



AIM OF THE GAME

The Tournament of Power is a Battle Royale gathering the best warriors from 8 universes. It is a major challenge as when a universe loses all of its Warriors, it is then destroyed entirely.

The Winner will be the player who, at the end of 45 minutes (or 5 or 10 turns), has the most Warriors on the game board. Therefore, you must eliminate as many Warriors from the opposing teams as you can to win the game.

PLAYING TIME

Choose your playing time:

- **10 turns** (about 60 minutes for 4 players): count 10 game turns (each player will therefore play 10 times).
- **5 turns** (about 30 minutes for 4 players): count 5 game turns (each player will therefore play 5 times).
- **45 minutes:** Start a time once you have set up the game and at the end of 45 minutes of play, finish the current round before ending the game.

During your turn, you can only fight a single combat unless you have an exception (Event, Attack, Defence or Special card).

SETTING UP THE GAME

- Shuffle the Attack, Defence, Special and Event cards (separately) and then place them around the board.
- Place all the Warrior tokens beside the board then roll a die to determine who will start and choose their first Warrior.
- Each player needs to form a team of 6 Warriors. Each person will choose just 1 warrior per player at a time so that the 1st player does not have all of the best warriors on their team. Roll a die to determine who starts by picking their first warrior. That person chooses Warrior, picks up the Warrior token as well as the corresponding card(s), then the player to their right does likewise and so on... Once the teams of 6 Warriors have been formed, remove the unused tokens, shuffle the unused Warrior cards and put them in a stack. You will face them when you land on the green spaces. The table on the last page will help you form the best possible team. The warriors there are sorted in order of Endurance.

Exception: you cannot choose **Kefla** or **Anilaza** in the beginning. These warriors are obtained by fusing **Kale** + **Caulifla** and **Kolchirator** + **Paparoni** during the game, by using the Special "Fusion" card.

- Next pick up the cards for the Warriors selected. There are several cards per Warrior who transforms.
Son Goku has 8 transformations and so he has 5 cards in all. **Vegeta** has 3 cards, **Son Gohan**, **Caulifla**, **Cabba** and **Kale** have 2 cards and all of the other Warriors have just one (the transformation is on the back of the Warrior card).
- Next place your Warrior tokens on the spaces on the board, taking turns, and leaving an empty space between each Warrior on the same team.
- Each player will then receive a Defence, Attack and Special card.
- The youngest player starts the game.

THE GAME BOARD

Movement: During your turn, you can move in the direction of your choice up to 4 spaces. You can go past the tokens of allies or enemies.

If you go to a **green space**, you will face an unplayed Warrior. Then fight the top card in the stack of remaining Warrior cards that were not chosen by another player. Warning: you can not go to a green space after combat during your turn unless you have a card that lets you fight a second combat during your turn.

If you end your move on a **yellow space**, draw a Defence card at the end of your turn.

If you finish your move on a **space occupied** by an opposing player, fight this opponent. If you do not eliminate him or her, move yourself to an adjacent space and draw a card that is the colour of your space at the end of the turn (yellow, red or blue), but you may not go to a green square to fight a 2nd combat.

If you end your move on a **blue space**, draw a Special card at the end of your turn.

If you end your move on a **red space**, draw an Attack card at the end of your turn.

Support Dice: When your Warrior is attacking or defending, roll 1 or 2 additional dice if 1 or 2 of your Warriors are in spaces adjacent to your



WARRIOR CARDS

Warrior card instructions

Power: Number of dice that you roll to attempt an attack or

Endurance: If you receive more damage than you have Endurance points, then your Warrior is



Technique: Number of times that you can reroll the dice of your choice after rolling the initial die in order to perform one of the combos on your card or a combo on the Attack, Defence or Special cards that you have in your hand.

You receive these damage markers when you withstand attack.

Each side of the die shows a symbol that allows you to perform 1 of the 2 combos on your Warrior card during an Attack, Defence or Dodge. If you can't make a combo, add the value of each of the symbols on your dice and this is the number of Endurance points that your enemy will lose. The XX and XX symbols are worth 0 points.

The 2 combos on the lower right are your Warrior's 2 best techniques. They inflict the damage shown next to each of the 2 attacks on your enemy (here it is 32 and 45 damage for your opponent).



Power: Use its effect to attack or defend yourself during combat.

Special combos: Multiply your attack damage by 2 if all of your rolls represent the same offensive attack symbol. Does not work for the XX and XX symbols.

Example : Jiren rolls 5 5 5 5 5, which causes his opponent 25 damage, multiplied by 2 if he has 5 of the

Dodge: To dodge an attack, take the number of dice shown by your Power (5) and roll them as many times as your Technique (3) allows until you have the number of 5 symbols shown on your card. Use dodge only if your player has more than 3 rolls overall.

Warrior transformation

HOW TO TRANSFORM?

If your Warrior has the ability to transform (its transformed version is then found on the back of the card), roll a 6-sided die before combat and use the transformation that corresponds to your die roll so you can attack with your more powerful transformed Warrior for the period of the attack.

Exception: Roll 2 dice for **Son Goku** and **Vegeta**.

If you perform the transformation, play your transformed Warrior with the most powerful combos. The Warrior that you attack can also attempt to transform.



If you fail at your transformation and you have a Special "Transformation" card, you can play it.



WHEN YOU ARE TRANSFORMED:

- You divide the damage received during your enemy's attack by 2 or 3.
- You lose 1 or more Endurance points after using this transformation. Once the attack is over, your Warrior returns to his or her original shape.

Example: **Super Saiyan Cabba** receives an attack that causes him 35 points of damage on the 1st roll (he therefore cannot defend himself). He divides 35 by 2 and takes 18 damage (rounded up).

Warrior powers:

- **One additional reroll (of the Warrior's technique)** using the dice of your choice.

- **1 or 2 less re-rolls for the attacker:** the Warrior who attacks you has 1 or 2 less re-rolls.

- **Reflect back the opponent's sphere:** the defender reflects back the attacker's sphere (all attacks have the ☹️ symbol) except for those from invulnerable cards. The attacker can then try to dodge using their dice or cards.

- **Counter-attack:** after the enemy attacks, counter-attack them immediately during their turn.

- **One additional attack die:** your Warrior attacks with one additional die.

- **Roll an additional defence die when your Warrior defends against the attack it received.**

- **No defence dice roll possible for the defender:** the opponent must defend only with their cards and can no longer use Dodge dice.

- **Two more Support Dice:** when you are in contact with another Warrior on your team, this Warrior will use 2 support dice instead of during their attack and defence.

- **Solar Flare:** If your Warrior drops to less than 10 Endurance, he or she can flee 3 spaces away during combat.

- **Shield:** dodge spheres doing less than 20 damage without needing to roll Dodge dice, except for spheres from invulnerable cards.

- **Health:** 5 less damage per turn (your Warrior can remove up to 5 Damage tokens received).

- **Remove 1 of the attacker's attack dice:** therefore, the opponent attacks with 1 less die.

- **Solo:** you do not roll any support dice for the other players on your team when you are supporting them (**Vegeta**, **Jiren**, **Freezer**).

COMBOS DURING COMBAT

Symbols

Each side of the die has a symbol that corresponds to a value on your Warrior's card. These symbols must be combined to make your combo after you roll all of your dice.



Kicks.....		} Gives you the ability to attack and use certain cards
Punches.....		
Sphere.....		
Strength.....		
Star.....		→ Replaces any symbol
Teleportation.....		→ Allows you to avoid an attack and perform certain combos

The attacking player rolls the dice to create the combos shown on their Warrior's card or those of cards in their hand (Attack, Special or Defence) to cause their opponent to lose Endurance. When a Warrior has no more Endurance, they are eliminated from the tournament.

You have several ways to cause damage to the enemy when you attack:

Attack using combos

At the beginning of combat, look at your enemy's abilities and try to eliminate them from the tournament by performing one of your dice combos to make them lose all of their Endurance.

Roll the number of dice indicated by the Power (⚡) of your Warrior with as many rolls as you have Technique (👉) points.

Perform 1 of your Warrior's 2 combos to make your opponent lose the maximum amount of Endurance.



Attack by using the value of the symbols

If your combo fails, add the value of each symbol by looking at the card of the Warrior that you are playing. This is the amount of damage points that you inflict (the damage is multiplied by 2 if all of the symbols are identical).



Example:

Monna attacks her opponent. She has Strength (👊) of 4 and Technique (👉) 2, and so she rolls 2 dice of her choice to make a combo with her 4 dice.

On her 1st roll she gets

She decides to keep and reroll 2 to try to get the "Human cannonball".

On her 1st reroll (2nd roll), she gets

She keeps so her combo succeeds.

During her 2nd and final reroll, she gets .

This symbol replaces any other symbol.

She converts it into so she succeeds with her combo and inflicts 20 damage on her opponent.

If she had failed and gotten on her 3rd roll, she could have added the values of her results and inflicted 9 damage on her opponent, as equals $2 + 3 + 3 + 1 = 9$ damage.

Card Combos

You can choose one of your Attack, Defence and Special cards instead of the combos for your Warrior card. To do this, form the combo with one of your cards (if it requires a combo).



DEFEND AND DODGE

Lightning attack If the attacker performs a combo (Warrior card, Attack, Defence and Special cards or adding up symbols) without using their re-rolls, the player who is attacked can not defend themselves (with either cards or dice). In this case, they take the number of Damage tokens they received during the attack (which they can divide if they were transformed).

Starting with the 2nd dice roll of the enemy you are attacking, you can only use cards from Defence cards that you have in your hand by rolling the number of dice indicated by your Power (●) and by rolling them as many times as your Technique allows (✋).

Starting with the 3rd dice roll of the enemy that you are attacking, you can defend yourself with your Attack, Defence and Special cards or which the Dodge (○) combo shown on your Warrior card, as always by rolling the number of dice indicated by your Power (●) and rolling them as many times as your Technique allows (✋). If the Dodge succeeds, you will not receive any damage.

Example Dodge:

To dodge, **Android 18** needs to get 4 ○ in 2 rolls. She can also play a "Dodge" card. She should then do the card combo with her 5 dice and 2 re-rolls.



FUSIONS: KEFLA / ANILAZA

When **Kale** and **Caulifla** are in a space with each other and on the same team, they can fuse into **Kefla** until the end of the game, by using the special "Fusion" card. The same is true for **Koichiarator** and **Paparoni** who fuse to form **Anilaza**. Thus replace the 2 tokens with the fused token. If the fused Warrior is eliminated, you will then lose 2 characters. If you do not have the fusion card, you can try to fuse your 2 characters at the beginning of combat (if they are in the same space and on the same team) on a single dice roll with a result equal to or greater than 4).



PLAY

The youngest player starts, and play continues around the board clockwise.



1 - Turn over an "Event" card, and do what it says immediately. If necessary, then play one of the cards that you have in your hand at the beginning of the turn.

2 - Choose 1 of your Warrior tokens and move it up to 4 spaces, going past any of the spaces occupied by other Warriors on the board (whether they belong to your team or an opponent), if necessary.

Each space is connected to the spaces around it and you can move yourself in the direction of your choice. You do not need to move in a straight line. The objective is to reach a Warrior 4 spaces from you to compete with it.

Your token will either:

- **LAND ON ONE OF THE EMPTY SPACES** (without a warrior on it) red, yellow, blue or green. Then draw a card in the same colour as the space.

Red space: draw an Attack card.

Yellow space: draw a Defence card.

Blue space: draw a Special card.



Green space: the player on your right draws a Warrior from the stack of those not in play and defends against the attack from your Warrior. In this case, you transform yourself if you can. Pay close attention to the special ability of your enemy that is active depending on his/her form. Compare it with your own to play wisely and make combos with your Warrior using dice or cards. The Warrior opposite can attempt a dodge with dice if you form your combo using 3 or more dice rolls. The Warrior in the green space can also attempt to transform.

In the event of victory, draw 2 cards from the category of your choice among Defence, Attack and Special cards.

- **LAND ON A SPACE OCCUPIED BY A WARRIOR TOKEN.**

In this case, start the combat against him or her.

Combat against an enemy

Only the Warrior whose turn it is can attack. The Warrior attacked can only defend themselves (unless they have a "Counter-Attack" ability.)

During your turn, you can only fight a single combat unless you have an exception (Event, Attack, Defence or Special card).

1 - Take the number of dice corresponding to your Warrior (Power) and attempt to make your enemy lose as many Endurance points possible using the 2 combos on your Warrior card or with the cards you have in your hand.

2 - Look at the active ability of the 2 Warriors involved then choose the attack that will make your opponent lose the most Endurance (one of the 2 combos on your Warrior card or the cards in your hand).

3 - If the attacker makes at least one re-roll, the defender can attempt to defend themselves with their cards, if there are at least 2 re-rolls, the defender can defend with their cards or roll a Dodge.

Attention: It is possible to eliminate yourself when you attack if you receive more damage during the attack than your Warrior has Endurance points.

If the attacker succeeds in making you lose all of your Endurance points (from 1 of the 2 combos on their Warrior card, adding up symbols, an Attack, Defence or Special card), your Warrior is then eliminated and the attacker will draw a card in the colour of the space where the eliminated Warrior had been. Only the "Rescue" card can save an eliminated Warrior.

4 - If you have not eliminated your enemy after combat, move yourself to an empty space beside him/her and then draw a card in the corresponding colour. After a combat, you can not move to a green space or another Warrior token as you can only fight a single combat per turn (2 combats per turn only if you have a card that allows this). In addition, if the Warrior attacked has the "Counter-Attack" ability, they

will attack you immediately after your attack.

5 - During a turn, you can play as many cards as you like as long as this does not result in you fighting more than 2 combats per turn maximum. You can therefore only use a single card that adds additional combat per game round.

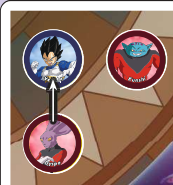
You can not have more than 5 cards in your hand. Discard at the beginning of your turn if you have too many cards.

SUPPORT DICE



You can get one die (or two dice) more for your attack or defence if you have one (or two) Warriors on your team in contact with your Warrior who is attacking another player.

For example, if your Warrior has a Power of 4 and another Warrior on your team is in space beside it, your Warrior who is attacking will roll 1 additional die or 5 instead of 4. If there are 2 support Warriors, the Warrior who is attacking will then have 2 support dice or 6 dice in total (which is the maximum) instead of 4.



Example:

Dyspo and **Kunshi** are on the same team. **Dyspo** attacks **Vegeta**, he can therefore roll an additional attack die because **Kunshi** is beside him. Likewise, if **Vegeta** decides to attack **Dyspo** or **Kunshi**, the Warrior attacked will have 1 additional Defence die.

END OF GAME

The winner will be the player who, at the end of 45 minutes or 10 turns or 5 turns, has the highest number of Warriors on the game board.

If there is a tie between 2 players, the winner will be the one who won the last combat between 2 of your Warriors (each chooses one of their Warriors still in play and fight until one of the 2 Warriors are eliminated at the end of the turn).

If there is a tie between more than 2 players, play another turn of the game.

OUR ADVICE

- 1 - Choose a good team of 6 warriors to have a better chance of winning.
- 2 - Get the best Attack, Defence and Special cards to eliminate any Warrior more easily.
- 3 - Use more than one attack per turn with Attack, Defence, Special and Event cards.
- 4 - Know to stop a combo in time (without re-rolling or at the end of a single re-roll of the dice) to avoid letting the enemy Warrior defend themselves with cards or Dodge dice.
- 5 - Place your Warrior tokens carefully on the board so you have 1 or 2 support dice.
- 6 - Choose the best card to draw at the end of your turn according to your attack or defence strategy.
- 7 - Use the green spaces to get Attack, Defence and Special cards more easily.
- 8 - Don't hesitate to form alliances with other players for more fun during a few turns of the tournament. It's up to you whether or not you break this alliance...

CARD INSTRUCTIONS

You can have up to 5 cards.

During your turn, you can play as many cards as you have in hand, but only 1 that adds another combat.

Event Cards

These cards bring about unexpected events which will spice up each turn with effects that could help or hurt the player.

- **Draw:** at the beginning of each player's turn, before they move.
- **Play:** immediately after it is drawn.
- **Duration:** its effect stops at the end of the turn of the player who drew the card. Discard on the bottom of the Event cards stack after using.



Attack Cards

These cards focus more powerful attacks that all Warriors can use and that you unlock by performing the combo shown on the card that you play instead of the dice combo on your Warrior card. You can use the effect shown on the card by rolling the number of dice indicated by your Power (🎲) and by rolling them as many times as your Technique (👉).

- **Draw:** when you stop on a red space.
- **Play:** at any time during your attack, you can decide to play an Attack card instead of the 2 attacks on your Warrior card if your dice roll allows it.
- **Duration:** effective immediately. Discard at the bottom of the stack of Attack cards once used (if you succeed with its combo).
- **Special feature:** if you fail to form your card combo, you can add the value of the symbols on your dice and make your enemy lose this amount of Endurance points (see the value of each symbol on your warrior). Then you keep the Attack card.

This inset specifies how the opponent can defend themselves



All attack cards require you to form a combo to be used

When you attack an enemy, you can chose between forming 1 of the 2 combos on your Warrior card, adding the symbols on your dice up directly or after several dice rolls, attempting your special technique (the same symbol multiple times) or a combo from one of your Attack or Special cards. The defence to be used by the receiver of the attack is shown at the top of the card.

For example: "No defence possible" means that you immediately lose the damage points from the attack that you place on your Warrior using the Damage tokens. When your Warrior has more damage than Endurance points, they are eliminated from the game. Only the Defence and Special cards "For use if your Warrior is eliminated" will be able to return it to the game. "Defence with cards or dice": in this case, use your Dodge dice or cards in your hand to attempt to parry the attack. "Defence: invulnerable card only": You can only defend yourself with a card labelled "invulnerable".

Defence Cards

These cards focus powerful defence techniques that all players can use with their Warriors. They will protect you against attacks received to prevent your Warriors from being eliminated. You can use the effect shown on the card by rolling the number of dice indicated by your Power (🎲) and by rolling them as many times as your Technique (👉) allows.

- **Draw:** when you stop on a yellow space.
- **Play:** depending on the card:
 - in response to an attack by the enemy with cards or dice;
 - in response to a sphere attack only;
 - during your turn;
 - after your Warrior is eliminated

These conditions are specified on the card, on the inset at the top of the illustration.

- **Duration:** effective immediately. Discard at the bottom of the Defence cards stack if the combo is successful. If the combo on your Defence card fails, you take the damage received from the attack, but keep your card.



Some Defence cards require a combo to be used

Attention! You can only play one "Counter-Attack" card per turn

Special Cards

These are "Transformation" for your Warrior or specific attack or defence cards. You can use the effect shown on the card by rolling the number of dice indicated by your Power (🎲) and by rolling them as many times as your Technique (👉) allows. These cards focus on specific attack and defence techniques for any Super Dragon Ball that can be used by all Warriors.

- **Draw:** when you stop on a blue space.
- **Play:** depending on the card:
 - at the start of your turn;
 - in response to an attack by the enemy – either by cards or dice;
 - in response to a sphere attack;
 - if you missed your first dice roll with a transformation card, you will have a second roll to attempt to transform yourself.
 - in order to fuse.
- **Duration:** effective immediately. Discard on the bottom of the Special cards stack after using.
- **Special feature:** you can only use a single Special card per turn.



"Transformation" cards are only used to reattempt a transformation that failed when you rolled the dice for your Warrior. You can reattempt your transformation by rolling the die again. If you fail a second time, you lose the card.

LIST OF WARRIORS CLASSIFIED BY ENDURANCE

Create the most powerful team to ensure your victory. Choose one warrior per turn until each team has 6 warriors.

WARRIOR	♥	♣	✎
Full Power Jiren	42	6	4
Jiren	42	5	3
Anilaza	37	5	4
Ultra Instinct Son Goku	34	6	4
Ultra Instinct-sign Son Goku	34	5	4
Super Saiyan Blue + Kaio-ken Son Goku	34	6	3
Super Saiyan Blue Son Goku	34	5	3
Super Saiyan God Son Goku	34	5	3
Super Saiyan 3 Son Goku	34	5	3
Super Saiyan 2 Son Goku	34	5	2
Super Saiyan Son Goku	34	4	2
Son Goku	34	3	2
Super Saiyan Blue Evolved Vegeta	33	6	4
Super Saiyan Blue Vegeta	33	5	3
Super Saiyan 2 Vegeta	33	5	3
Super Saiyan Vegeta	33	4	2
Vegeta	33	3	2
God of Destruction Toppo	32	6	4
Tooppo	32	5	3
Super Saiyan Kefla	32	6	4
Kefla	32	5	3
Super Saiyan 2 Kale	30	6	3
Super Saiyan (enraged) Kale	30	5	4
Kale	30	3	2
Hit	30	6	3
Ultimate Son Gohan	28	5	2
Super Saiyan 2 Son Gohan	28	5	2
Super Saiyan Son Gohan	28	4	2
Son Gohan	28	3	2
Golden Frieza	27	5	2
Frieza	27	4	2
Android 17	26	5	3
Dyspo	25	5	3
Super Saiyan 2 Caulifla	23	5	2
Super Saiyan Caulifla	23	4	2
Caulifla	23	3	2
Android 18	24	5	2
Piccolo	22	5	2
Super Saiyan Cabba	21	3	2
Cabba	21	3	2
Koichiartator	21	4	2
Pirina	20	4	2
Saonel	20	4	2
Ribrianne	20	5	3
Brianne dechateau	20	4	2
Kakunsa	20	5	3
Sanka Ku	20	4	2
Rozie	20	5	3
Su Roas	20	4	2
Frost	20	4	3
Jimenez	19	4	3
Obuni	19	5	3
Bergamo	18	4	3
Lavender	17	4	2
Basil	17	4	2

WARRIOR	♥	♣	✎
Monna	17	4	2
Maji Kayo	16	4	2
Narirama	16	4	2
Krillin	16	3	3
Tenshinhan	15	3	2
Damon	15	4	2
Gamisaras	15	4	1
Kunshi	15	4	3
Full Power Kamesennin	13	3	2
Kamesennin	13	3	2
Napapa	14	4	2
Auta Magetta	14	4	2
Kahseral	14	4	2
Zirloin	14	3	2
Tupper	14	4	2
Iara	13	3	2
Murichim	13	4	2
Prum	13	4	2
Rabanra	13	4	2
Paparoni	13	4	2
Zarbuto	13	4	2
Katopesia	12	4	2
Botamo	12	4	1
Transformed Ganos	12	4	2
Ganos	12	3	2
Zoiray	12	3	2
Nink	12	3	1
Rubalt	11	3	2
Shantza	11	3	2
Kettol	11	4	1
Harmira	11	4	2
Chappil	10	3	2
The Preecho	10	3	1
Vuon	10	3	1
Nigrishhi	10	3	2
Majora	10	3	2
Darcoli	10	3	2
Vikal	10	3	1
Dr. Rota	9	3	1
Hyssop	9	3	1
Zium	9	2	1
Sorel	9	2	1
Cornfrey	9	2	2
Cocotte	9	3	2
Jilcol	9	3	1
Shosa	9	3	2
Oregano	8	3	1
Mechtorp	8	3	1
Murisarm	8	3	2
Rozel	8	3	1
Happ	8	3	1
Jirasen	8	3	2
Kyawei	8	3	2
Lilibeu	8	2	1



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TOEI ANIMATION