

Welcome

to the DBZ Trading Card Game Demo. To do the demo, print out the decks and cut them out:

Next, set Piccolo™ and Goku® aside and stack the two decks of cards in order with the lowest number on top of each deck and the highest number at the bottom. That way, when you draw your cards, you draw the lowest numbered card first. Here are the two decks of cards:

Goku's Deck	Piccolo's Deck
Main Personality	Main Personality
<i>#200 Goku, Desperate Savior</i> <i>#249 Goku's Scouter</i>	<i>#222 Piccolo, Fearless Combatant</i> <i>#252 Piccolo's Scouter</i>
Goku's Life Deck	Piccolo's Life Deck
<i>#2 Black Back Lift</i> <i>#6 Black Encouragement</i> <i>#7 Black Face Strike</i> <i>#9 Black Left Blast</i> <i>#19 Blue Shielding</i> <i>#21 Blue Showdown</i> <i>#23 Blue Stalemate</i> <i>#27 Earth Dragon Ball® 1</i> <i>#38 Namekian Cross Block</i> <i>#53 Orange Evade</i> <i>#56 Orange Power Up</i> <i>#64 Red Cover Up</i> <i>#66 Red Fingertip Shot</i> <i>#69 Red Leaping Kick</i> <i>#70 Red Leaping Thrust</i> <i>#84 Saiyan Head Crush</i> <i>#86 Saiyan Monkey Beam</i> <i>#101 Black Finale</i> <i>#103 Black Quick Shot</i> <i>#105 Black Throw</i> <i>#129 Namekian Confidence</i> <i>#156 Red Breakout</i> <i>#171 Saiyan Left Hit</i> <i>#174 Saiyan Thrust</i> <i>#188 Blue Energy Beam</i> <i>#214 Orange Destructive Beam</i> <i>#232 Refill</i> <i>#235 Saiyan Ki Charge</i> <i>#238 Saiyan Right Punch</i> <i>#239 Saiyan Battle Armor</i>	<i>#4 Black Chin Punch</i> <i>#6 Black Encouragement</i> <i>#10 Black Moon Energy</i> <i>#19 Blue Shielding</i> <i>#21 Blue Showdown</i> <i>#23 Blue Stalemate</i> <i>#28 Earth Dragon Ball 2</i> <i>#38 Namekian Cross Block</i> <i>#44 Namekian Pound</i> <i>#53 Orange Evade</i> <i>#55 Orange Mouth Beam</i> <i>#56 Orange Power Up</i> <i>#64 Red Cover Up</i> <i>#74 Red Right Kick</i> <i>#80 Saiyan Dive</i> <i>#89 Saiyan Skull Grab</i> <i>#99 Black Electric Tendrils</i> <i>#110 Blue Cheer</i> <i>#114 Blue Snacks</i> <i>#115 Blue Utility Beam</i> <i>#127 Namekian Blinding Ray</i> <i>#163 Red Right Hook</i> <i>#164 Red Sword Slash</i> <i>#168 Saiyan Escaping Kick</i> <i>#186 Black Upward Kick</i> <i>#187 Black Z Warriors™ Support</i> <i>#208 Namekian Finger Charge</i> <i>#221 Paid Off</i> <i>#225 Red Destructive Blast</i> <i>#229 Red Mouth Cannon</i>

How the Demo Works:

This demo goes through 2 guided turns leaving you to finish the demo on your own. After you finish the demo, shuffle the two decks and play again. You can even build your own decks from these cards by printing out more copies of the demo cards.

Rather than go through a bunch of rules up front, you will learn them as you go along.

What's a Turn?

A turn in the DBZ TCG is made up of 3 Steps. Each player alternates taking actions during each step of the turn with the active player going first. (The active player is the player that acts first in each step of a turn) The three steps of a turn are:

Step 1. Draw:

Both players draw 3 cards.

Step 2. Power Up:

Both players power up their Main Personality by a number of power stages equal to their **Power-Up Rating (PUR)** indicated on the left of their Main Personality card. After that, players may play their support cards.



Step 3. Combat:

The fight begins! Players alternate attack phases where they can attack, or play and use cards and effects. When two players pass in back-to-back attack phases, they discard down to 6 cards in their hands and both the step and turn end.

Setting Up the Demo

ASSUMPTIONS: The demo modifies the actual game in 2 ways: first, there are 30 cards required for a demo deck instead of 60; second, you start the demo in the middle of a game.

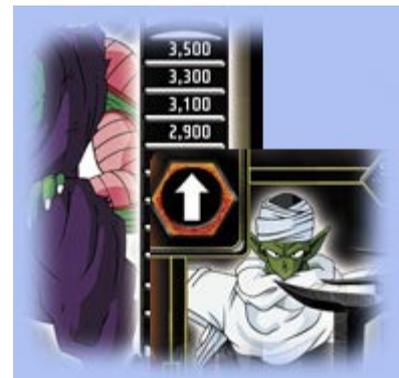
THE ACTIVE PLAYER: Piccolo is the active player for the first turn in the demo. That means he goes first in each step.

PICCOLO PLAYER SETUP

Piccolo, you put your Scouter under the 2,900 power stage.

A scouter card is used to keep track of what your current power rating is. You use your power rating to calculate damage on some attacks.

Next, you put your life deck to the left of Piccolo's Main Personality card. You'll see "Main Personality" abbreviated to "MP" on cards and rules.



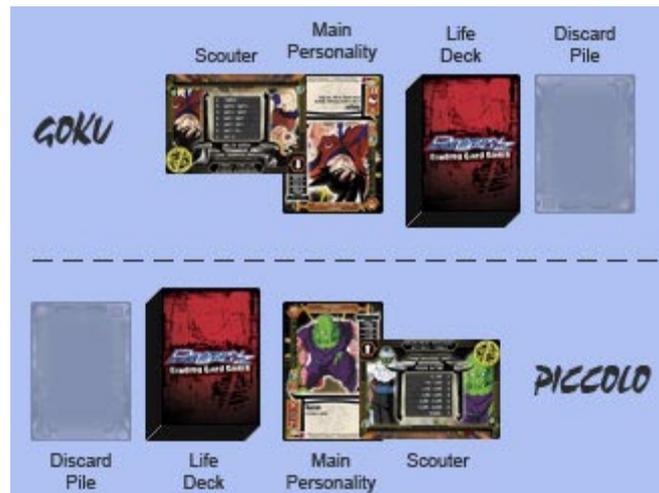
GOKU PLAYER SETUP

Goku, you put your MP card in front of you. Next, set your Scouter card underneath the 34,000 power stage like this:

Next, put your life deck of 30 cards to your left of your Goku card, face-down.



When you both are done, the table should look like this:



Let's Go!

For this demo, both players start with 5 cards in hand.

Both of you draw 5 cards now. When you are done, your hands should have these cards:

Goku's Starting Hand	Piccolo's Starting Hand
#2 Black Back Lift	#4 Black Chin Punch
#6 Black Encouragement	#6 Black Encouragement
#7 Black Face Strike	#10 Black Moon Energy
#9 Black Left Blast	#19 Blue Shielding
#19 Blue Shielding	#21 Blue Showdown

How to Win:

There are two ways to win:

1. Empty your opponent's life deck of cards or
2. Control all 7 Dragon Balls of the same set.

Turn #1
(Piccolo is the active player.)

Step 1: Draw:

Piccolo, You draw these 3 Cards:

- #23 Blue Stalemate
- #28 Earth Dragon Ball 2
- #38 Namekian Cross Block

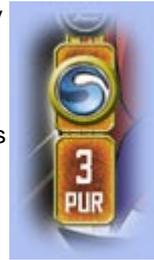
Goku you draw these 3 Cards:

- #21 Blue Showdown
- #23 Blue Stalemate
- #27 Earth Dragon Ball 1

After Goku draws his cards, you both go to the next step.

Step 2: Power Up

In this step, you both gain power stages equal to your MP's Power Up Rating (PUR) as well as play support cards from your hands. Look to the left side of both MP cards to find the PURs for Goku and Piccolo. The PUR tells you how many stages that character gains in this step.



Power Stages: Look at the numbers on the right side of your MP card. Those are the power stages of your personalities. Your scouter card goes up and down these power stages as you play the game. You use power stages to pay for costs, determine damage from some attacks as well as taking damage from attacks.

Both Players Power Up

PICCOLO'S ACTION: Piccolo powers up his Main Personality Card by moving his scouter up 3 stages to 3,500.



GOKU'S ACTION: Goku powers up his MP card by moving his scouter up three stages to 37,000.



Both Players May Play Support Cards

PICCOLO'S ACTION: Piccolo decides to play the Support card *Black Encouragement*.



Inside the text box of *Black Encouragement* is "1:" which is the cost to play the card. The number before the colon is the amount of power stages Piccolo must pay to play the card *Black Encouragement*. Piccolo lowers his scouter down from 3,500 to 3,300 to pay for the card and puts it face-up in front of his MP card. If Piccolo wanted to play more Support cards, he would play them right now.



GOKU'S ACTION: Goku also plays *Black Encouragement* and lowers his scouter to 36,000 to pay for it. If Goku had more Support cards to play, he could play them now.



Both players had their chance to play one or more Support cards, so the step ends.

Step 3. Combat

In this step, you both alternate attack phases. In an attack phase, you can do one of the following:

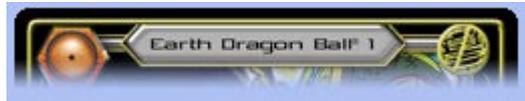
- Attack with a Combat card
- Use a Support card in play.
- Play a Dragon Ball card from your hand.
- Use the effect on your Personality card.
- Play an Event card from your hand.
- Pass.

You both can do only one action during an attack phase. Piccolo gets the first attack phase since he is the active player.

PICCOLO'S ATTACK PHASE! Piccolo, you choose to use your Support card *Black Encouragement*. Look at Goku's hand and choose *Blue Shielding*. Goku can't play or use that card this Combat. Now discard *Black Encouragement*.

GOKU'S ATTACK PHASE! Goku, you play Earth Dragon Ball 1.

It has no cost, so just play it down face-up and leave it in play (Dragon Balls stay in play after you play them.) *Earth Dragon Ball 1* has this effect: "**CONSTANT - Your styled attacks that cost 2 or more cost -1 stage.**" Now, some of your attacks cost less to play.



What are styled attacks? Styled attacks are attacks that are from cards that start with one of the 6 Martial Arts styles: Black, Blue, Orange, Namekian, Red and Saiyan. If a card starts with one of those words, it is a "styled" card.

PICCOLO'S ATTACK PHASE! Piccolo, you attack with *Black Chin Punch*! This costs 3 stages to play, so you lower your scouter down to 2,700. This attack has "**SUCCESSFUL - Capture!**" in its effect. "**Capture!**" means that if the attack is not stopped, you capture Goku's Earth Dragon Ball 1.

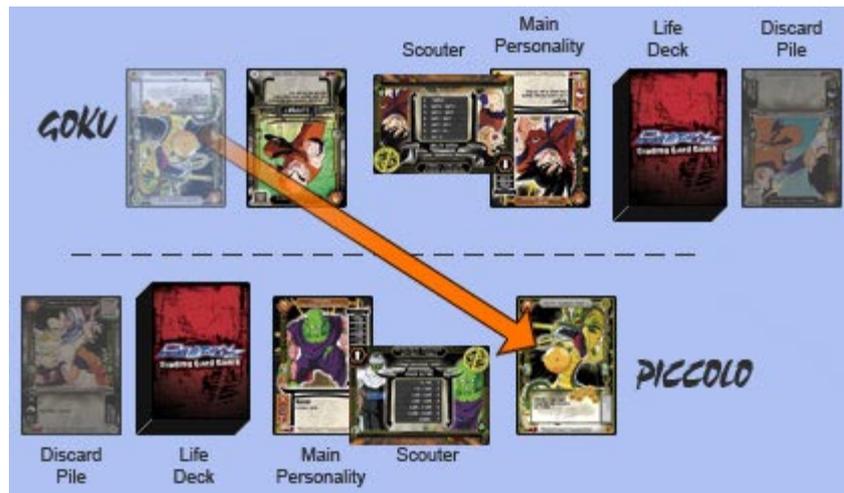


GOKU DEFENDS! You can defend against Piccolo's attack during Piccolo's attack phase. In DBZ TCG, you can use your attacks as defenses. This is called "refocusing." To refocus an attack, just play and/or use it like a normal attack.

Goku, you refocus with the attack *Black Face Strike*. Since you are using an attack, you get the bonus from *Earth Dragon Ball 1* so *Black Face Strike* costs only 1 stage. Lower your scouter to 35,000 and play *Black Face Strike* from your hand as a refocused attack. Refocusing doesn't keep an attack from being successful, but it does prevent damage from the attack equal to the damage on *Black Face Strike*.



The attack resolves. Piccolo, your attack is successful because Goku didn't stop it. Goku did refocus an attack to prevent damage, but that didn't keep the attack from being "**SUCCESSFUL.**" Your attack does 5 damage. Goku's refocused attack prevents 5 damage, so no damage from the attack gets through to Goku. You capture Goku's *Earth Dragon Ball 1* and take it over to your side of the table. You now get to use the effect on *Earth Dragon Ball 1*.



What's the difference between stopping an attack and preventing damage? Stopping an attack means that the attack doesn't "hit" an opponent. Think of it like a boxer that either blocks or avoids an attack. Preventing damage is lessening the damage a successful attack deals. Think of preventing damage like a boxer "rolling" with a punch. He may take a punch but "how" he takes it determines how much damage he takes from it.

GOKU'S ATTACK PHASE! Goku, you play the event *Blue Showdown!* You pay one stage by lowering your Scouter down to 34,000. Your next attack this turn costs -2 stages and does +2 damage! You now discard *Blue Showdown!*



PICCOLO'S ATTACK PHASE! Piccolo, you play *Earth Dragon Ball 2* from your hand. It has no cost, so you just play it face-up and use its effect. You gain 2 power stages, so raise your scouter to 3,100. Dragon Balls stay in play after you play them.



GOKU'S ATTACK PHASE! Goku plays *Black Back Lift* which costs 2 because of *Blue Showdown!* Lower your scouter to 32,000. *Black Back Lift* has a "**SUCCESSFUL**" effect. This effect doesn't get used until after Piccolo has a chance to defend and only if Piccolo doesn't stop the attack.



PICCOLO DEFENDS! Piccolo plays *Namekian Cross Block* which costs 2 stages, lowering Piccolo's scouter to 2,700. Goku doesn't get to use his "**SUCCESSFUL**" effect because Piccolo stopped his attack.



PICCOLO'S ATTACK PHASE. Piccolo plays the event *Blue Stalemate*. He pays 1 power stage setting his scouter at 2,500. Goku loses a power stage and is now at 31,000. Piccolo chooses 2 cards from his discard pile and puts them at the bottom of his life deck and discards *Blue Stalemate*.



GOKU'S ATTACK PHASE! Goku uses the attack on his personality card. He pays the cost of 2 stages and lowers his scouter down to 29,000 and then puts 2 cards from his discards at the bottom of his deck. Goku's attack does 8 damage.

PICCOLO DEFENDS! Piccolo refocuses with the attack on his card! He pays 2 stages to 2,100 and draws 2 cards from his effect - *Namekian Pound* and *Orange Evade!* Piccolo's attack does 7 damage.

The attack resolves. Piccolo chooses to take the damage in power stages. Piccolo prevents 7 out of Goku's 8 damage and then lowers his scouter down 1 stage for remaining point of damage. Piccolo is at 1,900.

PICCOLO'S ATTACK PHASE! Piccolo attacks with *Black Moon Energy* which costs 1 setting him at 1,700. *Black Moon Energy* does 3 damage.



GOKU DEFENDS! Goku chooses to take the damage because he doesn't have enough stages to refocus *Black Left Blast*, and he cannot use *Blue Shielding* this turn since Piccolo used his *Black Encouragement*.

The attack resolves. Goku takes the damage. He chooses life cards and discards *Namekian Cross Block*, *Orange Evade* and *Orange Power Up* from his life deck.

GOKU'S ATTACK PHASE! Goku passes. He has no attack he can pay for

PICCOLO'S ATTACK PHASE! Piccolo plays *Namekian Pound* from his hand for 1 stage lowering his scouter to 0!



GOKU DEFENDS! Goku can't stop the attack!

The attack resolves. Goku takes 2 damage in life cards and discards *Red Cover Up* and *Red Fingertip Shot*.

GOKU'S ATTACK PHASE. Goku passes.

PICCOLO'S ATTACK PHASE! Piccolo passes since there is nothing left for him to do.

The turn ends! Goku is now the active player.

Turn 2

(Goku is the active player)

Step 1. Draw Step

Goku draws 3 cards: *Red Leaping Kick*, *Red Leaping Thrust* and *Saiyan Head Crush*.

Piccolo draws 3 cards: *Orange Mouth Beam*, *Orange Power Up*, *Red Cover Up*.

Step 2. Power Up.

Goku gains 3 stages to 32,000.

Piccolo gains 3 stages to 2,100.

Step 3. Combat

GOKU'S ATTACK PHASE! Goku uses the card *Black Encouragement*. He looks at Piccolo's hand and chooses *Orange Evade*. *Orange Evade* can't be played or used for the rest of the turn.

PICCOLO'S ATTACK PHASE! Piccolo plays *Blue Showdown* and pays 1 stage to 1,900. His next attack cost -2 and does +2 damage.

GOKU'S ATTACK PHASE! Goku attacks with *Red Leaping Thrust* which costs 3 stages putting Goku at 29,000. The damage listed is "AT" which means that you use the scouter's attack table to find the damage. The table shows that Goku's attack does 7 damage.

POWER RATING	
0 - 749	1
750 - 1,499	2
1,500 - 2,999	3
3,000 - 5,999	4
6,000 - 11,999	5
12,000 - 23,999	6
24,000+	7

PICCOLO'S ATTACK PHASE! Piccolo refocuses with *Orange Mouth Beam* for a cost of 1 stage. Piccolo lowers his scouter to 1,700! This card has "AT" listed as its damage.

The attack resolves. Piccolo chooses to take damage in power stages. Piccolo uses the Attack Table to find the damage *Orange Mouth Beam* and prevents 5 damage from the attack (3 damage from *Orange Mouth Beam* and +2 damage from *Blue Showdown*.) Piccolo takes 2 damage (1 in power stages and 1 life card when he runs out of stages.) Piccolo is now at the 0 power stage!

POWER RATING	
0 - 749	1
750 - 1,499	2
1,500 - 2,999	3
3,000 - 5,999	4
6,000 - 11,999	5
12,000 - 23,999	6
24,000+	7

PICCOLO'S ATTACK PHASE! Piccolo passes because he has no stages to spend.

GOKU'S ATTACK PHASE! Goku uses *Saiyan Head Crush* for 1 stage putting him at 28,000.

PICCOLO DEFENDS! Piccolo doesn't defend - he's too weak.

The attack resolves. Piccolo takes 2 damage in life cards and then Goku steals *Earth Dragon Ball 2* with the "SUCCESSFUL" effect of *Saiyan Head Crush*! Goku Gains two stages to 30,000!

PICCOLO'S ATTACK PHASE! Piccolo passes.

GOKU'S ATTACK PHASE! Goku uses the power on his personality card. He pays 2 stages, puts two cards at the bottom of his deck and then attacks for 8 damage.

PICCOLO DEFENDS! Piccolo does nothing - he has no energy to defend!

The attack resolves. Piccolo takes a hard hit! He's at 0 so he must take the damage in life cards. Piccolo discards 8 cards from his life deck.

PICCOLO'S ATTACK PHASE! Piccolo Passes.

GOKU'S ATTACK PHASE! Goku Passes.

The turn ends! Keep playing the rest of the demo. Then shuffle your decks and start over!