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## Panini dragon ball super cards

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Out-of-print trading card game should not be confused with Dragon Ball Collectible Card Game.
Dragon Ball Z Trading Card GameCard back Dragon Ball Z CCGPublisher(s) Score EntertainmentPanini AmericaPlayers2+
Playing time30-60 MinRandom chanceSomeSkill(s) requiredCard playingArithmetic Reading Ability
Dragon Ball Z Trading Card Game (originally Dragon Ball Z Collectibles Card Game and Dragon Ball GT Trading Card Game) is an out-of-print trading card game based on the Dragon Ball series created by Akira Toriyama. [1] The game was produced by Score Entertainment and uses anime screen captures to try to recreate the famous events and battles that you see in anime. [2] The score was then sold to Panini, which eventually stopped publishing. [4] The game was first released in 2000 with Saiyan Saga starter decks and amplifier packs. From 2006, the game has had eighteen extensions, one virtual suite, several subsets, and many promotional cards, or Promotions. [5] In July 2008, the gang released a brand new dragon ball collectible card game with completely different rules. This game was interrupted quickly. The original remake was released on October 18, 2014. The new game was developed by Panini America employee and original DBZCCG World Champion Aik Tongtharadol and will be released under the Panini brand. The new game features many of the same elements of the original, but with significant changes to ensure more fluid and clear game play. In January 2017, it was announced that the Dragon Ball Super CCG developed for the gang had been released and the game was suspended. [6] Card Types
Fight card game represents Physical Combat cards that denote martial arts skills performed by Z Fighters and their enemies, and Energy Combat cards that depict attacks using ki used by characters. The maps portrayed from a series of events were known as Non-Combat Cards DBZ CCG, then as Non-Combat Setups, in the DBGT TCG. DBZ TCG these cards are called support cards. Both Trade Card Game releases include sports cards called Event Combat Cards, whereas they were mentioned simply as combat cards in the original Collectible Card Game. Other card types Z-CCG and GT-TCG
Personality cards (which were used as key personalities or allies), mastery and Sensei cards. Mastery cards were used in conjunction with a single style deck that could be used to declare Tokui-Waza and allow for a variety of benefits throughout the game, and the styles of Saiyan, Namekian, Red, Black, Orange and Blue. [7] The freeman craftsmanship was later introduced. Sensei cards were needed for Sensei decks, a game mechanic comparable to the Yu-Gi-Oh side deck system! Trade card game and similar games. Mastery of the cards was introduced by Trunks Saga so Sensei Maps made its debut in the world gaming saga. Dragon Balls were classified as Non-Combat throughout the first set, but from The Majin Buu Saga onwards they received a card-type Dragon Ball to replace Non-Combat, a trend that continued at dbgt TCG. Maps
Rarity, Distribution, and Imagery Cards
Rarity are listed as follows: 1-Star - Common- These cards are easy to access by virtually any means. 2-Star - Promo-For card collectors, rarity values for 2-Star promo cards are discussed. Promo can often be easily obtained (for example, as a card for World Games Saga starter decks). At other times they require limited effort to get, for example, are packaged together with other cards in sub-sets of different card sets (Broly Sub-Sets, for example). Some are very difficult to get, such as being available only to players, runners-up, and winners of official Dragon Ball Z card tournaments (such as the Grand Kai Invitational). 3-Star -Uncommon- The availability of these cards is significantly lower than 1-Star cards, although they are still quite easy to get, but some cards are a little hard to get. 4-Star -Fixed- These are cards that are mostly visible or pre-designed at all times or often, especially for starter decks. Examples include random Main Personality (MP) cards, which vary depending on the starter deck. The Dragon Ball GT changed this slightly, making 4-Star personality cards available in booster packages. 5-Star - Rare- the availability of these cards is significantly lower than 1-Star and slightly lower than 3-Star cards. In booster packs, most of the time there is only one 5-Star card inside, although it can vary mainly if foil (or holo) cards are involved, distribution errors, or if the starter decks gt, two rares are inside. 6-Star - Ultra Rare- These cards are, for the most part, incredibly difficult to get. Several booster boxes can be opened before even one 6-Star card is discovered. The GT was the only version of the game that featured styled cards as part of its ultra rare lineup, rather than simple personalities, Combat, or Non-Combat cards. Z, the base totals were four Ultra Rares, and the expansion had two Ultra Rares. GROSS, base totals were eight Ultra but expansion kits were only four. Also note that Ultra Rare Cards are always Foil. 7-Star -Premium/Uber Rare- Similar to Promo cards in several respects, 7-Star cards were mostly only available with penalized Score tournaments. The noted exception to this rule would be two Gotenks personality cards accidentally inserted into the Buu Saga starter decks. Although technically they have seven stars, many card game fans believe that the easy availability of these two cards should not be considered a Premium or Uber Rare card. foil cards: in booster packs, one of every two or three packs contains a foil card. These cards increased the value of the existing card, and therefore their effect would be highly dependent on collectors or players. Alternate (Alt.) Foil Cards: Every year in the Grand Kai Invitational, alternate versions of older cards were made and given to players. These alternative maps were made to edit most popular but poorly written maps from Saiyan and Frieza Sagas, such as Nappa's Physical Resistance and Vegeta's Quickness Drill. The score also provided alternate versions of all the ultra-rares from Saiyan Saga to Babidi Saga. The way to tell the difference is the Foil model and the number was replaced by UR 1-22. Limited and Unlimited. The result often results in cards on limited print runs, which meant that it was on a separate production line that will be discontinued after an indefinite period. Limited cards were distinguished from unlimited cards with the symbol Dragon Z or GT symbol GT. Limited cards have a value greater than Unlimited, and certain subsets that are in Unlimited amplifier packages (such as Broly kits) would be marked as Limited. Booster Pack: Pack cards containing ten, eleven, or twelve cards, usually with one rare card and the option of a foil card. Starter Deck: Deck of Cards (preconstructed Z), which was always level 1-3 and High Tech/Backer card for Main Personality (MP). Z was always one rare and one foil, and gt always had two rares and one foil. Amplifier Box: A box of booster packages, usually 24 or 36-card packages. Starter deck box: a box with starter decks. Additional card totals include personality cards, which are arguably the most important cards. Personality cards represent a variety of characters in the series, from warriors to the likes of Goku and Cell to supporting characters like Oolong and Bulma. Sensei cards are modeled by various martial arts teachers and leaders of the series, and there's a side-deck kind of game. Drills were an important Collectible Card Game and GT Trading Card Game, and had Non-Combat cards detailing training exercises. Mastery cards are a big part of most of the cards, relying on Same Style Advantages or Tokui-Waza to be the most effective. the cards represented the locales where the fights and events of the series took place. Decks in this game are based on principles of different colors (supposedly representing martial arts styles: Red - more energy heavy assault style, Blue - more defensive martial style, Orange - tends to focus on allies, drills, and settings, and Black - which has a large amount of board manipulation), race (Saiyan - which is primarily a physical combat style and Namekian, focused on deck recovery and manipulating the dump stack) or Freestyle cards that represents a special style, but can be intercepted on board regardless of Tokui-Waza. Tokui-Waza can only be declared if one has cards of one type (the aforementioned Red, Blue, Orange, Black, Saiyan, and Namekian), or all Freestyle cards. Saiyan and Namekian Tokui-Waza can only be declared if the player's main personality card is Saiyan or Namekian descent, although Namekian-style cards and Tokui-Waza were phased out during the Dragon Ball GT. However, they returned to the DBZ Trading Card Game. Majin cards were introduced in the World Games Saga and ran until the final set of collectible Card Game, Kid Buu Saga. Most of these cards can only be played by personality with Majin in his own name, but could not be used to declare Majin Tokui-Waza, although the card that Majin's mastery could be printed from the Score website and used in the official game. Dragon Ball Z collectible Card Game had 11 expansions, each representing a story arc, or Saga of anime, such as Saiyan Saga or Cell Games Saga. After the release of Kid Buu Saga, Score shifted the focus to the Sagas of the Dragon Ball GT, changing some key rules, but it was still compatible with previous releases. The fifth GT set of Etymology was planned but never released. Dragon Ball Z Trading Card Game was released after dragon ball of game was completed. The rules of the game were drastically changed, making it incompatible with previous extensions. These cards are based on FUNimation's Ultimate Uncut Edition DVD, and are called Re-Z by many fans. The expansion dragon ball z collectible card game[] Saiyan Saga saga, which was the first game release, was mostly unreviewed. For example, this total and the next (Frieza Saga), which later became known as Saiyan Heritage Only cards could be played by villains, Goku and Gohan only, which means that not even Saiyans like Frieza and Guldo could use these cards. Other maps were vague in nature, announcing such things as no 1. life card damage to the fight until the energy attack kills it. These cards were officially assigned text correction (errata) on the results website to match the wording of the later extension. On the entertainment scale, the cards suffered significantly from recycled quotes with quotes or part of the quotes being to other cards. Saiyan Saga was released for Booster Packs, as well as hero and villain Starter Decks. Personality cards in this set include Goku, Gohan, Piccolo, Krillin, Yamcha, Tien, Chiaotzu, Yajirobe, Bulma, Chi-Chi, Raditz, Nappa, Vegeta, and Saibaimen. The Frieza saga's first Booster Pack just an extension, Frieza Saga added scenes from the whole Namek story arc, as well as some scenes from Saiyan Saga. Unfortunately, it doesn't add much more; no new elements of the game were introduced, and the choice of personality was quite questionable (for example, Guldo received a complete 1-3 level personality, but Frieza had only one). This also continued the trend of bad card names, although it seemed to clean up the connections for bad picture titles. Overall, though, unlike other sets in the game, it seems to completely ignore the show in terms of characters with most of Ginyu's strength and Frieza heavily neglected. From Ginyu Force only Guldo, Jeice and Captain Ginyu were printed. Burter and Recoome had to settle for card appearances on the Capsule Corp Power Packs trio of Ginyu Force personality cards. Frieza's second form was missed in the card game, although his third form is not. His final form was to at least get some show time for the Lost Villains subset, but as it was Level 1 it couldn't be used by Frieza. Master. His 100% Full Power form was also released as a buyout of Hi-Tech on this set, but again... it was Level 1 and cannot be used in conjunction with Frieza, Master. The Hi-Tech Redemption cards released for this set were – Frieza, Captain Ginyu, Garlic Jr., Spice, Vinegar &mp; Trunks Personality Cards this set included Dodiaria, Goku, Gohan, Piccolo, Krillin, Yamcha, Tien, Chiaotzu, Yajirobe, Bulma, Chi-Chi, Nail, Dende, Raditz, Nappa, Vegeta, Guldo, Jeice, and Frieza. The Trunks saga trunks saga expansion was amalgam more scenes from Frieza Saga, as well as Garlic Jr. Saga and Trunks Saga. One of the more popular Personalities, Future Trunks, made his expansion debut here (he was previously released as a Promo card). Vegeta, formerly a villain, also began to print as a hero. Other than the change in formulation on the map, Trunks Saga saw the debut of mastery cards that could be used to stylize decks, as well as introducing a Namekian-style build of Piccolo and Nail personality cards to find the Frieza saga. Personality cards in this set include Goku, Gohan, Piccolo, Krillin, Trunks, Vegeta, Jeice, Frieza, Dodiaria, Captain Ginyu, Garlic Jr., King Cold, Spice, and Vinegar. Ultra rares in this, which was Where There's Life There's Hope, Villain's True Power, King Cold Level 4 and Goku Level 4. Androids saga Dragon Ball Z Trading Card Game second Booster Pack just extension. This kit is widely considered to be the best produced many casual fans and tournament players. The set also included some maps marked by burning kanji, representing scenes from the Future Trunks schedule. Ultra Rares: Hero is down, trunks Guardian Drill Cell saga With the introduction of villain Cell came the first time Stage 5 Personality cards, which will remain at the highest level until the Shadow Dragon Saga of the Dragon Ball GT. Cell Saga was released for Booster Packs, as well as hero and villain Starter Decks. Personality cards in this set include Goku, Gohan, Piccolo, Krillin, Yamcha, Tien, Bulma, Chi-Chi, Trunks, Vegeta, Android 16, Android 17, Android 18, and Cell. The 6 star Ultra Rare cards printed in this set were Goku, Level 5, Vegeta, Level 5, Cell's Presence and Z-Warriors Gather. The Cell Games saga Nothing New was really brought by Cell Games Saga (Endurance Game Mechanic was introduced to Cell Games), although it continued to add brand new level 5 cards, this time in the form of Ultra Rares for Trunks and Piccolo. It also introduced Cell (Jr 5) Personality cards in this set including Trunks, Piccolo, Dende, Chiaotzu and Cell Jr. World Games Saga Cell Dend, which is The Other World. The Celestial Fighters mechanic was limited to the World Games saga, and has not carried over to any other expansion. World Games also introduced Sensei cards, which turned out to be the second most popular card type among many players, next to Personalities. Despite sensei's card and Freestyle mastery, this expansion was very chastized for its lack of villain cards outside the house of Majin Spopovich and Fighters sky. It also introduced color shifting. Styled maps that went against traditional strengths in their style. It wasn't good by the players. World Games Saga was released for Booster Packs, as well as Hero and Celestial Fighter Starter Decks. Personality cards in this set include Goku, Gohan, Goten, Piccolo, Krillin, Vegeta, Kid Trunks, Grand Kai, Videl, Olibu, Arqua, Chapuchai, Froug, MaraKoh, Tapkar, Torbie, Pikkon, and Majin Spopovich. Sensei maps in this set included East Kai, North Kai, West Kai, and South Kai. The Babidi saga of Another Booster just set, Babidi Saga expanded after Majin Mechanic. Although it was introduced in the World Games saga, Majin Spopovich and a rare preview card of Majin Vegeta were the only Personality who could use it. Best Western Premier Shaftesbury Paddington Court London praised by some fans, and looked down to others. Majin Personalities had the opportunity to be only other Majin Personalities as allies; Thus, until the dragon ball CCG ended, when one played Hero aboard with Majin personalities, they had only Majin Vegeta, Majin Dabura, and the fat Majin Buu to choose from. This mechanic was ejected when the Dragon Ball GT was released, except for playing expanded forms. On an entertainment scale such as Cell Game and World Games saga, quotes and character head shots were only almost exclusively non-Combat Cards and were few and far between. Personality cards in this set included Goku, Gohan, Android 18, Hercule, Videl, Supreme Kai, Majin Babidi, Majin Dabura, Majin Yakon, and Majin Vegeta. The 6 star Ultra Rare cards printed in this set were Majin Vegeta, Level 1 and Majin Vegeta, Evil, Level 5. The Buu saga Buu Saga introduced the concept of Alternate Dragon Balls (Dende, in this expansion), which had played exactly like the originals, but with different consequences. Also introduced was Fusion, which allowed players to remove two special Personalities from the game to play a much stronger Personality. A new type of high-tech card was introduced for personalities called gate times. It should be a normal card for the face from the outside, and then open a new card from the inside. Finally, the introduction of the Bee Personality Card broke Majin's only allied rule, allowing him to be an ally of Majin Buu. This was the final Starter Deck Kit released for DBZ CCG. It introduced only the booster pack uber rares, although their rarity was that they seemed easier to get than Ultra Rares Buu Saga was released in Booster Packs, as well as hero and villain Starter Decks. Personality cards in this set include Goku, Gohan, Kid Trunks, Piccolo, Krillin, Dende, Hercule, Oolong, Bee, Korin, Gotenks, Majin Babidi, Majin Dabura, Majin Vegeta, and Majin Buu. Sensei's cards in this set included Master Rosettev and Elder Kai. The 6 star Ultra Rare cards printed in this set are Goku, Super Saiyan 3, Level 5, Eternal Dragon's Quest, Majin Buu, Level 5, and Master Roshi Sensei. The 7 star Uber Rare cards printed in this set are Gotenks, Level 1 and Gotenks, Super Saiyan, Level 2 Fusion Fusion Saga, as the name suggests, an expanded Fusion game mechanic, the addition of three brand new Fusion Personalities, as well as Stage 3 Personality Gotenks. The set doesn't revolve completely around Fusions, however, as it also gave Majin Buu and Gohan some very powerful Personality cards. It also gave cards that block all kinds of attacks under certain conditions to each style, drastically improving defensive capabilities. Personality cards in this set included Gohan, Yamcha, Gotenks, Vegito, Hercule-Goku, Den-Goku, Majin Buu, Majin Buu's Kamikaze Ghost. The 6 star Ultra Rare cards printed in this set are fusion cards for personality Gotenks, Super Saiyan 3, Level 3 and Vegito, Level 2. The Kid Buu saga final set in a Dragon Ball Z collectible card game. Buu has been given several more powerful Personality form as Kid Buu, as well as the personality buu creator, Bibidi. Also on set are maps of scenes and characters that take place at 28 Tenka-ichi Budokai, which serves as an epilogue to the series. There was no Kid Buu make 1 personality, as Score felt there were enough Buu personalities already. They decided to make this set out, and chose it as an Expansion site, mainly because the card series ends (before moving to GT), and lacks the significant personality available to use as Members. The Kid Buu saga played very little to play during the regional seasons due to the rapid release of gt. The Kid Buu saga, which was one of the most carefully played/tested sets in the history of the game, is being tested by many of the game's notable players. It is surmised that there were more than 15 games played when Kid Buu was released. The 6 star Ultra Rare cards printed in this set are Piccolo Sensei and Earth Spirit Bomb. It also included all foil 36 map Bojack Unbound sub-set, and all 4 levels of Broly within the booster, which, although tough to get with an average of 10 more than 3 or 4 Bojack Unbound cards found in each 24 pack booster box. Broly's cards were even harder to find. Personality cards in this set include Gohan, Bulma, Chi-Chi, Android 18, Vegeta, Kid Trunks, Yamcha, Yajirobe, Hercule, Videl, Majin Dabura, Uub, King Kai, Pan, Kid Buu, and Majin Bibidi. Sensei maps in this set included Goku and Piccolo. Dragon Ball GT collectible card game With the introduction of cards based on Dragon Ball Z's sequel series, some game mechanics changed, most of which to match the more powerful characters from anime. Personality cards were given more power stages, and High Tech Personalities were, for the first time, adaptable. Some cards, though still playable normally, could also be used as a backer card that could be placed behind High Tech Personalities to change their personality power, Power-Up Rating, and/or power stages. Also, almost every non-personality card had an endurance rating that allows them to absorb life card damage from attacks. Baby Saga First Dragon Ball Black Star Dragon Ball Saga/ Lost Episodes. Unlike the previous expansion (DBZ TCG), there is only one Starter Deck type that is by chance one of the eight Starter Deck personalities. Although namekian style cards were completely dropped, each style was presented with two mastery cards in this set. Also for the first time Oozaru was represented by personality cards. Baby Saga was released in Booster as well as starter decks. Personality cards in this set include Goku, Chi-Chi, Gohan, Goten, Vegeta, Bulma, Trunks, Bulla, Majin Buu, Elder Kai, Kabito Kai, Hercule, Videl, Pan, Giru, Uub/Majub, Sugoro, Shusugoro, Babu, Dr. Myuu, Emperor Pilaf, Mai, Shu, General Rillido, Mut Robot, Sigma Force, Baby Gohan, Baby Goten and Baby Vegeta. The Super 17 saga of the First Booster Pack just the expansion of the GT doesn't add significant changes to the game mechanics, but reinvent some fan favorite characters like Personality like Piccolo and Android 18. Personality cards in this set include Goku, Chi-Chi, Goten, Vegeta, Bulma, Trunks, Bulla, Piccolo, Android 18, Maron, Dende, Majub, Videl, Pan, Super Android 17, Android 17, Android 20, Frieza, Cell, Dr. Myuu, and General Rillido. The Shadow Dragon saga's second and final set of Dragon Ball GT include Starter Deck, Shadow Dragons introduced new concepts for the game; Masked, Ability, Augmentation and Change. Shadow Dragons also reinvented sensei cards that had not been seen since Kid Buu Saga. Also, many maps depicting events in the past were marked as Flashback cards. Perhaps the biggest addition that was seen in this expansion was the Stage 6 Personality Card. Only two of these, Goku and Omega Shenron, were released in this total. Fusion also returned, with Super Saiyan 4 Goyeta. Shadow Dragon Saga was released for Booster Packs as well as Starter Decks. Personality cards in this set include Chiaotzu, Gohan, Goku, Krillin, Nappa, Piccolo, Raditz, Saibaimen, Tien, Vegeta, and Yamcha. Showdown First Booster Pack is just a set of DBZ TCG. Showdown mixed scenes from Saiyan Saga/Vegeta Saga, as well as from Namek/Ginyu/Frieza Sagas. The main concentration of this expansion was the Namek saga, in which Vegeta fights against Zarbon and Dodiaria. Personality cards in this set included Zarbon, Dodiaria, Frieza, Gohan, Goku, Krillin, Launch, Vegeta, and Bulma. Transformation Transformation was released in spring 2006, and is the latest expansion set for the DragonBall Z Trading Card Game. The transformation contains mostly maps of scenes from Namek/Ginyu/Frieza Sagas. The main concentration of this expansion was the battles between Saiyans' forces and earthlings, who team up with Vegeta, and the long battle between and Goku. Personality cards in this set include Burter, Guldo, Jeice, Recoome, Captain Ginyu, Frieza, Krillin, Gohan, Nail, Piccolo, Vegeta, Dende, and Goku. Revelation Due to players' request, Score Entertainment decided to release the latest proposed extension in the virtual card format, which is to play legal during the 2006 Grand Kai Invitational. Players were able to print these cards using PDF files found on the main website, and use printouts as cards in their 94th card. Subsets beginning with the Lost Villains and Puppet Show world gaming saga, subsets have become an integral part of the card game. Oddly enough, the Dragon Ball GT collectible card game only showcased one subset, and hasn't been until now in the Dragon Ball Z Collectible Card Game. A subset of the main drawing point was that they showcased characters from the movie, or those who hadn't seen it for some time. Lost Villains featured in the world of game saga packages. The Lost Villains were based on an episode of The Great Saiyaman Saga, where Goku and Pikkon fought against various villains that caused problems in Hell. Personalities in this subset included Frieza, Jeice and King Cold. Sensei's card in this subset was Grand Kai. Puppet Show featured world games saga packs, Puppet Show subset, in scenes from the mini-movie, seen at the beginning of 25 Tenka-ichi Budokai, that detailed Cell's supposed defeat at Hercule's hands using poor acting and Sentaï-style costumes. Personalities in this subgroup include Cell, Goku, Piccolo, Vegeta, and Hercule. Other characters from this segment of anime were not displayed due to technical inability to get good headshots. Movie 7 Available Babadi Saga Packs This subset was based on the movie Super Android 13, Movie 7 also showcased maps that depicted other androids of the series. Personalities in this subset included Android 13/Super Android 13, Android 14, Android 15, Gohan, Trunks and Goku. Movie 8 Included in buu saga packages, a subset of Movie 8 maps came from the movie Broly Legendary Super Saiyan. Broly, the nominal villain, received several strong personality cards as well as many named cards. As a result (and because of the popularity of the character already seen), the cards associated with Broly were highly sought after. Personality cards in this subset include Broly, Master Roshi, and Paragus. A cosmic etology subset similar to Capsule Corps Power Packs, included in the Fusion saga packages. Cosmic Atheology showcased maps with scenes from various Dragon Ball Z saga as well as some movies. It also reprinted some of the most popular maps from previous sets. Personality cards in this subgroup include Zarbon, Dr. Willow, Icarus, Supreme West Kai, and Tuffles. Bojack unrelated As expected, this subset is based on the ninth Dragon Ball Z Bojack unbound. Most of the map is centered on space pirate Bojack and his henchmen. As stated in the Kid Buu section of the article, this subset was also released for the Kid Buu Booster kit. Personality cards in this sub-group include Bido, Bojack, Buijn, Gokū, Trunks and Zanya. The Broly Mini-Subset packed alongside a Bojack Unbound subset (Kid Buu Saga). The subgroup consisted only of Broly Personality cards. It was included to release the second Broly movie. Broly: Second Coming Based on the second film starring Broly, it was released in the Baby Saga GT chat extension, but for all purposes, consider dragon ball z subset. Personality cards in this subset include Broly and Crillin. Villain Invasion just a subset printed on dragon ball GT card stock, although the images were taken from Dragon Ball Z. Personalities mirrored the Villains, which were eventually defeated by Z Sensei. When the name of this subset was first revealed, players thought that the characters would have them resurrected from hell in super 17 Saga or Movie 12. This was not the case, because in this subset there were characters who were not none like Captain Guinness. Personality cards in this subset included Zarbon, Dodiaria, Captain Ginyu, King Cold, Majin Yaku, Nappa and Saibaimen. Tuff Enuff Enuff Cards were actually released in separate packages for Cell Games Saga, so while the cards were not inserted into cell games booster packages it was still counted as a subset. The 22 cards were all foil and printed with Cell Saga art around the image and maps of the text, except for the symbol, which in this case was the Tuff Enuff one. Maps showcased scenes from Cell Games, except for Garlic Jr.'s Energy Blast, Master's Coolness Drill and Insane Are You Tuff Enuff (which had an endurance of 100 and bestowed 100 anger on all players), these cards showed off earlier scenes. Flavor Text/Quotes for all cards was simply Tuff Enuff Only Ad Cards Promotional Cards are cards that are returned or sold for any reason. In Score's Dragon Ball games, they include league and tournament prizes, referee gifts, video game or video/DVD awards, Capsule Corp Power Pack, wrapper redemption (mail-in promotion), and more. Some cards, such as Fusion Frieza's Fantasy Fusion Personality, could be printed from Score's official Dragon Ball Z Trading Card Game website. Dragon Ball Z Collectible Card Game promos Personality cards that were released as promotions include Android 16, Android 17, Android 18, Android 19, Android 20, Barock, Bubbles, Cell, Chi-Chi, Cooler, Frieza, Garlic Jr., Future Gohan, Captain Ginyu, The Ginyu Force, Gohan, Goku, Jewel, Kid Trunks, King Cold, King Kai, Krillin, Lord Slug, Master Roshi, Meta-Cooler, Mighty, Mr. Popo, Nappa, Piccolo, Raditz, Spice, Tien, Trunks, Vegeta, and Vinegar. The only Sensei promo card was Supreme Kai. There was also the Grand Kai sensei of the world games. Dragon Ball GT Trading Card Game promos Dragon Ball Z Trading Card Game promos Personality cards that were released as promos include Broly/Bio Broly, Frieza, Gohan, Goku, Jambba, Piccolo, Trunks, and Vegeta. References ^ This year's most popular Dragon Ball Z items. dbzcardgame.com. 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