



SEVEN

SCORE ENTERTAINMENT'S VERIFIED EVENT NETWORK

DRAGON BALL Z TCG CURRENT RULINGS DOCUMENT – UPDATED 8/03/06



Score Entertainment
2300 East Randol Mill Road
Arlington, TX 76011
Phone: 817-983-0300 / Fax: 817-983-0400

General Guidelines

Rule - Active Date

All changes are effective immediately.

Card Eligibility

All cards that have been previously produced by Score Entertainment for Dragon Ball Z TCG will be considered legal for use in tournaments sponsored by *SEVEN* for that game 2 weeks (14 days) after the official release date of the product or expansion that a card was released in. Alternate Art Promos become tournament legal at the same time that the set they were released with becomes legal. Here is a list of upcoming Promo cards and their eligibility dates.

Card Number	Promotion	Set Symbol	Eligibility Date
J1 - J6	Jakks Toys	Transformation	June 21, 2006
J7	Score Ent. Jakks Promotion	Transformation	July 5, 2006
P41	Convention Promo	Revelation	August 3, 2006
P42 - P48 (Alternate Art)	Tournament Promos	Revelation	July 27, 2006
P49	Pre-Release Promo	Revelation	July 23, 2006

Duplicate Card Titles

Any cards with duplicate titles are collectively limited to 3 per deck. This means you can have a total of 3 cards in your deck that have the same title. This does not change the amount of a card you can have if it is limited to X per deck. If you do use cards with duplicate titles, you must specifically note what set each version of the card is in.

Example A: Both #190 from Arrival and #8/#P32 from Transformation are named Blue Knee. Since neither of these cards are limited per deck, you can have any combination of 3 Blue Knees in your deck.

The following cards have been added to the Banned List:

Saiyan Back Smash - Transformation #45

Individual Card Clarifications

Promos

Card Name	Card #	Card Change	Date
Janemba	A3	Text Change: <u>Alien</u> 0: Your next attack does +1 damage for each Style that appears in your discards.	12/15/05
Gohan - Heroic Son	J4	Text Change: Saiyan, Human CONSTANT - <u>While 2 or more of your Allies each</u> have 5 stages, attacks performed by this personality do +3 damage.	8/1/06
Saiyan Happiness	P5	Text Change: <u>(Limit 1 per deck.)</u> 2: CONSTANT - After you paid the cost to perform a Saiyan Styled attack, you may gain 1 stage.	5/17/06
Saiyan Visions	P26	Text Change: (Remove from the game after use.) 1: Search your life deck for 3 different Saiyan styled cards and reveal them to your opponent. He chooses one of them for you to put in your hand, and you <u>remove the rest from the game.</u>	5/17/06

Arrival

Card Name	Card #	Card Change	Date
Black Encouragement	6	Clarification: <u>You must choose a card in your opponent's hand with this effect.</u>	12/15/05
Chiaotzu – Silently Strong	26	Text Change: 2: This personality cannot attack or refocus this turn.	8/10/05
Gohan – Resolute Ally	31	Text Change: 1: This personality cannot attack or refocus this turn and the next.	8/10/05
Red Peace	62	Text Change: 5: Cards <u>without</u> Constant effects that you use as a defense cost -1 stage to <u>use</u> to a minimum of 1.	8/10/05
Chiaotzu's Self Destruct	117	Title Change: <u>Chiaotzu's Self Destruct</u> Text Change: 7: This personality cannot attack, <u>refocus</u> , prevent damage or stop attacks for this turn. SUCCESSFUL - Capture!	8/10/05
Nappa - Faithful Cohort	137	Text Change: 2: Draw a card <u>for each of your</u> Saiyans in play.	5/17/06
Red Knee Strike	160	Clarification: <u>You may gain 2 stages even if you did not discard a Support in play.</u>	12/15/05
Saiyan Happiness	169	Text Change: <u>(Limit 1 per deck.)</u> 2: CONSTANT - After you paid the cost to perform a Saiyan Styled attack, you may gain 1 stage.	5/17/06

Showdown

Card Name	Card #	Card Change	Date
Bulma - Technological Genius	26	Text Change: CONSTANT - Your Freestyle Events and <u>Freestyle Supports</u> cost -1 stage to a minimum of 1	12/15/05
Gohan's Anger	62	Text Change: 1: Your opponent may lose up to 3 stages. <u>Gain X stages. X = the number of stages your opponent did not lose.</u>	12/15/05
Saiyan Rush	118	Text Change: 1: For this turn, your Saiyan styled attacks deal +X damage. X = the number of personalities your opponent has. <u>Limit 1 per deck.</u>	8/1/06

Transformation

Card Name	Card #	Card Change	Date
Guldo's Time Freeze	19	Clarification: <u>X is calculated each time an attack is performed and not when Guldo's Time Freeze is played.</u>	3/29/06
Piccolo's Fusion	38	Text Change: <u>(Remove from the game after use. Limit 1 per deck.)</u> 1: Choose one of your other Nameks. That Namek may lose up to 5 stages to have your Piccolo gain X stages. X = twice the amount lost.	5/17/06
Frieza - Destroyer of Namek	55	This personality's bottom power stage is 0. Text Change: CONSTANT - <u>Once per turn</u> when your opponent performs a styled attack that is Unstoppable, you may take 3 damage to stop that attack. (The attack still counts as Unstoppable.)	5/17/06
Gohan - Experienced Youngster	56	Text Change: CONSTANT - <u>Once per turn</u> and after you discard to use your Mastery, you may take 4 damage. If you do, you may use your Mastery again this Combat	3/29/06
Piccolo - Relentless Battler	72	Text Change: 2: <u>SUCCESSFUL - If you have only Nameks, draw the top card of your discards and take X damage. X = the base cost of that card.</u>	5/17/06
Saiyan Visions	83	Text Change: (Remove from the game after use.) 1: Search your life deck for 3 different Saiyan styled cards and reveal them to your opponent. He chooses one of them for you to put in your hand, and you <u>remove the rest from the game.</u>	5/17/06

Additional Rules

Refocusing Rules: **I.** Cards only effect refocusing if they specifically state so.

Example A: #66 **Red Fingertip Blast** : If you Refocus with this attack, its damage gains +1.

This type of effect does affect refocusing.

Example B: #241 **Vegeta – Saiyan Warrior**: Your attacks do +1 damage.

This type of effect does not affect refocusing.

II. Refocusing is not performing an attack; instead your attack is becoming a defense.

Therefore cards like Namekian Intimidation do not effect refocusing and Blue Forceful Mastery is not affected by refocusing.