

Dragon Ball Z Collectible Card Game Card List

by Soren Kanzaki

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Dragon Ball Z Collectible Card Game Card List v.1.0

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Section 1: Overview

Dragon Ball Z. Known for flashy, high powered ki attacks, enemies (and heroes) that seem to distinctly lack understanding of the word 'die', and, of course, the fact that mostly everyone can fly. One of the longest running anime series (if you include the Dragon Ball series that preceded it and the Dragon Ball GT series that followed).

And, like so many popular anime, it spawned its own card game.

In tribute to the strength of Akira Toriyama's vision (which transformed a popular Chinese mythological tale into a mammoth of merchandising, sequels, and more), as well as the multitude of collectable card games, here's the low-down on the cards of the Dragon Ball Z Collectible Card Game.

Section 2: Version History

0.9 (6/03/02): First version.

1.0 (6/23/02): Added 2 Authorizations.

Section 3: Card List

Before we begin, a word about the way the game stores your card inventory. The cards are stored in memory in alternating bytes (don't have a clue what the empty bytes in-between are for) starting at memory address 2008f4e. Usually, the game will cap the number of copies of any individual card at 16.

Legend:

#: Card Name (Star Rating) [Number next to Star Rating] <Tokui-Waza>

Type
Description

OR

#: Card Name (Star Rating) [Number next to Star Rating]

Personality

Power / Constant Combat Power

Lowest - Highest Power Rating; Power Rating Step (difference between power stages)

Card Level, PUR

Tokui-Waza types:

<R> = Red

<O> = Orange

 = Black

<U> = Blue

<N> = Namekian

<S> = Saiyan

1: Just Kidding (1) [127]

Energy Combat

Energy attack. If successful, also remove an opponent's drill of your choice from the game. Remove from the game after use.

2: No, Really Drill? (3) [128]

Non-Combat

As long as this card is in play, all Dragon Balls in play or brought into play lose their powers for the rest of the game: even if this card is discarded.

3: Good Advice (3) [129]

Energy Combat

Energy attack doing 8 life cards of damage. Lower opponent's anger 3 levels. Limit one per deck. Remove from the game after use.

4: The Luck of Trunks (5) [130]

Energy Combat

Energy attack doing 6 life cards of damage. Lower opponent's anger 2 levels. Limit one per deck. Remove from the game after use.

5: Trunks Makes Himself Clear (5) [131]

Energy Combat

Energy attack. Raise your anger 2 levels. Lower opponent's anger 2 levels. Limit one per deck. Remove from the game after use.

6: Orange Planet Destruction (1) [1] <O>

Energy Combat

Energy attack doing 5 life cards of damage. Lower opponent's anger 1 level.

7: Saiyan Concussion Punch (1) [10] <S>

Energy Combat

Saiyan Heritage only. Energy attack doing 5 life cards of damage. Lower opponent's anger 2 levels.

8: Kami As Your Ally (5) [100]

Non-Combat

All of your opponents search their discard piles and Life Decks for 'Kami Fades' and remove them from the game. Remove from the game after use.

9: Hero Teamwork Drill (5) [101]

Non-Combat

Heroes only. Opponents can play only 1 Dragon Ball on their turn.

10: Villain's Teamwork Drill (5) [102]

Non-Combat

Villains only. Opponents can play only 1 Dragon Ball on their turn.

11: Yamcha's Good Wishes (5) [108]

Non-Combat

Stops a physical attack and stops all physical attacks for the remainder of Combat. Remove from the game after use.

12: Kami Fades (5) [113]

Non-Combat

Remove all Earth Dragon Balls in play and in all Life Decks from the game.

13: Piccolo's Stomp (5) [115]

Energy Combat

Heroes only. Energy attack doing 5 life cards of damage. This attack cannot be stopped, prevented, or redirected by Main Personality Powers. If 'Piccolo's Flight' is in play, it does 7 life cards of damage instead.

14: The Plan (5) [118]

Non-Combat

All opponents must discard their allies in play. Remove from the game after use.

15: Mommy's Coming Dear (5) [119]

Non-Combat

Heroes only. Stops all attacks for the remainder of Combat. Remove from the game after use. Limit one per deck. If 'Dragon Ball 7' is in play, discard this card, instead of removing it from the game.

16: Bulma's Scouter (5) [120]

Non-Combat

Heroes only. Pick a Dragon Ball from your Life Deck and play it. Remove from the game after use. Limit one per deck.

17: Empowerment! (1) [13]

Non-Combat

Heroes only. Raise your anger 1 level. If your Main Personality is Piccolo or Nail, raise your anger 2 levels instead. Remove from the game after use.

18: Tien's Jolting Aura (1) [16]

Energy Combat

Heroes only. Energy attack. If Tien is in play anywhere, you may draw another card.

19: Vegeta's Jolting Slash (1) [17]

Energy Combat

Energy attack. Stop all physical attacks performed against villains for the remainder of Combat. Lower your opponent's anger 2 levels. Remove from the game after use.

20: Saiyan Concentration (1) [18] <S>

Non-Combat

Saiyan Heritage only. Remove opponent's drill card from the game. Lower opponent's anger 2 levels.

21: Orange Kamehameha Attack (1) [2] <O>

Energy Combat

Energy attack doing 6 life cards of damage. Lower opponent's anger 1 level.

22: Straining Defense Move (1) [23]

Combat

For every 2 of your life cards that you now remove from the game, you may remove from the game 1 opponent drill of your choice.

23: Straining Focusing Move (1) [25]

Energy Combat

Stops all energy attacks for the rest of this combat. Costs 2 life cards to use.

24: A Hospital Stay (1) [26]

Non-Combat

Power up your main personality to its highest stage. Raise your anger 1 level. Remove from the game after use. Limit one per deck.

25: Orange Thumbs Up (1) [27] <O>

Energy Combat

Stops an opponent's energy attack. Lower opponent's anger 1 level.

26: Orange Fist Detonation (1) [28] <O>

Physical Combat

Stops an opponent's physical attack. Lower opponent's anger 1 level.

27: Time is a Warrior's Tool (1) [30]

Combat

Stops all attacks from an opponent in this combat. Limit one per deck.

28: Frieza Smiles (3) [49]

Combat

Stops all energy attacks, or stops all physical attacks for the remainder of Combat, if you played as your first card this Combat.

29: Goku's Energy Absorption (3) [54]

Energy Combat

Stops an energy attack. Take two cards from your discard pile and put them at the bottom of your life card deck. Limit one per deck. Remove from the game after use.

30: Yamcha's Skillful Defense (3) [59]

Energy Combat

Stops a physical or energy attack. Remove from the game after use.

31: Yajirobe's Gifting Drill (3) [63]

Non-Combat

All attacks performed against you do 1 less power stage or 1 less life card of damage.

32: Orange Destruction Drill (3) [67] <O>

Non-Combat

At the beginning of every turn, discard 1 opponent's non-combat/non-Dragon Ball card in play. Limit one per deck.

33: Black Zarbon Transformation Drill (3) [68]

Non-Combat

Increases your power up rating by 1.

34: Blue Allies Drill (3) [70] <U>

Non-Combat

Search your life deck for 1 level-one ally and place it in your hand after every successful physical attack against an opponent you make.

35: Black Energy Stamina Drill (3) [72]

Non-Combat

All of your energy attacks cost 1 power stage for you to perform.

36: Red Implosion Drill (3) [73] <R>

Non-Combat

Do +2 life cards of damage with each successful energy attack.

37: Jeice's Style Drill (3) [75]

Non-Combat

Stops the first energy attack made against you in a combat.

38: Dende Healing Drill (3) [77]

Non-Combat

Increases your power up rating [PUR] by 3 when Dende is anywhere in play.

39: Black Driving Leg Thrust (3) [84]

Physical Combat

Physical attack doing 4 life cards of damage. (Do not consult the Physical Attack Table.)

40: Straining Neck Move (3) [86]

Physical Combat

Physical attack costing 1 life card to use. If successful, also discard all of the opponent's drill cards on the table.

41: Krillin's Concentration (3) [87]

Non-Combat

Search your life deck for 1 combat card and put it into your hand.

42: Hero Enraged! (3) [88]

Non-Combat

Heroes only. Raise your anger 2 levels. Take any 2 cards from your discard pile and place them at the bottom of your deck. Remove from the game after use. Limit one per deck.

43: Blue Stance (5) [98] <U>

Energy Combat

Energy attack doing 5 life cards of damage. Raise your anger 2 levels. Lower opponent's anger 1 level.

44: Blue Energy Outburst (5) [99] <U>

Energy Combat

Energy attack doing 5 life cards of damage. Raise your anger 1 level. Lower opponent's anger 2 levels.

45: Vegeta's Surprise Defense (3) [100]

Combat

Stop one physical attack or energy attack from doing any damage. Discard this card from game after one use.

46: Blue Forward Foot Sweep (1) [11] <U>

Physical Combat

Physical attack doing +4 stages of damage. If successful, this attack stops any energy attack from an opponent in his next phase. Lower foe's anger

level 1.

47: Piccolo's Physical Defense (3) [110]

Physical Combat

Stops a successful physical attack from doing damage and raises Piccolo's power rating by 4, up to his maximum stage.

48: Gohan's Energy Defense (3) [111]

Energy Combat

Stops an energy attack. Raise your anger 1 level.

49: Nappa's Energy Aura (3) [120]

Energy Combat

Stops an energy attack, and stop all energy attacks performed against you for the remainder of Combat. Remove from the game after use.

50: Nappa's Physical Resistance (3) [121]

Physical Combat

Stops a physical attack, and stop all physical attacks performed against you for the remainder of Combat. Remove from the game after use.

51: Orange Lifting Drill (3) [126] <O>

Non-Combat

Once per Combat, in place of an attack, during your turn, discard all of your opponents' Drills. Limit one per deck.

52: Red Knee Pick Drill (3) [128] <R>

Non-Combat

When entering Combat as the attacker, you may draw a card.

53: Blue Round Throw (1) [13] <U>

Physical Combat

Physical attack doing +5 stages of damage if successful or stops an energy attack. Lower foe's anger level by 1.

54: Black Bear Hug Drill (3) [131]

Non-Combat

All of your physical attacks do +2 power stages of damage.

55: Orange Standing Fist Punch (1) [1] <O>

Physical Combat

Physical Attack. Raise card user's anger level 1.

56: Orange Off-Balancing Drill (3) [134] <O>

Non-Combat

Stop the first physical attack made on you in a combat.

57: Black Arm Bar Drill (3) [135]

Non-Combat

Stops the first energy attack made on you in a combat. Can't be used with any Orange drills in play anywhere on the table.

58: Blue Cradle Drill (3) [138] <U>

Non-Combat

For every life card you lose in combat, your foe loses 1 power stage, down to [0].

59: Red Coordination Drill (3) [144] <R>

Non-Combat

When entering Combat as the defender, you may also draw a card.

60: Earth Dragon Ball 1 (1) [15]

Non-Combat

Instantly power up to full and draw a card.

61: Orange Joint Restraint Drill (3) [151] <O>

Non-Combat

All of your physical attacks do +4 power stages of damage.

62: Earth Dragon Ball 2 (1) [16]

Non-Combat

All foes have their power ratings changed to 2 stages higher than 0.

63: Hidden Power Level (1) [17]

Physical Combat

Physical attack. Raise your Main Personality to its highest power stage.

64: Earth Dragon Ball 6 (5) [186]

Non-Combat

This card ends a combat and the user is powered up to full. Shift all opponent's anger levels down 2.

65: Earth Dragon Ball 7 (5) [187]

Non-Combat

Play this card during combat to end the battle. Pick 3 cards out of your discard pile and place them at the top of your life deck. All opponent's anger levels shift down 2.

66: Earth Dragon Ball Capture (5) [188]

Combat

Capture an opponent's Dragon Ball.

67: Enraged! (5) [190]

Non-Combat

Increase your anger level by 2. Select 2 cards from your discard pile and place them at the bottom of your life deck. Discard this card from the game after one use.

68: Saiyan Battle Terms (5) [197] <S>

Non-Combat

Remove a Non-Combat Card or ally from in front of another player from the game. Discard this card from the game after use.

69: Saiyan Appraisal Maneuver (5) [198] <S>

Non-Combat

Remove from the game all copies of 1 randomly selected Non-Combat card from your opponent's Life Deck. Discard this card from the game after use.

70: Saiyan Pressure Punch (1) [20] <S>

Physical Combat

Saiyan Heritage only. Physical Attack doing +3 stages of physical damage if successful.

71: Goku's Lucky Break (5) [202]

Non-Combat

Search your Life Deck for any 1 Dragon Ball, and put it into play.

72: Saiyan Truce Card (5) [203] <S>

Combat

Stops this combat. The turn ends, and the player may hold all his extra

cards until his next turn. Discard from the game after use.

73: Battle Pausing (5) [204]

Combat

Draw the top 2 cards from your discard pile. Your opponent's Main Personality gains 5 power stages. Remove from game after use.

74: Terrible Wounds (50) [208]

Non-Combat

Place this on a foe's personality card. Reset the personality's anger to [0]. It cannot go up until after he forces another player to discard a life card. Discard this from the game after use. Limit one per deck.

75: Raditz Flying Kick (5) [210]

Physical Combat

Physical attack doing triple the usual damage if successful.

76: Piccolo's Flight (5) [212]

Non-Combat

Stops a successful physical or energy attack.

77: Krillin's Drill (5) [215]

Non-Combat

Does an extra life card of damage with each successful attack.

78: Unexpected Allies (5) [218]

Combat

Search your Life Deck or discard pile for an ally and put in into play at its highest power stage.

79: Vegeta's Quickness Drill (5) [221]

Non-Combat

At the beginning of each combat, draw 1 card from the bottom of the discard pile to use.

80: Baba's Energy Blast (5) [225]

Non-Combat

Your opponent discards 3 cards from his Life Deck. Remove from the game after use.

81: Vegeta's Plans (5) [228]

Non-Combat

Get a Dragon Ball card from the life deck and put it into play. Remove from game after one use.

82: Ally Wins! (5) [229]

Combat

Your opponent discards one life card for every ally you have in play. Remove from the game after use.

83: Burning Rage! (1) [23]

Non-Combat

Increase your anger level by 2. Take the bottom 2 cards of your discard pile and place them at the bottom of your life deck. Discard this card from the game after use.

84: Orange Focusing Drill (5) [234] <O>

Non-Combat

All of your other Drills may not be discarded or removed from the game while this Drill is in play.

85: Goku's Capturing Drill (5) [237]

Non-Combat

Your Dragon Balls may not be captured while this Drill is in play.

86: King Kai's Calming (5) [238]

Non-Combat

Use when needed at the end of any turn. If your opponent's Main Personality is at Level 3, lower his Main Personality one personality level. Limit one per deck.

87: Goku's Surprise Attack (1) [24]

Physical Combat

Physical attack doing 5 power stages of damage.

88: Goku's Truce (6) [247]

Combat

Stops a successful energy or physical attack.

89: Goku's Plan (6) [248]

Energy Combat

Energy attack doing 5 life cards of damage for no power cost.

90: Medic Kit (6) [249]

Non-Combat

Place the top 3 discard cards at the bottom of the life card deck. Limit one per deck.

91: Goku's Physical Attack (1) [25]

Physical Combat

Physical attack, plus draw the bottom card from the discard pile into your hand. If used by Goku, it stays on the table to be used one more time in combat. Remove from game after use.

92: Gohan's Physical Attack (1) [26]

Physical Combat

Physical attack. Gohan gains 1 anger level. Increases Gohan's power rating by 5 stages.

93: Tien's Physical Attack (1) [27]

Physical Combat

Physical attack doing 5 life card draws if successful.

94: Vegeta's Physical Stance (1) [28]

Physical Combat

Stops a physical attack, and stop all physical attacks performed against you for the remainder of Combat. Remove from the game after use.

95: The Untroubled Mind is Focused (1) [32]

Non-Combat

Remove someone else's drill card or ally from the game. Discard this card from the game after use.

96: Senzu Bean (1) [43]

Non-Combat

When you place this card in play, immediately raise your Main Personality to its highest power stage. Remove from the game after use.

97: Goku Anger Attack (1) [46]

Physical Combat

This physical attack does double the normal damage if successful.

98: Orange Wrist Flex Takedown (1) [49] <O>

Physical Combat

Stops the foes' physical attack played this round. Raise card user's anger level 1.

99: Orange Arm Bar (1) [5] <O>

Physical Combat

Physical attack doing +3 stages of damage if successful. Raise card user's anger level 1.

100: Orange Shoulder Throw (1) [50] <O>

Physical Combat

Stops an opponent's physical attack this round. Raise card user's anger level 1.

101: Orange Neck Restraints (1) [52] <O>

Energy Combat

Stops an opponent's energy attack. Foe's anger level decreases by 1.

102: Orange Holding After Takedown (1) [53] <O>

Physical Combat

Stops opponent's physical attack this round. Foe's anger level decreases by 1.

103: Red Knee Strike (1) [54] <R>

Physical Combat

Stops the foe's physical attack. Raise card user's anger level 1.

104: Red Side Kick (1) [56] <R>

Energy Combat

Stop foe's energy attack this round.

105: Red Back Kick (1) [58] <R>

Physical Combat

Physical attack doing +3 stages of damage if successful. Stops all energy attacks for the rest of this combat. Foe's anger level decreases by 1.

106: Blue Big Outside Drop (1) [59] <U>

Physical Combat

Stops a physical attack. Raise card user's anger level 1.

107: Blue One-Arm Shoulder Throw (1) [60] <U>

Physical Combat

Stops the foe's physical attack. Lower foe's anger level 1.

108: Blue Body Drop Throw (3) [61] <U>

Physical Combat

Stops a physical attack. Lower foe's anger level by 1.

109: Blue Inner Leg Throw (3) [62] <U>

Physical Combat

Stops a physical attack. Lower foe's anger level by 1.

110: Blue Big Whirl Throw (3) [63] <U>

Energy Combat

Stops an energy attack. Lower foe's anger level by 1.

111: Blue Ground Holding (3) [64] <U>

Physical Combat

Stops a physical attack. Lower foe's anger level by 1.

112: Black Fore Fist Punch (3) [65]

Energy Combat

Energy attack doing 6 life cards of damage. If successful, your opponent loses 3 power stages, to a minimum of 0.

113: Black Knife Hand Strike (3) [66]

Energy Combat

Energy attack doing 4 life cards draws of damage or stopping any energy attack.

114: Black Elbow Strike (3) [67]

Physical Combat

Stops a foe's physical attack. Raise card user's anger level 1.

115: Black Side Kick (3) [69]

Physical Combat

Stops a foe's physical attack. Raise card user's anger level 2.

116: Red Reverse Punch (1) [7] <R>

Physical Combat

Physical attack doing +3 stages of damage if successful. Raise card user's anger level 1.

117: Black Turning Kick (3) [70]

Energy Combat

Energy attack doing 5 life card draws of damage or stops a physical attack. Raise card user's anger level 1.

118: Black Axe Heel Kick (3) [72]

Energy Combat

Stops a foe's energy attack. Raise card user's anger level 1.

119: Black Rear Spin Kick (3) [73]

Energy Combat

Stops a foe's energy attack. Raise card user's anger level 1.

120: Earth Dragon Ball 3 (3) [75]

Non-Combat

Draw 3 cards and then place the top card of your discard pile at the bottom of your Life Deck.

121: Earth Dragon Ball 4 (3) [76]

Non-Combat

End the very next combat you are forced into before you sustain damage. Your anger level increases 2.

122: Earth Dragon Ball 5 (3) [77]

Non-Combat

Raise any one of your Personalities to its highest power stage. Raise your anger 2 levels. Draw 2 cards. Then place the top 2 cards of your discard pile at the bottom of your Life Deck.

123: Red Knife Hand (1) [8] <R>

Physical Combat

Physical attack doing +3 stages of damage if successful. Raise card user's anger level 1.

124: Red Palm Heel Strike (1) [9] <R>

Physical Combat

Physical attack doing +3 stages of damage if successful. Raise card user's anger level 1.

125: Mother's Touch (3) [90]

Combat

Stops a physical or energy attack. Remove from the game after use.

126: Saiyan Energy Throw (3) [91] <S>

Energy Combat

Saiyan Heritage only. Creates an energy attack doing 7 life card draws at a cost of 4 stages of power drain. Discard from the game after use.

127: Saiyan Energy Defense (3) [92] <S>

Energy Combat

Saiyan Heritage only. Stops an energy attack.

128: Saiyan Mental Energy Attack (3) [93] <S>

Energy Combat

Saiyan Heritage only. Creates an energy attack inflicting 6 life card draws.

129: Saiyan Energy Aura (3) [95] <S>

Energy Combat

Saiyan Heritage only. Stops an energy attack and stops your opponent's energy attack during his next Attacker Attacks phase.

130: Saiyan Sweeping Defense (3) [96] <S>

Physical Combat

Saiyan Heritage only. Stops a physical attack and stops your opponent's physical attack during his next Attacker Attacks phase.

131: Power Up the Most! (3) [98]

Non-Combat

Powers up to the personality's highest stage. Select 2 discarded cards and place them at the bottom of your life deck.

132: Blazing Anger! (3) [99]

Non-Combat

Increase your anger level by 2. Take the top 2 cards from your discard pile and place them at the bottom of your life deck.

133: Orange Energy Blast (1) [1] <O>

Energy Combat

Energy attack doing 5 life cards damage.

134: Namekian Wrist Grab (1) [26] <N>

Physical Combat

Piccolo and Nail only. Physical attack doing 6 life cards of damage. Costs 2 power stages to perform.

135: Roshi's Calming (5) [239]

Non-Combat

Use when needed at the end of any turn. If your opponent's Main Personality is at Level 2, lower his Main Personality one personality level. Limit one per deck.

136: Goku's Training (3) [60]

Physical Combat

Physical attack doing +2 power stages of damage. If successful, draw the

bottom card from your discard pile. Remove from the game after use.

137: Earth Dragon Ball Combat (5) [115]

Physical Combat

Physical attack. If successful, also capture any Earth Dragon Ball from your opponent. Limit 2 per deck. Remove from the game after use.

138: Black Water Confusion Drill (1) [30]

Non-Combat

No Dragon Balls can be played while this Drill is in play. Limit one per deck. This card is not considered a Black fighting style card.

139: Frieza's Featherlight Touch (5) [117]

Non-Combat

Villains only. Capture an opponent's Dragon Ball. Remove from the game after use. Limit one per deck.

140: What Was I Thinking? (5) [118]

Non-Combat

When entering Combat as the defender, search your Life Deck for an ally and put it into play at its highest power stage. This ally takes control of this Combat.

141: Hero's Lucky Break (5) [119]

Non-Combat

Name a Non-Combat/non-Dragon Ball card. Search your Life Deck for a copy of that card and put it into play. Limit one per deck.

142: A Hero's Heart Is Strong (5) [121]

Non-Combat

All players remove all cards in their discard pile from the game. Remove from the after use.

143: An Amusing Trick (5) [122]

Non-Combat

Villains only. Place all opponent's allies at the bottom of their Life Decks. Raise any personality to its highest power.

144: Drills Are For The Weak (5) [123]

Combat

Discard all opponent's Drills in play. Remove from the game after use. Limit one per deck.

145: Hero's Way (5) [124]

Non-Combat

At the beginning of each player's next turn, that player searches his discard pile for all allies and put them into his hand.

146: Don't You Just Hate That (5) [125]

Non-Combat

Remove two of your opponent's Non-Combat/non-Dragon Ball cards in play from the game. Remove from the game after use. Limit one per deck.

147: Vegeta Scans The City (5) [126]

Non-Combat

Lower any opponent's Main Personality that is level 2 or higher by 1 level. This can be used when needed to stop a Most Power Personality victory. Remove from the game after use. Limit one per deck.

148: Goku's Battle Ready (5) [127]

Physical Combat

Physical attack doing 7 power stages of damage. Your opponent cannot take life cards of damage from this attack. Lower opponent's anger to 0.

149: Gohan Spots The Imposter Drill (5) [128]

Non-Combat

Choose an opponent. This opponent may not play any allies while this Drill is in play. Limit one per deck.

150: Piccolo and Heroes Gather (5) [129]

Non-Combat

Discard 2 cards, then search your Life Deck for 2 Combat cards, show them to your opponent, and place them in your hand.

151: Orange Power Shifting Drill (1) [13] <O>

Non-Combat

When you perform an energy attack, you may choose for it to do the same amount of power stages of damage to any personality, instead of dealing life cards of damage.

152: Krillin's Heat Seeking Blast (5) [130]

Energy Combat

Energy attack. This attack cannot be stopped or prevented. Remove from the game after use.

153: Chi-Chi Searches (5) [131]

Physical Combat

Physical attack. If successful also search your discard pile and Life Deck for any ally and put it into play at 6 power stages above 0.

154: Nail Takes Extra Effort (5) [132]

Non-Combat

Use at the beginning of your Combat Step. For the remainder of Combat all of your physical attacks do +1 power stage of damage for every Earth Dragon Ball in play. Remove from the game after use.

155: Roshi's Thoughts (5) [133]

Non-Combat

Put the top 2 cards of your discard pile at the bottom of your Life Deck. Take the top 2 cards of your opponent's discard pile and remove them from the game.

156: King Kai's Thoughts (5) [134]

Non-Combat

Heroes only. For the remainder of this Combat all successful physical attacks performed by your Main Personality do +3 power stages of damage. Remove from the game after use.

157: Earth Dragon Ball Wish (5) [135]

Non-Combat

Ends Combat. Choose any 3 cards from your discard pile and shuffle them back into your Life Deck. Remove from the game after use. Limit one per deck.

158: Blue Betrayal (3) [54] <U>

Physical Combat

Physical attack. If you declared a Tokui-Waza, remove an opponent's Non-Combat or Ally in play from the game.

159: Nail's Combat Drill (5) [137]

Non-Combat

Piccolo and Nail only. After receiving damage from a successful attack performed against you, your Main Personality gains 1 power stage for every life card of damage you received.

160: Orange Energy Dan Drill (5) [138] <O>

Non-Combat

Once per Combat, after you perform a successful energy attack, search through the defender's Life Deck for any card and discard it.

161: Orange Junction Energy Blast (5) [139] <O>

Energy Combat

Energy attack. This attack does +1 life card of damage for each ally that you have in play.

162: Orange Surprise Blast (1) [14] <O>

Energy Combat

Energy attack. If successful, you may remove one of the defender's Drills in play from the game. Remove from the game after use.

163: Black Smoothness Drill (5) [140]

Non-Combat

You may now keep up to 2 cards in your hand at the end of each turn.

164: Black Physical Focus (5) [141]

Physical Combat

Physical attack. When you perform this attack, pay any amount of power stages from your Main Personality. For each power stage paid, do +1 power stage of damage.

165: Red Evasion Drill (5) [142] <R>

Non-Combat

When this Drill comes into play, choose an opponent. While this Drill is in play, all energy attacks cost +1 power stage for this opponent to perform.

166: Red King Cold Observation (5) [143] <R>

Combat

Your Main Personality pays 5 power stages to discard all allies and Non-Combat/non-Dragon Ball cards from play. Lower your Main Personality's power stage to 0. Raise your anger 1 level. Limit one per deck.

167: Orange Straight Jab (1) [16] <O>

Physical Combat

Physical attack doing +4 power stages of damage. Costs 1 power stage to perform.

168: Black Defensive Aura (1) [17]

Combat

Stops an opponent's physical or energy attack. Costs 1 power stage to perform.

169: Black Flying Kick (1) [18]

Physical Combat

Physical attack doing +2 power stages of damage. Remove the top 3 cards in your opponent's discard pile from the game.

170: Black Finger Block (1) [19]

Physical Combat

Stops an opponent's physical attack. Your Main Personality gains 3 power stages.

171: Red Kienzan Discs (1) [2] <R>

Energy Combat

Energy attack. If 'Earth Dragon Ball 3' is in play, this attack cannot be stopped.

172: Black Defensive Burst (1) [20]

Physical Combat

Physical attack doing 3 life cards of damage. If successful, your opponent cannot perform physical attacks for the remainder of Combat.

173: Black Overpowering Attack (1) [21]

Physical Combat

Physical attack doing +6 power stages of damage. You may not perform any physical attacks for the remainder of Combat.

174: Red Gravity Drill (1) [23] <R>

Non-Combat

Discard your hand to stop a physical or energy attack. You must have at least one card in your hand to use this Drill.

175: Red Energy Shield (1) [24] <R>

Energy Combat

Stops an energy attack. Raise any personality to their highest power stage. Remove from the game after use.

176: Gohan's Peaceful Stance (3) [49]

Non-Combat

Raise all personalities in play to their highest power stage. Choose 2 cards from your discard pile, and put them on the bottom of your Life Deck. Remove from the game after use.

177: Spice Prepares an Energy Blast (1) [27]

Energy Combat

Energy attack doing 7 life cards of damage. If successful, also raise your anger 1 level and you may not perform any more energy attacks for the remainder of Combat.

178: Vinegar's Revenge (1) [29]

Combat

Choose one opponent. That opponent cannot gain their power stages until the beginning of your next turn. Remove from the game after use.

179: Black Anger Stance (3) [45]

Physical Combat

Physical attack doing X power stages of damage. X is equal to the total anger of all players.

180: Garlic Jr.'s Kyokaika Technique (1) [31]

Physical Combat

Physical attack doing 7 power stages of damage. Remove from the game after use. Unless your Main Personality is Garlic Jr., limit one per deck.

181: Garlic Jr.'s Energy Blast (1) [32]

Energy Combat

Energy attack. If successful, also lower an opponent's anger 2 levels. If 'Earth Dragon Ball 5' is in play, this attack cannot be stopped.

182: Krillin Takes a Shot (1) [35]

Physical Combat

Physical attack doing 5 power stages of damage. If Gohan is anywhere in

play, it does 6 power stages of damage instead.

183: Frieza's Finger Tip Energy Blast (1) [36]

Energy Combat

Energy attack. If successful, also lower an opponent's anger level to 0.

Remove from the game after use.

184: King Cold Smiles (1) [37]

Non-Combat

When your opponent's anger level reaches 5 or more, set their anger level to 3 instead of gaining a personality level. Use when needed. Remove from the game after use.

185: King Cold's End (1) [38]

Non-Combat

Villains only. When you have 10 or less life cards in your Life Deck, shuffle up to 7 cards from the top of your discard pile back into your Life Deck. Limit one per deck. Remove from the game after use.

186: Goku's Ready (1) [39]

Non-Combat

Search your Life Deck for one card, set it aside face-down, and place it in your hand at the beginning of your opponent's next turn. Limit one per deck.

187: Captain Ginyu Frog (1) [4]

Combat

Reduce a villain 1 personality level if possible. Limit one per deck.

Remove from the game after use.

188: Blue Driving Face Off (3) [41] <U>

Physical Combat

Physical attack doing +3 power stages of damage. Lower your opponent's anger 1 level.

189: Chiaotzu's Psychic Halt (3) [44]

Combat

Your opponent may only defend for the remainder of Combat. Remove from the game after use. Limit one per deck.

190: Black Head Strike (3) [45]

Physical Combat

Physical attack doing +2 life cards of damage. If Chiaotzu is anywhere in play it does +3 life cards of damage instead.

191: Black Hug Maneuver (3) [46]

Physical Combat

Physical attack. Raise your anger 2 levels. If 'Earth Dragon Ball 6' is in play raise your anger 3 levels instead.

192: Black Driving Palm Strike (3) [47]

Physical Combat

Physical attack doing 2 power stages of damage. Raise your anger 1 level. Lower your opponent's anger 1 level.

193: Dodoria's Waiting Game (3) [48]

Physical Combat

Physical attack doing +2 life cards of damage. If 'Earth Dragon Ball 7' is in play it does +4 life cards of damage instead.

194: Frieza's Aura Shot (3) [49]

Energy Combat

Energy attack doing 6 life cards of damage. If 'Vegeta's Quickness Drill' is anywhere in play the attack does 7 life cards of damage instead.

195: Krillin's Kamehameha Outburst (1) [5]

Energy Combat

Energy attack doing 5 life cards of damage. Lower opponent's anger 2 levels.

196: Saiyan Knee Strike (3) [50] <S>

Physical Combat

Saiyan Heritage only. Physical attack. If successful, your opponent discards a card at random from his hand.

197: Frieza's Powering Rage (3) [51]

Non-Combat

Villains only. Any villain personality gains 5 power stages.

198: Namekian Fighting (3) [52] <N>

Non-Combat

Piccolo and Nail only. Remove one of your allies from the game to raise your anger 2 levels. Remove from the game after use.

199: Captain Ginyu Moves to Attack! (3) [53]

Physical Combat

Physical attack doing +3 life cards of damage. Raise your anger 1 level. Remove from the game after use.

200: Captain Ginyu's Energy Attack (3) [54]

Energy Combat

Energy attack. Costs 3 power stages to perform. Raise your anger 2 levels. Remove from the game after use.

201: Namekian Attack Drill (3) [55] <N>

Non-Combat

Piccolo and Nail only. You may do +2 power stages of damage with all physical attacks.

202: Frieza's Tail Hold (3) [56]

Physical Combat

Physical attack. If successful, also remove an ally of your choice from the game. Remove from the game after use.

203: Frieza's Irritation Grows (3) [57]

Physical Combat

Physical attack. If successful, also raise your anger 1 level for every 'Frieza's Irritation Grows' in your discard pile.

204: Scorning Aura Shot (3) [58]

Energy Combat

Energy attack. Lower an opponent's anger 1 level.

205: Frieza is Ready (3) [59]

Non-Combat

Villains only. Use when needed. When your Main Personality takes life cards of damage, your opponent discards twice as many life cards. Limit one per deck.

206: Straining Outburst Move (1) [6]

Physical Combat

Physical attack doing 5 life cards of damage. Costs 2 power stages to

perform.

207: Namekian Physical Drill (3) [60] <N>

Non-Combat

Raise your Main Personality's Power Up Rating (PUR) by 1 while this Drill is in play. Do +1 power stage of damage with every physical attack.

208: Namekian Energy Drill (3) [61] <N>

Non-Combat

After every successful energy attack you perform, you may discard a card from your hand and shuffle it into your Life Deck, and then draw a card.

209: Burter's Power Stance (3) [62]

Non-Combat

Raise any villain Main Personality to its highest power stage. Set all of his allies to five power stages above 0. Remove from the game after use.

210: Red Shattering Leap (3) [63] <R>

Physical Combat

Physical attack doing +4 power stages of damage. This card stays in play to be used one more time this Combat. Remove from the game after use.

211: Gohan's Earth Quest (3) [64]

Non-Combat

Choose 'Earth Dragon Ball 1' or 'Earth Dragon Ball 2' from your Life Deck and put it into play. This Dragon Ball loses its power for the remainder of the game.

212: Krillin's Earth Quest (3) [65]

Non-Combat

Choose 'Earth Dragon Ball 2' or 'Earth Dragon Ball 3' from your Life Deck and put it into play. This Dragon Ball loses its power for the remainder of the game.

213: Namekian Head Strike (3) [66] <N>

Physical Combat

Heroes only. Physical attack. If successful, also capture a Dragon Ball from your opponent. Lower your opponent's anger 2 levels. Remove from the game after use.

214: Red Knee Eruption (3) [67] <R>

Physical Combat

Physical attack. If successful, also remove 1 of your opponent's Drills in play from the game.

215: Red Face Upheaval (3) [68] <R>

Physical Combat

Physical attack. If successful, also choose and remove 1 Non-Combat/non-Dragon Ball card in play from the game. Raise your anger 1 level.

216: Orange Special Beam Cannon (3) [69] <O>

Energy Combat

Energy attack doing 1 life card of damage for each of the attacking personality's power stages above 0. Costs 3 power stages to perform.

217: Namekian Glare Attack (1) [7] <N>

Energy Combat

Heroes only. Energy attack. Lower your opponent's anger 2 levels.

218: Orange Resistance (3) [70] <O>

Energy Combat

Stops an energy attack. During your next attack phase, either pass or this card allows your Main Personality to perform an energy attack.

219: Orange One Knuckle Punch (1) [2] <O>

Physical Combat

Physical Attack doing +1 stage of damage if successful. Raise card user's anger level 1.

220: Black Energy Web (3) [72]

Energy Combat

Energy attack doing 6 life cards of damage. If successful, also stops an opponent from performing any energy attacks for the remainder of Combat.

221: Black Energy Blasts (3) [73]

Energy Combat

Energy attack doing 4 power stages of damage. Costs 2 power stages to perform. If successful, also gain 4 power stages.

222: Black Energy Deflection Drill (3) [74]

Non-Combat

You may play an energy attack from your hand and pay its costs in order to stop an energy attack, and then your opponent discards 1 life card.

223: Red Power Rush (3) [75] <R>

Physical Combat

Physical attack doing +3 power stages of damage. This attack cannot be stopped or prevented by Physical Combat cards. Raise your anger 1 level. Remove from the game after use.

224: Red Lightning Slash (3) [76] <R>

Physical Combat

Physical attack. If successful, you may discard all of the defender's allies or Drills in play instead of dealing damage. Raise your anger 1 level.

225: Red Energy Blast (3) [77] <R>

Energy Combat

Energy attack. Remove one of the defender's allies or Drills in play from the game. Raise your anger 1 level.

226: Red Eye Laser Assault (3) [78] <R>

Physical Combat

Physical attack doing +3 power stages of damage. Costs 4 power stages to perform. Raise your anger 2 levels.

227: Saiyan Glare (1) [35] <S>

Energy Combat

Energy attack. If you declared Tokui-Waza, lower your opponent's anger 2 levels.

228: Namekian Braced Attack (1) [8] <N>

Physical Combat

Piccolo and Nail only. You may have up to 8 copies of this card in your life deck. Physical attack. If successful, gain 4 power stages.

229: Red Power Drain (1) [32] <R>

Combat

All physical attacks performed against you for the remainder of Combat cost +2 power stages to perform.

230: Trunks Slash (3) [81]

Physical Combat

Physical attack. If successful, also lower your opponent's anger 3 levels.

231: Trunks High Strike (3) [82]

Physical Combat

Physical attack. If successful, also gain 5 power stages.

232: Trunks Cuts Down (3) [83]

Physical Combat

Physical attack doing 5 life cards of damage. If successful, also remove any opponent's ally in play from the game. Limit 1 per deck. Remove from the game after use.

233: Trunks Energy Sphere (3) [84]

Combat

Stops the effect of any Combat card. Use when needed.

234: Trunks Effortless Drill (3) [85]

Non-Combat

'Straining Move' cards cannot be stopped or prevented.

235: Trunks Planning Drill (3) [86]

Non-Combat

When entering Combat as the defender, your Main Personality gains 2 power stages.

236: Trunks Sword Position 1 (3) [87]

Physical Combat

Physical attack. Raise your anger 1 level. Lower your opponent's anger 1 level.

237: Trunks Sword Position 2 (3) [88]

Physical Combat

Physical attack. If successful, also remove the top 2 cards in your opponent's discard pile from the game.

238: Trunks Sword Position 3 (3) [89]

Energy Combat

Energy attack. If successful, also choose a card from your discard pile and place it on top of your Life Deck.

239: Namekian Thrust (1) [9] <N>

Physical Combat

Piccolo and Nail only. You may have up to 8 copies of this card in your life deck. Physical attack doing +2 power stages of damage.

240: Trunks Sword Position 4 (3) [90]

Physical Combat

Physical attack doing +4 power stages of damage.

241: Expectant Trunks (3) [91]

Non-Combat

Use when entering Combat. Search your discard pile for any one Combat, Physical Combat, or Energy Combat card, show your opponent, and place it in your hand.

242: Trunks Draws Steel (3) [92]

Physical Combat

Physical attack or stops a physical attack.

243: Trunks Stands Ready (3) [93]

Non-Combat

Stops all 'Constant Combat Powers' from working for the remainder of this Combat. Remove from the game after use.

244: Double Saiyans (3) [94]

Combat

Raise your Main Personality to his highest power stage. Raise your opponent's Main Personality to his highest power stages.

245: Blue Softening Stance (3) [95] <U>

Combat

Lower an opponent's anger 2 levels and reduce their power stages by 2.

246: Blue Awakening (3) [96] <U>

Combat

Lower and opponent's anger 2 levels and place the top 3 cards of your discard pile at the bottom of your Life Deck.

247: Blue Leaving (3) [97] <U>

Combat

This card ends Combat and both players skip the Discard step at the end of this turn. Remove from the game after use.

248: Trunks Strikes (3) [98]

Physical Combat

Physical attack doing 5 power stages of damage or 3 life cards of damage.

249: Orange Two Knuckle Punch (1) [3] <O>

Physical Combat

Physical attack doing +1 stage of damage if successful. Raise card user's anger level 1.

250: Red Style Mastery (5) [144] <R>

Mastery

Once per Combat, in place of making an attack, you may remove the top card in your discard pile from the game to raise your anger level 1. If it is a Red Style card raise your anger 2 levels instead.

251: Black Style Mastery (5) [145]

Mastery

All of your successful attacks do +1 life card and +1 power stage of damage. Black Style attacks do +2 life cards and +2 power stages of damage instead.

252: Orange Style Mastery (5) [146] <O>

Mastery

All energy attacks performed by your Main Personality do +1 life card of damage if successful or cost 1 less power stage to perform to a minimum of 1. Orange Style energy attacks do +1 life card of damage if successful and cost 1 less power stage to perform to a minimum of 1 instead.

253: Namekian Style Mastery (5) [147] <N>

Mastery

When entering any Combat, you may draw the bottom card from your discard pile into your hand: if that card is a Namekian Style card, raise your Main Personality to its highest power stage.

254: Saiyan Style Mastery (5) [148] <S>

Mastery

Draw a card when entering any Combat. If that card is a Saiyan Style card, you may show it to your opponent and your opponent loses 4 power stages to a minimum of 0.

255: Blue Style Mastery (5) [149] <U>

Mastery

Your opponent must now reach 6 anger to gain a personality level. All successful Blue Style attacks also lower your opponent's anger 1 level.

256: Chi-Chi (3) [86]

Personality

Power: Mother's Defense. Once per combat, this can block a single physical attack directed at Gohan or Goku so they are not hurt.

100 - 1,000; 100

Level 1, PUR 1

257: Bulma (3) [87]

Personality

Power: Scientific Defense. Reduces the damage done by an energy attack by 2 life card draws.

100 - 1,000; 100

Level 1, PUR 1

258: Chi-Chi (3) [41]

Personality

Power: Physical attack. If successful, it also does +4 power stages of damage if Goku is present.

500 - 1,400; 100

Level 2, PUR 2

259: Bulma (3) [42]

Personality

Power: Bulma may capture a Dragon Ball from her opponent if she does damage in an energy attack.

500 - 1,400; 100

Level 2, PUR 2

260: Dende the Unlikely Hero (3) [48]

Personality

Power: At the end of a combat, put any single ally from your discard pile into play, at 4 stages above zero.

500 - 1,400; 100

Level 1, PUR 2

261: Captain Ginyu (3) [106]

Personality

Power: Defense Shield: Stops the first unstopped energy attack in Combat.

82,000 - 100,000; 2,000

Level 1, PUR 1

262: Captain Ginyu the Leader (3) [107]

Personality

Constant Combat Power: When defending against a physical attack, choose any personality in play and use their power stage to determine damage.

87,000 - 150,000; 7,000

Level 2, PUR 1

263: Captain Ginyu Changes (3) [108]

Personality

Power: Physical attack. If successful, also stop all opponent's physical

attacks for the remainder of Combat.

90,000 - 180,000; 10,000

Level 3, PUR 2

264: Dodoria (3) [109]

Personality

Power: Physical attack. If successful, also stop all your opponent's energy attacks for the remainder of Combat.

80,000 - 125,000; 5,000

Level 1, PUR 1

265: Dodoria in Flight (3) [110]

Personality

Power: Energy attack. Does 1 life card of damage if it is stopped.

90,000 - 180,000; 10,000

Level 2, PUR 1

266: Dodoria the Mocking (3) [111]

Personality

Constant Combat Power: Do +1 power stage of damage and +2 life cards of damage with every successful attack.

25,000 - 250,000; 25,000

Level 3, PUR 2

267: Krillin (5) [154]

Personality

Power: Energy attack. Lower your opponent's anger 1 level. Raise your anger 1 level.

50,000 - 100,000; 5,000

Level 1, PUR 3

268: Krillin Enraged (5) [155]

Personality

Power: Destructo-Disk Energy attack doing 5 life cards of damage.

25,000 - 250,000; 25,000

Level 2, PUR 4

269: Krillin, the Warrior (5) [156]

Personality

Power: Physical attack. When determining damage for this attack, treat Krillin as if he were at 350,000.

125,000 - 350,000; 25,000

Level 3, PUR 5

270: Trunks, the Hero (5) [150]

Personality

Constant Combat Power: During your opponent's turn, all damage (power stages and life cards) from physical attacks performed against Trunks, the Hero is reduced to 1 power stage of damage.

650,000 - 1,550,000; 100,000

Level 4, PUR 4

271: Vegeta, Saiyan Prince (5) [151]

Personality

Constant Combat Power: During your opponent's turn, all damage (power stages and life cards) from physical attacks performed against Vegeta, Saiyan Prince is reduced to 1 power stage of damage.

200,000 - 1,100,000; 100,000

Level 4, PUR 4

272: Gohan Empowered (5) [152]

Personality

Power: When defending in Combat, you may also draw the bottom card of your discard pile into your hand.

325,000 - 550,000; 25,000

Level 4, PUR 5

273: Piccolo Enraged (5) [153]

Personality

Constant Combat Power: When Nail or Dende are anywhere in play, all of your physical attacks do +3 power stages of damage.

425,000 - 650,000; 25,000

Level 4, PUR 5

274: Frieza, the Revived (3) [100]

Personality

Constant Combat Power: When defending in Combat after taking life cards of damage from an energy attack, place the top card of your discard pile at the bottom of your Life Deck.

850,000 - 1,300,000; 50,000

Level 4, PUR 3

275: Garlic Jr. the Void Master (3) [101]

Personality

Constant Combat Power: Allies' physical attacks and their personality powers have no effect on Garlic Jr. in Combat.

375,000 - 600,000; 25,000

Level 4, PUR 3

276: Spice, the Punisher (3) [102]

Personality

Constant Combat Power: Do +1 life card of damage with every successful physical attack.

320,000 - 500,000; 20,000

Level 4, PUR 3

277: Vinegar, the Attacker (3) [103]

Personality

Constant Combat Power: After every successful energy attack you perform, put the bottom card from your discard pile on the bottom of your Life Deck.

310,000 - 400,000; 10,000

Level 4, PUR 3

278: Frieza the Monster (4) [161]

Personality

Constant Combat Power: Frieza does +1 power stages and +1 life card of damage with every energy attack.

125,000 - 350,000; 25,000

Level 1, PUR 1

279: Frieza the Conqueror (4) [162]

Personality

Constant Combat Power: Frieza does +2 power stages of damage with every physical attack and +2 life cards of damage with every energy attack.

450,000 - 900,000; 50,000

Level 2, PUR 2

280: Frieza the Cyborg (4) [163]

Personality

Constant Combat Power: Frieza does +2 power stages and +2 life cards of

damage with every attack.
300,000 - 1,200,000; 100,000
Level 3, PUR 3

281: Goku, the Leader (4) [164]

Personality

Power: After defending in Combat if your opponent has not dealt you damage in this combat, you may search your Life Deck for an ally and put it into play at 3 power stages above 0.

550,000 - 1,000,000; 50,000

Level 1, PUR 1

282: Goku, the Defender (4) [165]

Personality

Power: Raise your anger 2 levels at the end of any Combat where Goku has suffered 5 or more life cards of damage.

300,000 - 1,200,000; 100,000

Level 2, PUR 2

283: Goku, the Protector (4) [166]

Personality

Constant Combat Power: Defense Shield: Stop the first unstopped energy attack in Combat. You cannot have your anger lowered more than 1 level from any card.

600,000 - 1,500,000; 100,000

Level 3, PUR 3

284: Piccolo, the Avenger (4) [167]

Personality

Power: Energy attack doing 6 life cards of damage.

120,000 - 300,000; 20,000

Level 1, PUR 2

285: Piccolo, Revived (4) [168]

Personality

Power: Physical attack. If successful, also capture a Dragon Ball.

175,000 - 400,000; 25,000

Level 2, PUR 3

286: Piccolo, the Hero (4) [169]

Personality

Constant Combat Power: Your opponent loses 2 power stages whenever he stops a physical attack you perform.

150,000 - 600,000; 50,000

Level 3, PUR 4

287: Gohan, the Furious (4) [170]

Personality

Power: Physical attack doing +4 power stages of damage.

20,000 - 200,000; 20,000

Level 1, PUR 2

288: Gohan, the Fighter (4) [171]

Personality

Power: Defense Shield: When defending in Combat, stop the first unstopped attack performed on you.

120,000 - 300,000; 20,000

Level 2, PUR 3

289: Gohan, the Warrior (4) [172]

Personality

Constant Combat Power: When defending in Combat, raise your anger 1 level after Gohan receives damage from an energy attack performed against him.

50,000 - 500,000; 50,000

Level 3, PUR 4

290: Vegeta, the Determined (4) [173]

Personality

Constant Combat Power: When defending in Combat, raise your anger 1 level after Vegeta receives damage from a physical attack performed against him.

275,000 - 500,000; 25,000

Level 1, PUR 2

291: Vegeta, the Powerful (4) [174]

Personality

Power: Physical attack doing 8 power stages of damage.

350,000 - 800,000; 50,000

Level 2, PUR 3

292: Vegeta, in Training (4) [175]

Personality

Power: Energy attack doing 7 life cards of damage. Costs no power stages to perform.

750,000 - 975,000; 25,000

Level 3, PUR 3

293: Garlic Jr. (4) [176]

Personality

Constant Combat Power: All damage from energy attacks performed against Garlic Jr. is reduced by 2 life cards.

120,000 - 300,000; 20,000

Level 1, PUR 2

294: Garlic Jr., the Master (4) [177]

Personality

Constant Combat Power: All damage from energy attacks performed against Garlic Jr. is reduced by 3 life cards.

220,000 - 400,000; 20,000

Level 2, PUR 2

295: Garlic Jr., the Monster (4) [178]

Personality

Constant Combat Power: All damage from energy attacks performed against Garlic Jr. is reduced to 1 life card.

275,000 - 500,000; 25,000

Level 3, PUR 2

296: Trunks (4) [185]

Personality

Power: Physical attack. This must be your first attack in Combat. Your opponent must play/use 2 cards/effects that stop physical attacks in order to stop this attack.

575,000 - 800,000; 25,000

Level 1, PUR 1

297: Trunks, the Swordsman (4) [186]

Personality

Constant Combat Power: All of your physical attacks do +2 Power stages of damage.

700,000 - 1,150,000; 50,000

Level 2, PUR 2

298: Super Saiyan Trunks (4) [187]

Personality

Power: When entering Combat as a defender, choose and discard 1 card at random from your opponent's hand.

500,000 - 1,400,000; 100,000

Level 3, PUR 3

299: King Cold (4) [188]

Personality

Power: When entering Combat, choose 1 card at random from your opponent's hand and place it at the top of his Life Deck.

225,000 - 900,000; 75,000

Level 1, PUR 1

300: King Cold, the Destroyer (4) [189]

Personality

Constant Combat Power: Choose any personality in play. You may use that personality's power stage when determining damage from a physical attack.

100,000 - 1,000,000; 100,000

Level 2, PUR 2

301: King Cold, the Ruler (4) [190]

Personality

Power: After receiving damage from an energy attack you may draw the bottom card from your discard pile and put it in your hand.

275,000 - 1,400,000; 125,000

Level 3, PUR 2

302: Frieza, the Master (4) [191]

Personality

Constant Combat Power: Each successful physical attack forces your opponent to remove the top card from their discard pile from the game.

450,000 - 900,000; 50,000

Level 2, PUR 2

303: Goku (4) [192]

Personality

Power: If Goku takes no damage while defending in Combat, you may raise him to his highest power stage at the end of Combat.

300,000 - 1,200,000; 100,000

Level 2, PUR 2

304: Piccolo (4) [193]

Personality

Power: Physical attack doing 6 life cards of damage.

175,000 - 400,000; 25,000

Level 2, PUR 3

305: Gohan (4) [194]

Personality

Constant Combat Power: Do +2 life cards of damage with every successful energy attack.

120,000 - 300,000; 20,000

Level 2, PUR 3

306: Vegeta (4) [195]

Personality

Constant Combat Power: Each successful physical attack you perform allows you

to place the top card in your discard pile at the bottom of your Life Deck.

350,000 - 800,000; 50,000

Level 2, PUR 3

307: Garlic Jr., the Merciless (4) [196]

Personality

Power: When entering Combat as the defender, you may also draw the bottom card from your discard pile into your hand.

220,000 - 400,000; 20,000

Level 2, PUR 2

308: Trunks, the Saiyan (4) [199]

Personality

Constant Combat Power: Reduce an opponent's anger by 1 level every time he performs a successful energy attack on you.

700,000 - 1,150,000; 50,000

Level 2, PUR 2

309: King Cold, Galactic Ruler (4) [200]

Personality

Constant Combat Power: Your anger cannot be reduced.

100,000 - 1,000,000; 100,000

Level 2, PUR 2

310: Guldo (3) [45]

Personality

Power: Physical attack. If successful, you may also take the bottom 2 cards from your discard pile into your hand.

32,000 - 50,000; 2,000

Level 1, PUR 1

311: Guldo (3) [46]

Personality

Power: Energy attack. This attack cannot be stopped by using combat card defenses.

52,000 - 80,000; 3,000

Level 2, PUR 1

312: Guldo (3) [47]

Personality

Power: Physical attack. This attack cannot be stopped by using combat card defenses.

80,000 - 125,000; 5,000

Level 3, PUR 2

313: Nail The Namekian (5) [96]

Personality

Power: Energy attack doing 5 life cards of damage. If this attack is stopped, your opponent discards 3 life cards.

48,000 - 75,000; 3,000

Level 1, PUR 2

314: Nail the Namekian Hero (5) [110]

Personality

Power: Stops a physical attack and, in the process, causes 1 life card of damage to your opponent.

60,000 - 150,000; 10,000

Level 3, PUR 4

315: Nail Inspired (5) [117]

Personality

Power: Take your top two discards and place them at the bottom of your life deck.

55,000 - 100,000; 5,000

Level 2, PUR 3

316: Cell, the Master (7) [136]

Personality

Power: Energy attack doing 12 life cards of damage. Costs 0 power stages to perform.

3,200,000 - 4,100,000; 100,000

Level 5, PUR 4

317: Cell, the Destroyer (7) [137]

Personality

Power: Energy attack doing 9 life cards of damage.

1,800,000 - 3,600,000; 200,000

Level 4, PUR 4

318: Cell, Stage One (7) [188]

Personality

Power: Physical attack doing +4 stages of damage.

150,000 - 600,000; 50,000

Level 1, PUR 3

319: Cell, Stage Two (7) [189]

Personality

Power: When entering Combat, search your Life Deck for a Physical Combat or Energy Combat card and put it in your hand.

500,000; 750,000; 1,000,000; 1,200,000; 1,400,000; 1,550,000; 1,700,000;

1,800,000; 1,900,000; 1,950,000

Level 2, PUR 3

320: Cell, Perfect (7) [190]

Personality

Power: Physical attack doing 7 life cards of damage.

1,300,000 - 3,100,000; 200,000

Level 3, PUR 3

321: Cell, The Perfect Warrior (7) [200]

Personality

Power: Physical attack doing +5 power stages of damage. If successful, raise your anger 1 level.

1,300,000 - 3,100,000; 200,000

Level 3, PUR 3

322: Red Overbearing Attack (2) [1] <R>

Physical Combat

Physical attack doing +4 power stages of damage. If you declare Tokui-Waza, gain 2 anger. Remove from the game after use.

323: Blue Happiness (2) [2] <U>

Non-Combat

Set opponent's anger to 0. If you declare a Tokui-Waza, lower opponent 1 level if he is at level 2 or higher. Remove from the game after use.

324: Orange Scatter Shot (2) [3] <O>

Energy Combat

Energy attack doing 5 life cards of damage. If you declare a Tokui-Waza, the card stays on the table to be used 1 more time. Remove from the game after

use.

325: Namekian Dash (2) [4] <N>

Physical Combat

Physical attack doing +5 power stages of damage. If you declare a Tokui-Waza, raise a personality you have in play to their highest power stage then shuffle the top 4 discards back into your Life Deck. Remove from the game after use.

326: Saiyan Cross Punch (2) [5] <S>

Physical Combat

Physical attack doing 5 power stages of damage. If you declare Tokui-Waza, it deals 10 power stages of damage instead. Remove from the game after use.

327: Black Body Destruction (2) [6]

Physical Combat

Physical attack doing +4 power stages of damage or stop a physical attack. If you declare a Tokui-Waza, opponent discards a card at random from their hand. Remove from the game after use.

328: Gathering of Heroes (2) [7]

Combat

Power all your personalities to their highest power stage. Search your Life Deck or Discard Pile for an ally regardless of your main personality's level. Remove from the game after use.

329: Warriors Clash (2) [8]

Physical Combat

Play this as your first attack in Combat. Physical attack doing 3 power stages of damage, +1 power stage of damage for every stage you are above 0. Remove from the game after use.

330: Taunting Drill (2) [9]

Non-Combat

When entering Combat as a defender you may choose to draw 1 card for every Dragon Ball that you have in play instead of drawing 3 cards.

331: Blue Foot Smash (1) [14] <U>

Physical Combat

Physical attack doing +2 power stages of damage. If you declared Tokui-Waza, lower your opponent's anger to 0.

332: Gohan's Ready (1) [18]

Physical Combat

Physical attack. Raise your anger 1 level. Lower your opponent's anger 3 levels.

333: Namekian Defensive Stance (1) [22] <N>

Physical Combat

Piccolo and Nail only. Stops an energy attack. You may have up to 8 copies of this card in your Life Deck.

Section 9: Credits

There are several people without whose publicly available resources this document could have never been compiled:

GameFAQs (www.gamefaqs.com), for being the comprehensive game information

site.

Section 10: Copyright / Authorization

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Section 11: Miscellaneous

I'm not really 100% sure why I decided to do this list, exactly. It was a lot of typing, but very little 'work', so to speak. While I believe the list is complete, there are a lot of cards that I think should be in there but, for whatever reason (bug? Programmer decision?) aren't. The best examples are Tien and Chiaozu (some cards refer to them, but you can't have them in your decks as far as I can tell ...). Goku's also, rather alarmingly, missing a level 4 MP card, which makes him mighty weak ... his anger gaining strategies are completely useless if he can't win a MPP Victory due to the lack of a level 4 card. Anyway, if there are corrections, please submit them in e-mail.

I realize there are small variations within the terminology used from card to card. (e.g., "declared a Tokui-Waza" or "declared Tokui-Waza") I've merely re-typed what's on the card for the most part (I may have changed one to 1 in several cases).

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