

# TCG "Dragon Ball Super Card Game Fusion World" Sealed Battle Rules

## (English)

### Regarding Permitted Decks:

-Leader Card:

\*In this release event players will choose 1 Leader Card from the [CARD DATABASE](#) on the [official website](#). For card skills that refer to a Leader card's name trait or color the chosen leader card will be treated as having all names, traits, and colors. Also, all cards can be used as energy regardless of their color.

-Deck:

\*Players open 4 card packs and choose from the contained Battle Cards, and Extra Cards to make a deck of exactly 30 cards.

-Energy Marker:

\*Players are asked to bring their own Energy Marker or substitute such as a token card.

### Game Rules:

Requirement to Win

-Reduce your opponent's Life to 0.

\*When a player's Deck Area runs out of cards the game does not end, they will shuffle the cards in their Drop Area and place them in the Deck Area. This will be done when needed before proceeding with any other actions.

### Battle Format:

-A set number of Swiss Draw battles according to the number of participants.

\*Decks cannot be changed or altered during a tournament.

### Event Rules:

\*This event will implement the most recent official rules. Please make sure to confirm the rules.

\*When the match ends or when determining a winner/loser, please follow the given regulations.

\*After match results have been submitted, or confirmed by the event staff, they cannot be changed.

\*In the case of cheating, the offender will lose the game instantly.

\*After the game has progressed and the misuse or misunderstanding of rules has occurred the outcome cannot be overturned. The exception is cases of clear cheating.

\*Those committing acts that are cheating or against manners, etc. which disrupt the

operation of the tournament will be disqualified or forced to leave the venue as is decided by the organizing store. Your kind understanding is appreciated.

\*When uncertain of a rule during a match, please raise your hand to call over a staff member immediately and they will clarify or make decision which is to be followed. Please remember that if the game has progressed the staff will become unable to provide the correct assistance. Please also be aware that the decision given is valid on the day of the tournament, but this may be altered after if inspected against the official rules.

During the event please follow the decisions made by the staff.

**About which cards and sleeves are permitted to be used:**

\*For this event players can only use the cards from the packs opened at the event. Cards brought along cannot be used.

\*For this event there is no limit on the number of cards with the same number or banned cards.

\*Cards will need to be placed in sleeves so players will need to prepare some separately.

\*If a card has marks or damage that makes it unrecognizable, it cannot be used.

\*Cards forming a single deck must all be in sleeves with the same design and only 1 card is to be in a single sleeve. Cards may be double-sleeved as long as only 1 card is contained. All cards in the deck must be double-sleeved in the same way in this case.

Also, sleeves that cover even part of the card's content making it unable to be confirmed may be banned by the event staff.