





## THE 2 GAMEPLAY MODES

There is a different gameplay mode on each side of the board. Choose the one which suits you according to the number of players present and how long you wish to play for.

You can play the Story mode then the Tournament mode or each mode separately depending on your preferences and time available to play.

### Story mode - 4 players - 30 minutes

**Aim of the game:** After the fight on the last square (13), the player with the most victory points wins the game.

Once you have reached this square and fought the last fight, count up your *victory points*



The *victory points* are indicated in the top right corner of each square

Each square shows the *warrior* you must fight. Draw the card for this *warrior*. Launch the most powerful attack to win the *victory points*

1st square

### The Tournament of power mode - 6 players - 45 minutes

**Aim of the game:** To be the one with the most warriors still in play after 45 minutes. Each player starts with 6 warriors.



If you land on a red square, draw an *attack card* at the end of your turn



If you land on a yellow square, draw a *defence card* at the end of your turn



If you land on a blue square, draw a special card at the end of your turn

If you land on a green square, fight against a warrior which is not already in play

If you land on a square which is occupied by an opponent's counter, fight against them

## THE WARRIOR CARDS

### Explanation of the warrior cards

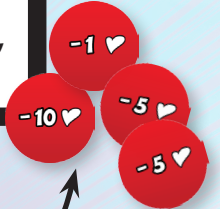
**Power:** The number of dice you roll when trying to do an attack or defence combo.

**Technique:** The number of times you can reroll the dice of your choice when trying to do one of your card combos, or one of the attack, defence, or special card combos you have in your hand.

**Each dice face shows a symbol** and symbols can allow you to do one of the 2 combos on your warrior card when attacking, defending or dodging. If you are not able to do any combos, add up the value of all the symbols and subtract the total from your enemy's endurance. The ⚡ and 🔥 symbols are worth 0 points.

**The special combo:** Multiply the damage of your attack by 2 if all the dice you have rolled show the same attack symbol. This does not apply for ⚡ and 🔥 symbols

**Endurance:** If the damage you suffer is higher than the number of endurance points you have left, then your warrior gets eliminated



You receive these damage tokens when you are subjected to an attack.

**The 2 combos:** Your warrior's 2 best techniques are indicated at the bottom right. They inflict the damage shown next to each one on your enemy (here it's -17 and -35).

**Ability:** Appliquez son effet pour attaquer ou vous défendre lors des combats.

**Dodge:** To dodge an attack, take the number of dice your power indicates (3) and roll them as many times as your technique allows you to (2) until you obtain the number of ⚡ symbols your card indicates..





Warrior Transformations

If your warrior is transformable, roll your dice before you attack. (The transformed version is on the other side of your card.) If you get a 6, attack with your more powerful transformed version. Compare the two sides of the card to add points to the original (2+, 3+, 4+, 5+, 6+).

Exception: Roll 2 dice for Son Goku and Vegeta. If the transformation is successful, your transformed warrior will be able to do more powerful combos. Likewise, if the warrior you are attacking is transformable, they also roll their dice to try and transform.



If your transformation fails but you have a « transformation » special card, you can play it.

While you are in the transformed version:

- You divide the damage your enemy causes you by 2 or 3 (the number in front of the ♡ symbol).
- You lose 1 or more endurance points after using the transformation (number in front of the ♡ symbol in the « Transfo » information).

Once you have attacked, your warrior reverts to its initial version.

Warrior Abilities:

- One additional roll of the dice of your choice
- One or two less rerolls for the opponent: your enemy has one or two less opportunities to reroll.
- Throw back the opponent's ball (🎱🎱🎱): you throw back the ball your enemy has thrown at you, unless it is an invincible card ball.
- Counter-attack: after an enemy attacks you, you counter-attack straight away even if it is not your turn.
- An additional attack die: your warrior attacks with an extra attack die.
- Roll an additional defence die when your warrior is defending themselves from an attack.
- The defender is unable to roll any defence dice: they can only defend themselves using their cards.
- 2 additional reinforcement dice: when you are on a square next to another warrior on your team, they will gain 2 reinforcement dice for their attack.
- Solar Flare: If your warrior has less than 10 endurance, move away 3 squares and escape a fight.
- Shield: you dodge the ball without rolling your dice.
- Treatment: 5 less damage points per turn (Your warrior can take away up to 5 damage tokens).
- Take 1 or 2 attack dice away from the attacker: so they will have 1 or 2 less dice.
- Rogue: you don't give any reinforcement dice to the other players in your team when you are there as reinforcement.

COMBOS DURING FIGHTS

The symbols

Each side of the die shows a symbol which has a value on your warrior card. Once you have rolled all of your dice, you must combine these symbols to do your combo.



- |                    |   |  |
|--------------------|---|--|
| Feet.....          | 👣 | } Enables you to attack and use some cards.            |
| Fists.....         | 👊 |  |
| Ball.....          | 🎱 |  |
| Strength.....      | 💪 |  |
| Star.....          | ★ | → Replaces any symbol.                                 |
| Teleportation..... | 🌀 | → Enables you to dodge an attack and to do some combos |

The attacking player rolls the dice to create the combos indicated on their warrior card or the attack, special or defence cards in their hand, and make their opponent lose endurance points. When a warrior has no more endurance, they are eliminated from the tournament.

During your attack, there are several ways you can inflict damage on your enemy:

Attacking with combos

At the start of your fight, look at your enemy's ability and try and eliminate them from the tournament using one of your dice combos. Roll the number of dice indicated by your warrior's power (🎲), and reroll as many times as your technique (👋) allows. Do one of your warrior's 2 combos to make your opponent lose as much endurance as possible.



Attack using the value of the symbols

If your combo fails, refer to your warrior card symbol values and add up the total value. The total equates to the damage you will inflict (the damage is multiplied by 2 if all the symbols are identical).



Example 8

Kefla attacks her opponent. She has 5 for power (🎲) and 3 for technique (👋), she can thus reroll the dice she chooses 3 times to try and do a combo with her 5 dice.

On the 1st roll she obtains 🎱👊👣🌀🌀. She decides to keep 🎱👊 and to reroll 3 dice to try and do the « Enchaînement » combo.

On the 2nd roll she obtains 🎱👊👊👊👊. So she keeps 🎱👊👊, she only needs one more to succeed in doing her combo.

On her 3rd and final roll, she obtains ★. This symbol replaces any other symbol, so she converts it to a 🎱, succeeds in doing her combo and inflicts 23 damage on her opponent.

If she had failed and obtained 🎱 on her 3rd roll, she could have added up the value of her dice results and inflicted 18 damage on her opponent because 🎱👊👊👊👊 add up as follows: 3 + 4 + 4 + 4 + 3 = 18 damage.



In Story mode

You can choose to do the combo shown on the square of the board which you are on. You place it opposite or under the name of the warrior you are playing



In the Tournament of Power mode

You can choose to use one of your attack, defence or *special cards*. To do so, do the combo on one of your cards (if a combo is required), instead of doing one of the 2 combos on your warrior card.



**Lightening attack:** If you do not reroll, the player being attacked can use no defence.

**Surprise attack:** If you only reroll once, the player being attacked can only defend using their cards.

**Normal attack:** If you reroll twice or more, the player being attacked can defend themselves with their cards or roll their dice to dodge.

Defending and Dodging

If the attacker has done a combo or added up their symbols **without using their additional rolls**, the player under attack cannot use defence. In this situation, they take the number of damage tokens the attack has caused. (They can be divided if the warrior is in their transformed state).

As of your enemy's 2nd roll of the dice, you can use the combos on the *defence cards* you have in hand, by rolling the number of dice shown by your power (☉) as many times as your technique allows you to (👉).

As of your enemy's 3rd dice roll, you can defend yourself with the combos on your attack, defence and *special cards*, or with the dodge indicated on your warrior card. As before, you roll the number of dice shown by your power (☉) as many times as your technique allows (👉).



STORY MODE

You are going to relive the entire Dragon Ball Super saga as you move from square to square towards the Tournament of Power.

The fighters are shown on each square of the board.  
For example, for the 1st square, Beerus is up against Son Goku in Super Saiyen 3. Each player takes their matching warrior card. The green player rolls as many dice as their power permits and rerolls as many times as their technique allows . The player has two options to win the points on the square: do one of the 2 combos on their warrior card, or do the combo on the square they are on. If their attack inflicts more damage than the enemy attack, they win the victory points indicated by the square on the board, otherwise, their enemy wins the points. There is only one winner on each square.

Aim of the game

The player with the most victory points after the fight on the last square wins the game.

Setting up the game

Each player chooses one of the 2 colours – green or red – and takes the matching counter: for 4 players, take P1 green for the first player, P2 red for the second player, P3 green for the third player and P4 red for the fourth player. Place the P1 and P2 counters on the 1st square of the board.

Each green and red player takes the card and counter for the warrior indicated for them on square 1. Continue as such until square 13.

Take the following warrior cards as well as the victory point tokens.  
Don't take the event, attack or *special cards* which are reserved for the « Tournament of power» mode.





## Playing the game:

The winner on each square is the one who inflicts the most damage with a dice attack.

For each square on the board, take the warrior card indicated in green for the 1st player and in red for the second (P2). For example, on the 1st square, the green player P1 will play Son Goku in Saiyen 3 against Beerus.

The winner of this fight will be the player who does the most powerful attack with their warrior by rolling their dice. Either they do one of the 2 combos on their warrior card, or the combo indicated on the board, which enables them to inflict more damage, but is often more difficult to do.

The winner of the fight takes the victory points indicated in the top right corner of the square. Only one player (red or green) takes the victory points for each square.

Similarly, for the 12 other squares on the board, P1 will also try to do the combo indicated on the board or on their card to inflict more damage than their opponent during an attack and win the square's victory points.

The red player does the same. The winner is the one to inflict the most damage with one single attack and win the victory points indicated on the square each time until the end of the game.

Fight until you reach the last square on the board.

On 5 squares (squares 2, 5, 6, 8 and 11), several different fights are possible. With the other player, choose just one of the fights to do on these squares. However, if 4 of you are playing, do 2 of the fights on these 5 squares.

For example player 1 green (P1) does the fight on square 1 against player 1 red (P2), the player 2 green (P3) will either do the fight on square 2 again against P2 if there are just 3 players, or against player 4 red (P4) if there are 4 players, and so forth.



## The end of the game

Once the fight on the 13th square has taken place, count up your victory points. The player who has the most points wins the game.



## TOURNAMENT OF POWER MODE

The Tournament of Power is a battle royale which unites the 8 strongest warriors in each universe. The stakes are high: when a universe loses all 10 of its warriors, it is completely destroyed.

## Aim of the game

The winner will be the player with the most warriors still on the board after 45 minutes in play (or 5 or 10 rounds). So you must eliminate a maximum number of warriors from the opponent teams to win the game.

## Duration of the game

Choose the length of gameplay :

- **10 rounds** (about 60 minutes with 4 players): each player takes 10 turns and begins with 6 warriors.
- **5 rounds** (about 30 minutes with 4 players): each player takes 5 turns and begins with 4 warriors.
- **The official Tournament duration - 45 minutes:** Once the board has been set up, start a timer and when 45 minutes is up, finish the turn that is being played and end the game. In this mode, you will only get to have one fight per turn no matter what the effect of the special or *event cards*. None the less, characters with counter-attack abilities can still use them.

## Setting up the game

- Shuffle the attack, defence, special and *event cards* then place them around the Tournament of the Universe board.

- Set up all of the warrior counters in the arena of power then roll a die to determine who will be the one to begin and choose their first warrior.

- Each player takes it in turns to choose 6 warriors. The first player chooses a warrior, takes the corresponding counter, then the player to their right does the same, and so on. Once the teams of 6 warriors have been put together, take the unused counters out of the game and make a warrior deck with the leftover cards. You will fight them when you land on green squares.

Kale and Caulifla and also Koichiartor and Paparoni are a pair. You cannot choose them separately. A note for novices to help you build the best team possible : the warriors in Universes 6, 7, and 11 are the most powerful.





### - Take your warrior cards.

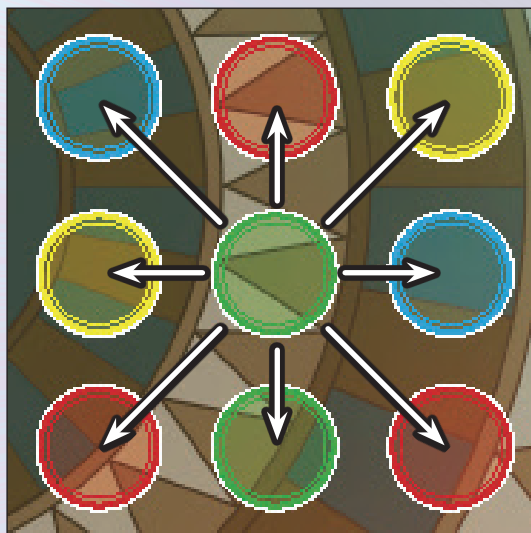
There are several cards for warriors that transform.

For example: Son Goku has 8 transformations, so he has 4 cards in total, Vegeta has 3 cards, Son Gohan, Caulifla, Cabbe and Kale have 2 cards, and all the other warriors only have one (the transformation is on the back of the warrior card).

- **Next position your warrior counters** on the squares of the board, taking it in turns, and leave one empty square between each warrior on the same team.

- **Then each player is dealt a defence, attack and special card.**

- **The youngest player starts.** They move one of their warriors a maximum of 4 squares, passing over the other warrior counters on the squares of the board. The squares are all linked to the other squares around them.



## The reinforcement dice

You can obtain one (or two) additional dice for your attack if you have a warrior (or two) on a square linked to your attacking warrior.

For example, if your warrior has power 4 and another warrior from your team is on a square next to them, your attacking warrior will roll 1 extra die, so 5 instead of 4. If there are 2 reinforcement warriors, the warrior will have 2 reinforcement dice, so 6 altogether (which is the maximum amount possible) instead of 4.

## The Fusions: Kefla//Anilaza

When **Kale** and **Caulifla** are one square away from each other, they can **fuse together** and become **Kefla** for the duration of an attack. The same is true for **Koichiartor** and **Paparoni** who fuse together and bring **Anilaza** to life.

## Playing the game

1- Turn over an **event card**, and immediately apply its effect. If needed, you can then play one of the cards you have in hand at the start of your turn.



2 – **Choose one of your warrior counters and move it** up to 4 squares, passing over squares which are occupied by other warrior counters on the board if necessary. One of the following cases will occur :

- **You land on a free square** ed, yellow, blue or green, so you draw a card of the same colour as the square.

**Red square:** draw an **attack card**



**Yellow Square:** draw a **defence card**



**Blue square:** draw a **special card**



**Green Square:** the player to your right draws a warrior card from the deck of those that are not in play and defends against your warrior's attack. In this situation, transform yourself if you can. Take good note of your enemy's special ability according to their transformation level. Compare it to yours so as to play as best you can. Do your warrior's dice combos, or your card combos. The opposition warrior can try to dodge your dice if you reroll 3 times or more to do your combo .

If you win, choose a defence, attack or special card category and draw 1 card from it.

- **You land on a square occupied by a warrior counter**

In this situation, you fight against them.

## Fighting against an opponent

During your turn, you should only fight once except in specific cases (*event, attack, defence or special cards*).

1) **Take the number of dice indicated for your warrior** (power) and try to make your enemy lose as many endurance points as possible using your warrior's dice rerolls (technique) or the cards you have in hand.

2) **Look at the active ability** of the 2 warriors involved and choose the attack which will make your opponent lose the most endurance (one of the 2 combos on your warrior card, or your other cards in play).

3) If the warrior only does one single roll, the defender cannot use defence and immediately loses endurance points (they thus take the same number of damage tokens).



If the attacking warrior rerolls just once, the defender can only defend with their cards.

If the attacking warrior rerolls 2 times or more, the defender can use their cards or attempt a dodge roll (indicated on their warrior card).

They will have to obtain as many ⚡ as dice which they can roll with their warrior to dodge the attack and suffer no damage.

**Example :** To dodge, Kefla must obtain 5 ⚡ with 3 rolls. She can also play a dodge card



**Be careful:** It is possible to be eliminated when your enemy defends themselves if you suffer more damage during the attack than your warrior has endurance points.

If an attacker manages to make you lose all of your endurance points (using one of the combos on their warrior card, the total value of the symbols, an *attack card*, a *defence card*, or a *special card*), your warrior will be eliminated and the attacker will draw a card with the same colour as the square where the eliminated warrior was.

Only one rescue card can save an eliminated warrior.

4) If you don't eliminate your enemy during a fight, put your counter on an empty square next to theirs and draw a card with the same colour as the square. (After a fight, you cannot go on to another green square or one with another warrior counter on it.)

Furthermore, if the warrior being attacked has counter-attack ability, they will attack you immediately after you attack them.

5) **You cannot play more than 2 special or attack cards from your hand during your turn**, even if you attack several times. You can however play a third card if it is a *defence card*.

**You cannot have more than 5 cards in hand.** Discard your surplus cards at the start of your turn if it is the case.

It is not possible to use 2 cards which result in additional combats per turn.

## Ending the game

**The winner is the player who has the greatest number of warriors** on the board after 45 minutes or 5 or 10 rounds. Is there is a draw between 2 players, the winner will be the one who wins the last fight between 2 of your warriors (one of the 2 warriors must be eliminated). If there is a draw between more than 2 players, play one last round.





# CARD EXPLANATIONS FOR TOURNAMENT OF POWER MODE



## Event cards

They are drawn at the start of each turn by each player before they move on the board. Read the effect aloud and immediately apply it. The effect stops when the player who drew it ends their turn. For example, if you are doing the tournament with 10 rounds and 3 players, 30 *event cards* will be drawn.

Once a card has been used, put it back to the bottom of the *event card* deck.



## Attack cards

When you land on a red square, draw an *attack card*. These cards contain the best techniques from the entire Dragon Ball Super series. All the players can use them with their warriors by doing the combo indicated on the card. When you attack an enemy, you have the choice to do one of your warrior's 2 combos, to add up the symbols on your dice after one or more rolls, attempt your special technique (the same symbol several times) or a combo from one of your attack or *special cards*. The one being attacked uses the defence indicated at the top of their card.

**Forexample:** « No defence possible » means that you immediately apply the attack's damage points by taking damage tokens and putting them on your warrior card. When a warrior has more damage points than endurance points they will be eliminated from the game. Only defence and special « after you have been eliminated » cards can bring them back into the game.

« Defence with cards or dice »: in this case, use your dodge dice or the cards in your hand to try and counter the attack.

Defence: only an invincible card.

Put your card to the bottom of the *attack cards* deck once used.



## Defence cards

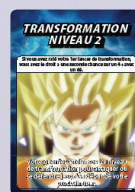
When you land on a yellow square, draw a *defence card*. You play them in response to another warrior's attack. You don't need to do combos to unblock some of them. These cards contain the best defence techniques in all of Dragon Ball Super. All the players can use

them with their warriors.

Some are to be played :

- In response to an enemy's card or dice attack ;
- In response to a single ball attack ;
- During your turn ;
- After your warrior has been eliminated.

Put your card to the bottom of the *defence cards* deck once used.



## Special cards

When you land on a blue square, draw a special card. These are « transformation » cards for your character, or very specific attack or *defence cards*.

You can use the effect indicated on the card by rolling the number of dice your power permits as many times as your technique will allow you.

These cards contain specific attack and defence techniques from all of Dragon Ball Super, and they can be used by all the warriors.

Some are to be played :

- At the start of your turn ;
- In response to an enemy's card or dice attack ;
- In response to a ball attack ;
- For transformation cards, if you fail with your 1st dice roll, you will get a second chance to transform.

Transformation cards are only used to reattempt a transformation you have just failed to do with your warrior. If you fail you can try your transformation again based on a target score. For example, the player fails to transform Son Goku or is dissatisfied with the result they obtained. So they play the « final transformation » card they have in hand. If they roll 5+ he reaches his final transformation, but he gets 4, so he loses the card. Put your card to the bottom of the *special cards* deck once used.

You cannot use more than one special card per turn.