

The cover features a vibrant, multi-colored background transitioning from blue and purple at the top to red and orange at the bottom, with a starry, nebula-like texture. The main title is centered and rendered in large, bold, white letters. The word 'DRAGON BALL' is the largest, with a red star inside the 'O'. Below it, 'SUPER' is written in a smaller, dotted font. 'CARD GAME' is in a large, solid white font. At the bottom of the title, 'FUSION WORLD' is written in a stylized, italicized font with a digital, glitch-like effect. The subtitle 'Official Rule Manual' is contained within a black rectangular box, and the version number 'Ver.1.20' is centered below it. The copyright information is at the very bottom.

DRAGON BALL
SUPER
CARD GAME
FUSION WORLD

Official Rule Manual

Ver.1.20

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What kind of game is this?

The Dragon Ball Super Card Game Fusion World is a competitive trading card game where you can experience battles between warriors from the Dragon Ball series. Players prepare decks in advance and compete one on one against each other. When your opponent's life is reduced to 0 cards, you win the game.

Types of cards

Leader

Front



Power

This represents a card's attack strength. When a battle occurs, players compare the power of their cards, and the card with the greater power is the winner.

Skill

This is the card's effects. **Awaken** is one such skill.

Card Type

Card Name

Card Number

Rarity

Color

Special Trait

Block Icon

..... If the conditions are met, the card is turned over and powered up!

Back



Power

Awaken Symbol

Card Type

Skill

Card Name

Color

Card Number

Rarity

Special Trait

Block Icon

Battle Cards

Cost

A cost is required to play a Battle Card into the Battle Area.

Specified Cost

The specified cost is the number of colored orbs that must be included in a cost.

Combo Power

The value added to a card's power when performing a combo during a battle.

Color

Special Trait



Power

This represents a card's attack strength. When a battle occurs, players compare the power of their cards, and the card with the greater power is the winner.

Card Type

Skill

This is the card's effects.

Card Name

Card Number

Rarity

Block Icon

Details on colors

A card's color is shown using a specific line on a pentagonal symbol and the letter inside the symbol.

R=red U=blue G=green Y=yellow B=black

The letter next to the symbol indicates the card's specified cost.



In this example, the color is red, and the specified cost is Red 2.

Extra Cards

Cost

A cost is required to use an Extra Card.

Specified Cost

The specified cost is the number of colored orbs that must be included in a cost.

Color

Special Trait



Card Type

Skill

This is the card's effects.

Card Name

Card Number

Rarity

Block Icon

Deck Building

This game requires the following:

- 1 Leader Card
- A deck built using 50-60 total Battle Cards and Extra Cards
- 1 or more Energy Markers

A deck can only include cards that have one of the same colors as your Leader. If your Leader doesn't have a certain color, you can't include a card with that color in your deck. You can include up to 4 cards with the same card number.

1 card



Leader Cards

50 to 60 cards



Battle Cards



Extra Cards

Areas

During the game, cards are placed as shown here.

LEADER AREA 1

- Place the Leader Card in this area.

BATTLE AREA 3

- Place Battle Cards and [Field] Extra Cards in this area.
- By switching an Active Mode Leader Card or Battle Card to Rest Mode, you can attack your opponent's Leader Card or Battle Card in Rest Mode in their Battle Area.
- Battle Cards can attack in the same turn they're played.

COMBO AREA 4

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

ENERGY AREA 5

- Energy and Energy Markers are placed in this area.
- At the start of the game, the player who goes second places an energy marker here.
- Cards that are both face-up and upside-down in this area are treated as Energy.
- When placing cards in the Energy Area, place them face-up in Active Mode unless otherwise specified.
- You can pay costs by switching Energy to Rest Mode.

DECK AREA 2

- Place your deck in this area.
- The player whose deck is reduced to 0 cards will lose the game.

DROP AREA 6

- Place cards that have been KO'd in battle and extra cards that have been used.

LIFE AREA 7

- Place a Life Card in this area.
- After drawing your hand at the start of the game, draw 8 cards from the top of your deck one at a time and place them face-down in this 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.)
- You win the game when your opponent's life is reduced to zero cards.

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.

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's card loses, nothing happens. The battle ends.

Turn structure

1. Charge Phase

- Switch all cards on your field to Active Mode.
- Draw 1 card from your deck.
- You may place 1 card from your hand in your Energy Area.

2. Main Phase

The following steps can be performed in any order.

- Use and play a Battle Card from your hand.
- Use an Extra Card from your hand and activate its skill.
- Activate an [Activate Main][Awaken] skill.
- Attack an opponent's card. (Starting with the second player's 1st turn.)

3. End Phase

1 Leader Area	Place 1 Leader Card in this area. The Leader Card remains in this area until the game ends.
2 Deck Area	Place your deck in this area.
3 Battle Area	Battle Cards are placed in this area.
4 Combo Area	Battle Cards used in combos are placed in this area. When a player places a Battle Card from their hand or an Active Mode Battle Card into this area, its Combo Power can be added to the card that's currently in a battle.
5 Energy Area	Energy markers and cards used as energy are placed in this area.
6 Drop Area	Battle Cards KO'd in battle and used Extra Cards are placed in this area.
7 Life Area	Cards used as life are placed in this area. At the start of the game, players place the top 8 cards of their decks face-down in this area.

Game Setup

- ① Place the Leader Card in the designated area, then determine who goes first and who goes second by rock-paper-scissors-scissors or other means.
- ② After shuffling your deck and place it in the designated place.
- ③ Add the top 6 cards of your deck to your hand.
 - *If desired, you may return all 6 cards to your deck, shuffle it, then draw 6 new cards from your deck, but you can only do this once.
- ④ Place the top 8 cards of your deck in your Life Area, leaving them face-down. (You place the cards so that the top card of your deck becomes the bottom card in your Life Area.)
- ⑤ The player who goes second places 1 energy marker in their Energy Area.
- ⑥ Now you're ready! The game starts with the first player.



Victory Conditions

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

- ① **Your opponent's life is reduced to zero cards.**
- ② **Your opponent's deck is reduced to zero cards.**

*If a player's deck is reduced to zero cards, all effects that are currently activated will be canceled, and that player loses the game.

Game Procedure

Starting with the first player, the game is played using the following procedure.

Charge Phase

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

Active Mode and Rest Mode

When a Battle Card is played, normally it is placed vertically in "Active Mode."

When performing actions such as attacking or blocking, the card is then placed in "Rest Mode."



Active Mode



Rest Mode

- 2 Draw 1 card from the top of your deck

- 3 Choose 1 card from your hand and place it face-up and upside-down into your Energy Area in Active Mode
(You can also end the Charge Phase without placing any cards)



Main Phase

Steps 1 to 4 can be performed in any order and as many times as you like.

- 1 Using and playing a Battle Card from your hand

To play a Battle Card in the Battle Area in Active Mode, switch the same number of energy to Rest Mode as the number shown for the cost in the upper left corner of the card.

Activating Awaken skills

In this game, players can pay costs by switching the same number of energy to Rest Mode as the number shown for the cost in the upper left corner of cards.



Cost

You can also pay 1 cost with the same color as your Leader by removing an energy marker from the game.

Specified Cost

If a card has a specified cost, the energy switched to Rest Mode must also include the number and color of orbs as shown for the specified cost.



2 Using an Extra Card from your hand

In order to declare use of an Extra Card and activate its effect, switch the same number of energy to Rest Mode as the number shown for the cost in the upper left corner of the card.

Extra Cards (except for **Field** Extra Cards) are placed in your Drop Area after use.

3 Activating cards' skills

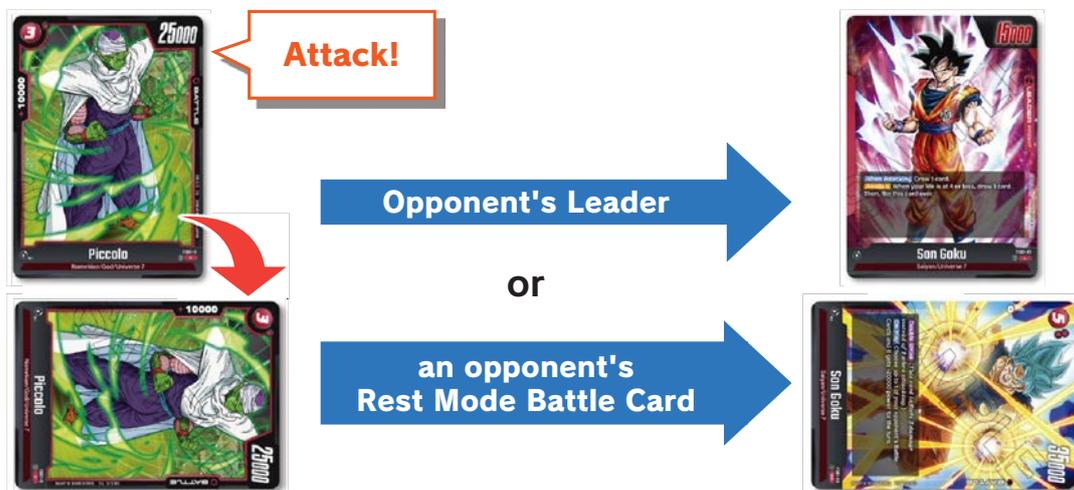
Players can activate the **Activate Main** and **Awaken** skills on cards on their field. If a skill has skill conditions, they must be fulfilled.

Activating

Awaken skills can be activated at both the timings for **Activate Main** skills and the timings for **Activate Battle** skills. They can be activated during the Main Phase free timing of your turn, during a battle, during the Offense Step of your turn, or during the Defense Step of your opponent's turn.

4 Attacking your opponent's Leader or Rest Mode Battle Cards

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



- *The player who goes first can't attack during 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.

Battle Procedure

1 Declare an attack

Attack using your Leader or a Battle Card in your Battle Area. First, switch either your Active Mode Leader Card or Battle Card to Rest Mode as desired, then declare an attack. Next, choose the target of attack. You can choose your opponent's Leader or 1 Rest Mode Battle Card in their Battle Area as the target. At this time, you can activate **When Attacking** skills and skills that activate when your Leader or Battle Card attacks.

2 Activation of **Blocker**

The attacked player can activate the **Blocker** effect if they have any Battle Cards with that skill.

Blocker (After an opponent's attack, you may switch this card to Rest Mode and change the target of the attack to this card.)

3 Offense Step

The attacking player can perform the following actions any number of times.

- Use an **Activate Battle** or **Awaken** skill
- Perform a combo

4 Defense Step

The attacked player can perform the following actions any number of times.

- Use an **Activate Battle** or **Awaken** skill
- Perform a combo

5 Damage Step

Compare the cards' powers. If the attacking card's power is greater than or equal to the attacked card's power, the attacking card wins.

If the attacking card 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 card wins against a Battle Card



The defeated Battle Card is KO'd and placed in its owner's Drop.

If the attacking card loses



The battle ends.

Combo Procedure



This card's power is 25,000
 +10,000 combo power
 +10,000 combo power
 +5,000 combo power

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 during the Damage Step. After the battle is over, cards in combo areas are placed in their owner's Drops.

End Phase

Perform the End Phase using the following procedure.

- 1 Activate and resolve your skills that activate at the end of the turn.
- 2 Your opponent activates and resolves their skills that activate at the end of the turn.
- 3 Cancel your skills with specific time limits such as "for the turn."
- 4 Your opponent cancels their skills with specific time limits such as "for the turn."
- 5 The turn switches to the other player.

Other

Skill activation order

During a game, players can decide the activation order for skills that trigger at the same time, such as when multiple cards with "when attacking" skills attack.

If both you and your opponent have skills that trigger at the same time, the turn player's skills take precedence for activation. After all of the turn player's skills have been resolved, then the opponent's skills will activate.

"When KO'd" skills

When a card is sent to its owner's Drop Area after losing a battle or is KO'd by a skill with text such as "KO that card," skills with text such as "when KO'd" will trigger.

When a card's power is reduced to 0 by a card's skill, it's placed in its owner's Drop, but this processing is different from being KO'd, therefore "when KO'd" skills don't trigger.

Reducing the specified cost

Upon activation of a skill that reduces the specified cost for the next card that you use, the total cost is reduced by the same amount at the same time.

Activate Main **Once per turn** Add 1 card from your life to your hand : During this turn, the next time you use an Extra from your hand, reduce the cost by **R** .

Regarding

Skills may include the text " +1". This is an effect where the player places an energy marker from outside the game under the specified card.

Similarly, some skills may include the condition "reduce  by -1". This is a condition where the player removes an energy marker from under the specified card from the game.

Any  under a Battle Card are removed from the game when that card is removed from the Battle Area.

Any  under a Leader Card are carried over even when the card is flipped over to its other side.

 are not treated as energy markers.

"Your " indicates both  under your Leader Card and  under your Battle Cards.

Glossary

- Super Combo** Only up to 4 total cards with this skill can be placed in a deck.
- Critical** When a card with this skill attacks and deals damage, the life is placed into its owner's Drop.
- Double Strike** When a card with this skill attacks and deals damage, the amount of damage dealt is 2.
- Blocker** This skill can be activated when an opponent's card attacks. When it activates, the card with this skill is switched to Rest Mode, then the attack target is switched to that card.
- Barrier** A skill that prevents the card from being chosen by your opponent's cards' skills.
- Evolve** A skill that allows you to pay the skill cost and play the card with this skill on top of the specified card in the Battle Area.
- Dragon Ball** You can include a total of up to 7 cards with this skill in your deck, including up to 7 cards that share the same card number with this skill.
- Activate Main** This skill can only be activated during the Main Phase of your turn when not in battle.
- Activate Battle** This skill can be activated during the Offense Step of your turn or the Defense Step of your opponent's turn.
- Awaken** This skill can be activated upon **Activate Main** or **Activate Battle** if the "when X" condition in the skill text is met.
- On Play** Activates when a card with this skill is played into a Battle Area.
- When Attacking** Activates when a card with this skill attacks.
- When Blocking** Activates when a card with this skill activates **Blocker**.
- When KO'd** Activates when a card with this skill is KO'd in battle or KO'd by a skill.
- End of Your Turn** This skill activates during the End Phase of your turn.

Your Turn This skill can be activated or its effect can be applied during your turn.

Opponent's Turn This skill can be activated or its effect can be applied during your opponent's turn.

Permanent This skill's effect is always activated.

Auto This skill activates when the "when X" condition is met.

Field When a card with this skill is used from your hand, the card is placed in the Battle Area and remains there until another of your cards with a **Field** skill is placed into the Battle Area.

 An energy marker that is placed under a card by an effect.

① This skill can be activated by switching 1 of your energy to Rest Mode. The amount/colors of the energy to switch to Rest Mode may vary according to the card.