

Super Dragon Ball Heroes Gameplay Flow

Reduce your opponent's HP to 0 within 5 rounds to win!

Round Gameplay



1 Strategy Phase

Decide your strategy and place your cards!

Screen Layout

- PWR LV**: Power Level indicator.
- Hero Energy**: Energy bar for the hero.
- Character Status**: Stunned characters can't use charge impact!
- Special Move Limiter**: Win a charge impact attack to use your special move!
- STA**: Strategy Points.
- Your Team's HP**: 16200
- Opponent Team's HP**: 18000
- Remaining Count**: 27

Placement changes your card effects!

Spend STA to boost your power!

- Attack Area**:
 - Front: Spend 3 STA, PWR +3000 (ATK Focus)
 - Mid: Spend 2 STA, PWR +2000
 - Back: Spend 1 STA, PWR +1000
- KI Recovery/Support Area**: Recover STA, PWR +0 (RCVR Focus)

If you don't have enough Ki, you'll only recover up to your current PWR!

2 Power Challenge

Compare PWR to decide who goes first!

13499 Your Team **First**
6000 Enemy Team **Second**

The higher PWR goes first!
 The player who finishes the strategy phase first gets a +499 PWR bonus!

Charge your hero energy!



You get 1 hero energy for every 2000 PWR!



3 Battle Phase

Attack and defend with charge impacts!



Press the red button at the right time to charge your charge impact meter to the max!



- Attacker**: Win charge impacts to deal extra damage! Charge up hero energy to use special moves!
- Defender**: Win charge impacts to take less damage and defend against special attacks!

Reduce your opponent's HP to zero to win!



Battle Tips

Characters are stunned when they run out of ki!



Stunned characters can't use charge impact, and take big damage!

Use abilities carefully!



Use abilities in the right order to push the battle in your favor!