DRAGON BALL Z

## DUEL BATTLE

IN AGE 761, A MYSTERIOUS SAIYAN WARRIOR NAMED RADITZ ARRIVES ON EARTH IN A SPACE POD.

HE REVEALS THAT HE HAS COME IN SEARCH OF HIS BROTHER [SON GOKU]. SON GOKU WAS ONCE DESTINED TO HELP RADITZ CONQUER NEW PLANETS, AND RADITZ PLANS TO GET HIM BACK ON BOARD.

THE TWO BROTHERS BEGIN TO BATTLE AND SON GOKU SACRIFICES HIMSELF TO DEFEAT RADITZ, WITH THE INVALUABLE AID OF PICCOLO, HIS FORMER ENEMY.

UNFORTUNATELY, RADITZ WAS ONLY THE HARBINGER OF WORSE TO COME. ONE YEAR LATER, TWO TERRIBLE SAIYANS, VEGETA AND NAPPA, ARRIVE ON EARTH...
DESPITE THEIR VIGOROUS TRAINING, PICCOLO, SON GOHAN [SON GOKU'S SON], AND THEIR FRIENDS ARE NO MATCH FOR THE SAIYANS.

HOWEVER, BY COLLECTING THE 7 DRAGON BALLS THEY MANAGE TO BRING BACK SON GOKU, WHO IS NOW STRONGER THAN EVER THANKS TO THE SPECIAL TRAINING HE RECEIVED IN THE AFTERLIFE!
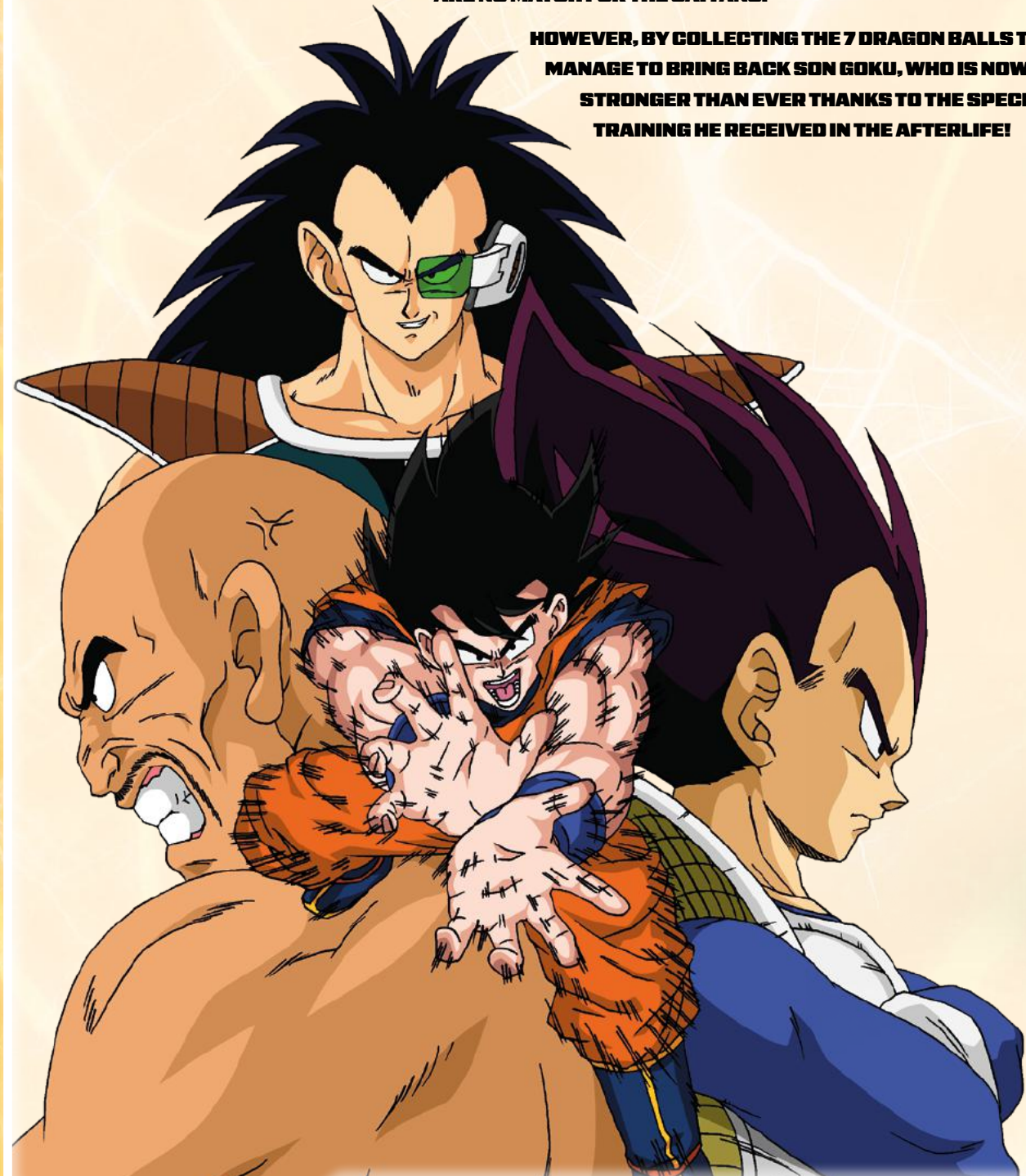
CONTENTS

① 1 rulebook
② 10 miniatures
③ 10 Character boards with dials
④ 10 Character dice
⑤ 1 Defense die
⑥ 40 Capsule cards
⑦ 1 tracker board with dials
⑧ 28 Discovery tokens
⑨ 7 Battleground tiles
⑩ 12 Hill tiles
⑪ 30 Star tokens and 30 Parry tokens
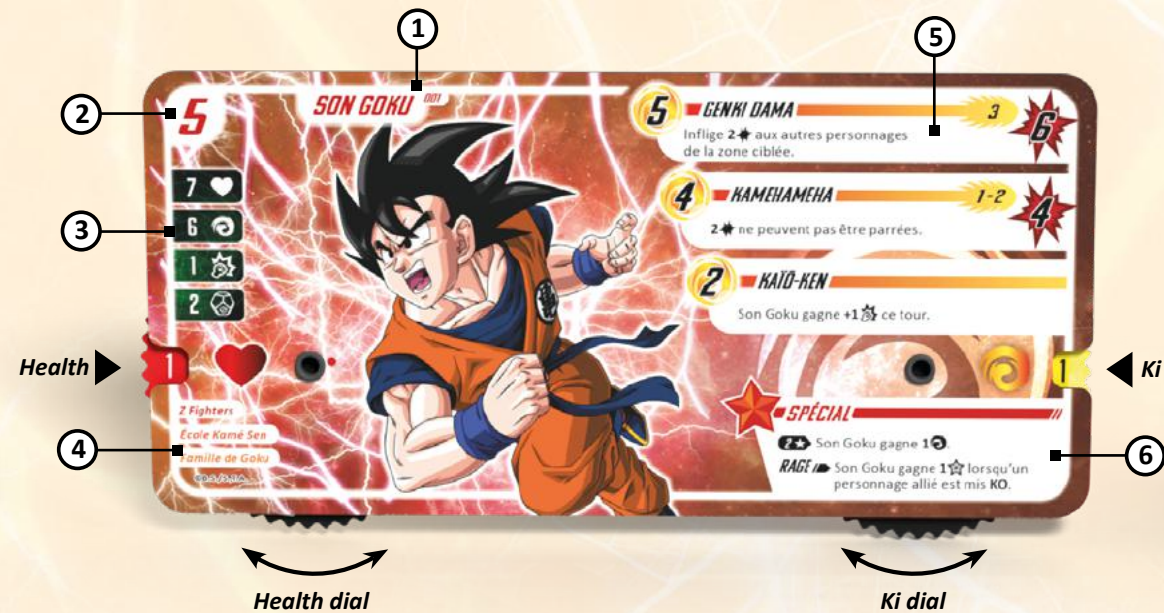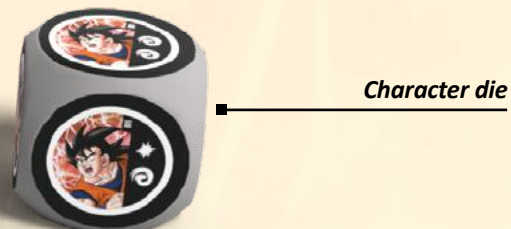⑫ 1 Saibaiman board and 6 tokens

CHARACTERS

The game features 10 key Dragon Ball Z characters from the Saiyan Saga.

Each character has his own **miniature**, **die**, and **player board** showing the following:

① Name and number ③ Stats ⑤ Techniques
② Value ④ Affinities ⑥ Special ability

Miniature

Character die

VALUES

You'll reference a character's value ② when assembling your team (page 6).

If your character is **KO**'d, your opponent gains victory points equal to that character's value.

♥ HEALTH AND KI

Over the course of the game, you'll keep track of your characters' Health (♥) and Ki reserves (⊚) using the dials on their Character boards. Your characters cannot gain more Ki or Health than the maximum values listed in their stats ③.

At the beginning of the game, each character's Health dial is set to his maximum Health points (e.g., 7 for Son Goku) and his Ki dial is set at 0.

⊚ You'll most commonly spend Ki to use your characters' techniques.

Whenever 1 of your characters gains or loses Health or Ki, you must track this using the corresponding dial on his board.

If a character's Health dial shows ☻, this means he is at 0 Health: he is **KO**'d and must leave the battleground.

CHARACTER DICE

You'll use the Character dice when activating your characters (page 9).

Each character has his own unique die with a range of icons on each of its faces. These represent the bonuses a character will collect when he is activated.

At the beginning of each round, you will place all of your Character dice in front of you (to show that you haven't yet activated those characters this round).

Once you've rolled and resolved a die, you must place it on the associated Character board (to show that you've activated that character this round).

TECHNIQUES AND SPECIAL ABILITIES

When you activate a character, you can resolve 1 of his actions to use a technique listed on his Character board. Most techniques have a Ki cost.

When you activate a character, you may also utilize his special ability(ies). Your characters' special abilities can be very powerful, so don't forget to use them!
Most special abilities have a Star token cost.

> *You can activate each character once per round.*
> *Activating a character gives him 3 actions for you to resolve this turn.*
> *Some Capsule cards let you perform actions <u>at any point</u> during gameplay, even when you're not the active player.*
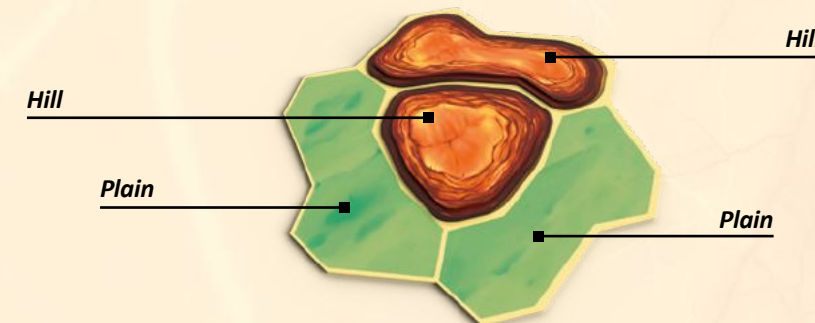
GAME PIECES

GAME BOARD

You will arrange the 7 Battleground tiles to create the game board your characters will move around over the course of the game.

Each tile is made of 4 regions. Some of these regions are marked with a 🔺 icon: you will place Hill tiles here during setup.
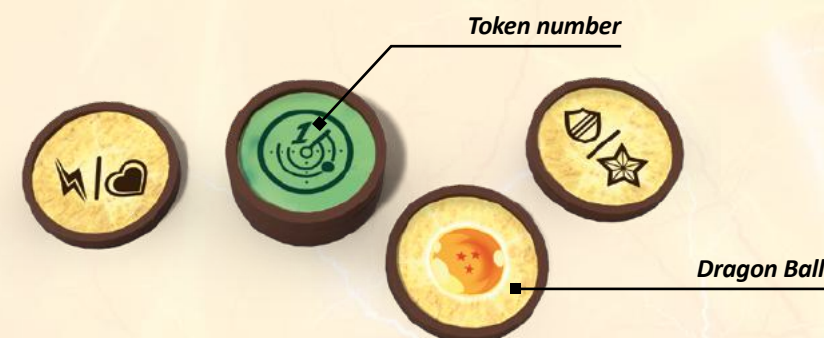
Note: *a maximum of 3 characters can occupy a single region.*

Hill

Hill

Plain

Plain

DISCOVERY TOKENS

The 28 Discovery tokens provide characters with various bonuses over the course of the game, including the 7 Dragon Balls.

You will group the tokens by number, shuffle them face down, and place 1 on each region at the beginning of the game.

Token number

Dragon Ball

OTHER TOKENS

You'll need the 30 Star tokens to purchase Capsule cards, as well as to utilize your characters' special abilities and certain techniques.

You'll need the 30 Parry tokens to block damage.

If you're playing with Nappa on your team, you'll also use the 6 Saibaiman tokens.

See page 14 for details on the Saibaimen.

CAPSULE CARDS

The 40 Capsule cards will grant you various effects during the game.

At the beginning of the game, you'll shuffle these cards to form a draw pile and reveal the top 3 cards.

There are 2 ways to acquire a Capsule card:
- Discover a Dragon Ball (pick up the top card from the draw pile).
- Spend Star tokens equal to the cost shown on a face-up card.
  Note: *you can resolve 1 action to reduce the cost of a face-up card by 1☆.*

When you acquire a card, add it to your hand. You can play it at any point during gameplay (even if you're not the active player) to gain the effect listed.

Draw pile

Cost

Effect

DEFENSE DIE

You may be able to use the Defense die when 1 of your characters is targeted by an attack or a technique.

This die has 12 faces showing the following icons:

🛡 **Parry**   ↩ **Counterattack**   ☆ **Star**   ⊚ **Ki**

TRACKER BOARD

You'll use the tracker board to keep track of both players' victory points and the round number.

At the beginning of the game, you'll place the tracker board near the game board with its dials in their starting positions: 1 for the round tracker and 0 for both players' scores.

Round tracker

Team A

Team B

SETUP

Assemble your team and get ready to face your opponent.
To win, KO all of your opponent's team or achieve the highest score at the end of round 7.

GAME BOARD

① To create the game board, first place 1 Battleground tile in the center of your play area.

② Arrange the 6 other Battleground tiles around it, making sure that the 2 starting tiles (Ⓐ and Ⓑ) are on opposite sides of the center tile.

③ Place the 12 Hill tiles on the regions with a ⛰ icon.

④ Group the Discovery tokens by number (there are 4 tokens of each number, labeled in the ⊙ icon) and shuffle each group face down.
For each numbered group, choose a Battleground tile and place 1 token in each of its regions, still face down.

Example: shuffle all the number-4 tokens and place 1 token in each of the 4 different regions of a single tile.

ADDITIONAL SETUP

⑤ Place the tracker board near the game board, making sure that each dial is set at its lowest number: 1 for the round tracker and 0 for both players' scores.

⑥ Shuffle the Capsule cards face down to form the draw pile. Place this near the game board and reveal the top 3 cards.

⑦ Put the Star tokens, Parry tokens, and Defense die within easy reach of both players.

ASSEMBLE YOUR TEAM

Starting with player Ⓐ and all 10 characters, take turns choosing an available character to form your own recruiting pool. Once all of the characters have been chosen, assemble a team of allies for this game from your own pool, in line the with following rules:

➡ Each team can have a maximum of 4 characters.

➡ To make sure that both players are evenly matched, we recommend that you both have roughly the same number of characters in your teams and that both teams' characters' values add up to a total of approximately 13 points.

In the example below, each team's total value is:
- *12 points for Vegeta, Nappa, and Raditz.*
- *14 points for Son Goku, Piccolo, Son Gohan, and Yamcha.*

4Pts   3Pts   4Pts   2Pts
5Pts   5Pts   3Pts

12 Points   **14 Points**

TEAMS

⑧ Take the Character board and Character die for each of the characters on your team and place them in front of you. On each Character Board, set the Ki dial to 0 and the Health dial to the character's maximum Health (see their stats).

⑨ Place the miniatures for the characters on your team near your starting region (Ⓐ or Ⓑ).

Note : if your teams have different total values, at the start of the game, the player with the lower total value gains victory points equal to the difference in value.

In the example above, the player with the team on the left will start the game with 2 victory points..

If you have Nappa on your team, also take the Saibaiman board and the 6 Saibaiman tokens.

⑦

⑥

⑤

⑦

⑨

⑧

⑧

HOW TO PLAY

1 START OF THE GAME

The game is played over 7 rounds.
Use the top dial on the tracker board to keep track of the current round. When you rotate the dial at the end of round 7, it will let you know you've reached the end of the game (**END**).

Round 1

In addition to the round number, the round tracker shows the bonus(es) you will collect in Step 2 and which player will go first in Step 3 (see below).

Bonus(es)   Starting player

2 START OF A ROUND

At the start of each round, both players give each of their characters the bonus(es) shown on the tracker board.

+1 ⭐   +1 🌀   +1 ⭐   +1 🌀   +1 ⭐   +1 🌀

Bonuses

Example:
At the start of round 3, each character collects 1 ⭐ and 1 🌀.

3 ACTIVATE YOUR CHARACTERS

Starting with the player shown on the round tracker (Ⓐ or Ⓑ), take turns activating 1 of your available characters (team members you haven't already activated this round). Over the course of a round, you must activate all of your characters.

① Always start by **rolling your chosen character's Character die**.
② **Collect the bonus(es)** shown on the die, then place it on the corresponding Character board to show you've activated that character this round.
③ Once you've collected the die bonus(es), your character has **3 actions (⚡)** for you to resolve this turn, with 6 action options to choose from (page 10).

Note: you can resolve these 3 actions in any order and can repeat the same action multiple times.
You don't have to resolve all 3 actions.

Example: player Ⓐ will go first in round 2.

Important: when you activate a character during round 1, immediately move his miniature into your starting region (Ⓐ or Ⓑ).
If this region is full (already occupied by 3 characters), place the character you're activating in a region adjacent to your starting region.

③   2x ➡️ Move
     1x 👊 Attack
     1x 🔴 Discovery token

From his die, Son Goku collects 1 Ki (🌀) and gains 1 extra action (⚡) for you to resolve this turn.

+1 🌀

Thanks to his extra action, Son Goku has 4 actions for you to resolve this turn: he can move twice, attack an enemy in his region, and flip over a Discovery token.

Once you've completed these 3 steps, play passes to your opponent. Take turns activating 1 character each until all characters in both of your teams have been activated this round.

If you run out of characters to activate this round before your opponent does, you can pick up the top Capsule card from the draw pile on your turn instead of activating a character. Play then passes to your opponent as normal.

4 END OF A ROUND

Once both players have no more characters to activate, the round ends. Advance the round tracker by 1 and begin a new round (unless the tracker signals the end of the game).

5 END OF THE GAME

At the end of round 7, the round tracker signals the end of the game (**END**) and the player with **the most victory points wins.**
In case of a tie, the player who achieved this final score first wins.

End of the game

Ⓐ   Ⓑ
12 Pts   9 Pts

Note: the game can also end if 1 player's team is completely KO'd.
If this happens, their opponent wins the game.

ACTIONS

Once you've rolled your character's die, he has **3 actions** you can resolve in any order or combination. There are **6 action options:**

1. **END STUN** *(you must perform this action if the character you're activating is stunned)*
2. **MOVE TO A NEIGHBORING REGION**
3. **FLIP OVER A DISCOVERY TOKEN IN YOUR REGION**
4. **ATTACK AN ENEMY CHARACTER IN YOUR REGION**
5. **REDUCE THE COST OF A CAPSULE CARD**
6. **USE A TECHNIQUE**

You can resolve your character's **3 actions** to perform your choice of these 6 options in any order or combination, including repeating the same action multiple times. Resolve each action one at a time. You don't need to decide your action options in advance.

1 END STUN

During the game, your character might be stunned by an enemy. If this occurs, place his miniature on its side in the region it had been standing in.

When you activate this character, you must resolve 1 action to end the stun and stand his miniature back up.

Note : you can also resolve 1 action to end an ally's stun, so long as he is in your active character's region and has at least 1 affinity in common with him.

So long as your character remains stunned, you can't perform any other action.
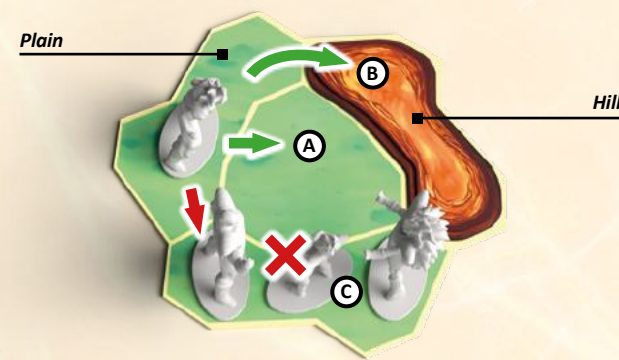
2 MOVE

You can resolve 1 action to move your active character to a neighboring region (A).

ADDITIONAL MOVEMENT RULES:

⇒ To move to a hill region (B), you must resolve 2 actions, unless your active character can fly (➶ >) or is already on another hill region.

⇒ You can't move your character into a region already occupied by 3 other characters (C).

Plain

Hill

Example:
Son Goku can resolve 1 action to move to region (A) or 2 actions to move to region (B). He can't move to region (C), as it is already occupied by 3 other character.

3 FLIP OVER A TOKEN

You can resolve 1 action to flip over and gain 1 Discovery token in the same region as your active character.

As soon as you flip over the token, remove it from the game board and collect the bonus shown.

● Dragon Ball: keep the Dragon Ball on the Character board of the character who found it and pick up a Capsule card from the top of the draw pile.

⚡/ Your active character gains 1 extra action this round, or 1 Health.

☆/ Your active character collects 1 Star token or 1 Parry token.

◉ Your active character collects 1 Ki.

THE 7 DRAGON BALLS

When one of the players discovers the 7th Dragon Ball, they trigger an event that interrupts the round.

As soon as they have picked up their Capsule card as normal, both players score victory points equal to the number of Dragon Balls in their team's possession.

The player with the most Dragon Balls chooses 1 of the following options:

▶ Return that character to full Health, place his miniature near your starting region (A ou B), and put his Character die back in front of you: this character can now be activated this round.

▶ Return 1 of your non-KO'd characters to full Health.

The player with the fewest Dragon Balls can pick up the same number of Capsule cards from the top of the draw pile as Dragon Balls in their team's possession.

PLAYER (A)

*Player (A) has 5 Dragon Balls, so they score **5 victory points** and can choose to either bring back 1 of their **KO'd characters** or return 1 of their non-KO'd characters to full Health.*

PLAYER (B)

*Player (B) has 2 Dragon Balls, so they score **2 victory points** and can draw **2 Capsule cards.***

Now collect all 28 Discovery tokens, shuffle them in their numbered groups, and distribute them around the game board as in setup.

The round continues from where you left off when the Dragon Ball event was triggered.
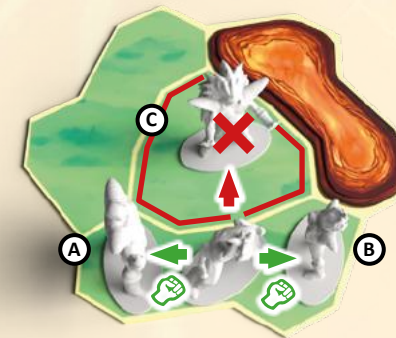
4 ATTACK

You can resolve 1 action to attack an enemy character in the same region as your active character (range of 0). The attack's target will have the opportunity to defend himself against each attack your character launches (page 13).

RESOLVING AN ATTACK:

① **Identify your target**. He must be in the same region as your active character.

Example:
Son Goku could attack Nappa (A) or Vegeta (B).
He can't attack Raditz (C), because they're in different regions.

② Check how much damage your target will take. This is equal to your active character's strength stat (⚔).

Note: you might be able to deal extra damage with your attack by using your active character's techniques, his Character die, his special ability(ies), and/or Capsule cards.

③ Your target might be able to avoid taking damage using the Defense die, Parry tokens, and/or his affinities with his allies (page 13)
He takes any remaining damage he hasn't been able to defend against.

* For an example of the attack action, see page 15.

SUCCESSFUL ATTACKS

If you successfully deal damage to an enemy character, **you can throw him into any neighboring region** not already occupied by 3 characters.

Ⓐ If you throw your target from a hill to a plain, he is stunned.

Ⓑ If you throw your target from a plain to a hill, he is stunned and takes 1 extra damage. The hill is also destroyed, which may have other consequences (page 14).

Ⓐ

Ⓑ

COMBINED ATTACK

Instead of performing multiple separate attack actions, you can merge them into a single combined attack.

A combined attack deals the cumulative total of the damage the separate attacks would have inflicted (multiply your character's strength stat by the number of actions you're merging). Your target is less likely to be able to defend against a combined attack, as he'll only have 1 chance to defend himself.

2 separate attacks: your target can defend himself twice.

1 combined attack: your target can only defend himself once.

5 REDUCE THE COST OF A CARD

At any point during your turn, you can purchase any of the 3 face-up Capsule cards by paying the cost in Star tokens shown on those cards (this does not count as resolving an action).
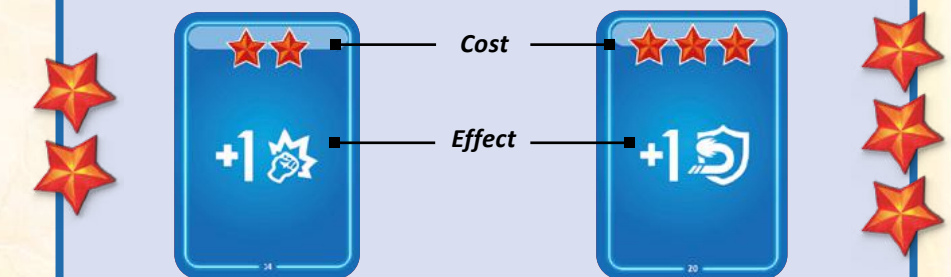
When you acquire a Capsule card, add it to your hand.
Important: there is no hand limit for Capsule cards.

When you purchase a face-up card, immediately replace it with the top card from the draw pile.

You can resolve 1 action to reduce the cost of a face-up card by 1 ☆.

CAPSULE CARDS

Cost

Effect

You can play 1 or more Capsule card(s) from your hand at any time during gameplay (even if you're not the active player) and for any character on your team (not just the character who was activated when you acquired the card). Playing a Capsule card does not count as resolving an action.

Immediately resolve any card effects. They may allow a character who is not currently activated to perform certain actions.

If you use a Capsule card to block an enemy's action, your opponent can cancel that action and use it to do something else.

Example: Vegeta resolves 1 action to attack Son Goku. The opposing player plays a Capsule card that gives them 1⇒, allowing them to move Son Goku to a neighboring region. Vegeta's attack is blocked, so he takes back that action.

6 USE A TECHNIQUE

You can <u>resolve 1 action</u> to use 1 of your active character's techniques, so long as he can pay the required Ki (🌀) Ⓐ.

When using a technique, first turn the Ki dial on your active character's board to reduce his Ki reserve by the Ki cost of the technique.

Using your characters' techniques will often allow you to deal significant damage (✴) to a target Ⓑ.
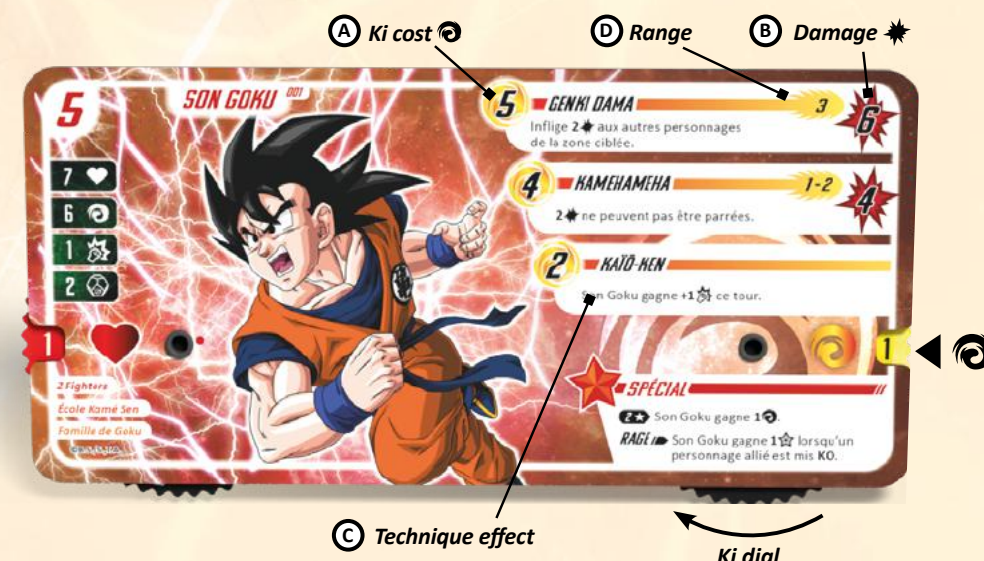
Note: *certain techniques do not deal damage directly (such as Son Goku's Kaiō-Ken technique).*

Each technique has an associated technique effect Ⓒ that triggers when you use that technique.

When using a technique, always check its range Ⓓ.
You can only target enemy characters within range of your active character.

* For an example of using a technique, see page 15.

RANGE

Range is the number of regions that can separate your active character and his target.

Important! When counting how many regions separate the two, always go by the shortest route (minimum number of regions).

➤➤ If a technique's range is 0, it can only target characters in the same region as your active character.

➤➤ If a technique's range is X, a number greater than 0, it can only target characters exactly X region(s) away from your active character.
Example: *if a technique lists a range of 2, it can only target a character exactly 2 regions away from your active character.*

➤➤ If a technique's range shows 2 values, X and Y, it can target a character in any region between X and Y regions away from your active character.
Example: *if a technique shows a range of 1–3, it can target a character 1, 2, or 3 region(s) away from your active character.*

HILL PENALTY

Important! The hills scattered around the battleground may add a penalty to a technique's range.

If your active character is on a plain and targeting a character in another region, each Hill tile between them adds **3** to the required range, instead of just 1. If your active character is on a hill or can fly, this penalty does not apply.

Ⓐ Ki cost 🌀   Ⓓ Range   Ⓑ Damage ✴

Ⓒ Technique effect

Ki dial
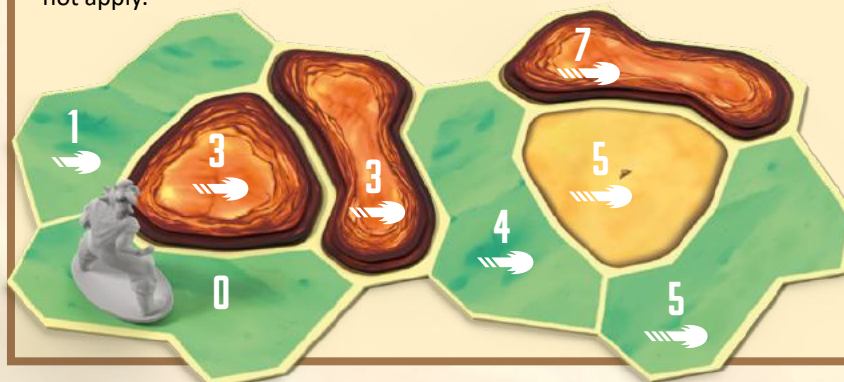
Shortest route
··············
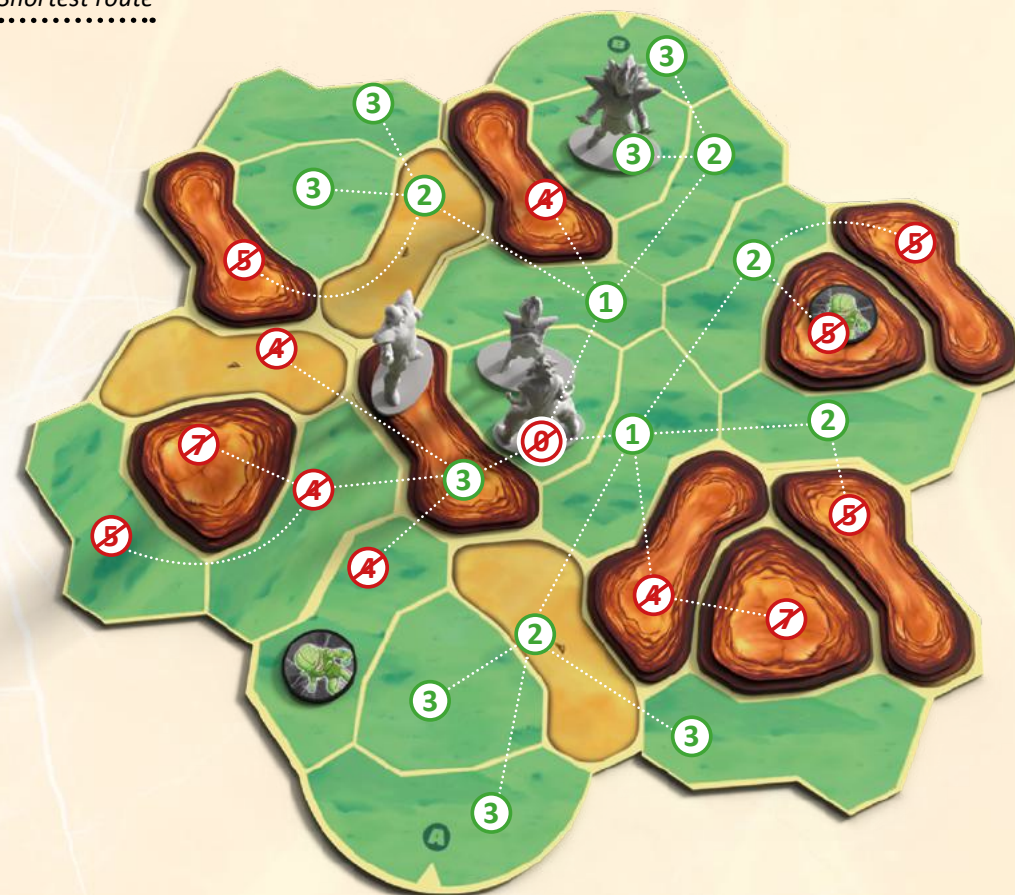
Example:
If Son Goku uses his Kamehameha technique with a Capsule card increasing its range (+1➤), he can target a character between 1 and 3 regions away.

➤➤➤ *Son Goku can target Nappa or Raditz, both of whom are within range.*

➤➤➤ *Son Goku can't target Vegeta, who is in the same region (0 regions away) or the Saibaimen, who are both too far away due to the hill penalty (4 and 5 regions away).*

Son Goku must spend 4 🌀 to use this technique. It deals 4 ✴ to his target. Thanks to its technique effect, 2 of those ✴ cannot be blocked.

DEFENDING YOURSELF

🛡 DEFENSE

A character who has been targeted by an attack or a technique can defend himself to avoid taking the associated damage.

There are 3 ways to defend against an attack or a technique, which can be used singly or in combination:

① Roll the Defense die. If your character has a positive defense stat (**1** or more 🛡), you can **roll the Defense die** and block 1 damage for each parry (🛡) you roll.

Note: ➤ *If your character has more than 1 🛡 (Son Goku and Vegeta start with 2 🛡, and you may be able to gain extra 🛡 for 1 turn by playing Capsule cards), you have the option to reroll the Defense die once for each additional 🛡 to try for a better result. If you do this, only the results of your final roll count.*
➤ *If your character has 0 🛡, you can't roll the Defense die.*

② **Spend Parry tokens** from the targeted character's board to block 1 damage per token

③ Share damage. The targeted **character's allies can each take 1 damage** in the target's stead for each affinity they share with the target.
Important! To do this, the ally cannot be stunned and must be in the same region as the targeted character or in a neighboring region.

* For an example of defending against damage, see page 15.

🌀 COUNTERATTACK

You'll gain the option to counterattack (🌀) most commonly from the Defense die and certain Capsule cards.

When your character is <u>targeted by a technique</u>, each counterattack (🌀) allows you to block 1 damage and deal the attacker 1 damage.

Note: ➤ *You can only carry out counterattacks against damage that would be inflicted by techniques themselves. For example, the 6✴ that would be dealt by Son Goku's Genkidama technique.*
➤ *You can't carry out a counterattack against damage that would be inflicted by an attack or by a technique effect. This damage can only be blocked using parries (🛡). For example, the 2✴ that would be inflicted by the technique effect of Son Goku's Genkidama technique.*

DEFENSE DIE

If your character has a positive defense stat (see above), you can roll the Defense die when he is targeted by an attack or a technique. Immediately apply the icons you roll:

🛡 Parry: immediately block 1 damage (you can't keep this for later in the form of a Parry token).
Some faces of the Defense die will give you 2 (🛡🛡) or 3 (🛡🛡🛡) parries.

🌀 Counterattack: immediately counterattack to block 1 damage from a technique and deal 1 damage to the attacker.

🌀 Your targeted character collects 1 Ki.

⭐ Your targeted character collects 1 Star token.

Important! If you decide to reroll the Defense die (see conditions above), you don't get to apply the icons from your initial roll(s).

💀 KO

If your character's Health (❤) drops to 0, he is immediately **KO**'d (💀).

➤ Your opponent gains victory points equal to the KO'd character's value.
➤ Your KO'd character loses all of his Ki and his Star and Parry tokens.
➤ If he has any Dragon Balls on his Character board, remove them and place them face down in the region his miniature is in.
➤ Remove his miniature from the game board and place it on his Character board.

You can't activate KO'd characters. However, you may have the chance to bring them back into the game using the Dragon Balls.

When you bring back a character, set the Health (❤) dial on his Character board to his maximum Health points, as listed in his stats. Put his miniature back into play near your starting region (Ⓐ or Ⓑ). You can now activate him during the current round.

STAR TOKENS

When 1 of your characters collects 1⭐, receive 1 Star token from the supply and place it on that character's board.

*Note: each character can have a maximum of **3 Star tokens** at any time.*

Each character can only spend the Star tokens on his own Character board and loses any Star tokens in his possession if he is **KO**'d.

You'll most commonly spend Star tokens to:
▶ Purchase Capsule cards.
▶ Utilize certain characters' special abilities.

Spending Star tokens to do either of these does not count as resolving an action.

PARRY TOKENS

When 1 of your characters collects 1🛡, receive 1 Parry token from the supply and place it on that character's board.

*Note: each character can have a maximum of **3 Parry tokens** at any time.*

Each character can only spend the Parry tokens on his own Character board and loses any Parry tokens in his possession if he is **KO**'d.

You'll spend Parry tokens to block damage.

HILL TILES

At the beginning of the game, you'll place Hill tiles on each Battleground tile region with a ⛰ icon.

To move a character to a hill region, you must resolve 2 actions, unless he is already on another hill region or he has gained the ability to fly (🗲) from his Character die, a Capsule card, or other means.

Hill tiles affect movement and range, but other actions can be resolved as normal (e.g., flipping over and gaining a Discovery token on the hill region your character is in). The main advantage of moving your character to a hill region is to put him out of range of his opponents' techniques (hills add 3 to the required range, instead of the 1 added by a plain).

Important! If a hill is destroyed, remove the Hill tile, transforming the region into a plain. Any characters previously on the hill fall to the plain, take 1 damage (💥), and are stunned.

SPECIAL ABILITIES

Each character has his own special ability(ies).

Usually, activating a character will give you the opportunity to spend Star tokens to utilize 1 of his special abilities. However, some special abilities have no ⭐ cost and instead come into play in specific scenarios.

Note: Some characters (e.g., Son Goku) have 1 ability activated by spending Star tokens, and 1 activated when its specified conditions are met.

On your turn, you can utilize your active character's special ability(ies) multiple times. You do not need to resolve any actions to do so.

FLYING

If your character can fly, you only need to resolve 1 action to move to a hill region from a plain (instead of 2 as normal). Just like when your character is on a hill, if he is able to fly, he can ignore the hill penalty: hills between him and his target only add 1 to the required range of his techniques, instead of 3.

If 1 of your characters is targeted by an attack or a technique, you can play a Capsule card allowing him to fly (in the same way you can play a Capsule card allowing him to move). This may take him out of range of the attack or technique. Flying increases your character's distance from his attacker by 2. For example:

▶ If your character was previously 0 regions away from his attacker, he now counts as 2 regions away.
▶ If your character was previously 1 region away, he now counts as 3 regions away.

THE SAIBAIMEN

If you have Nappa on your team, place the Saibaiman board and the 6 Saibaiman tokens in front of you.

Do not add any of the Saibaimen to the game board at the beginning of the game. You'll bring them into play utilizing Nappa's special ability.

SPÉCIAL
> 2⭐ Nappa can place a Saibaiman token on a neighboring region.

Note: If Nappa is on a hill, you can place the Saibaiman token on any neighboring region.
If Nappa is on a plain, the Saibaiman token can only be placed on neighboring plains.

Activate the Saibaimen at the beginning of each round (after collecting the bonus[es] shown on the tracker board).

The Saibaimen do not give you actions to resolve like the other characters. Instead, each Saibaiman currently in play can use 1 of his techniques (Destruction or Acid). If a Saibaiman does not use 1 of his techniques, the Saibaiman's special ability allows him to gain 1 movement action (1➡) instead.

Unique rules:
▶ The Saibaimen do not have Character dice.
▶ As shown on the Saibaiman board, they only have 1💗 each and have no other stats (0 🎲, 0 ⚔, and 0 🛡).
▶ Saibaiman tokens do not count as occupying the region they've been placed in (the region still has space for 3 miniatures).
▶ The Saibaimen can't collect Star or Parry tokens and can't use Capsule card effects.

TEAM VS TEAM
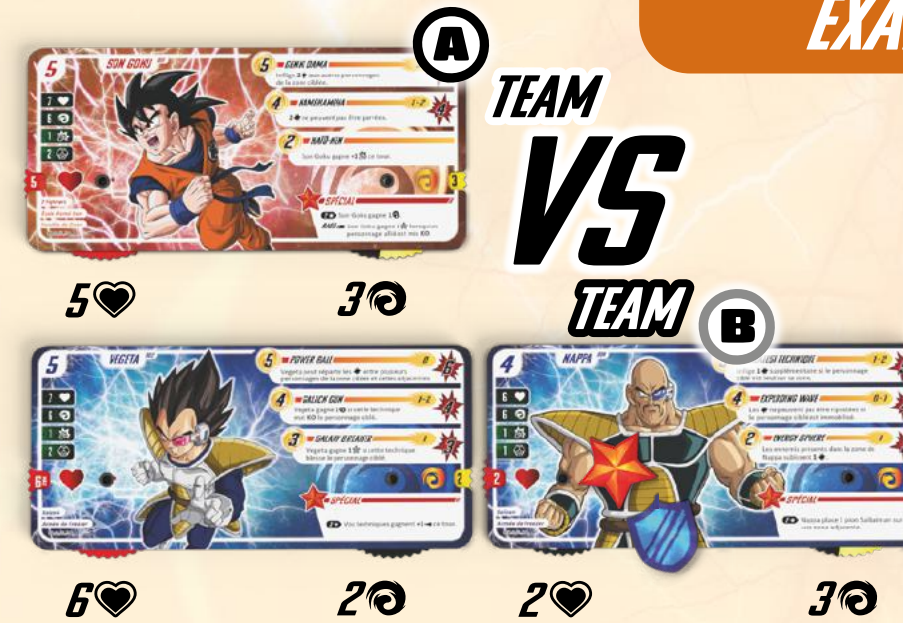
PLAYER A ACTIVATES SON GOKU

① Son Goku rolls his Character die and collects 1🎲 and 🔜, which lets him increase the range of his techniques by +1 this round. Player A places the die on Son Goku's board.

1ST ACTION

② Son Goku flips over the Discovery token in his region and finds 🗲. He opts to stay at 5💗 and gain an extra action this round.

2ND ACTION

① Son Goku takes advantage of the 🎲 and 🔜 collected from his Character die to use his Kamehameha technique with +1 range (now 1–3). This allows him to target Nappa, who is on a neighboring hill (required range of 3).

② Son Goku spends his 4🎲 to use Kamehameha against Nappa. He plays a Capsule card that adds +1💥 to his technique, for a new total of 5💥.

③ Nappa has a positive defense stat (1🛡), so he defends himself by rolling the Defense die. He rolls 1🛡 and 1🗡.

④ Nappa spends a Parry token, giving him a total of 2 parries and 1 counterattack. This allows him to block 3💥. **Son Goku loses 1💗 from the counterattack.** Nappa is unable to block the remaining 2💥 (due to Kamehameha's technique effect). He decides to share this damage with Vegeta, who has at least 1 affinity in common with him. He gives Vegeta 1💥, **causing him to lose 1💗. Nappa takes the remaining damage and loses 1💗.**

BONUS ACTION VIA CARD

Son Goku plays a Capsule card (1➡) allowing him to move to the neighboring region occupied by Vegeta.

3RD ACTION + BONUS ACTION VIA TOKEN

① Son Goku makes use of the extra action he gained from the Discovery token to launch a combined attack with a cumulative total of 2💥 against Vegeta.

② Vegeta rolls the Defense die to defend himself. He rolls 1🗡, which he can't use against this attack. Thanks to his defense stat (2🛡), he can reroll the Defense die, and this time rolls 1🛡. Using this parry, Vegeta blocks 1💥 and loses 1💗.

③ Son Goku's attack against Vegeta was successful, so he can throw him into the neighboring hill region. The hill is destroyed and Vegeta loses an additional 1💗 and is stunned (player B places his miniature on its side).

④ The destruction of the hill means Nappa falls to the newly-formed plain. He loses his last 💗 and is KO'd.

🏆 **Son Goku's team scores 4 victory points!**

END OF THE TURN

Son Goku ends his turn. Play passes to player B, who can now activate Vegeta.

SYMBOLS

⚡ ACTIONS
Activating a character gives him 3 actions. You may be able to gain extra actions through your Character dice, Discovery tokens, and other means.

✊ ATTACK
You can resolve 1 of your character's actions to attack an enemy character occupying the same region. You can merge several separate attacks into 1 combined attack, which deals more damage and is harder for your target to defend against.

↩ COUNTERATTACK
You'll gain the option to counterattack most commonly from the Defense die. When your character is targeted by a technique, each counterattack allows you to block 1 damage and send that 1 damage back to the attacker.

✹ DAMAGE
You'll deal damage to your enemies most commonly by performing attacks and using techniques.
Damage inflicted by other events *(e.g., when a hill is destroyed)* can only be blocked using Parry tokens from the affected character's board.

◎ DEFENSE
A character's defense stat determines how many times he can roll the Defense die when targeted by an attack or a technique.

↗ FLYING
Flying is similar to occupying a hill region. If your character can fly, you only need to resolve 1 action to move to a hill region from a plain and can ignore the hill penalty. If your character is targeted by an attack or a technique, you can help him avoid it by playing a Capsule card allowing him to fly.

❤ HEALTH
A stat tracked using the dial on the left-hand side of each Character board. If your character's Health drops to 0, he is immediately KO'd and your opponent gains victory points equal to the KO'd character's value.

◉ KI
Resource tracked using the dial on the right-hand side of each Character board. You will most commonly spend it to use your characters' techniques.

☠ KO
KO'd characters are removed from the game board and cannot return unless you bring them back using the Dragon Balls.

➡ MOVE
You can resolve 1 of your character's actions to move him into a neighboring region (so long as it is not already occupied by 3 characters). You must resolve 2 actions to move from a plain to a hill.

🛡 PARRY
Resource counted in Parry tokens. You can spend it to block damage. Parries rolled on the Defense die are used immediately and can't be kept for later in the form of Parry tokens.

�ള RANGE
To target an enemy, you must ensure he is at the exact range (number of regions away from your active character) specified. Each Hill tile between your active character and his target adds 3 to the required range, instead of just 1.
Any *+1➳* bonus(es) collected through your Character dice, Capsule cards, or other means increase the range of a technique for 1 turn *(e.g., the range of Son Goku's Genkidama technique would increase from 3 to 3–4).*

🎲 REROLL
When activating a character, you can reroll his Character die. If you do this, only the results of your final roll count.

👁 SCOUT
Immediately flip over a Discovery token anywhere on the game board without showing it to your opponent. Then place it back where it was, face down.

☆ STARS
Resource measured in Star tokens. You can spend it to purchase Capsule cards, utilize the special abilities of certain characters, and more.

✪ STRENGTH
A stat that determines how much damage your attacks will deal. Any *+1✪* bonus(es) collected through your Character dice, Capsule cards, and other means apply only to a single attack *(e.g., a combined attack merging 3 actions will only deal 3 + 1 damage).*

ROUNDS

The game is played over 7 rounds.

A. At the start of each round, give all characters the bonus(es) shown on the tracker board.

If the Saibaimen are on the game board, now activate each of them in turn.

B. Beginning with the starting player, take turns activating 1 of your available characters (team members you haven't already activated this round).

 1. Roll your active character's Character die.

 2. Collect the bonus(es) shown on the die, then place it on the corresponding Character board.

 3. Your character has 3 actions for you to resolve in any order or combination this turn, with a choice of 6 options:

 ⚡ End your active character's stun or that of an ally in his region.

 ⚡ Move your active character (➡).

 ⚡ Flip over and gain a Discovery token in your active character's region (◎).

 ⚡ Attack an enemy character in your active character's region (✊).

 ⚡ Reduce the cost of a Capsule card (☆).

 ⚡ Use 1 of your active character's techniques (➳).

You can also purchase and/or play Capsule cards, and/or utilize your active character's special ability(ies), none of which count as resolving an action.

C. Once both players have no more characters to activate, the round ends. Advance the round tracker by 1 and begin a new round (unless the tracker signals the end of the game).

CREDITS