again, but only once.
 - Draw 8 cards from the top of your deck one at a time and place them face-down in your Life Area without looking at their contents. (Place the cards such that the card at the top of your deck is at the bottom in your Life Area.)
 - The player who goes second places 1 energy marker in their Energy Area.
- Now you're ready!



Game Procedure

The game is started by the first player and proceeds according to the flowchart below.

1. Charge Phase

- Switch all Rest Mode cards on your field to Active Mode.

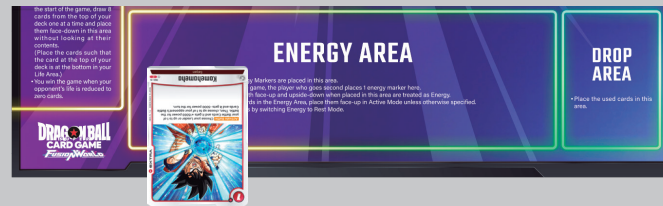


«Active Mode»



«Rest Mode»

- Draw 1 card from your deck. (The first player can't draw a card on their first turn.)
- You may place 1 card from your hand in your Energy Area face-up and upside-down in Active Mode. (You can also end the Charge Phase without placing any cards.)



2. Main Phase

Steps ① to ③ can be performed in any order and as many times as you like.

- Use a card from your hand.

You can play a Battle Card into the Battle Area or activate a skill on an Extra Card by switching the same number of energy as the cost shown on the upper left of the card to Rest Mode. Extra Cards (except for [Field] Extra Cards) are placed in your Drop Area after use.



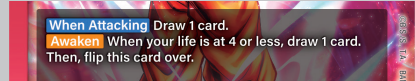
Cost
Color Specified Cost

You can also pay 1 cost with the same color as your Leader by removing an energy marker from the game. If a card has a color specified cost, the color and number of cards switched to Rest Mode must also match the number and color of orbs in the specified cost.



- Activate a card's skill.

You can activate an **Activate Main** or **Awaken** skill on your Leader or Battle Card on your field.



If a skill has skill conditions, they must be fulfilled.

- Attack an opponent's card.

By switching your Active Mode Leader Card or Battle Card to Rest Mode, you can attack your opponent's Leader Card or a Battle Card in Rest Mode in their Battle Area.



- *The first player can't attack on their first turn.
- *You can't attack an opponent's Active Mode Battle Card.
- *Battle Cards can attack in the same turn that they're played.
- *If a player has a card with **Blocker** on the field when one of their cards is attacked, they can activate **Blocker** before the Offense Step proceeds.



3. End Phase

Declare the end of the turn, then pass the turn to your opponent.

Battle Procedure

1. Offense Step

The attacking player can perform the following any number of times.
 • Use an **Activate Battle** or **Awaken** skill.
 • Use a combo.

<Combo Procedure>
 By placing a Battle Card from your hand or an Active Mode Battle Card in the Battle Area into the Combo Area, you can add the combo power shown on that card's left side to the power of the card during the Damage Step. After the battle is over, cards in Combo Areas are placed in their owner's Drop Areas.

POWER 25000
+Combo Power 10000
+Combo Power 10000
+Combo Power 5000

2. Defense Step

The attacked player can perform the following any number of times.
 • Use an **Activate Battle** or **Awaken** skill.
 • Use a combo.

3. Damage Step

Compare the cards' powers.
 If the attacking player's card has power greater than or equal to the attacked card, the attacking player wins.
If the attacking player wins against a Leader Card
 Your opponent takes 1 damage and adds 1 card from the top of their life to their hand.
If the attacking player wins against a Battle Card
 The defeated Battle Card is KO'd and placed in its owner's Drop Area.
 If the attacking player loses
 The battle ends.

Victory Conditions

A player wins the game when they fulfill any of the victory conditions.

- Your opponent's life is reduced to zero cards.
- Your opponent's deck is reduced to zero cards.