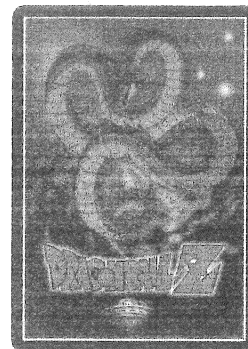


# DRAGON BALL Z TRADING CARD GAME DECK REGISTRATION FORM

|                            |                              |
|----------------------------|------------------------------|
| Last name initial<br><br>B | Player Name: Arvel Rowe      |
|                            | Event/Location: Genc on DBZ  |
|                            | Date: August 1 <sup>st</sup> |
|                            | Player ID #:                 |



| #<br>IN DECK | Card Title                  | #<br>IN DECK                     | Card Title           |
|--------------|-----------------------------|----------------------------------|----------------------|
| 3            | I'll Dig your grave!        | 1                                | Jiece Ginyu force    |
| 2            | Wall Breaker                | 1                                | Become Ginyu force   |
| 3            | Orange Uppercut             | 1                                | Frieza Mastermind    |
| 3            | Orange Launcher             | 1                                | Nappa Space Traveler |
| 3            | Orange Refocus              | 1                                | Namek Dragon Ball 7  |
| 3            | Orange Cover Up             |                                  |                      |
| 2            | Orange Quick dodge          |                                  |                      |
| 3            | Orange Stare down           |                                  |                      |
| 3            | Orange Power Point          |                                  |                      |
| 3            | Orange Offensive Strike     |                                  |                      |
| 3            | Overpowering Attack         |                                  |                      |
| 2            | Blinding Energy Move        |                                  |                      |
| 3            | Orange Flee                 |                                  |                      |
| 3            | Orange Energy Catch         |                                  |                      |
| 2            | Captain Ginyu's Body switch |                                  |                      |
| 1            | Time is a warrior's Tool    |                                  |                      |
| 2            | Stare Down                  |                                  |                      |
| 2            | Villainous Energy Sphere    |                                  |                      |
| 1            | Orange Burning Aura drill   |                                  |                      |
| 1            | Orange Steady drill         |                                  |                      |
| 1            | Orange Aura drill           |                                  |                      |
| 1            | Orange hiding drill         | 5                                | <<< SUBTOTAL 2       |
| 1            | Villainous Visage           | MASTERY: Orange Adaptive mastery |                      |
| 2            | Visiting The Past           | MP 1: Captain Ginyu leader       |                      |
| 1            | Guldo Ginyu force           | MP 2: Captain Ginyu Enraged      |                      |
| 1            | Burter Ginyu force          | MP 3: Captain Ginyu Body         |                      |
| 55           | <<< SUBTOTAL 1              | MP 4: Captain Ginyu Frog         |                      |

You must have exactly 60 cards in your deck (subtotal 1 + subtotal 2 = 60).  
If you need additional space, you may write on the back of this form.



\*By submitting this form, you agree to allow Panini America, its agents, and licensees the right to use your image, likeness, and deck list by media now known or hereafter designed for marketing and/or promotional purposes. You also agree to abide by the Player Conduct section of the DBZ TCG Tournament Guide, and you may forfeit any prizes/ participation privileges if you fail to abide by these guidelines.

Change