

DRAGON BALL SUPER CARD GAME FUSION WORLD

FS01-FS04 Q&A

FS01-04 [Krillin]

Q1. When does this card's [Permanent] skill apply?

A1. It constantly applies during your turn.

FS01-05 [Shin]

Q1. If you use this card in a combo during your turn, does the [Auto] skill activate?

A1. No, it doesn't activate. [Opponent's Turn] skills only activate or apply during your opponent's turn.

FS01-06 [Android 17]

Q1. When does this card's [Permanent] skill apply?

A1. It constantly applies during your opponent's turn.

FS01-08 [Son Goku]

Q1. Can you use this card in a combo?

A1. Yes, you can. Players can use a Battle Card in a combo if it has 0 or more combo power.

FS01-12 [Beerus]

Q1. If 2 copies of this card are in your Battle Area, can you use one Beerus to apply "[When Attacking] Choose up to 1 of your other Battle Cards and it gets +5000 for the turn" to the other Beerus?

A1. Yes, you can. "Other Battle Cards" refers to cards other than this specific copy of the card, not the card name.

FS01-15 [Kamehameha]

Q1. What happens if a card with 10000 combo power is in your opponent's Combo Area, this card's [Activate Battle] skill activates during the Defense Step, and an opponent's Battle Card in a battle with 5000 power is chosen?

A1. The combo power is added to the Battle Card during the Damage Step. The power of the opponent's Battle Card that's still in a Battle remains at 5000 during the Offense Step, so the Battle Card's power is reduced to 0 or less and it's placed in its owner's Drop. Then, a transition to the Battle End Step immediately occurs.

FS01-16 [God Kamehameha]

Q1. If you have no Battle Cards and this card's [Permanent] skill applies, can you pay 2 cost for this card and use it?

A1. No, you can't.

Q2. If you have no Battle Cards in the Battle Area but have a Battle Card in your energy, can you use this card's [Permanent] skill to reduce the cost of this card by 1?

A2. Yes, you can.

FS02-01 [Vegeta]

Q1. If this card's [Activate Main] skill activates in a state where you have 7 or fewer cards in your hand, then your hand increases to 8 or more cards, does "+15000 power for the turn" apply?

A1. Yes, it still applies.

FS02-03 [Gotenks]

Q1. When you have 7 cards in your hand and this card's [On Play] skill activates, can you add 2 [Son Goten] or 2 [Trunks : Youth] from your Drop to your hand?

A1. No, you can't.

FS02-06 [Son Goten]

Q1. If this card's [When Attacking] skill increases your hand to 8 cards when you add a card from your life, can you use the "then, if you have 7 or fewer cards in your hand, choose up to 1 of your opponent's Battle Cards with a cost of 2 or less and return it to its owner's hand" part of the skill?

A1. No, you can't.

FS02-07 [Son Gohan : Adolescence]

Q1. If you have 7 or fewer cards in your hand after using a card in a combo, etc. during your turn, does this card's [Permanent] skill apply?

A1. Yes, it applies.

FS02-09 [Trunks : Youth]

Q1. If you have 7 or fewer cards in your hand after using a card in a combo, etc. during your turn, does this card's [Permanent] skill apply?

A1. Yes, it applies.

FS02-10 [Videl]

Q1. If you use this card in a combo during your turn, does the [Auto] skill activate?

A1. No, it doesn't activate. [Opponent's Turn] skills only activate or apply during your opponent's turn.

FS02-13 [Vegeta]

Q1. Can you use this card in a combo?

A1. Yes, you can. Players can use a Battle Card in a combo if it has 0 or more combo power.

FS02-15 [Galick Gun]

Q1 If this card's [Activate Battle] skill activates in a state where you have 8 cards in your hand, then your hand is reduced to 7 cards, can you use this card's skill to draw 1 card?

A1. Yes, you can. This card's skill references the number of cards in your hand at the timing when this card is used.

FS02-16 [Final Flash]

Q1. If you have 7 cards in your hand and this card's [Permanent] skill applies, can you pay 2 cost for this card and use it?

A1. No, you can't.

Q2. Can you activate this card's [Activate Main] skill when you only have this card (1 copy) in your hand?

A2. No, you can't.

FS03-01 [Broly]

Q1. When this card awakens, can you choose to not add a card from your life to your energy?

A1. No, you can't.

Q2. What happens if your life is reduced to 0 by this card's [Awaken] skill?

A2. You immediately lose the game.

Q3. Can you choose to not draw 1 card for this card's [Activate Main] skill?

A3. No, you can't.

FS03-10 [Broly]

Q1. Can you use this card in a combo?

A1. Yes, you can. You can place a Battle Card with 0 or more combo power for a combo.

FS03-11 [Vegeta]

Q1. If your energy increases to 6 or more during your opponent's turn due to your FS03-01 <Broly>'s skill, does this card's [Permanent] skill apply?

A1. Yes, it applies.

FS03-12 [King Vegeta]

Q1. If you use this card in a combo during your turn, does the [Auto] skill activate?

A1. No, it doesn't activate. [Opponent's Turn] skills only activate or apply during your opponent's turn.

FS03-13 [Moah]

Q1. Can this card's [On Play] skill activate if you have less than 5 cards in your deck?

A1. Yes, it can. In a case such as when you have 3 cards in your deck, you look at the 3 cards and process this skill.

Q2. How do you perform "place the rest at the bottom of your deck in a random order"?

A2. You randomize the cards using a method such as shuffling, then place the cards at the bottom of your deck.

FS03-15 [Gigantic Meteor]

Q1. If you choose 0 cards for this card's [Activate Battle] skill, does "then, if you have 6 or more energy, that card gets +10000 power for the battle" apply?

A1. No. The power doesn't increase for any card.

FS04-02 [Cui]

Q1. Can this card's [When KO'd] skill activate if this card's power is reduced to 0 or less?

A1. No, it can't. When a Battle Card's power is reduced to 0 or less, it's placed in its owner's Drop and isn't treated as being KO'd.

FS04-03 [Golden Frieza]

Q1. Can you use this card in a combo?

A1. Yes, you can. You can place a Battle Card with 0 or more combo power for a combo.

FS04-09 [Cheelai : BR]

Q1. If you use this card in a combo during your turn, does the [Auto] skill activate?

A1. No, it doesn't activate. [Opponent's Turn] skills only activate or apply during your opponent's turn.