GAME BOY ADVANCE

AGB-ADZE-USA

DRAGON BALL Z®

Collectible Card Game





INSTRUCTION BOOKLET

INFOGRAMES

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

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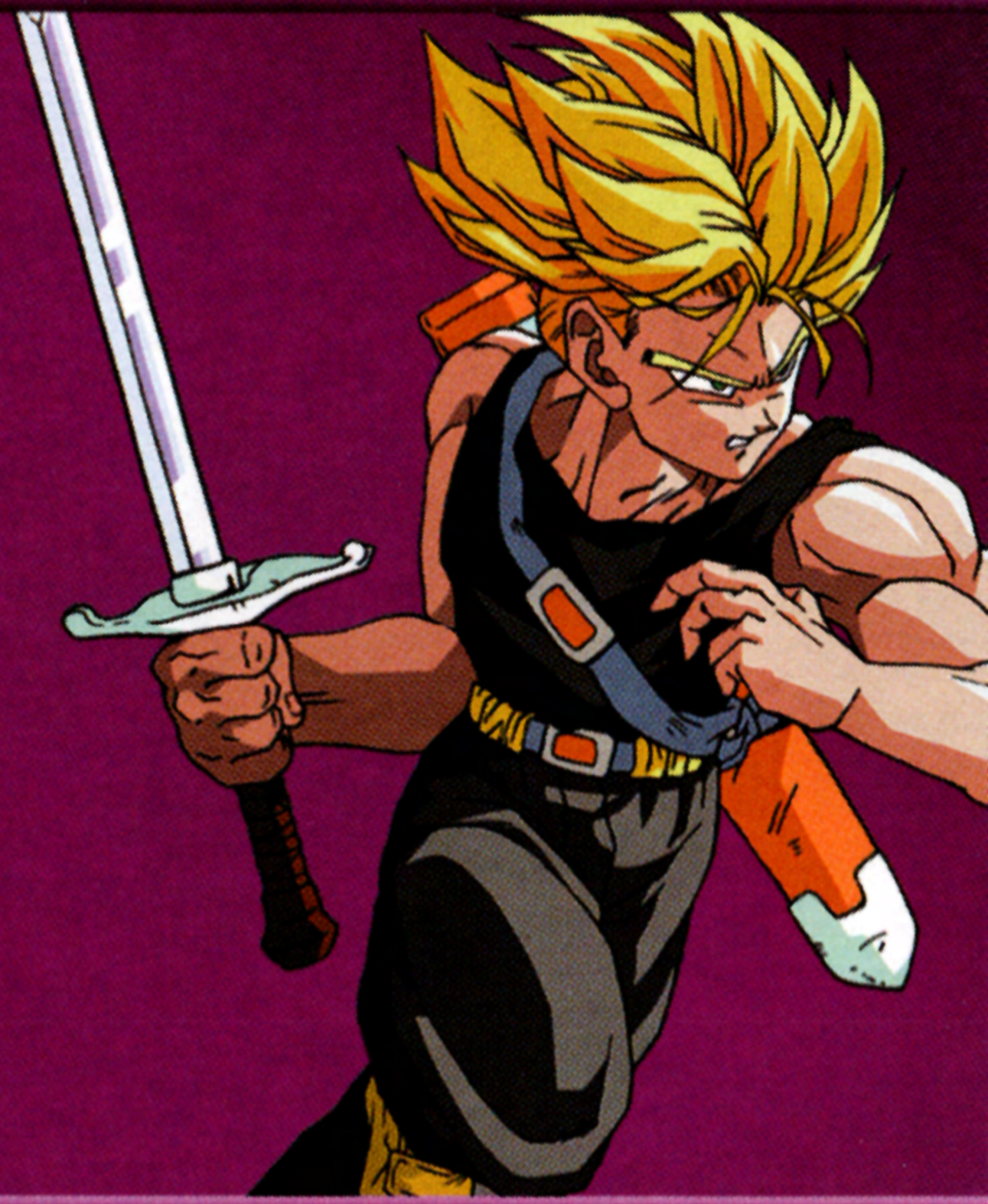


THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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Game Controller Information

The following is a summary of the available controls:



You can move between screens by using the Control Pad on the game system. The A Button confirms that you want to complete an action (a dialog box will come up asking for your confirmation) and the B Button will allow you to cancel any action you do not wish to complete.

Object of the Game

The goal of the Dragon Ball Z® Collectible Card Game is to battle your way through five levels of characters. You win booster packs of cards with each victory. Players can create more powerful decks using various strategies, adding cards from the booster packs and by trading with other players. The final goal will be to defeat Cell™ to unlock additional personalities to play, and gather all of the Game Boy® Advance Anthology cards to take into new battles with you!

Three Ways to Win

There are three different ways to achieve victory and win the Dragon Ball Z® Collectible Card Game. You will win ten cards in a booster pack each time you win a battle.

Survival Victory

You can win by outlasting your opponents. As soon as your opponent's Life Deck reaches zero, you win.

Dragon Ball® Victory

You can win by collecting all seven Dragon Ball® cards. However, if you capture the last Dragon Ball® card from another player to complete your collection, you don't win until the beginning of your next turn (provided you don't lose any Dragon Ball® cards before then).

Most Powerful Personality Victory

You can win by becoming the most powerful personality in the game. Use anger to raise your Main Personality (MP) to higher levels before your opponent.

Note: Level One opponents have only three levels of Personality cards in their decks. The first player to reach the third personality card wins. Most Level Two, Three, and Four opponents have four levels of Personality cards in their decks. To be able to win a Most Powerful Personality Victory against these opponents, you must have a fourth MP Card in your deck. Cell™, at Level Five, has five levels. You cannot defeat Cell™ by a Most Powerful Personality Victory as there are no fifth level MP Cards in the game.

Understanding the Game

You play the game as one of the Dragon Ball Z® Main Personalities, such as Goku® or Frieza®. Your MP wants to either save the world (if your MP is a Hero) or conquer it (if he is a Villain) and win some terrific battles along the way.

Higher strength gives a MP a better chance of successfully making attacks and defending against them. A Main Personality's strength is indicated by power stages. The higher the number displayed in the Scouter window, the higher the strength. The power level is displayed in the Main Play Area, as a single number, and marked on the MP Card.

Anger (tracked on the Warrior Sword counter) moves a MP to higher levels of untapped strength. During the game you want your Main Personality's anger to grow and your opponent's to decrease. When your anger reaches 5, your current MP card is replaced by the next highest level card.

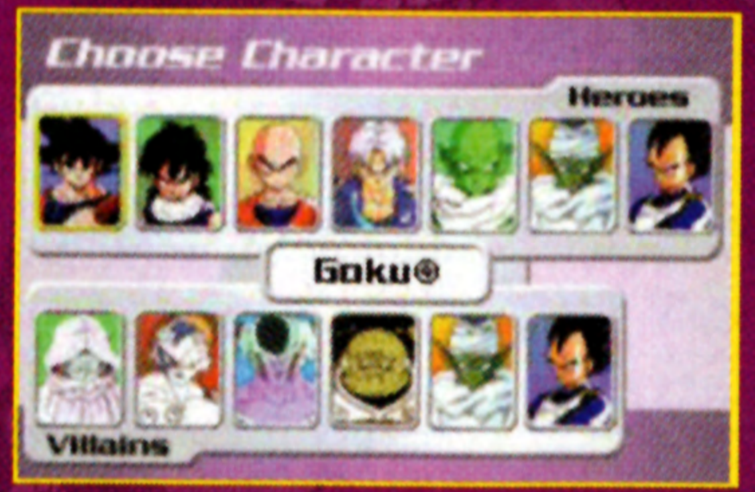
Successful attacks weaken your opponents' Main Personalities by lowering their power stages, their anger, and/or taking cards from their Life Decks. Successful attacks make it more difficult for your opponent to survive and move your MP closer to a Survival Victory. As you fight your opponent, you can also seek out all seven Earth Dragon Balls®, which is the other way to win.

Cast of Characters

The Dragon Ball Z® Collectible Card Game for Game Boy® Advance uses cards taken from the following sagas: Frieza®, Saiyan, Trunks®, Android™ and Cell™ (personality cards only) as well as Anthology Cards (exclusive to the Game Boy® Advance)

Main Personallities

- Goku®
- Trunks®
- Gohan®
- Krillin®
- Nail™
- Piccolo™ (Hero & Villain)
- Vegeta® (Hero & Villain)
- Guldo™
- Frieza®
- King Cold™
- Garlic Jr.™
- Cell™



Necessary Equipment

Game Boy® Advance System: One per player

Dragon Ball Z® Collectible Card Game Game Pak: One per player

Game Boy® Advance Game Link® cable: One (for Multiplayer play only)

Single Player Startup Sequence

1. Make sure the power is OFF on your game system.
2. Insert your Dragon Ball Z® Collectible Card Game Game Pak into the Game Pak slot.
3. Turn on your Game Boy® Advance.
4. Press START at the title page to begin the game.
5. Select 1 PLAYER from the Main Menu.
6. Select NEW GAME or CONTINUE.
7. Select a Main Personality (if New Game is selected).
8. Select a deck to use.
9. Select an opponent.

Multi Pak Linking & Startup Sequence

1. Make sure the power is OFF on both game systems.
2. Both players should insert their copy of Dragon Ball Z® Collectible Card Game Game Pak into their Game Pak slot.
3. Plug the Game Link® Cable into the External Extension Connector (EXT) on the top of both Game Boy® Advance systems.
4. Turn both systems' power ON.
5. Press START at the title page to start the game.
6. Select 2 PLAYER from the Main Menu.
7. Select a Main Personality.
8. Select a deck to use.

Note: the player who plugs the P1 connector into their Game Boy® Advance will be Player 1.

Game Menus

Main Menu options

- Play
- Deck Building
- Trading Arena
- Options

Play Menu options

- 1 Player
- 2 Player
- Tutorial

One Player

- New Game
- Continue Game

Note: The first time you play Dragon Ball Z® Collectible Card Game, the only selectable option is New Game.





Two Player

After you have selected your MP and game deck under the 2 PLAYER option (available only if a Game Link® Cable is plugged into your system), a Connect screen displays while the game synchronizes your Game Boy® Advance system with the other system. If the systems cannot synchronize, you are returned to the Main Menu.

Tutorial

The tutorial is designed to give you a quick run through of the game, and all of the Game Boy® Advance specific rules and controls.

Deck Building

This section allows you to customize the decks used by your personalities. You can have up to three customized decks per personality. The starter decks provided for each personality give you a base to start from. You may customize your decks right away, or wait until you earn additional cards by defeating opponents in battle.

Trading Arena

Using the Game Boy® Advance Game Link® cable to connect to another Game Boy® Advance Game system, you and your friends can trade with each other for your favorite cards.

Options Menu

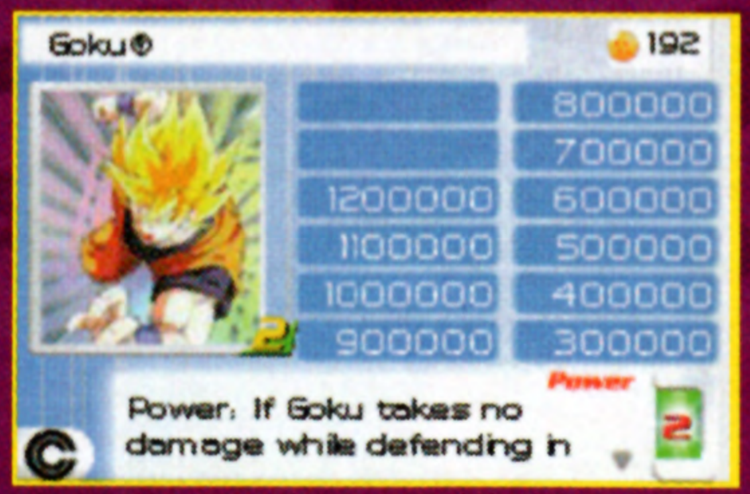
Name Entry	Allows the player to change the name on their Game Pak. The default name is Player 1.
Music	Toggles the music on or off.
SFX	Toggles the sound effects in the game on or off.
Erase Data	Resets your Game Pak and removes all saved information.
Credits	View the credits of the game.

Playing the Game

Opponents are divided into levels, according to strength. You will start at the easiest level (Level 1). Once you have defeated all three of the Level 1 opponents, you will be given the option to move up and begin battling the personalities on Level 2. Be careful, though, as you can only battle opponents on the level you are currently on. If you think you still need practice, or want to earn additional cards, stay on the level you're currently on until you are ready to battle the stronger opponents. If you find that you cannot defeat all of the personalities on your current level, you can select New Game instead of Continue. You will lose your place on the Level ladder, but you do not lose any of the cards you have won.

Once you defeat Cell™, a new personality may be unlocked (see the Hints section to see which personalities unlock others). Once all personalities are unlocked, defeating Cell™ again will unlock his personality cards. You are now ready to save the world, or conquer it by engaging in Combat.







Combat

Step 1: Draw 3 Cards

On your turn, the top three cards from your Life Deck are automatically drawn and added to your hand.

Step 2: Place Non-Combat Cards and Allies in Play

If you have any Non-Combat, Allies or Dragon Ball® cards in your hand, you must place them in play on the Table during this step.

Step 3: Power Up

The game will automatically power up your MP card and any Allies that you have in play. At this point, you can choose to Pass or Attack your opponent (Combat). If you select Pass, go to Step 5: Discard.

Step 4: Combat

Phase (a): Defender Draws Three Cards

Once you initiate combat, you become the attacker and your opponent becomes the defender. The game automatically draws three cards from the defender's Life Deck into his hand.

Phase (b): Attacker Attacks

As the attacker, you may Pass and go directly to Phase (d), or you can attack the defender in one of four ways:

1. Play a combat card (Physical Combat, Energy Combat, or Combat) from your hand for an attack.
2. Activate one of your Non-Combat Cards.
3. Use the power on your MP card to attack.
4. Choose Final Attack. Both you and your opponent can perform a Final Physical Attack (Final Attack in the menu) by discarding any one card from your hand. To use this attack, you must have at least one card in your hand. You can make only one Final Physical Attack per round, and afterwards, you must pass in all remaining phases of that Combat, including defending against your opponent.

Phase (c): Defender Defends

The defender may perform one of the following actions:

1. Play a Combat card (Physical Combat, Energy Combat, or Combat) from his hand to stop an attack made against him. You can only use a card if it prevents damage from an attack or stops the attack.
2. Activate one of his Non-Combat cards (placed in play during Step 2: Place Non-Combat Cards and Allies in Play portion of the defender's turn).

3. Use the card power from his MP card to stop or reduce the effects of the attack.
4. Pass.

Damage Report

After selecting an action, the defender takes the resulting damage from the attack.

Phase (d): Fight Back Until You Both Pass

Phases (b) Attacker Attacks and (c) Defender Defends repeat, with the players switching roles each time. Keep repeating Phases (b) and (c) until both players consecutively pass. At that time, Step 4 Combat is finished.

Step 5: Discard

When you have more than one card in your hand after the Combat step, discard all but one card into the discard pile. Your opponent also discards down to one card.

Step 6: Add Life Card for Not Attacking

If you skipped the Combat step, the top card from your discard pile is taken and placed face-down at the bottom of your Life Deck.

Your turn ends after Step 6, and your opponent starts his turn at Step 1. This cycle is repeated until one of the players emerges victorious.

The Table

The Table is divided into three parts: the Player's side, the Center, and the Opponent's side. When you select the Table option, you are shown the Player's side. You can view your current personality level, power stage, and anger; the number of cards in your Life Deck and Discard Pile. Across the bottom of the Player's side are areas for any Allies, Drills, Dragon Balls®, and Non-Combat cards you put into play. To view the cards in these areas, press Left or Right on the Control Pad to select an area, and then press the A BUTTON. Select HAND to return to your hand.

To view the Center of the Table, press Up on the Control Pad. In addition to viewing both your and your opponent's current power stage and anger, you can view your MP card (and Mastery card, if used), your opponent's MP and Mastery cards, and the last four cards put into play. Press Left or Right on the Control Pad to scroll through the cards. Press the A BUTTON to view them.

Press Up on the Control Pad to view the Opponent's side. Here you can view any Allies, Drills, Dragon Balls®, and Non-Combat cards he has in play. You can also view the number of cards he has remaining in his hand, but not which cards they are.



Center of the Table.

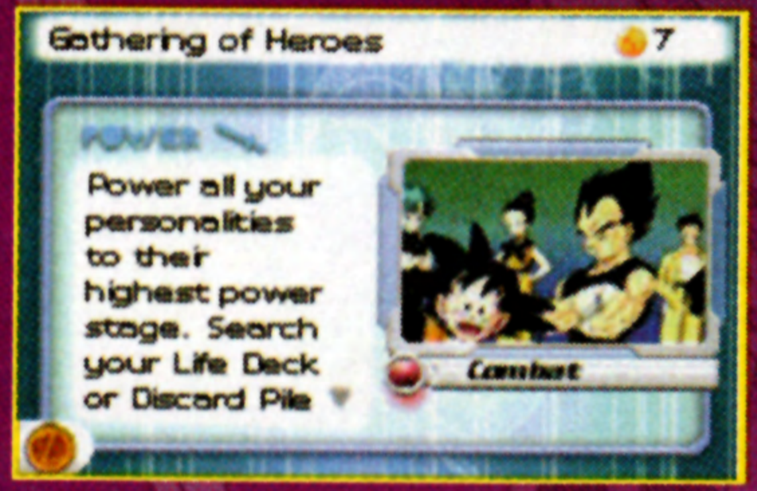


Player's Side of the Table.

The Cards

There are several types of cards in the game:

- Personality Cards
- Combat Cards
- Dragon Ball® Cards
- Drill Cards
- Mastery Cards
- Non-Combat Cards



Personality cards are used to theme a player's deck. A character is chosen to be the MP of the deck. Other personality cards in a player's deck become Allies and assist in battle.

There are three types of Combat cards:

- Physical Combat – represent skilled martial arts techniques such as punching or blocking, which can attack or defend.
- Energy Combat – represents the unleashing of powerful cosmic forces against an enemy, which can attack or defend.
- Combat – represents miscellaneous effects in Combat.

Dragon Ball® cards represent the seven Dragon Balls® of Earth. Each has its own unique power in the game.

Drill cards represent the martial art abilities of your MP and Allies.

Mastery cards give you bonuses if you decide to use one martial arts style (Tokui-Waza).

Non-Combat cards also represents miscellaneous effects in Combat, but must be put in play in Step 2: Place Non-Combat Cards and Allies in Play during your turn before they can be used.

How Combat Results are Determined

Physical Attacks

Physical Combat cards will either make a physical attack or stop a physical attack. You can tell the difference by reading the card power and by the symbol next to the word Power (a sword for attack and a starburst for defense). If the defending player does not have an appropriate Physical Combat card, MP card power, or other appropriate card power to stop the attack, then it is successful. The Base Damage is automatically calculated, using the Physical Attack Table. Any damage from a physical attack is applied to the opponent's power stage level. If the defender's Scouter drops to zero (0) before losing all the power stages required, he must discard one life card for every power stage still to be lost.

A player can discard a card from their hand to perform a Final Physical Attack (or Final Attack in

the game). This acts like a normal physical attack, but does not have any modifiers or special effects within the Final Attack. If the Final Attack is successful, damage is automatically calculated using the Physical Attack Table (applying modifiers from Drill cards or other cards and effects). A player who decides to make a Final Attack must pass in all of the remaining phases of Combat and is unable to attack or defend for the remainder of Combat.

Energy Attacks

Energy Combat cards either make an energy attack or stop an energy attack. If the defending player does not have an appropriate Energy Combat card, MP card power, or other appropriate card power to stop the attack, then it is successful. Making an energy attack costs two power stages (unless otherwise noted) whether the attack is successful or not. A personality who does not have sufficient power stages to expend cannot perform an energy attack. Successful energy attacks force the defender to discard the top four life cards from his Life Deck unless otherwise noted by the card.

Main Personality Cards in Combat

Main Personalities have special powers described on MP cards. These card powers represent Combat and Non-Combat powers. An attacker or defender may use the card power from his current, face-up MP card only once in Step 4. Combat, no matter how many phases are fought during that Combat.

There are two exceptions to this rule:

- When the Main Personality's card power is a Constant Combat Power. These card powers are constantly available, so you can use a Constant Combat Power more than once per Combat. You can even use it before or after a Combat, depending on the card power's text.
- When a player's MP gains or loses a personality level. The card power of the new MP card can be used even if the card power from the previous level was already used in that Combat.

Allies

All personality cards in a player's deck other than the MP cards are Allies. Allies are put into play in front of the player from his hand only during Step 2: Place Non-Combat Cards and Allies in Play. When placed, an Ally's Scouter is set at three power stages higher than zero (0). Allies in play gain one power stage every turn during Step 3: Power Up, regardless of the Ally's Power Up Rating (PUR). Allies can be chosen to benefit from power up cards instead of the MP.

Your Allies must be at least two levels below your Main Personality's highest level. You do not need to have the Level 1 Ally in play to play a higher level of that Ally.

Allies in Combat

During a Combat, after all Combat effects have been resolved and all the damage is computed, the defender chooses whether the damage affects his MP card or one of his Ally cards. When an

Ally is reduced to power stage zero (0), all remaining damage is taken as discards from the Main Personality's Life Deck, since the remaining damage weakens the MP.

Allies can take over to attack or defend in Combat, but only if your Main Personality's power rating is at zero (0) or one power stage above zero (0). When this occurs, the Ally "takes over" the battle, using its card powers and playing attack cards from the player's hand just like a MP. You can constantly switch out which ally is taking over Combat as long as your Main Personality's power rating is at zero (0) or one power stage above zero (0). The MP resumes control of Combat when he reaches two power stages above zero (0) or higher, he gains a personality level, or when Combat ends.

Card powers that stop an opponent from making a physical or energy attack in a future Combat step or phase must be directed at a player's MP *or* Ally at the time they are used. If no such designation is made, the card power will apply only to the MP.

Restrictions on Placing Allies in Play

You may place as many Allies in play as you wish. However, you can't place an Ally in play if that same Ally at the same level is in play anywhere in the game. You can place an Ally in play that another player already has in play, as long as their levels are different.

For example, your opponent has Goku®'s Level 2 card in play as an Ally, and you place Goku®'s Level 1 card in play as an Ally.

If you have an Ally in play and you draw another version of that Ally with a higher level, you can

play the new card on top of the old one, replacing the old card and powering up the new card to its highest possible power stage.

You may have duplicates or different levels of another player's MP in your deck, but you cannot play any of them as Allies until the player of that personality has been eliminated from the game.

For example, when someone is playing Vegeta® as his MP, nobody can play Vegeta® as an Ally until the Vegeta® player has exited the game. You can still keep these cards in your deck, however, and you can use them for Final Physical Attacks.

Drill Cards

A Drill card is any Non-Combat card with the word "Drill" in its title. Drill cards represent special powers gained by a MP because of intensive study within a martial art. Because Drill cards are Non-Combat cards, they are put in play from a player's hand, during Step 2: Place Non-Combat Cards and Allies in Play. Unlike other Non-Combat cards, a Drill card is kept in play after use and its card power can be used many times by the owning player.

Drill cards stay in play until the MP changes to another level. When anger or card play makes a MP rise to the next level or drop to a previous level, all Drills in play for that personality are discarded immediately.

A player can have Drill cards from only one color (as in the word "Blue" in the card title of Blue

Neck Restraint Drill) in play at one time. A player may have more than one color of Drill cards in his deck, however. A player cannot have duplicate Drill cards (those with the same card name and number) in play at the same time, but can have several different Drill cards in play at the same time. So, if a player has a Black Drill card in play he can only play other Black Drill cards with unique names, unless otherwise noted on the Drill card.

When a player draws a Drill card into his hand that cannot be played because it does not match the color of a Drill card already in play, he will have the choice to reveal it to his opponent and then shuffle it back into his Life Deck. The player does not have to show it if he does not wish to shuffle it back into his Life Deck. He may discard it instead. In either case, the player does not get to draw another card.

A Drill card can have play restrictions such as "Cannot be used with other Orange Drills in play on the table." In this case, the Drill card cannot be played if any player, including the card's owner, has Orange Drill cards in play. Also, if another player places an Orange Drill card on the table, the restricted card must be discarded immediately. If another player places the exact same restricted card into play, both players lose the duplicated Drill card. Similar card powers from two or more Drill cards can be used at the same time by a player, and their effects are combined.

Drills that add a "+" to attacks cause their extra damage even if the attack does zero (0) damage by itself. For example, the Orange Joint Restraint Drill does +4 power stages of damage with every physical attack. If a physical attack is successful, the attack will cause the +4 power stages of damage from the Drill even if the physical attack itself caused 0 damage.

Special Powers for Names Drill Cards and Colorless Drill Cards

Named Drill cards (Drill cards with personality names in the card title) and colorless Drill cards (Drill cards without a color word, e.g., Blue, in the card title) can be put into play along with any colored Drill cards without restriction. Unless specifically restricted, up to three duplicates of any named Drill card and three duplicates of any colorless Drill card can be put in play at the same time, unlike other Drill cards. Named Drill cards and colorless Drill cards are discarded just like all other Drill cards when the MP changes levels. If your named Drill card matches your MP, you may have four copies of that Drill card in your deck, and are allowed to have four copies in play at once.

Dragon Balls®

Dragon Ball® cards represent the coveted Dragon Balls® from the anime series. Each has its own unique power in the game. They are labeled Non-Combat cards only because they are placed in play during Step 2: Place Non-Combat Cards and Allies in Play; they are not considered Non-Combat cards. Their effects are instant unless otherwise specified on the card. The Dragon Ball® cards are numbered 1 to 7. When a player plays a numbered Dragon Ball® card face-up in front of him, no other player can play a Dragon Ball® card with the same name out of his own hand while the first one is still in play.

Generally, cards that force destruction or discard cannot be used against Dragon Ball® cards in play, unless they specifically state otherwise. When a numbered Dragon Ball® card is drawn from

the Life Deck as damage to be discarded, and a duplicate is already in play, this newly drawn Dragon Ball® card is removed from the game. If it has not yet been played, it is not discarded but instead is placed at the bottom of the owning player's Life Deck and does not count as a life card discard. If a player must discard a life card but there are only Dragon Ball® cards left in his Life Deck (making discard impossible), he loses the game instantly.

Dragon Ball® Card Powers

Whenever a Dragon Ball® card is played, that player gets all the benefits of that Dragon Ball's® card powers. Those special Dragon Ball® card powers, unique to that card, are never again used in that game. If you capture a Dragon Ball® card before its power is used, or it is shuffled back into your deck and placed into play again, you can use the power of the Dragon Ball® card.

Capturing Dragon Ball® Cards

To achieve a Dragon Ball® Victory a player must have all seven Dragon Ball® cards in his Dragon Ball® Card Pile. A player could be the first to play all seven Dragon Ball® cards, but more likely he will have to capture a complete set, taking some from his opponent. This is done in three ways:

1. Life Card Capture: When a single attack forces the other player to discard five or more life cards, the attacker has the right to capture and take any single Dragon Ball® card from his opponent. This can happen in any phase of Step 4: Combat.
2. Personality Capture: When Bulma™, Krillin®, and Chi-Chi™ are used as Allies, they can try to

capture Dragon Ball® cards instead of doing damage. To do so, one of the Allies must make a successful attack on a MP that forces the player to discard 1 or more life cards. Having done that, he can capture and take a Dragon Ball® from that player instead of inflicting the life card damage.

3. Card Capture: There are cards in the game that provide for the capture of a Dragon Ball®.

Deck Building

To build a custom deck, first select the character you want to create the deck for. You can only create custom decks for the characters that are unlocked. You will be able to create up to three (3) custom decks per MP. Select the deck you wish to edit.

The Deck Directory will display the names of all of the cards you have in your collection, and how many of each card you have in the Total column. The Deck column indicates how many of each card is in the current deck. The total number of cards in your collection and the current deck are displayed at the bottom of the screen. Press Up or Down on the Control Pad to highlight a card. Press Right on the Control Pad to add the card to your deck, press Left to remove it.

All decks require a minimum of 50 cards. Namekian Tokui-Waza decks can have a maximum of 80 cards; all others have a 75-card limit. Once you are finished customizing your deck, press START to save your changes, or press the B BUTTON to exit without saving any changes.

The following symbols are used in the Deck Directory to aid in identifying a card's type:

- Combat Cards
- Energy Combat Cards
- Non-Combat Cards
- Physical Combat Cards

Card Restrictions

- Personality Cards higher than Level 3 are not automatically added to a deck. They may be added if available.
- All Allies are limited to two levels lower than the Main Personality's highest level. You do not need to play a Level 1 Ally before playing that Ally's Level 2 card.
- Hero Main Personalities can have only hero Allies; Villain Main Personalities can have only villain Allies.
- Saiyan Heritage – If a card says "Saiyan Heritage only," it means that only Saiyan personalities such as Vegeta®, Goku®, Gohan®, and Trunks™ may use these cards. Any cards that have used the phrase "Villains, Goku®, and Gohan® only" should be treated as if they said Saiyan Heritage only.

Duplicate Card Limits

- Main Personality and Allies – one card per level of the Personality and each Ally.
- Combat or Non-Combat cards – up to three duplicates in your deck, unless stated differently in the description of the card's power (such as "Limit one per deck").

- Named cards – up to three duplicates in your deck, unless stated differently in the description of the card's power (such as "Limit one per deck"). If your MP is the personality named on the card, up to four copies are allowed unless it is stated otherwise on the card.
- Dragon Balls® – One of each Dragon Ball® (1 - 7) card per deck.

In the Deck directory, each card has an ID number. This is a reference number for each card available in the Dragon Ball Z® Collectible Card Game for Game Boy® Advance. To view the card's actual saga number, press the A BUTTON to display the card. To return to the deck directory, press the B BUTTON.

Martial Arts Styles

Some Combat and Non-Combat cards represent certain martial arts styles. Those martial arts styles are Red, Blue, Orange, Black, Saiyan, and Namekian. A card belongs to a martial art style if the first word in the title is one of the fighting styles (The only exception is the Black Water Confusion Drill card: it does not belong to a fighting style). Examples of titles include: Saiyan Focusing Power, Orange Taunting Attack, and Blue Energy Flight. If a style name appears later in the title, such as Double Saiyan, it does not belong to a fighting style.

- **Red, the Blocking Style,** stresses a balance of upper- and lower-body defensive and offensive techniques that require strength and flexibility. Red style emphasizes defense over offense.
- **Blue, the Calming Style,** stresses the use of leverage for attack and defense. Blue style also specializes in countering the anger of a foe.

- **Orange, the Cosmic Style,** stresses the use of strikes coupled with throwing and grappling for a combination of defense and offense at all times. Orange style concentrates more on energy attacks than physical attacks.
- **Black, Foot-Hand Style,** stresses the strength found in the use of kicks with hand-strike combinations.
- **Saiyan Style** stresses the use of power in all things. Energy and physical attacks are done from a position of power, or they are not done at all. Saiyan Style emphasizes offense over defense.
- **Namekian Style** stresses the use of thought and growing energy. The fluid body motion of a Namekian warrior makes this a very difficult style for any non-Namekian to duplicate.

Tokai-Waza (Favorite Fighting Style Advantage)

When any player uses only one martial arts style in his Life Deck, he is allowed to add one (1) to his Main Personality's PUR number. To qualify for Tokui-Waza, all cards in your deck with a fighting style in their title must be of the same martial arts style. You must include at least one card in your deck of that Martial Arts style in order to declare that Tokui-Waza. A player may have Dragon Balls®, Non-Combat cards, Move cards, and Named cards in any Tokui-Waza deck, as long as they don't have a conflicting martial arts style in their titles. For example, a player can have Earth Dragon Ball® 3, Straining Ankle Smash Move, Senzu Bean, and Tien's™ Physical Attack in a deck and still qualify for a Black Tokui-Waza. You will be given the choice after creating your deck to declare a Tokui-Waza if your deck is eligible.

Only Piccolo® and Nail™ may declare a Namekian Tokui-Waza. Only Saiyans can claim a Saiyan Tokui-Waza.

Mastery Cards

There is a Mastery card for each martial arts style. If you are using a Tokui-Waza, your martial arts style must match your Mastery card. A Mastery card gives the player a special advantage during the game, as explained on the card. This card's power applies throughout the game at all times, and the card is not discarded when its power is activated. In order to add a mastery card to your deck, you must have at least one card of that style already in your deck and no cards of any other martial arts style in your deck.

If you have a Mastery card in your deck and you add a card of a different combat style, the Mastery card will be removed from your deck automatically. If you decide not to use that card and keep the Mastery card in your deck, you must add the Mastery card back into your deck.

If you are unable to add a Mastery card to your deck, there are one or more conflicting cards still in the deck, and they must be removed before you can add the Mastery card.

Trading Arena

You can trade cards with your friends using the Game Boy® Advance Game Link® cable to connect to another Game Boy® Advance Game System. There is no limit to the number of cards you can have in your collection!

To trade cards with your friends, select the Trading Arena option from the Main Menu. After verifying the connection to another Game Boy® Advance system with a Dragon Ball Z® Collectible Card Game Game Pak, the Trading Selections card directory is displayed on both systems. Use the L BUTTON and R BUTTON to page up and down through the directory. To trade a card from your deck, press Up or Down on the Control Pad to highlight the card. Press Right to add the card to the trade; press Left to remove it. You may select up to 64 cards to trade at a time.



Once you've finished selecting the cards you wish to trade, both players must press START. This will bring you to the review area. Select VIEW to view the card. Select TRADE to accept and perform the trade. If you or the other player wishes to preview the cards you will receive, select SWAP to view them. If you change your mind and want to cancel the trade, select CANCEL.

After the trade is completed, you will be brought back to the Main Menu.

WARNING: If you are going to trade away cards that are included in one or more of your decks, a message box will appear. To remove this message, press the A BUTTON. You may still trade these cards if you wish, but the decks that required these cards will not be playable until they meet the minimum deck requirements.

Hints

- While it is possible to defeat Krillin and Nail using only the Starter Decks, your chances increase dramatically when you customize your game decks. You may have up to three customized decks per Hero or Villain – use them.
- As you play against the computer, you will find each character fights differently. Some declare Tokui-Waza, others use multiple styles. Some concentrate on physical attacks, some on energy attacks, and some use a balance of both. Create customized decks to deal with each of these possibilities.
- Some opponents will try to win a rapid Most Powerful Personality victory. Use Combat cards that reduce anger and Non-Combat cards that lower their personality level to slow them down.
- Use Combat cards that stop an attack type for the remainder of the turn instead of only stopping a single attack to prevent opponents from winning a Survival victory. Also, try to use cards that can stop both physical and energy attacks.

- Additional personalities are unlocked by defeating Cell™ as follows:

Play As	To Unlock
Goku®	Nail™
Gohan®	Trunks®
Frieza®	King Cold™
Garlic Jr.™	Piccolo™ (Hero and Villain)
Nail™	Guldo™
Guldo™	Krillin®
King Cold™	Vegeta® (Hero and Villain)

- Sometimes you may win a Survival Victory when your opponent still shows one or more cards left in their Life Deck. This can happen if your opponent has Dragon Ball® cards in their deck. During the game, if a Dragon Ball® card is among the cards to be discarded following a successful physical or energy attack, it is placed at the bottom of the Life Deck and another card is discarded in its place. If a player must discard cards from their Life Deck, and the only cards they have left are Dragon Ball® cards, the game ends immediately.
- If you are playing an opponent via the Game Link® Cable and your game loses sync with your opponent, check the batteries in both of the Game Boy® Advance systems to be sure they have a sufficient charge.

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