

# Panini America Dragon Ball Z Trading Card Game

## Launch Day FAQ

### Gameplay Mechanics

Powers may only be used once per turn, including Drills. However, Drill Powers may be used again if they leave and re-enter play, unlike Personalities/Masteries.

Effects that modify the amount of anger needed to level up do not change the requirements to win by MPPV. For example, you win by MPPV when you reach five anger on level four against *Blue Protective Mastery*.

Hero/Villain Only cards and Named cards are for deck construction purposes only. For instance, a Hero may play *Stare Down* with *Black Disorienting Blow*. (However, *Black Disorienting Blow* may not play Events that have a contextual timing, such as *Namekian Hybrid Defense* or *Heroic Energy Sphere*).

HIT effects take place before Critical Damage effects.

The act of Rejuvenating is inherently the top card of your discard pile being placed on the bottom of your Life Deck. Some effects may modify which cards are Rejuvenated and where they are placed.

### Card Text and Interactions

*Saiyan Empowered Mastery* raises your anger 1 level per each card Rejuvenated.

The effects of *Gohan*, *Armored* and *Namekian Knowledge Mastery* may continually interact with each other as long as you have a card with the word "anger" in the text box in your discard pile.

*Saiyan Surprise* is not a direct reprint, and should not have gold text for its title.

*Orange Searching Maneuver* searches for the drill immediately. Reveal it, then set it aside to be placed into play at the end of combat.

*Captain Ginyu*, *Body Change* and *Captain Ginyu, Frog* prevent discarding via critical damage effects (terminology in the rulebook is discard an Ally), but not "destroying" (or other forms of removal) from card effects.

*Black Punishment* - Treat this card as if it reads "Energy attack costing 2 stages. DAMAGE: 4 life cards. Raise your anger 1 level. HIT: Until the start of your next turn, whenever a card banishes itself after use your opponent destroys the top card of his Life Deck."

*Black Swerve* - Treat this card as if it reads "Physical attack. DAMAGE: AT +3 stages. Choose up to two Setups in play. Search your opponent's Life Deck for one copy of each and destroy them."