DRAGON BALL SUPER CARD GAME

FUSION WORLD

Official Rule Manual

Ver.1.10

Table of Contents

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. 覚醒 is one such skill.

Color

Special Trait

Card Type

Card Name

Card Number

Rarity

Block Icon

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

Back

Awaken Symbol

Skill

Color

Special Trait

Power

Card Type

Card Name

Card Number

Rarity

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

> 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.
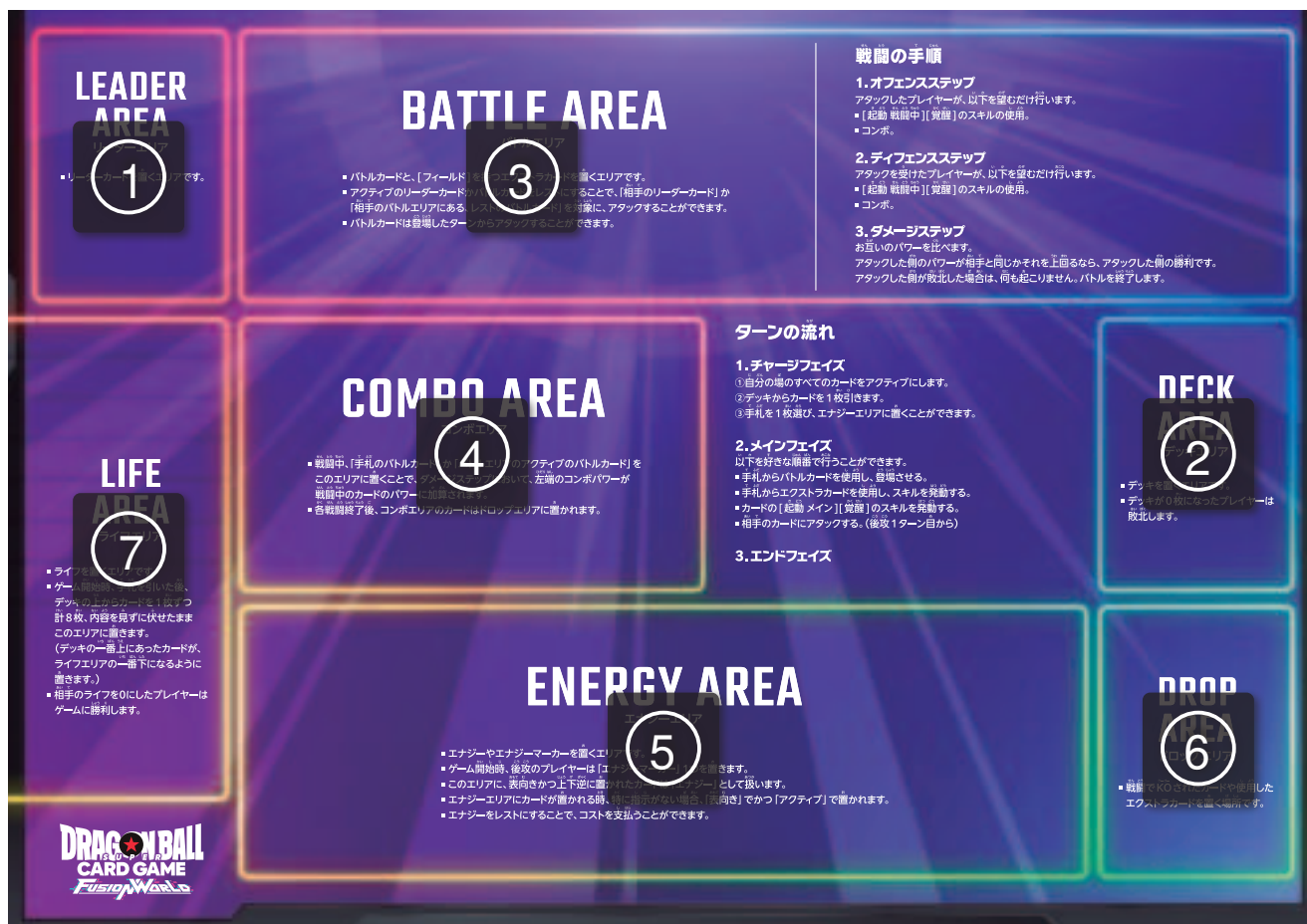
1 card

50 to 60 cards

Leader Cards

Battle Cards

Extra Cards

Areas

During the game, cards are placed as shown here.

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

①Place the Leader Card in the designated area, then determine who goes first and who goes second by rock-paper-scissors-scissors or other means.

②After shuffling your deck and place it in the designated place.

③Add 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.

④Place 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.)

⑤The player who goes second places 1 energy marker in their Energy Area.

⑥Now 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.

①Your opponent's life is reduced to zero cards.

②Your 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

③Choose 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.

①Using 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 覚醒 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.
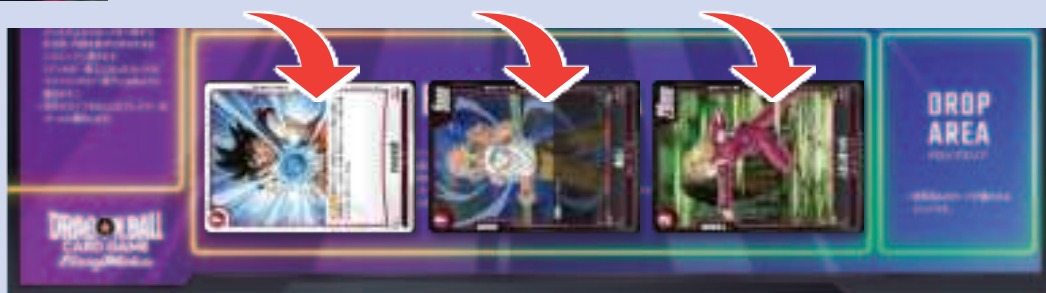
Cost

Specified Cost

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

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.

②Using 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 フィールド Extra Cards) are placed in your Drop Area after use.

③Activating cards' skills

Players can activate the 起動メイン and 覚醒 skills on cards on their field.

If a skill has skill conditions, they must be fulfilled.

Activating

覚醒 skills can be activated at both the timings for 起動メイン skills and the timings for 起動戦闘中 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.

④Attacking 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.

Attack!

Opponent's Leader

or

an opponent's Rest Mode Battle Card
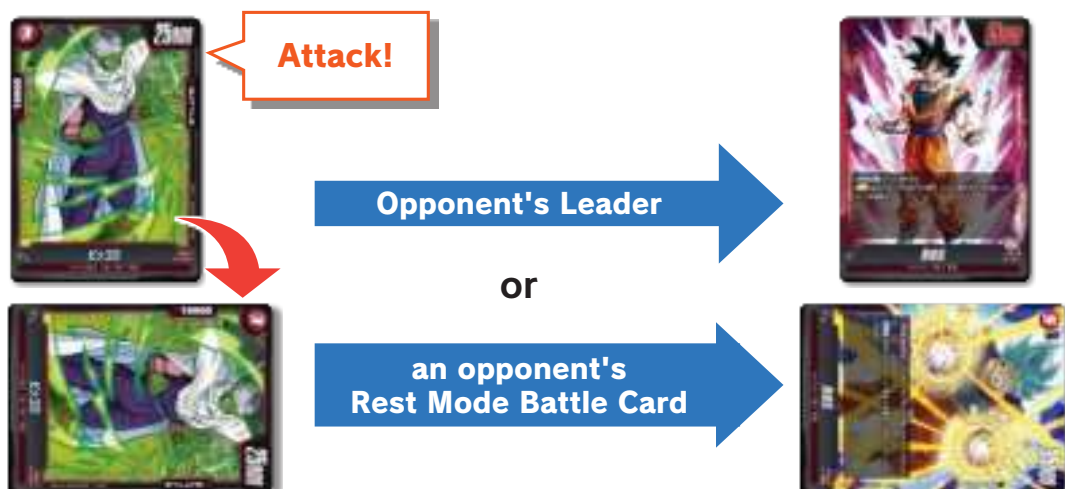
*The player who goes first can't attack during their first turn.
*You can't attack an opponent's Active Mode Battle Card.
*Battle Cards can attack in the same turn that they're played.

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 アタック時 skills and skills that activate when your Leader or Battle Card attacks.

2 Activation of ブロッカー

The attacked player can activate the ブロッカー effect if they have any Battle Cards with that skill.

3 Offense Step

The attacking player can perform the following actions any number of times.
・Use an 起動 戦闘中 or 覚醒 skill
・Perform a combo

4 Defense Step

The attacked player can perform the following actions any number of times.
・Use an 起動 戦闘中 or 覚醒 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.
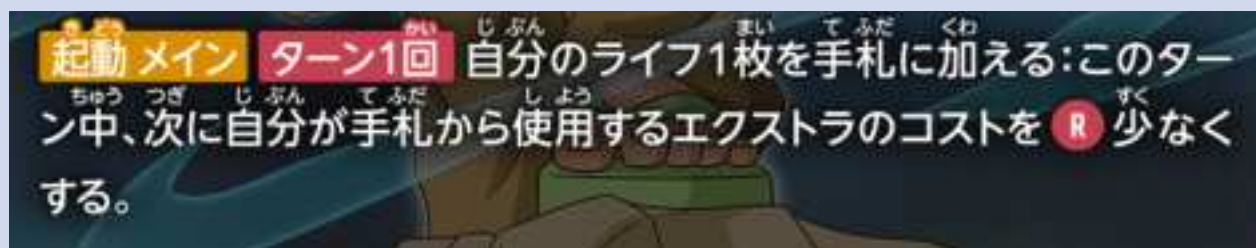
Glossary

スーパーコンボ ···················· Only up to 4 total cards with this skill can be placed in a deck.

クリティカル ···················· When a card with this skill attacks and deals damage, the life is placed into its owner's Drop.

ダブルストライク ···················· When a card with this skill attacks and deals damage, the amount of damage dealt is 2.

ブロッカー ···················· 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.

起動 メイン ···················· This skill can only be activated during the Main Phase of your turn when not in battle.

起動 戦闘中 ···················· This skill can be activated during the Offense Step of your turn or the Defense Step of your opponent's turn.

覚醒 ···················· This skill can be activated upon 起動 メイン or 起動 戦闘中 if the "when X" condition in the skill text is met.

登場時 ···················· Activates when a card with this skill is played into a Battle Area.

アタック時 ···················· Activates when a card with this skill attacks.

ブロック時 ···················· Activates when a card with this skill activates ブロッカー .

KO時 ···················· Activates when a card with this skill is KO'd in battle or KO'd by a skill.

自分のターン終了時 ············· This skill activates during the End Phase of your turn.

相手のターン中 ···················· This skill can be activated or its effect can be applied during your turn.

自分のターン中 ···················· This skill can be activated or its effect can be applied during your opponent's turn.

永続 ···················· This skill's effect is always activated.

自動 ···················· This skill activates when the "when X" condition is met.

フィールド ···················· 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 フィールド skill is placed into the Battle Area.

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.