

2016 DRAGON BALL Z TRADING CARD GAME

# DRAGON BALL Z™

## AWAKENING

RULEBOOK

PANINI



## THE BASICS

Welcome to the world of Dragon Ball Z! In the Dragon Ball Z Trading Card Game, you'll construct your own customized deck and battle it out with an opponent to determine the fate of the galaxy. This rule book will teach you everything you need to know to start playing the Dragon Ball Z TCG, and further rulings can be found in the Current Rulings Document at [dbztcg.com](http://dbztcg.com).

There are seven different card types to consider when building a deck. Main Personality cards and Mastery cards will begin the game in play. From there, your Life Deck will consist of 60 Physical Combat cards, Energy Combat cards, Event cards, Setup cards, Drill cards, Ally cards, and Dragon Balls. With these, you'll inflict damage on your opponent, collect Dragon Balls, and level up your Main Personality. When your opponent's deck runs out of cards, you win the game! You can also win by collecting all seven Dragon Balls, or by reaching 5 Anger on your highest Main Personality level.

## CARD TYPES

**Main Personality** - Your Main Personality ("MP") represents your character on the battlefield. A Main Personality set is comprised of four Levels, each one with its own Power Up Rating ("PUR") and Power. Main Personalities also have 11 Power Stages. You'll keep track of your current Power Stage by moving up and down your Power Levels with the back of a card or by using dice. You can reach higher Levels of your Main Personality by raising your Anger, which you'll learn about soon.

PERSONALITY LEVEL INDICATOR —

CARD RARITY INDICATOR  
CARD NUMBER

SET SYMBOL —  
POWER UP RATING —



POWER STAGES



## ALIGNMENT

Main Personality cards that are blue are Heroes, while red denotes a Villain.

**Mastery** - Your Mastery card represents your fighting style. There are six Style types in the game: Black, Blue, Namekian, Orange, Red, and Saiyan.



**Black:** The manipulation style. Black uses disruptive effects to control your opponent's options, as well as deal damage from a variety of attack types.

**Blue:** The reversal style. Blue cards will often prevent damage or use your opponent's own cards against them.

**Orange:** The controlling style. Orange seeks to establish dominance by accumulating cards in play while unleashing powerful attacks.

**Red:** The aggressive style. Red cards emphasize advancing your Main Personality and often reward you for being on higher Levels.

**Namekian:** The regenerative style. Namekian decks pay special attention to cards that have been discarded from the deck. This style can only be used if your MP is a Namekian Personality.

**Namekian Personalities:** Piccolo, Nail, Lord Slug, Gohan, Cell, Cell Jr., Dende, Kami

**Saiyan:** The battle-crazed style. Saiyan cards are focused on all-out attacking and brute force. This style can only be used if your MP is a Saiyan Personality.

**Saiyan Personalities:** Goku, Vegeta, Gohan, Nappa, Raditz, Trunks, Turles, Cell, Cell Jr., King Vegeta, Bardock, Broly, Paragus, Goten, Pan, Gotenks, Gogeta, Vegito

**Freestyle:** Freestyle cards are non-Styled. Any cards that don't have Black, Blue, Namekian, Orange, Red, or Saiyan as the first word in their title are Freestyle cards.

Your Main Personality and Mastery begin the game in play and shape the entire theme of your deck. Mixing and matching different Main Personalities with different Masteries can yield powerful results. Choose wisely! From there, your deck will be comprised of the following types of cards.



**Physical Combat** cards are strikes, holds, and other types of attacks and blocks that will be used to battle with your opponent.

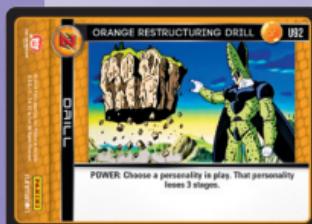


**Energy Combat** cards are also used for attacking and blocking. Beams, blasts and other ranged moves are represented on these cards.



**Event** cards create powerful effects that can swing the entire game in your favor.

The following cards can only be put into play on your turn during the Planning Step, which will be explained in a bit.



**Drills** represent knowledge or training, and are constantly active once they are on the table. Whenever your Main Personality advances or lowers a level, all of your Drills are discarded. You may never attempt to play or place into play a Styled Drill that matches the name of a Drill you already control, but there is no limit on Freestyle Drills.



**Setups** are cards that you'll put into play and save for later. You won't get to use any effects of a Setup until it is activated.



**Ally** cards represent other characters who can come to your aid. They have a PUR, Alignment, Power Stages, and a Power just like your Main Personality. Allies have special rules for what they can do during Combat.



**Dragon Balls** are a set of seven mystical objects that will grant the wish of anyone who can collect them all. When you play a Dragon Ball, you must immediately use all of its effects. There are different sets of Dragon Balls, such as "Earth Dragon Balls" or "Namek Dragon Balls."

## ANGER

Anger is the mechanism you'll use to level up. You begin the game with zero Anger, and you can keep track of it with things like dice or tokens. Card effects will raise your Anger throughout the game, but your opponent may use effects that lower your Anger as well. Whenever your Anger level reaches five, advance your Main Personality to the next Level and set your MP at ten Power Stages above zero. Your Anger is then set back to zero, all of your Drills are discarded, and you may use the new Power of your Main Personality this turn.



Note: Your Anger cannot go below zero, and you do not lose a Level as a result of your Anger being lowered. If an effect grants more Anger than necessary to level up, it does not carry over to the next Level. If your Main Personality is advanced or lowered to any Level by an effect, your Anger remains the same. If you are lowered a Level, set your Main Personality to five Power Stages above zero. Whenever you cannot win by MPPV and would advance a level by gaining anger on Level 4, your anger resets to zero and your MP is set to its highest power stage.

## MAKING A DECK

Your deck must contain a Main Personality set (Levels 1-4, each card of the same MP name and Alignment), a Mastery, and exactly 60 other cards.

You may include only one copy of any given Dragon Ball or Ally. You may only include Dragon Balls from one set (for example, you may not include both Earth Dragon Balls and Namek Dragon Balls in the same deck). You cannot include any Allies that match the name of your MP.

Your deck may contain up to three copies of any other eligible card. All of your Styled cards must match the Style of your Mastery. You may also include Freestyle cards. Some Freestyle cards are Named, meaning they have a character's name in the title. Any Named cards you include must match the name of your MP. Any cards tied to an Alignment must match the Alignment of your MP (this includes Allies).

When you first start out, use a Starter Deck in order to grasp how things work. From there, add cards from Booster Packs to design your own personalized creation!

## GAME ZONES

Throughout the game, you'll have cards in your hand and Life Deck, cards in play on the table, and cards that have been discarded or removed from the game.

**Life Deck** - Your 60-card Life Deck represents your various skills and techniques, as well as how much vitality you have left. You'll draw cards from it to perform attacks, and take damage by discarding cards from it to the Discard Pile.

**Hand** - Your hand will be filled with cards that you have drawn during the course of gameplay. During Combat, you'll play cards from your hand, use their effects, and then discard them.

**In Play** - Some cards stay in play and remain on the table. Your Main Personality and Mastery will always be in play on the table, while other cards like Setups or Allies will come and go.

**Discard Pile** - Cards that are discarded after being played or used are placed face up in the Discard Pile. Sometimes your opponent will Destroy cards that you have in play, which sends them to the Discard Pile. When you take damage, you'll discard cards from the top of your Life Deck and place them in the Discard Pile. Cards in the Discard Pile must stay in order. Both players may inspect either Discard Pile at any time.

**Banished Zone** - When you Banish a card, it is removed from the game by placing it face up in the Banished Zone. You might play cards that Banish themselves after use, or your opponent may use various effects that Banish your cards in play. If a Dragon Ball is discarded or destroyed and it matches a Dragon Ball already in play, it is Banished. Cards in the Banished Zone may be in any order. Both players may inspect either Banished Zone at any time.

## GAMEPLAY

Once you and an opponent both have a deck, you're ready to play! Begin the game with your Mastery in play, as well as your Main Personality set on Level 1 at five Power Stages above zero. After shuffling your deck and deciding who goes first, the initial turn begins. Each turn consists of the following steps:

### 1. Draw Step

At the beginning of your turn, draw three cards from the top of your Life Deck.

### 2. Planning Step

At this time, you may play any Allies, Setups, Drills, or Dragon Balls by placing them face up on your side of the table. Then, your Main Personality and any Allies gain power stages equal to the amount listed for their Power Up Rating.

Note: Allies come into play at three Power Stages above zero. Drills generally have  $\infty$  effects that are always active, but remember that Setups need to be activated during combat in order to use their abilities. Also recall that any time you play a Dragon Ball, you must immediately use all of its effects (and it is then considered "in play"). You may never attempt to play or place into play a Dragon Ball that matches the name of a Dragon Ball already in play.

### **3. Combat Step (Optional)**

You may now decide to declare combat against your opponent. You'll find out the details of the Combat Step below.

### **4. Discard Step**

At the start of the discard step, you must discard cards from your hand (one at a time) until you have one or zero held cards. Then, your opponent must do the same. Either player may choose to discard down to zero held cards.

### **5. Rejuvenation Step**

If you did not declare combat this turn, you may Rejuvenate one card. Rejuvenating means taking the top card of your discard pile and placing it face down on the bottom of your Life Deck.

After you have finished these steps, your turn is over. Your opponent then takes the next turn and moves through the same steps. Continue alternating turns until the game ends. There are three ways to win the game:

**Survival Victory** - if your opponent's Life Deck has no cards left in it, you win the game.

**Most Powerful Personality Victory ("MPPV")** - if you reach five Anger while your Main Personality is on Level 4, you win the game.

**Dragon Ball Victory** - if you control a set of all seven Dragon Balls, you win the game.

## THE COMBAT STEP

The Combat Step is the heart of the game, and most of the excitement during a match occurs here.

When you declare combat, use any “when entering combat” effects you have (such as from your Mastery, Main Personality, Power, Drills, etc). Next, your opponent uses any “when entering combat” effects and then draws three cards.

The Combat Step involves alternating Actions between players. You make an Action such as playing an attack or using an effect, against which your opponent may defend. Your opponent then makes an Action, against which you may defend. Then you make the next Action, and so on, until both players pass.

The player who declared combat makes the first Action. Here are the types of Actions you can make:

- » Playing an  card: Attacks will usually be Physical Combat or Energy Combat cards that you play from your hand, or the Power of your Main Personality. Whenever you play an attack, your opponent may attempt to defend with an appropriate defense card.
- » Use a Power: The Powers of each Main Personality Level, Ally, and Mastery, may only be used once per turn. To use the Power of an Event, play it from your hand during combat and then discard it after use. To use the Power of a Setup in play, activate it and then discard it after use.
- » Passing: If you don't want to play or use anything, you may pass. You must pass if you have no other remaining Actions to make. When both players pass consecutively, the Combat Step ends.

## ICONS

Cards have different icons that tell you when they can be used.

-  - A card that performs an attack
-  - A defensive card that can be used against attacks
-  - A continuous effect that is constantly active while the card is in play
-  - An effect with contextual timing that can be instantly played or used (whenever appropriate)

## HOW AND CARDS WORK

Whenever you play an , your opponent may play or use one  card by playing it from his or her hand (such as a physical combat card that stops a physical attack), or by using something already in play (such as a Power or Setup). Cards used defensively do things like reduce the damage of an attack, or stop all damage completely. When a card Stops an attack, the attack does not hit and deals no damage. The immediate effects of  and  cards always take place as soon as they are played. Some cards have effects which work only after an unstopped attack deals damage ("HIT effects").

There are two types of attacks - Energy Attacks and Physical Attacks. Energy Attacks generally deal damage directly to the opponent's Life Deck by discarding cards from it, while Physical Attacks usually lower your opponent's Power Stages.

Most Energy Attacks cost Power Stages to perform. To pay for an Energy Attack, lower your Main Personality the required number of Power Stages. If you do not have enough stages to pay for an attack, you are unable to play it. Many Energy Attacks deal damage in the form of Life Cards. To take Life Cards of damage, discard cards one at a time from the top of your Life Deck and place them in your discard pile.

Physical Attacks usually have no cost to perform and deal damage based on your Power Level. To calculate the damage of a physical attack, you'll reference the Attack Table ("AT").



		DEFENDER					
		A	B	C	D	E	F
ATTACKER	A	0-999	1	0	0	0	0
	B	1,000-9,999	2	1	0	0	0
	C	10,000-99,999	3	2	1	0	0
	D	100,000-499,999	4	3	2	1	0
	E	500,000-1,499,999	5	4	3	2	1
	F	1,500,000+	6	5	4	3	2

Find your Power Level in one of the A-F Attacker rows and compare it to the Power Level of your opponent's Main Personality in the A-F Defender columns. For example, Vegeta performs a Physical Attack against Goku. Vegeta's current Power Level is 90,000, placing him in the C bracket. Goku's Power Level of 7,000 puts him in the B bracket, so the AT value is 2.

Whenever you take Power Stages of damage at a Power Level of zero, the remaining stages are taken as Life Cards of damage from the top of your Life Deck. For example, Goku deals five Power Stages of damage to Vegeta. Vegeta is at two Power Stages above zero. He lowers his Scouter to zero, and then takes three Life Cards of damage by discarding the top three cards of his Life Deck.

### DAMAGE SUMMARY

Attacks may have some or all of their damage prevented or reduced. An attack can be stopped, which causes it to do no damage. Attacks that are not stopped deal damage and perform any "HIT" effects. After that, if your attack dealt enough damage, you may then use a critical damage effect.

## WHEN TAKING DAMAGE...

There are two things you should watch for when taking damage. Since Dragon Balls are placed at the bottom of your Life Deck after being discarded, they do not count towards the total and require a replacement discard. If you are taking damage and can only discard Dragon Balls, your opponent wins by Survival Victory.



Some cards have Endurance. Whenever a card with Endurance is being discarded as damage, you may Banish it to your Banished Zone in order to prevent some or all of the remaining damage. For example, you are hit by an Energy Attack dealing six Life Cards of damage. You discard the first card from the top of your Life Deck and place it in the discard pile, and then the second. You then discard the third card - which has Endurance 2. Rather than place the card in your discard pile, you choose to Banish that card to your Banished Zone - preventing two cards of the remaining damage from this attack. You then finish taking damage for the attack by discarding one more card and placing it in your discard pile.

## CRITICAL DAMAGE

Whenever your opponent discards five or more Life Cards of damage from an unstopped attack, you have dealt Critical Damage. Whenever you deal Critical Damage, you may use a Critical Damage effect. There are three Critical Damage effects to choose from, and you may always select any of the three (regardless of whether or not they will have any effect):

- » Capture a Dragon Ball. Gain control of a Dragon Ball your opponent has in play by turning it sideways and moving it to your side of the table. When you Capture a Dragon Ball, you may choose to immediately use all of its effects.
- » Discard an opponent's Ally in play.
- » Lower your opponent's anger 1 level.

## ATTACK TIMING SUMMARY

- 1) Pay any costs of the attack.
- 2) Use any immediate effects of the attack.
- 3) Opponent may play or use one ♤ card and use its immediate effects. It is then discarded/banished (if applicable).
- 4) Calculate and deal any unstopped or un-prevented damage.
- 5) Use any HIT effects.
- 6) If Critical Damage was dealt, you may choose a Critical Damage effect.
- 7) The attack is then discarded/banished (if applicable).

## **ALLIES DURING COMBAT**

Allies may have damage redirected to them. Whenever your Main Personality would lose Power Stages due to damage from an attack, you may have an Ally lose those stages instead.

Allies can also perform Actions or use a Power whenever your Main Personality is no more than one Power Stage above zero. When an Ally performs an Action, it acts just like your Main Personality. This means you can do things like use a Power of an Ally, use the Power Level of an Ally when referencing the Attack Table, pay the costs of an Energy Attack by lowering the stages of an Ally, and so on. Constant ( $\infty$ ) powers on Allies are in effect even when your Main Personality is more than one Power Stage above zero.

## **SAMPLE TURN**

You and your friend open two Starter Decks, and begin the game with your Mastery cards in play and your MPs on level 1 at 5 stages above zero. After rolling dice to see who goes first, you begin the first turn of the game.

You begin with the Draw Step and draw three cards. It is now your Planning Step, so you can play any Setups, Drills, Allies, or Dragon Balls in your hand. You have a Setup that draws a card, so you play it onto the table. You then raise your MP's stages by its PUR amount, and your Planning Step is complete.

At this time, you have the option to declare combat. You do not elect to declare combat, and move on to the Discard Step. Since you still have two cards in your hand, you choose one card to discard to your discard pile (and hold onto the other). Finally, the Rejuvenation Step occurs. Since you did not declare combat, you may Rejuvenate the top card of your discard pile by placing it on the bottom of your Life Deck. Now, it is your opponent's turn.

Your opponent draws three cards for his or her Draw Step, then enters the Planning Step. Your opponent has nothing to play during the Planning Step, and powers up his or her MP using its PUR.

Your opponent then declares combat. At this time, he or she uses the "when entering combat" effect of his or her MP. After your opponent finishes using any "when entering combat" effects, you may then use any "when entering combat" effects before drawing three cards. You do not have any effects to use, so you draw three cards. One of your drawn cards is a Drill, which cannot be played at this time.

Your opponent may now make the first Action in combat, and starts off by playing a physical attack dealing AT + 3 stages. The attack has an immediate effect of raising your opponent's anger, which takes place before you decide to defend. At this time, you may play or use one  card. You play a card that stops a physical attack, so the attack deals no damage.

It is now your Action, and you elect to activate your Setup that draws a card. Use its effect, then discard it. On your opponent's next action, he or she uses a physical attack dealing AT + 2 stages. You are unable to defend, so you refer to the Attack Table. Your opponent's MP has a current Power Level of 20,000, which is in the C bracket. Your MP is seven stages above zero, which puts your Power Level at 7,000 in the B bracket. C to B results in an AT value of 2, + 2 from the attack's effect, for a total of 4 stages of damage. Your MP is lowered four stages, and your opponent may now use any HIT effects of that attack.

Your next action is to use the Power of your MP, which is an energy attack costing 2 stages and dealing six Life Cards of damage. Your MP is lowered two stages to pay for the attack, and your opponent may now play or use one  card. Your opponent does not stop the attack, and must now discard 6 Life Cards of damage. On the fifth discard, your opponent reveals a card with Endurance 1 and banishes it to prevent the remaining Life Card of damage. However, your successful attack still dealt Critical Damage. At this time, you would use any HIT effects of the attack, then choose a Critical Damage effect. You elect to lower your opponent's anger 1 level.

Your opponent passes for his or her next Action, and you do the same. Each player discards down to one or zero cards, the Rejuvenation step takes place (no Rejuvenation occurs since your opponent declared combat), and it is then your turn. You start again at the Draw Step by drawing three cards, and the game continues from there.

Now you know everything you need to play your first match of the Dragon Ball Z TCG. However, this is just your first step on the path to becoming a true master! Stick to using a Starter Deck at first, and then expand on your strategies by adding new cards from Booster Packs. As you hone your skills and perfect your deck, you'll discover countless interactions between all the different cards available to you. It's a game of limitless possibilities! Crafting your deck, collecting new cards, playing new opponents with different strategies, discovering new combos...all this and more awaits you in the world of the Dragon Ball Z card game!

## GLOSSARY

**Ally:** Allies enter play at 3 stages above 0 unless otherwise indicated. Allies may make Actions or use a Power when your MP is no more than one stage above zero. **∞** Powers of Allies are always in effect, even when your MP is more than one stage above zero.

**AT:** The Attack Table is used to determine AT values by comparing the attacker's Power Level bracket against the Power Level of the defender. Cards may reference the value of the result from the Attack Table for calculations that are not power stage damage.

**Attached Cards:** Some cards attach themselves to things in play. "While attached" text is always active as long as it is attached to the intended target ("attach to \_\_\_\_"). Attached cards are also considered "in play" while attached to the intended target.

**Actions:** Actions are things you do during combat such as using a Power, activating a Setup, or performing an attack. Note: Playing or using a  card to respond to an attack is not an Action.

**Dragon Balls:** Whenever a Dragon Ball is discarded or destroyed, place it on the bottom of your Life Deck. If a Dragon Ball is discarded or destroyed and it matches a Dragon Ball already in play, it is Banished. When you capture a Dragon Ball (through a card effect or a Critical Damage effect), gain control of a Dragon Ball your opponent has in play by turning it sideways and moving it to your side of the table. When you capture a Dragon Ball, you may use all of its immediate effects.

**Endurance:** Cards with Endurance can prevent damage when being discarded from an attack, and their Endurance total is listed in an Endurance icon or written at the top of the card's effects.

**Effects:** Immediate effects are the effects on a card that take place soon as they are played. HIT effects require an attack to be successful, and take place after dealing damage. Floating effects are effects that have been created by a card that is no longer in play.

Whenever you play or use a card, resolve its immediate effects in the order listed on the card (one sentence at a time). Then, discard or banish the card (if applicable). Effects that take place with a contextual timing (i.e. "whenever," "if," "after," etc.) take place immediately after finishing the resolution of a sentence. When you have multiple effects to resolve with the exact same timing, you may choose the order in which they occur. If both players have effects to resolve with the exact same timing, the player who initiated combat resolves all effects first.

**Gaining/losing stages:** Whenever an effect causes you to gain or lose stages, you may choose any one personality you control to gain/lose the total amount. Whenever a personality would lose stages at a power level of 0, the remaining amount of stages are discarded from the Life Deck. Note that destroying/discardng directly from the Life Deck is different from taking damage (you may not use Endurance, and Dragon Balls do not require a replacement discard).

**Modifiers:** Any "+" or "-" effect is considered a modifier.

**"Naming" a card:** Whenever an effect requires you to name a card, you have one opportunity to name an exact card tile (personalities require sub-names to be named). Dragon Balls may never be "named" with an effect.

**Parenthesis Text:** This text can never be overridden or superseded by other card effects.

**Personality:** Both MPs and Allies are considered personalities.

**"Playing" vs. "Placing into play":** Playing a card is different from placing a card into play. Whenever an effect allows you to "play" a card, treat it as though you played it from your hand. You must pay any costs, and if it is a Dragon Ball you must use its immediate effects. Conversely, "placing into play" does not require any costs, and you would not use a Dragon Ball's immediate effects.

**Power:** Effects that can be used during Combat. Powers of Main Personalities, Masteries, and Allies can only be used once per turn regardless of things such as advancing/lowering a Level or leaving/reentering play.

**Power Level:** The number rating of your current Power Stage.

**Power Stages:** Your MP has 11 Power Stages, each with a different Power Level. You will gain and lose stages throughout the course of the game, and you can keep track of them with dice or the back of a card.

**Rejuvenate:** Place the top card from your discard pile at the bottom of your Life Deck. When a single instance of Rejuvenation causes you to Rejuvenate multiple cards, they are Rejuvenated one at a time (starting with the top card).

**Searching a Life Deck:** Whenever an effect searches your entire Life Deck, you must shuffle after searching. Whenever an effect causes you to search your Life Deck for a card and you fail to find it, your opponent may search your Life Deck to verify its contents.

**Thanks to all the Dragon Ball Z fans and players  
for making this game possible!**

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For more information about the game, upcoming events and  
tournaments, and future products, check out:

**[www.DBZTCG.com](http://www.DBZTCG.com)**

and

**[paniniamericadbz.wordpress.com](http://paniniamericadbz.wordpress.com).**

For more information about the show check out:

**[www.dragonballz.com](http://www.dragonballz.com)**

# DRAGON BALL Z

## AWAKENING

### ICONS

Cards have different icons that tell you when they can be used.

- A card that performs an attack
- A defensive card that can be used against attacks
- A continuous effect that is constantly active while the card is in play
- An effect that may be used immediately, whenever appropriate

### TURN SEQUENCE

- 1) Draw Step – Draw three cards.
- 2) Planning Step – Play any Allies, Setups, Drills, or Dragon Balls and then power up each of your personalities.
- 3) Combat Step (optional) – Your opponent draws three cards and then you both alternate actions.
- 4) Discard Step – Discard cards from your hand (one at a time) until you have one or zero held cards.  
Then, your opponent must do the same.
- 5) Rejuvenation Step – If you did not enter the Combat Step, rejuvenate the top card of your discard pile.  
Your opponent now begins the next turn.

### ATTACK TABLE (AT)

		DEFENDER					
		A	B	C	D	E	F
ATTACKER	A	0-999	1	0	0	0	0
	B	1,000-9,999	2	1	0	0	0
	C	10,000-99,999	3	2	1	0	0
	D	100,000-499,999	4	3	2	1	0
	E	500,000-1,499,999	5	4	3	2	1
	F	1,500,000+	6	5	4	3	2
							1



TOEI ANIMATION  
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