

# Dragon Ball Super Card Game Fusion World

## Frequently Asked Questions

### ●General Rules

Q1. How many cards can you have in your deck?

A1. Your deck must include 50 to 60 cards.

Q2. What card colors can you have in your deck?

A2. If your Leader doesn't have a certain color, you can't include a card with that color in your deck.

Q3. How many cards with the same name can you use in a deck?

A3. As many as you like. However, you can only have up to 4 copies of a card with the same card number in a deck.

Q4. How many cards can you have in your hand?

A4. There's no limit.

Q5. How many cards can you have in your Energy Area?

A5. There's no limit.

Q6. How many Battle Cards you can play in a Battle Area?

A6. There's no limit.

Q7. How many Battle Cards you can place in a Combo Area?

A7. There's no limit.

Q8. How many cards can you have in your life?

A8. There's no limit.

Q9. Do you lose the game as soon as your life is reduced to 0 cards?

A9. Yes, you lose the game. The defeat conditions are: The number of cards in your life is reduced to 0, or the number of cards in your deck is reduced to 0.

Q10. Can players look at the cards in each other's life and decks?

A10. No, they can't.

Q11. Can players look at the cards in each other's Drops and Leader Areas?

Q11. Yes, they can.

Q12. Can you place cards from the Battle Area into your Drop whenever you feel like it?

A12. No, you can't.

Q13. When you move cards to a different area, can you choose to move them to an opponent's area?

A13. No, you can't. When moving cards, you can only move them to your own areas, unless explicitly otherwise specified.

Q14. What does it mean to "draw a card"?

A14. When you "draw a card," you take the top card of your deck and place it in your hand.

Q15. What does it mean to "discard 1 card from your hand"?

A15. It means that you place 1 card from your hand into your Drop.

Q16. Is a Leader Card considered a Battle Card?

A16. No, Leader Cards and Battle Cards are considered different types of cards.

## ● Game Setup

Q1. Can you place your deck and reveal your Leader Card in any order?

A1. No, both players first place their decks on the table, then they both reveal their Leader Cards.

Q2. When starting a game, how should players decide who goes first?

A2. Rock-paper-scissors and other means of generating a random outcome are all acceptable.

Q3. How many times can a player redraw their hand at the start of the game?

A3. Starting with the first player, you may return all 6 cards to your deck, shuffle it, draw 6 cards, and add them to your hand again, but this can only be performed once per player.

Q4. Do you have to place the cards in your life in a set order?

A4. Yes, you do. You place the cards so that the top card of your deck becomes the bottom card of your life, and you must spread the cards out so that the number of cards can be seen.

#### ● Costs

Q1. What is the total cost?

A1. This is the number of energy that you must switch to Rest Mode in order to pay a cost.

Q2. What is a specified cost?

A2. A specified cost refers to the number of energy of the specified color that must be included when paying a cost.

Q3. Is there any relation between the numbers for costs shown on cards placed in the Energy Area and paid costs?

A3. No. When paying a cost, you only reference the number of cards in your energy that you switch to Rest Mode.

Q4. What color is an energy marker considered when removing it to pay a cost?

A4. Its color is treated as 1 of the same colors as your Leader.

Q5. If a skill reduces the total cost, does the specified cost change?

A5. No, it doesn't.

Q6. If a skill reduces the specified cost, does the total cost change?

A6. Yes. The total cost is reduced by the same amount as the specified cost.

Q7. Can a card's cost be reduced to a value less than 0?

A7. No.

Q8. Can a card with a cost of 0 be used even if you don't have any energy?

A8. Yes, it can.

### ●Charge Phase

Q1. Can you choose to not switch your cards in Rest Mode to Active Mode during the Charge Phase?

A1. No, you can't.

Q2. When going first, do you draw a card from the deck during your first turn's Charge Phase?

A2. No, you don't.

Q3. Can you choose to not draw a card during your Charge Phase?

A3. No, you can't.

Q4. Can you choose to not place a card in the Energy Area during your Charge Phase?

A4. Yes, you can.

Q5. How many cards can you have in your Energy Area?

A5. There's no limit.

Q6. Can you place an Extra Card in your Energy Area during your Charge Phase?

A6. Yes, you can.

### ●Main Phase

Q1. Can you use cards, activate skills, and attack during the Main Phase in whatever order you choose?

A1. Yes, you can.

Q2. Can you play as many Battle Cards as you like during a single turn?

A2. Yes, you can.

Q3. Can you play as many cards with the same name in the Battle Area as you want?

A3. Yes, you can.

Q4. Can you activate as many Extra Cards as you want during a single turn?

A4. Yes, you can.

Q5. Where do Extra Cards go after being used?

A5. Unless specified otherwise, Extra Cards are placed in their owner's Drop before their skills are activated.

## ● Battles

Q1. When going first, can you attack during your first turn?

A1. No, you can't.

Q2. When going second, can you attack during your first turn?

A2. Yes, you can.

Q3. What cards can be attack targets?

A3. Your opponent's Leader Card in their Leader Area or your opponent's Rest Mode Battle Cards in their Battle Area can be attack targets.

Q4. Can your own cards be attack targets?

A4. No, they can't.

Q5. Can a card's attack target be a card with greater power?

A5. Yes, it can.

Q6. What happens if the attacking Battle Card or the attacked Battle Card moves to another area during a battle?

A6. The battle ends.

Q7. If the attacking Battle Card's power is less than the attacked Battle Card's power when the battle ends, is the attacking Battle Card placed into its owner's Drop?

A7. No, it's not.

Q8. Can you use Battle Cards during your Offense Step or Defense Step?

A8. No, you can't.

### ● Combos

Q1. What are the timings when you can use a card in a combo?

A1. During your Offense Step while your card is attacking, or during your Defense Step while your card is attacked.

Q2. Which is performed first, activation of a [When Attacking] skill or a combo?

A2. Activation of [When Attacking] is performed first.

Q3. Can you activate a [Blocker] skill after you combo?

A3. No, you can't.

Q4. After the non-turn player uses a card in a combo during a single battle, can the turn player use another card in a combo?

A4. No, they can't.

Q5. How many cards can you use in a combo during a single battle?

A5. There's no limit.

Q6. Do you have to combo during a battle?

A6. No, you don't.

Q7. Do you have to pay the cost when using a card in a combo?

A7. No, you don't.

Q8. Can you use an opponent's card in a combo?

A8. No, you can't.

Q9. Can you perform a combo with cards other than the attacking card or the attacked card?

A9. No, you can't.

Q10. Can you also use Battle Cards in the Battle Area in a combo?

A10. Yes. Other than cards in a battle, you can use Active Mode Battle Cards in a combo.

Q11. Can you use skills on cards placed in your Combo Area?

A11. No, you can't.

Q12. Can you use a Battle Card in a combo in the same turn after it's played?

A12. Yes, you can.

Q13. Where do cards from the Combo Area go after the battle is over?

A13. They're all placed into their owner's Drop.

Q14. Does a [When KO'd] skill activate when a Battle Card used in a combo is placed into its owner's Drop from the Battle Area?

A14. No, it doesn't activate.

#### ●Damage Step

Q1. If both the cards in a battle have the same power, which one wins?

A1. The attacking card wins.

Q2. If the power of the attacking card is lower than the power of the attacked card, what happens to the attacking card?

A2. Nothing happens when an attacking card loses a battle.

Q3. When you are dealt damage and add a card from your life to your hand, can you choose which card to add to your hand?

A3. No, you can't. After taking damage, the top card of your life is added to

your hand.

Q4. Where do KO'd Battle Cards go?

A4. They're placed in their owner's Drop.

## ● Skills

Q1. What are skills?

A1. Skills are the effects shown in the text boxes on cards.

Q2. Can you activate the skills of cards in your Drop, Energy Area, or Combo Area?

A2. Unless specified otherwise, no.

Q3. What do the different parentheses on card skills mean?

A3. <> are used for card names and 《》 are used for special traits.

Q4. When a skill has you choose a "Battle Card," can you choose a card in the Energy Area?

A4. No, you can't. Unless specified otherwise, you can only choose from the Battle Cards in the Battle Area.

Q5. When a skill has you choose "up to X," can you choose 0 cards?

A5. Yes, you can.

Q6. What happens when a Battle Card's power is reduced to 0 or less by a skill?

A6. It's placed in its owner's Drop. Note that cards placed in their owner's Drop by this processing aren't considered to be KO'd.

Q7. Can you choose the activation order if the conditions for multiple [Auto] skills are met at the same time?

A7. Yes, you can.

Q8. What is the activation order if the conditions for both you and your opponent's [Auto] skills are met at the same time?



A8. The turn player activates their [Auto] skill, then the non-turn player activates their [Auto] skill.

Q9. What happens when the conditions are met for an [Auto] skill during the activation of another skill?

A9. The [Auto] skill whose conditions are met will activate after the currently activating skill has been completely resolved.

### ● Skill Costs

Q1. What are skills costs?

A1. They are the actions required to use a skill's effect. Skill costs are the "A" part when "A : B" is shown in text.

Q2. If the conditions for an [Auto] skill with a skill cost are met, does the [Auto] skill have to be activated?

A2. No, if you don't pay the skill cost, the [Auto] skill doesn't activate.

Q3. If an [Activate Main], [Activate Battle], or [Activate Main/Battle] skill has a skill cost, can you activate the skill without paying the skill cost?

A3. No, you can't.

### ● [Permanent]

Q1. What are [Permanent] skills?

A1. These skills' effects are always activated. They don't have activation timings, etc.

Q2. Do [Permanent] skills remain active during your opponent's turn as well?

A2. Yes, unless otherwise specified.

### ● [Auto]

Q1. What are [Auto] skills?

A1. These skills activate when the conditions shown in the text are fulfilled.

Q2. Do [Auto] skills activate even during your opponent's turn?

A2. Yes, they do.

Q3. Can you choose to not have an [Auto] skill activate?

A3. No. An [Auto] skill must be activated when its conditions are met. However, if a skill cost is present, you can choose to not activate the skill by not paying the skill cost.

### ●[On Play]

Q1. What are [On Play] skills?

A1. [On Play] skills activate when cards with such skills are played into a Battle Area. These skills don't activate when cards are placed in the Energy Area or Combo Area.

Q2. Do [On Play] skills also activate when other cards are played?

A2. No, they don't activate.

Q3. Can you play Battle Cards that have [On Play] skills without activating their [On Play] skills?

A3. No, you must activate their [On Play] skills when the cards are played. However, if a skill cost is present, you can choose to not activate the skill by not paying the skill cost.

Q4. If you play 2 or more Battle Cards with the same [On Play] skills in the same turn, do the [On Play] skills on the 2nd and subsequent cards activate?

A4. Yes, they activate.

### ●[When Attacking]

Q1. What are [When Attacking] skills?

A1. These skills are [Auto] skills that activate upon attacks by cards with [When Attacking] skills.

Q2. Do [When Attacking] skills also activate when other cards attack?

A2. No, they don't activate.

Q3. When Battle Cards with [When Attacking] skills attack, can you choose to have the skills not activate?

A3. No, you must activate their [When Attacking] skills when the cards attack. However, if a skill cost is present, you can choose to not activate the skill by not paying the skill cost.

### ●[When KO'd]

Q1. What are [When KO'd] skills?

A1. These skills are [Auto] skills that activate when cards with [When KO'd] skills are KO'd in battle or KO'd by a card's skill.

Q2. Do [When KO'd] skills also activate when a card with such a skill KO's an opponent's Battle Card?

A2. No, they don't activate.

Q3. When Battle Cards with [When KO'd] skills are KO'd, can you choose to have the skills not activate?

A3. No, you must activate their [When KO'd] skills when the cards are KO'd. However, if a skill cost is present, you can choose to not activate the skill by not paying the skill cost.

### ●[End of Your Turn]

Q1. What are [End of Your Turn] skills?

A1. These skills are [Auto] skills that activate at the start of your End Phase.

Q2. Can you choose to not have an [End of Your Turn] skill activate?

A2. No, you must activate [End of Your Turn] skills when your End Phase starts. However, if a skill cost is present, you can choose to not activate the skill by not paying the skill cost.

●[Activate Main]

Q1. What are [Activate Main] skills?

A1. These skills can be activated during the Main Phase of your turn when a battle isn't occurring.

Q2. Can you activate [Activate Main] skills during the Main Phase of your opponent's turn?

A2. No, you can't.

Q3. Can you activate [Activate Main] skills as many times as you want during a single turn?

A3. Yes, you can.

●[Activate Battle]

Q1. What are [Activate Battle] skills?

A1. These skills can be activated during the Offense Step of your turn or the Defense Step of your opponent's turn.

Q2. Can you activate [Activate Battle] skills as many times as you want during a single battle?

A2. Yes, you can.

●[Activate Main/Battle]

Q1. What are [Activate Main/Battle] skills?

A1. These skills can be activated at both the timings for [Activate Main] skills and the timings for [Activate Battle] skills.

Q2. Can you activate [Activate Main/Battle] skills as many times as you want during a single turn?

A2. Yes, you can.

Q3. Can you activate [Activate Main/Battle] skills as many times as you want during a single battle?

A3. Yes, you can.

●[Awaken]

Q1. When can you activate [Awaken] skills?

A1. These skills can be activated at the same timings as [Activate Main/Battle]skills if the "when X" condition in the skill text is met.

Q2. Can you activate the skills from a Leader Card's Awakened form before it awakens?

A2. No, you can't.

Q3. After a Leader Card awakens, can you activate its skills from before it awakened?

A3. No, you can't.

Q4. If your Leader Card awakens after you declare an attack with your Leader Card, can you activate the [When Attacking] skill from its Awakened form?

A4. No, you can't.

Q5. If a Rest Mode Leader Card activates [Awaken], does it switch to Active Mode?

A5. It remains in Rest Mode.

●[Blocker]

Q1. What is the [Blocker] skill?

A1. This skill is an [Auto] skill that can be activated by switching the card with the [Blocker] skill to Rest Mode when one of your cards other than the one with this skill is attacked.

Q2. Do you have to activate [Blocker] if you have a Battle Card with the [Blocker] skill when your opponent attacks?

A2. No, you can choose to not activate it.

Q3. Can you use a Battle Card in a combo after it activates the [Blocker] skill?

A3. Yes, you can.

Q4. Which activates first, [When Attacking] skills or the [Blocker] skill?

A4. [When Attacking] skills activate first.

Q5. Can you activate [Blocker] skills on 2 or more Battle Cards during a single battle?

A5. No, you can't.

#### ●[Critical]

Q1. If you successfully use a Battle Card with a [Critical] skill to deal damage, can you choose to not place 1 card from your life into your Drop?

A1. No, you can't.

#### ●[Double Strike]

Q1. If you successfully use a Battle Card with [Double Strike] to deal damage, can you choose to deal 1 damage?

A1. No, you can't.

#### ●[Super Combo]

Q1. Can you include one copy of four different cards with [Super Combo] in a deck?

A1. Yes, you can.

#### ●[Field]

Q1. Do [Field] Extra Cards in the Battle Area switch to Active Mode during your Charge Phase?

A1. Yes, they do.

Q2. Can you use another [Field] Extra Card if you already have a [Field]

Extra Card in your Battle Area?

A2. Yes, you can. In such cases, the Extra Card with [Field] that was already in the Battle Area is placed into its owner's Drop, then the new Extra Card with [Field] is placed into the Battle Area.

●[Once per turn]

Q1. What are [Once per turn] skills?

A1. These skills can only be used once each turn.

Q2. If you have more than 1 copy of a card with a [Once per turn] skill, can you activate each skill on the cards with the same names during the same turn?

A2. Yes, you can.

●[Your Turn]

Q1. What are [Your Turn] skills?

A1. These skills can be activated or their effects can be applied during your turn.

●[Opponent's Turn]

Q1. What are [Opponent's Turn] skills?

A1. These skills can be activated or their effects can be applied during your Opponent's turn.