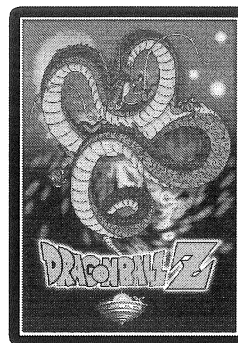


# DRAGON BALL Z TRADING CARD GAME DECK REGISTRATION FORM



|                          |  |
|--------------------------|--|
| <b>Last name initial</b> | Player Name: <i>Andre Nix</i>                      |
|                          | Event/Location: <i>NY Regionals, Brothers 60mm</i> |
|                          | Date: <i>9/12/15</i>                               |
|                          | Player ID #:                                       |

| # IN DECK | Card Title                     | # IN DECK | Card Title                              |
|-----------|--------------------------------|-----------|---|
| 2         | Orange Inspection              | 1         | Orange Focusing Drill                   |
| 2         | Orange Dodge                   | 2         | Writing the Past                        |
| 3         | Confabulation                  | 1         | Orange Possession Drill                 |
| 1         | Time SA Warrior Tool           |           |   |
| 1         | Heaven Energy Sphere           |           |   |
| 3         | Orange Eruption                |           |   |
| 3         | Krillin's Destroyed Disc       |           |   |
| 3         | Orange Power Point             |           |   |
| 3         | Orange Launcher                |           |   |
| 3         | Orange Uppercut                |           |   |
| 3         | Orange Rage                    |           |   |
| 3         | Orange Precise Shot            |           |   |
| 3         | Orange Star Down               |           |   |
| 2         | Blind My Energy Move           |           |   |
| 3         | Orange Energy Absorption       |           |   |
| 3         | Orange Energy Catch            |           |   |
| 2         | Orange Quick Dodge             |           |   |
| 3         | Orange Reflex                  |           |   |
| 1         | Namek Dragon Ball              |           |   |
| 1         | Orange Burning Aura Drill      |           |   |
| 1         | Orange Captivity Drill         |           |   |
| 1         | Orange Empowered Drill         | 4         | <b>&lt;&lt;&lt; SUBTOTAL 2</b>          |
| 1         | Orange Steady Drill            |           | MASTERY: <i>Orange Adaptive Mastery</i> |
| 1         | Orange Energy Phasing Drill    |           | MP 1: <i>Krillin, Ready</i>             |
| 2         | Orange Aura Drill              |           | MP 2: <i>Krillin, Energetic</i>         |
| 2         | Orange Hiding Drill            |           | MP 3: <i>Krillin, Ready for Battle</i>  |
| SG        | <b>&lt;&lt;&lt; SUBTOTAL 1</b> |           | MP 4: <i>Krillin, Enraged</i>           |

You must have exactly 60 cards in your deck (subtotal 1 + subtotal 2 = 60).  
If you need additional space, you may write on the back of this form.



\*By submitting this form, you agree to allow Panini America, its agents, and licensees the right to use your image, likeness, and deck list by media now known or hereafter designed for marketing and/or promotional purposes. You also agree to abide by the Player Conduct section of the DBZ TCG Tournament Guide, and you may forfeit any prizes/participation privileges if you fail to abide by these guidelines.