

Contents

Table of Contents
Card Rulings
Game Mechanics and Miscellaneous Questions
Addendum

Document Coding

New Ruling Questions and Answers
Updated Ruling Questions and Answers

Version 4.1

How To Use This File

This document is designed for judges and players of sanctioned Upper Deck Entertainment Yu-Gi-Oh! TCG tournaments and is a weekly supplement to *The Netrep Files* issued at the first of each month. Corrections and/or reversals to rulings will be formatted with ***bold italics***. In both cases, the entry found in this file should be considered the latest ruling. Always use the ruling in the file with the newest date.

You will find that the rulings are broken down into questions and answers as posted on the Official Judge's List for Upper Deck Entertainment. These answers, from the Official Upper Deck Entertainment Netreps, are authoritative and may be utilized in sanctioned tournaments.

Both questions and answers have been edited only for grammatical and spelling errors and ease of use while content of has remained the same. However, only cards with questions and answers are found herein. If a card is not listed, it has not been queried on the Judge's List or is waiting for the next update. A direct search of the archives should be done prior to asking any question not found in this document. Just because there is no entry in this file does not mean that there is no ruling for the card in question. For corrections and/or questions about this file, please email corrections@netrep.net.

Disclaimer

While every effort has been made to ensure the accuracy of these rulings, mistakes do happen even in an authoritative document. But this is why the supplemental is important in order to make these corrections on a regular basis. Corrections are encouraged and queries into rulings not found in this file are most welcome in order to continue to expand this file as a viable resource. ***Upper Deck Entertainment takes no responsibility for this file. This is an independent effort by individuals from the Official Judge's Forum to provide this collection of rulings to other judges.***

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Table of Contents

Amazoness Swords Woman.....	6
Amazoness Tiger.....	35
Amphibious Bugroth MK-3.....	6
Amphibious Bugroth MK-3.....	35
Appropriate.....	6
Attack and Receive.....	6
A Deal with the Dark Ruler.....	35
A Feint Plan.....	35
Bad Reaction to Simochi.....	6
Bait Doll.....	6
Bait Doll.....	35
Balloon Lizard.....	6
Banisher of the Light.....	6
Barrel Behind the Door.....	6
Begone, Knave!.....	7
Berserk Gorilla.....	7
Black Illusion Ritual.....	7
Black Luster Soldier - Envoy of the Beginning.....	8
Black Pendant.....	8
Blast Held by a Tribute.....	8
Blast with Chain.....	8
Book of Moon.....	8
Breaker the Magical Warrior.....	9
Bubble Crash.....	9
Butterfly Dagger - Elma.....	9
Call Of The Haunted.....	9
Card of Safe Return.....	9
Change of Heart.....	9
Chaos Emperor Dragon - Envoy of the End.....	9
Chopman the Desperate Outlaw.....	10
Cost Down.....	10
Creature Swap.....	10
Curse of Darkness.....	10
Cyber Jar.....	10
Cyber Jar.....	35
D. D. Scout Plane.....	11
D. D. Warrior Lady.....	11
Damage Step.....	32
Dark Jeroid.....	11
Dark Magician of Chaos.....	11
Dark Master - Zorc.....	12
Dark Mirror Force.....	12
Dark Necrofear.....	12
Dark Ruler Ha Des.....	13
De-Fusion.....	13
Deck Shuffling.....	32
Dedication through Light and Darkness.....	13
Demotion.....	13
Destruction Ring.....	13
Different Dimension Gate.....	35
Diffusion Wave-Motion.....	14
Dimensionhole.....	35
Dimension Fusion.....	14
Dream Clown.....	14
Emergency Provisions.....	35
Equip Spell Cards.....	32
Exodia Necross.....	14

Fear from the Dark.....	15
Fiber Jar.....	15
Fiber Jar.....	35
Fiend Skull Dragon.....	15
Fiend Skull Dragon.....	35
Final Attack Orders.....	35
Frontier Wiseman.....	15
Fuhma Shuriken.....	16
Gearfried the Iron Knight.....	16
Gift of the Mystical Elf.....	36
Graceful Dice.....	16
Gradius's Option.....	16
Gravedigger Ghoul.....	16
Gravekeeper's Assailant.....	17
Gravekeeper's Chief.....	36
Gravekeeper's Watcher.....	17
Gravity Bind.....	17
Great Maju Garzett.....	17
Gren Maju Da Eiza.....	17
Gryphon's Feather Duster.....	17
Guardian Sphinx.....	18
Guardian Sphinx.....	36
Harpie's Pet Dragon.....	36
Horn of Heaven.....	18
Horn of Heaven.....	36
Imperial Order.....	18
Injection Fairy Lily.....	18
Interdimensional Matter Transporter.....	18
Interdimensional Matter Transporter.....	36
Jade Insect Whistle.....	18
Judgment of Anubis.....	18
Kaiser Colosseum.....	18
Kaiser Glider.....	19
Kaiser Sea Horse.....	19
Kinetic Soldier.....	19
Koitsu.....	36
Kuriboh.....	19
Last Turn.....	19
Last Will.....	20
Lava Golem.....	20
Levia-Dragon - Daedalus.....	20
Limiter Removal.....	21
Little-Winguard.....	36
Lord of D.....	21
Magical Scientist.....	21
Magic Cylinder.....	21
Maiden of the Aqua.....	22
Man-Eater Bug.....	36
Manju of the Ten Thousand Hands.....	22
Manticore of Darkness.....	22
Mask of Darkness.....	36
Mega Ton Magical Cannon.....	36
Messenger of Peace.....	22
Metalmorph.....	22
Metalzoa.....	36
Metamorphosis.....	22
Mirage of Nightmare.....	23
Mirror Wall.....	23
Monster Reborn.....	23
Muka Muka.....	23

Mystical Space Typhoon.....	23
Necrovalley.....	23
Negate Attack.....	24
Negate Attack.....	36
Neko Mane King.....	36
Nobleman of Crossout.....	37
Numinous Healer.....	37
Ojama Delta Hurricane!!.....	24
Otohime.....	24
Parasite Paracide.....	24
Penalty Guidelines.....	32
Penguin Knight.....	37
Poison of the Old Man.....	37
Precious Cards from Beyond.....	37
Premature Burial.....	24
Prickle Fairy.....	24
Prohibition.....	37
Pyramis Turtle.....	37
Pyro Clock of Destiny.....	37
Reaper on the Nightmare.....	37
Recycle.....	24
Reinforcement of the Army.....	37
Relinquished.....	25
Removed from Game.....	32
Removed from Play.....	33
Reversal Quiz.....	25
Reverse Trap.....	25
Ring of Destruction.....	25
Royal Decree.....	25
Royal Oppression.....	25
Ryu Kokki.....	25
Salvage.....	26
Scapegoat.....	26
Senju of the Thousand Hands.....	37
Senri Eye.....	37
Serpentine Princess.....	38
Shadow Spell.....	26
Share the Pain.....	38
Simultaneous Effects.....	33
Sinister Serpent.....	26
Skilled Dark Magician.....	38
Skull Archfiend of Lightning.....	38
Snatch Steal.....	26
Soul Absorption.....	27
Soul Exchange.....	27
Soul Release.....	28
Spatial Collapse.....	28
Spell Canceller.....	38
Spirit Reaper.....	28
Spirit Ryu.....	28
Start of Game.....	33
Strike Ninja.....	28
Stumbling.....	29
Swarm of Scarabs.....	38
Swords of Revealing Light.....	30
Sword Hunter.....	29
The Emperor's Holiday.....	30
The Forceful Sentry.....	38
The Forgiving Maiden.....	38
The Immortal of Thunder.....	38

The Last Warrior from Another Planet.....	30
The Regulation of Tribe.....	38
The Spell Absorbing Life.....	38
The Wall of Illusion.....	39
The Warrior Returning Alive.....	38
Thousand-Eyes Restrict.....	30
Toon World.....	30
Torrential Tribute.....	30
Tribe-Infecting Virus.....	30
Twin Swords of Flashing Light - Tryce.....	30
Valkyrion the Magna Warrior.....	39
Waboku.....	31
Wild Nature's Release.....	31
XZ-Tank Cannon.....	31
Zero Gravity.....	31
Zolga.....	39

Amazoness Swords Woman

And “Begone, Knave!” See “*Begone, Knave!*”

Amphibious Bugroth MK-3

And “Maiden of the Aqua”

Question:

Can the effect of “Amphibious Bugroth MK-3” be used with “Maiden of the Aqua” on the field?

Answer:

“Amphibious Bugroth MK-3” can use its effect to attack directly if there is a face-up “Maiden of the Aqua” that is in effect.

Curtis Schultz, 03/30/2004

Appropriate

Question:

In an “Appropriate” loop, if both players are running Exodia Decks, when can one declare an Exodia Win?

Answer:

In an “Appropriate loop”, the first person with all five pieces of Exodia in their hand wins.

bishop, 04/02/2004

Attack and Receive

Question:

If I play “Heavy Storm” and my opponent chains “Ceasefire”, could I chain, after the resolution, “Attack and Receive”?

Does “Attack and Receive” work like “Michizure” and can be chained immediately after the event which inflicts the damage?

Answer:

Yes.

bishop, 04/05/2004

Bad Reaction to Simochi

And “Barrel Behind the Door” See “*Barrel Behind the Door*”

Bait Doll

And “Judgment of Anubis”

Question:

If “Judgment of Anubis” is the target of “Bait Doll” but is not chained, would it be a legal activation?

Answer:

If “Judgment of Anubis” is forced to activate due to the effect of “Bait Doll,” it would be an illegal activation.

Curtis Schultz, 03/28/2004

Balloon Lizard

Question:

Does the card text of “Balloon Lizard” mean that the monster has to be face-up on the field to receive the counters?

Answer:

That would most certainly be a safe assumption. A card face-down does not have any effects.

bishop, 04/05/2004

Banisher of the Light

And “Sword Hunter” See “*Sword Hunter*”

Barrel Behind the Door

And “Bad Reaction to Simochi”

Question:

Can I activate “Barrel Behind the Door” to the effect “Bad Reaction to Simochi”?

Answer:

You cannot because “Bad Reaction to Simochi” is a Continuous Trap Card.

bishop, 04/05/2004

Begone, Knave!

And “Amazoness Swords Woman”

Question:

If “Begone, Knave!” was active on the field and my “Gemini Elf” attacks my opponents “Amazoness Swords Woman” which inflicts the battle damage to me, would my monster be sent back to my hand, or does it have to inflict the damage to my opponent?

Answer:

“Gemini Elf” attacks “Amazoness Swords Woman”, for instance, with “Begone Knave!”, only “Gemini Elf” returns to the hand since “Amazoness Swords Woman” just redirects.

bishop, 04/05/2004

Berserk Gorilla

Question:

If a player has other monsters on the field besides “Berserk Gorilla”, is “Berserk Gorilla” required to be the first monster to attack in the Battle Phase?

Answer:

“Berserk Gorilla” is not required to attack first. It just needs to attack during that Battle Phase if able.

Curtis Schultz, 03/29/2004

Question:

If “Berserk Gorilla” has not already changed its battle position during the turn, can you change “Berserk Gorilla” to Defense Position to destroy it in Main Phase 1 prior to your Battle Phase?

Answer:

Certainly. Unless some card effect would prevent you from doing so. (“Spellbinding Circle” for example)

Curtis Schultz, 03/29/2004

Question:

If I have “Berserk Gorilla” face-up Attack Position on the field and my opponent has a monster with a higher ATK in face-up Attack Position, does “Berserk Gorilla” have to attack that monster?

Answer:

It depends.

If you are in the Battle Phase and the only monster your opponent controls is a higher ATK monster, you need to either destroy that monster by some other means or your “Berserk Gorilla” is going to have to battle with it.

If it is still your Main Phase 1 it might be possible to just switch your “Berserk Gorilla” to Defense Position and have it be destroyed by its effect. (Unless you had Summoned it that turn.)

Curtis Schultz 03/30/04

Question:

“Berserk Gorilla” states” “Must attack when possible...” would this mean if “Swords of Revealing Light” was on the field that it’s not possible? What about a higher ATK monster?

Answer:

If a card effect prevents “Berserk Gorilla” from attacking, like “Gravity Bind” or “Swords of Revealing Light,” it would not be able to attack. The existence of a monster with a higher ATK does not prevent your “Berserk Gorilla” from attacking.

Curtis Schultz, 03/30/2004

And “Spirit Reaper”

Question:

If my opponent only has a face-up Defense Position “Spirit Reaper”, does “Berserk Gorilla” still have to attack the “Spirit Reaper” even though nothing will happen?

Answer:

“Spirit Reaper” doesn’t prevent monsters from attacking.

Your “Berserk Gorilla” is going to have to attack. If “Spirit Reaper” is the only monster they have, then you will be battling with their “Spirit Reaper.”

Knowing the outcome in advance does not prevent you from attacking.

Curtis Schultz, 03/31/2004

Black Illusion Ritual

And “Cost Down” See “Cost Down”

Black Luster Soldier - Envoy of the Beginning

Question:

If “Black Luster Soldier – Envoy of the Beginning” does not attack during the Battle Phase, can you activate the effect of removing a monster from the field in Main Phase 2?

Answer:

Yes it can, so long as the person controlling it in the Battle Phase never declared an attack with it.

Curtis Schultz, 03/28/2004

Question:

If “Black Luster Solider – Envoy of the Beginning” is Special Summoned in Main Phase 2, can the effect of removing a monster still be used?

Answer:

Yes it could.

Curtis Schultz, 03/28/2004

And “Negate Attack”

Question:

If “Black Luster Soldier – Envoy of the Beginning” attacks during the Battle Phase and the opponent activates “Negate Attack”, will it be able to use the effect of removing a monster from the field or would the Battle Phase need to have been skipped for this effect?

Answer:

Player A would not be able to activate the monster removal effect of “Black Luster Soldier - Envoy of the Beginning.”

The effect doesn’t say you skip your Battle Phase. It says that “Black Luster Soldier – Envoy of the Beginning” cannot attack during that Battle Phase.

Curtis Schultz, 03/31/2004

And “Twin Swords of Flashing Light – Tryce”

Question:

If “Black Luster Soldier – Envoy of the Beginning” is equipped with “Twin Swords of Flashing Light – Tryce”, can it attack twice and then if destroying a monster with the second attack, attack once more?

Answer:

The only thing you would accomplish is to ensure that the “Black Luster Soldier - Envoy of the Beginning” can attack twice.

If “Black Luster Soldier - Envoy of the Beginning” attacks and destroys an opponent’s monster, it will get to attack once more. Even if it were to destroy a second monster it would not attack again.

If you equip it with “Twin Swords of Flashing Light - Tryce” and attack with the “BLS - Envoy” in the Battle Phase, destroying a monster, it will get one more attack. Even if it destroys another monster in battle with the second attack you do not get any more attacks.

[In this example the Twin Swords are allowing the BLS - Envoy to do something it could already do on its own.]

Now here is the one difference. If your “BLS - Envoy” is equipped with the Twin Swords and attacks in the Battle Phase, but does not destroy a monster, the “BLS - Envoy” would still get to attack again. This is where the “Twin Swords of Flashing Light- Tryce” would have an impact.

[One way or the other, your BLS - Envoy is getting its two attacks.]

Curtis Schultz, 03/28/2004

Black Pendant

And “Curse of Darkness” See “*Curse of Darkness*”

And “Reversal Quiz” See “*Reversal Quiz*”

Blast Held by a Tribute

Question:

Does “Blast Held by a Tribute” target the Tribute Summoned/Set monster that is attacking, or is it a non-targeting effect?

Answer:

“Blast Held by a Tribute” is a non-targeting effect.

bishop, 04/05/2004

Blast with Chain

And “Gearfried the Iron Knight” See “*Gearfried the Iron Knight*”

Book of Moon

And “Levia-Dragon Daedalus” See “*Levia-Dragon Daedalus*”

Breaker the Magical Warrior

Question:

If “Breaker the Magical Warrior” (or any other Monster Card that collects Spell Counters) is flipped face-down by an effect, the Spell Counters are removed?

Answer:

Correct.

Curtis Schultz, 03/30/2004

Bubble Crash

Question:

Does “Bubble Crash” count itself for its own effect of 5 cards on the field and in the hand?

Answer:

Yes it counts itself.

If you want you can certainly send it to the Graveyard to help reach the 5 card limitation.

Curtis Schultz, 03/30/2004

Butterfly Dagger - Elma

And “Emperor’s Holiday”

Question:

If I equip “Butterfly Dagger - Elma” to “Gearfried the Iron Knight” and my opponent chains it with “Emperor’s Holiday” what happens?

Answer:

“Butterfly Dagger - Elma” would be destroyed, it’s effect would activate and you could choose to return it to your hand.

bishop, 04/2004/2004

Call Of The Haunted

And “Creature Swap” See “*Creature Swap*”

Question:

If I use “Call of the Haunted” to Special Summon “Vampire Lord” and then I Summon “Jinzo”, will “Vampire Lord” be destroyed when my opponent uses “Heavy Storm”?

Answer:

The monster Special Summoned by “Call of the Haunted,” “Vampire Lord” in this case, will not be destroyed.

Curtis Schultz, 03/30/2004

Card of Safe Return

And “D. D. Scout Plane” See “*D. D. Scout Plane*”

Change of Heart

And “Kaiser Colosseum” See “*Kaiser Colosseum*”

And “Last Turn” See “*Last Turn*”

And “Tribe-Infecting Virus” See “*Tribe-Infecting Virus*”

Chaos Emperor Dragon - Envoy of the End

Question:

Can the effect of “Chaos Emperor Dragon – Envoy of the End” be used during your opponent’s turn?

Answer:

No.

Curtis Schultz, 03/28/2004

And “Gravekeeper’s Watcher”

Question:

Can “Gravekeeper’s Watcher” be used to negate the effect of “Chaos Emperor Dragon – Envoy of the End”?

Answer:

No. The effect of “Chaos Emperor Dragon” is not a discard.

Curtis Schultz, 03/30/2004

And “Scapegoat”

Question:

If “Scapegoat” is chained to the activation of “Chaos Emperor Dragon – Envoy of the End’s” effect, will the Sheep Tokens count for its effect?

Answer:

Monster Tokens are never sent to the Graveyard.

They will not count toward the damage in the effect, but they will be removed from play.

Curtis Schultz, 03/30/2004

Chopman the Desperate Outlaw

And “Snatch Steal”

Question:

If you Flip Summon “Chopman the Desperate Outlaw” and choose to equip “Snatch Steal” or a card with a requirement such as the monster being a Warrior-Type, what would happen?

Answer:

Nothing. You could not choose either of these since they would not be legal targets.

bishop, 04/05/2004

Cost Down

And “Black Illusion Ritual”

Question:

If I play “Cost Down” (lowering the level of the monsters in my hand by 2 levels) and then play “Black Illusion Ritual,” would I still need to Tribute a monster even though “Relinquished” has a Level of 0?

Answer:

A monster’s Level can never be 0. 1 is the lowest number of Level Stars possible.

Steve Okegawa, 04/04/2004

Creature Swap

And “Call Of The Haunted”

Question:

If a player has two monsters on the field and chains “Call Of The Haunted” to “Creature Swap”, can the third monster summoned by “Call Of The Haunted” be selected for “Creature Swap”?

Answer:

The third monster would be a valid choice.

Curtis Schultz, 04/03/2004

And “Ring of Destruction”

Question:

If a player has two monsters on the field and chains “Ring of Destruction” to “Creature Swap” to destroy one of them, is the remaining monster selected for “Creature Swap”?

Answer:

The other monster would be chosen.

Curtis Schultz, 04/03/2004

Curse of Darkness

And “Black Pendant”

Question:

If “Black Pendant” is sent to the Graveyard activating its effect, will that qualify for the effect of “Curse of Darkness”?

Answer:

No, it does not qualify.

This would not be considered activating a Spell Card.

Curtis Schultz, 03/30/2004

Cyber Jar

And “Spatial Collapse” See “*Spatial Collapse*”

And “Toon World”

Question:

If “Toon World” is on the field and Toon Monsters are picked up during the resolution of “Cyber Jar”, can they be Special Summoned to the field?

Answer:

The Toon monsters would go to your hand. They would not be Special Summoned.

Curtis Schultz, 04/04/2004

D. D. Scout Plane

And “Card of Safe Return”

Question:

If “Banisher of Light” is one of 5 monsters on the field and “Card of Safe Return” is active, would the effect of “D. D. Scout Plane” create an infinite loop activating the effect of “Card of Safe Return” each time?

Answer:

“Card of Safe Return” only works when you Special Summon a monster from your Graveyard. “D.D. Scout Plane’s” effect will not allow you to draw a card because it is not Special Summoned from the Graveyard.

If your monster zone is full when “D.D. Scout Plane” tries to Special Summon itself to your side of the field, it will instead be destroyed and sent to the Graveyard.

Also remember that the effect of “D.D. Scout Plane” only activates once during the End Phase of the turn it is removed from play. No infinite loop.

Curtis Schultz, 03/30/2004

D. D. Warrior Lady

And “Ryu Kokki” See “*Ryu Kokki*”

And “Soul Absorption” See “*Soul Absorption*”

Question:

If my opponent takes control of my “D. D. Warrior Lady” and attacks another one of my monsters, can they choose to remove them both?

Answer:

The controller of the “D. D. Warrior Lady” decides if it they want to activate its effect.

Curtis Schultz, 03/29/2004

And “Waboku”

Question:

If a player attacks with “D. D. Warrior Lady” and their opponent activates “Waboku”, can the player still active the effect of “D. D. Warrior Lady”?

Answer:

Yes.

Curtis Schultz, 03/31/2004

Dark Jeroid

Question:

If “Dark Jeroid” is flipped up by an attack does it effect still work even though the card doesn’t say flipped face-up?

Answer:

The text on the card states exactly when this effect can occur. Flipping face-up by an attack is not considered a Summon.

bishop, 04/05/2004

Dark Magician of Chaos

Question:

If “Dark Magician of Chaos” is face-down when it is removed from the field, is it still removed from play, especially if it goes to the Graveyard?

Answer:

It would still be removed from play.

bishop, 04/05/2004

Question:

When “Dark Magician of Chaos” destroys a monster in battle, it removes the monster from play. If the monster it destroys has a flip

effect, would it still activate, e.g. “Cyber Jar” or “Fiber Jar”?

Answer:

Yes. The effects would still activate.

bishop, 04/05/2004

And “Fiber Jar”

Question:

If “Fiber Jar” is flipped, would “Dark Magician of Chaos” remove itself from play?

Answer:

“Dark Magician of Chaos” is removed from play when the effect of “Fiber Jar” occurs.

bishop, 04/05/2004

And “D. D. Warrior Lady”

Question:

If “Dark Magician of Chaos” attacks “D. D. Warrior Lady”, which effect will resolve first?

Answer:

If “D. D. Warrior Lady’s” effect is activated, both monsters will be removed from play.

If its effect is not activated, only “D. D. Warrior Lady” would be removed from play. (Due to “Dark Magician of Chaos.”)

A monster destroyed by “Dark Magician of Chaos” is removed from play during the time when it would normally be sent to the Graveyard.

Curtis Schultz, 03/30/2004

Dark Master - Zorc

And “Exodia Necross” See “Exodia Necross”

Question:

If I activate my “Dark Master – Zorc” and roll a six, destroying Zorc, can I activate “Call of the Haunted” or “Premature Burial” and get a second die roll?

Answer:

Yes. As with similar “once per turn” effects, “Dark Master - Zorc” will “forget” that it used its effect earlier in the turn if it is destroyed and then returns to the field on the same turn. So, in the situation you described, you may certainly roll the die again with “Dark Master - Zorc’s” effect.

Steve Okegawa, 04/05/2004

Dark Mirror Force

And “Zero Gravity”

Question:

If my opponent declares an attack and I activate “Zero Gravity” and then chain “Dark Mirror Force,” will my opponent’s monsters be destroyed?

Answer:

Do it the other way around. Activate “Dark Mirror Force” first and then “Zero Gravity.” (Or “Windstorm of Etaqua”. The result is about the same) This way “Zero Gravity” resolves first, changing the monster to Defense Position. Then “Dark Mirror Force” will resolve and remove your opponent’s Defense Position monsters from play.

Curtis Schultz, 03/31/2004

Dark Necrofear

Question:

If two “Dark Necrofears” are destroyed in the same turn, how does this resolve?

Answer:

The Turn Player chooses which effect will activate first.

bishop, 04/05/2004

And “Gearfried the Iron Knight”

Question:

If when “Dark Necrofear” returns, it targets “Gearfried the Iron Knight” and then is destroyed, can “Dark Necrofear” come back and try to target another creature (say if the opponent used “Call of the Haunted” to revive a monster)?

Answer:

“Dark Necrofear” would not activate its effect again. It would not matter how many monsters your opponent controls.

Curtis Schultz, 03/30/2004

Dark Ruler Ha Des

And “Prickle Fairy” See “Prickle Fairy”

Dedication through Light and Darkness

And “De-Fusion”

Question:

I have a “Dark Paladin” on the field and I have “De-Fusion” in my hand along “Dedication through Light and Darkness,” can I attack with “Dark Paladin” then activate “De-Fusion” to Special Summon “Dark Magician” and “Buster Blader” I had used in the fusion, and then attack with both monsters? Could I then also activate “Dedication through Light and Darkness” to Special Summon “Dark Magician of Chaos” and attack again, all during the same Battle Phase?

Answer:

Yes, you can do this. You can activate a Quick-Play Spell Card from your hand during any phase of your own turn. Activating “De-Fusion” from your hand during your Battle Phase is perfectly fine. Though, if you Set a Quick-Play Spell Card you cannot activate it during the same turn, so it would not be a good idea for your plan.

Curtis Schultz, 04/04/2004

De-Fusion

And “Dedication through Light and Darkness” See “Dedication through Light and Darkness”

Question:

Can you attack with a fusion monster you had summoned then activate “De-Fusion” and attack again with the newly summoned monsters you used in the fusion?

Answer:

Yes, you could attack with the Special Summoned Fusion material monsters.

Curtis Schultz, 03/29/2004

Question:

Wouldn’t using “De-Fusion” put you in Main Phase 2, thus not allowing you to attack with the newly Summoned monsters?

Answer:

No. “De-Fusion” is a Quick-Play Spell Card and can most certainly be activated during the Battle Phase.

Curtis Schultz, 03/30/2004

And “Magical Scientist”

Question:

Can you use “Magical Scientist” to Special Summon Fusion Monsters, then use “De-Fusion” on it to attack?

Answer:

No, because in order to use “De-Fusion,” you needed to summon it properly so that the monsters used in that Fusion are in your Graveyard.

bishop, 04/02/2004

Demotion

Question:

Does “Demotion” affect a monster being Tributed for a Ritual Summon? For example if I have a “Blue-Eyes White Dragon” on the field and have it equipped with “Demotion” and then I play “Black Luster Ritual” and offer “Blue-Eyes White Dragon” as a Tribute, do I need to Tribute another monster?

Answer:

Yes, you would need a second monster for the Tribute.

bishop, 04/05/2004

Destruction Ring

Question:

Can I use “Destruction Ring” on a Sheep Token or Ojama Token?

Answer:

As long as the Sheep Token or Ojama Token is on your side of the field, then yes, you may certainly target it with “Destruction Ring.”

Steve Okegawa, 04/2004/2004

Diffusion Wave-Motion

Question:

How does this card work with “Sinister Serpent,” “Witch of the Black Forest” and “Sangan” or “D.D. Warrior Lady”? Are Flip Effects negated? How about “Reflect Bounder”?

Answer:

“Sinister Serpent” would be negated. It would not return to its owner’s hand in their Standby Phase.

“Witch of the Black Forest” and “Sangan” would be negated. No searching for the owner.

“D.D. Warrior Lady” would be negated.

Flip Effect Monsters are also negated. (Unless it negated the damage calculation, like “Kiseitai.”)

Just like with “Dark Ruler Ha Des”, the monster affected by “Diffusion Wave-Motion” would have to actually destroy the monster in battle in order to negate its effect.

So the monster affected by “Diffusion Wave-Motion” attacks the Attack Position “Reflect Bounder.” The effect of “Reflect Bounder” would activate and do damage based on the attacker’s ATK.

Curtis Schultz, 03/29/2004

Dimension Fusion

And “Fiber Jar” See “Fiber Jar”

And “Gravedigger Ghoul” See “Gravedigger Ghoul”

Question:

Do both players need to have monsters removed from play in order to activate “Dimension Fusion?”

Answer:

No, only one player is required.

bishop, 04/05/2004

Question:

Can you place the monsters being Special Summoned by “Dimension Fusion” in face-down Defense Position?

Answer:

No.

Curtis Schultz, 03/31/2004

Question:

Are you required to Summon monsters removed from play when “Dimension Fusion” is activated?

Answer:

Yes, as many as possible.

bishop, 04/05/2004

Question:

If there are more removed from play monsters than there are available monster spaces and “Dimension Fusion” is activated, do the excess get sent to the Graveyard or do they remain removed from play?

Answer:

The controller of the Monster can choose which ones come into play.

bishop, 04/05/2004

Dream Clown

And “Stumbling” See “Stumbling”

Exodia Necross

And “Dark Master – Zorc”

Question:

Can I destroy “Exodia Necross” with the effect of “Dark Master – Zorc” on my next turn if I roll a 1-5 on the dice roll?

Answer:

Yes.

Curtis Schultz, 04/03/2004

And “Soul Exchange”

Question:

In the Card Text of “Exodia Necross,” it says that this card is not destroyed by the effect of another card or during battle, but can you use “Soul Exchange” on it and Tribute it

Answer:

“Exodia Necross” cannot be destroyed by the effects of Spell or Trap Cards, but it can be affected by Spell and Trap cards.

As for “Soul Exchange,” “Exodia Necross” can be targeted by “Soul Exchange.” The opponent would be able to offer the targeted “Exodia Necross” as a Tribute due to the effect of “Soul Exchange.” (Tribute does not equal destroy)

Curtis Schultz, 03/28/2004

Fear from the Dark**Question:**

Does the effect of “Fear from the Dark” Special Summon itself to the field from the Graveyard?

Answer:

Yes, the effect of Fear from the Dark (and Despair from the Dark) Special Summons itself from the Graveyard.

Curtis Schultz, 04/04/2004

Fiber Jar

And “Dark Magician of Chaos” See “Dark Magician of Chaos”

Question:

If I have “Fiber Jar” in face-down Defense Position on my side of the field, and my opponent attacks my “Fiber Jar” with a monster with more ATK than the DEF of “Fiber Jar,” does my “Fiber Jar” go to my deck or does it go to my Graveyard?

Answer:

It would be shuffled back into your Deck due to its effect.

Curtis Schultz, 03/30/2004

Question:

If I Summon a Special Summon only monster and “Fiber Jar” is activated, do these monsters need to be Special Summoned again?

Answer:

Yes. If a monster with Special Summon requirements, including the “Black Luster Soldier - Envoy of the Beginning” and the “Chaos Emperor Dragon - Envoy of the End”, “Dark Necrofear”, “Gate Guardian”, “Great Moth”, etc. are returned to your hand or Deck, they will need to be Summoned according to their text all over again.

Even though they were successfully Summoned before “Fiber Jar” resolved, discarding them with “Graceful Charity” after “Fiber Jar” would not mean they can be revived with “Monster Reborn,” etc. You’ve got to do the work over again.

Curtis Schultz, 03/29/2004

And “Dimension Fusion”**Question:**

If I Summon a Chaos Monster properly (or any other Special Summon requirement monsters) and take it out of play, and “Fiber Jar” goes off, can I “Dimension Fusion” them back onto the field?

Answer:

Yes you can.

“Fiber Jar” won’t have any impact on them since they were removed from play.

Curtis Schultz, 03/29/2004

And “Interdimensional Matter Transporter”**Question:**

If my opponent activates “Swords of Revealing Light” and my Fiber Jar” is flipped, can I then activate “Interdimensional Matter Transporter” to make him escape his own effect?

Answer:

If you want to, yes. But the “Fiber Jar” won’t return to the field until the End Phase of that turn.

Curtis Schultz, 04/03/2004

Fiend Skull Dragon

And “Waboku” See “Waboku”

Frontier Wiseman

And “Premature Burial”

Question:

If “Frontier Wiseman” negates the effect of “Premature Burial” if it is equipped to a Warrior-Type monster after being Special

Summoned from the Graveyard, does the Warrior-Type monster stay on the field because the effect of the equipped “Premature Burial” was being negated when destroyed?

Answer:

Yes, the Warrior-Type monster would remain on the field.

This is just like using “Premature Burial” to revive a “Freed the Matchless General.”

Curtis Schultz, 03/30/2004

Fuhma Shuriken

Question:

I heard that in Japan “Nin-Ken Dog” was called ‘Ninja Wonder Dog’ does this mean I can Equip it with “Fuhma Shuriken”?

Answer:

“Fuhma Shuriken” says a card with “Ninja” in the Card Name, this means “Ninja” in English.

bishop, 04/01/2004

Question:

If “Fuhma Shuriken” is placed face-down on the field, will it still inflict 700 points of damage to the opponent when sent to the Graveyard like “Black Pendant”?

Answer:

Presumably, yes.

If this ever changes for seem reason I will let you all know, but it certainly looks like you can do this. It is like “Black Pendant” in this regard.

Curtis Schultz, 03/30/2004

Gearfried the Iron Knight

And “Dark Necrofear” See “Dark Necrofear”

And “Blast with Chain”

Question:

If I Summon “Gearfried the Iron Knight” and my opponent activates “Trap Hole,” and I then chain “Blast with Chain,” what happens?

Answer:

“Blast with Chain” will equip to “Gearfried the Iron Knight.” “Gearfried the Iron Knight’s” effect would then destroy it.

Next, “Trap Hole” resolves, destroying the Summoned “Gearfried the Iron Knight.”

Now a new chain begins with “Blast with Chain’s” effect. You would select a card to destroy. The opponent could then respond with any appropriate card effects.

Curtis Schultz, 03/31/2004

Graceful Dice

Question:

Since “Graceful Dice” modifies monster’s ATK and DEF, can it be activated during the Damage Step?

Answer:

Yes it can be activate during the Damage Step.

bishop, 04/2004/2004

Gradius’s Option

Question:

“Gradius Option” will have the same ATK as its targeted “Gradius” when “Limiter Removal” is played, but it is the same case with “Luminous Spark,” or will it get a 1000 ATK boost? (500 for “Gradius” and another 500 “Gradius Option” being a LIGHT monster also, making the ATK 500 higher then the Gradius it assigned to)

Answer:

“Gradius’ Option” ALWAYS has the same ATK and DEF as the “Gradius.”

Curtis Schultz, 03/30/2004

Gravedigger Ghoul

And “Dimension Fusion”

Question:

“Gravedigger Ghoul” reads that 2 cards in your opponent’s Graveyard are removed from play for the remainder of the duel, does this mean they can’t be brought back with Dimension Fusion, or is it just old wording?

Answer:

Most likely just old wording.

The monsters removed by “Gravedigger Ghoul’s” effect can be Special Summoned using “Dimension Fusion.” (Assuming the monster itself doesn’t have something that would prevent this.)

Curtis Schultz, 03/31/2004

Gravekeeper’s Assailant

Question:

When does its effect actually happen? Is it before or after the Damage Calculation? As in, can I attack a monster with “Gravekeeper’s Assailant,” use the effect to switch it to defense, and destroy it, or can I only change a monster to Defense Position after I’ve attacked with “Gravekeeper’s Assailant” and Damage Calculation has occurred?

Answer:

The effect of “Gravekeeper’s Assailant” is activated when you declare your attack with the monster. The effect would activate during the Battle Step.

You can certainly target the monster you had chosen to battle. The targeted monster would be switched to Defense Position before you would enter the Damage Step.

Curtis Schultz, 04/04/2004

Gravekeeper’s Watcher

And “Chaos Emperor Dragon - Envoy of the End” See “*Chaos Emperor Dragon - Envoy of the End*”

Question:

When can “Gravekeeper’s Watcher” be discarded from your hand for its effect?

Answer:

It can be used against your opponent’s “Graceful Charity” and “Card Destruction,” for example.

Curtis Schultz, 03/30/2004

Gravity Bind

Question:

If I attack with “Gemini Elf” and my opponent responds to attack with “Gravity Bind,” since “Gravity Bind” didn’t technically negate the attack, it just prohibits the “Gemini Elf” from attacking, so at that point would I be able to shift “Gemini Elf” to Defense Position since the attack was not performed?

Answer:

The attack was most certainly declared. It was stopped in the Battle Step by “Gravity Bind.”

The player would not be able to switch their “Gemini Elf” to Defense Position.

Curtis Schultz, 03/30/2004

Great Maju Garzett

And “Gren Maju Da Eiza”

Question:

If a player has 5 cards removed from play and tributes a “Gren Maju Da Eiza” for a “Great Maju Garzett” what will the attack of the “Great Maju Garzett” become?

Answer:

This is answered on the card text for “Great Maju Garzett”. It would be whatever 2 x 0 is since the original ATK of “Gren Maju Da Eiza” is 0.

bishop, 04/05/2004

Gren Maju Da Eiza

And “Great Maju Garzett” See “*Great Maju Garzett*”

Gryphon’s Feather Duster

Question:

Would “Gryphon’s Feather Duster” count itself for the Life Point increase? (If it was set and then activated, would the result be more Life Points?)

Answer:

No it does not. Spell Cards do not affect themselves. That is why “Giant Trunade” does not return itself to your hand.

Curtis Schultz, 03/30/2004

Guardian Sphinx

Question:

If I have a face up “Guardian Sphinx,” can I use its effect, flip it face-down and then Flip Summon it all in the same Main Phase? Or would I have to wait until Main Phase 2 to Flip Summon it?

Answer:

If “Guardian Sphinx” is in face up defense position, it may be turned face down per its effect and then Flip Summoned that turn. “Guardian Sphinx” may not return to face-down defense position through its own effect that turn.

bishop, 04/06/2004

Horn of Heaven

Question:

Can I offer my monster that is on my opponent’s side of the field as a Tribute for “Horn of Heaven”?

Answer:

No. You can only offer monsters you control.

Curtis Schultz, 03/29/2004

Imperial Order

And “Snatch Steal” See “*Snatch Steal*”

And “Soul Exchange” See “*Soul Exchange*”

Injection Fairy Lily

And “Last Turn” See “*Last Turn*”

And “Messenger of Peace”

Question:

Can you activate the effect of “Injection Fairy Lily” during Damage Calculation if “Messenger of Peace” is on the field?

Answer:

Yes, you can activate the effect of “Injection Fairy Lily” while “Messenger of Peace” is in effect.

Curtis Schultz, 04/03/2004

And “Reverse Trap”

Question:

Does “Reverse Trap” prevent “Injection Fairy Lily” from powering up? Can Reverse Trap be activated during damage calculation?

Answer:

“Reverse Trap” cannot be activated during the Damage Step.

“Reverse Trap” does not have any effect that would prevent the opponent from activating the effect of “Injection Fairy Lily.” However...They will most likely not activate “Injection Fairy Lily’s” effect because “Reverse Trap” would change the increase of “Injection Fairy Lily’s” ATK into a decrease, and the controller of “Injection Fairy Lily” would probably not want that.

Curtis Schultz, 04/04/2004

Interdimensional Matter Transporter

And “Fiber Jar” See “*Fiber Jar*”

And “Magic Cylinder” See “*Magic Cylinder*”

Jade Insect Whistle

And “Parasite Paracide” See “*Parasite Paracide*”

Judgment of Anubis

And “Bait Doll” See “*Bait Doll*”

And “Strike Ninja” See “*Strike Ninja*”

Kaiser Colosseum

And “Change of Heart”

Question:

When my opponent has one monster on the field and “Kaiser Colosseum” and I have one monster on the field, would I be able to

activate “Change of Heart,” or would this be an illegal activation?

Answer:

You would be able to use “Change of Heart.”

bishop, 04/05/2004

Kaiser Glider

Question:

Is “Kaiser Glider’s” effect when being sent to the Graveyard optional?

Answer:

No.

Curtis Schultz, 03/30/2004

Kaiser Sea Horse

Question:

Since “Kaiser Seahorse” counts as 2 Tributes when Tributed for a LIGHT monster, could I Summon 2 “Airknight Parshath” (both require only 1 Tribute and are LIGHT monsters)?

Answer:

No. “Kaiser Seahorse” can only be Tributed for one purpose at a time.

In addition, you can only Tribute Summon once per turn.

However, even if you could get 2 Tribute Summons in a single turn (“Ultimate Offering,” for example), you would still NOT be able to Tribute the single “Kaiser Seahorse” to fulfill the Tribute for 2 “Airknight Parshath.”

“Kaiser Seahorse,” like any other monster, can only be used as a Tribute for 1 monster. It just so happens that its effect also allows it to count for 2 Tributes, for the Tribute Summon of *1* LIGHT Attribute monster.

Steve Okegawa, 04/05/2004

And “Soul Exchange”

Question:

Can a Play use the effect of “Soul Exchange” on a “Kaiser Seahorse” and use its effect to bring out a 2 Star LIGHT monster?

Answer:

At this time, yes.

bishop, 04/05/2004

Kinetic Soldier

And “Limiter Removal”

Question:

What is the correct way to calculate the ATK of “Kinetic Soldier” when it does battle with a Warrior-Type monster and “Limiter Removal” is played?

Player 1 has “Kinetic Soldier” in face-up Attack Position

Player 2 has “Exiled Force” in face-up Attack Position

Player 1 attacks with “Kinetic Soldier” and during the Battle its effect activated and plays “Limiter Removal.”

What is the proper stack in the chain and what is the ATK?

Answer:

The chain would go:

Step 1: +2000

Step 2: “Limiter Removal.”

“Limiter Removal” resolves first and doubles 1350, and then add 2000 to that. The result is 4700.

bishop, 04/05/2004

Kuriboh

Question:

Is discarding “Kuriboh” from your hand a cost for activating its effect?

Answer:

Yes it is a cost.

Curtis Schultz, 03/28/2004

Last Turn

And “Change of Heart”

Question:

If my opponent uses “Change of Heart” and I chain with “Last Turn” and select the monster targeted with “Change of Heart,” is it a Draw?

Answer:

Assuming that the Player activating “Last Turn” only has one monster, you do battle with “Last Turn” (“Change of Heart” selected Monster stays on “Last Turn” player’s side of the field), if after battle the “Change of Heart” monster is still on the field, it will go to the turn player’s side of the field.

bishop, 04/05/2004

And “Injection Fairy Lily”

Question:

If my opponent has a “Blue-Eyes White Dragon” on the field and activates “Last Turn,” choosing the “Blue-Eyes White Dragon” to stay. Can I Summon “Injection Fairy Lily” from my deck and if I have enough Life Points to activate “Injection Fairy Lily’s” effect, could I do that and end up defeating the “Blue-Eyes White Dragon”?

Answer:

Yes, you could activate the effect of “Injection Fairy Lily” if you have enough Life Points.

Curtis Schultz, 04/04/2004

And “Premature Burial”

Question:

If I use “Call of the Haunted” or “Premature Burial” to Special Summon “Jowgen the Spiritualist” and activate “Last Turn” during my opponent’s turn (when I have 1000 Life Points or less), is Jowgen destroyed because “Premature Burial” or “Call of the Haunted” are sent to the Graveyard?

Answer:

Yes for “Call of the Haunted.”

No for “Premature Burial.” (This is because “Last Turn” does not destroy any cards)

Curtis Schultz, 03/31/2004

Last Will

Question:

If my opponent takes control of my monster and activates “Last Will” and Tributes my monster, does he or she get the effect?

Answer:

“Last Will” will only trigger when your monster is sent to your Graveyard while under your control.

bishop, 04/06/2004

Lava Golem

And “Thousand-Eyes Restrict”

Question:

Is the Life Point damage during the Standby Phase from the effect of “Lava Golem” negated while equipped to “Thousand-Eyes Restrict” just like “Jinzo”?

Answer:

Correct. The “Lava Golem” equipped to “Thousand Eyes Restrict” through its effect would have no effect.

Curtis Schultz, 03/29/2004

Levia-Dragon - Daedalus

Question:

If you have 2 “Levia-Dragon Daedalus” on the field, do they both stay if you send “Umi” to the Graveyard or does one get destroyed? (I am confused because the text is not like the other text on cards like “Catapult Turtle” and “Cannon Soldier.”)

Answer:

“This card” refers to the “Levia-Dragon Daedalus” that activated its effect by sending “Umi” to the Graveyard.

The other “Levia-Dragon Daedalus” would be destroyed when the effect resolves (in other words, only one stays)

Curtis Schultz, 03/31/2004

Question:

If my “Levia Dragon Daedalus” is in the Graveyard and my opponent revives it, can my opponent sacrifice “Umi” or “A Legendary Ocean” on my side of the field to get its effect?

Answer:

No. The opponent would need to control their own “Umi” and send it to the Graveyard in order to activate the “Levia-Dragon Daedalus” effect.

Curtis Schultz, 03/30/2004

Question:

If I bring back “Levia-Dragon Daedalus” with “Call of the Haunted” or “Premature Burial,” and then use his effect, does he go to the Graveyard? (His effect says that all cards EXCEPT himself, but “Call of the Haunted” and “Premature Burial” say otherwise.

Answer:

If “Call of the Haunted” is destroyed your “Levia-Dragon Daedalus” would also be destroyed. This would not be a good idea.

“Premature Burial” will also not work, because when it is destroyed your “Levia-Dragon Daedalus” would also be destroyed.

So while you could do this and activate the effect, it might not be a good idea if you had planned on actually keeping your “Levia-Dragon Daedalus” around.

Curtis Schultz, 03/29/2004

And “Book of Moon”**Question:**

If you activate “Levia-Dragon Daedalus” effect, and your opponent chains with “Book of Moon,” is “Levia-Dragon Daedalus” destroyed by his own effect? Does he declare himself immune during resolution or activation?

Answer:

“Levia-Dragon Daedalus” would be destroyed when its effect resolves because it is now face-down on the field.

Curtis Schultz, 03/30/2004

And “Maiden of the Aqua”**Question:**

Can I send “Maiden of the Aqua” to the Graveyard through “Levia-Dragon Daedalus” effect? (“Levia-Dragon Daedalus” states that by sending “Umi” I can destroy all the cards on the field other than himself and “Maiden of the Aqua” states that as long as she’s face-up, the field is treated as “Umi”, so technically can’t I send her for his effect?)

Answer:

No. You cannot send “Maiden of the Aqua” to the Graveyard to activate “Levia-Dragon Daedalus” effect.

Curtis Schultz, 03/30/2004

Limiter Removal

And “Kinetic Soldier” See “*Kinetic Soldier*”

Lord of D.

And “Spirit Ryu” See “*Spirit Ryu*”

Magic Cylinder**Question:**

What part of the Card Text of “Magic Cylinder” specifically designates a monster?

Answer:

I believe that would be “negate the attack of 1 of your opponent’s monsters...”

bishop, 04/05/2004

And “Interdimensional Matter Transporter”**Question:**

If my opponent activates “Magic Cylinder” and I activate “Interdimensional Matter Transporter” on the monster being targeted by the “Magic Cylinder,” would I still take damage even though the monster is no longer on the field and not attacking?

Answer:

You would not take any damage because the targeted monster would no longer be on the field when “Magic Cylinder” resolves.

Curtis Schultz, 04/03/2004

Magical Scientist

And “De-Fusion” See “*De-Fusion*”

Question:

Can you use the effect of “Magical Scientist” to summon a monster to your opponent’s side of the field?

Answer:

No. Why would they even think this was possible?

Curtis Schultz, 03/29/2004

Question:

Can you Tribute the Fusion Monster that was Special Summoned from the effect of “Magical Scientist”?

Answer:

Yes, you may Tribute the Fusion monsters.

If you have not performed a Normal Summon or Set during that turn you can use them as Tributes for a Tribute Summon.

Curtis Schultz, 04/04/2004

Maiden of the Aqua

And “Amphibious Bugroth MK-3” See “Amphibious Bugroth MK-3”

And “Levia-Dragon Daedalus” See “Levia-Dragon Daedalus”

Manju of the Ten Thousand Hands**Question:**

If I play a “Manju of the Ten Thousand Hands”, and my opponent activates something like “Ring of Destruction,” “Bottomless Trap Hole,” “Torrential Tribute,” etc., do I still get to search, or not?

Answer:

Yes you still resolve their effect and search, as long as the Summon (or the monster’s effect) was not negated. (this ruling could be extrapolated to apply to “Senju of the Thousand Hands” and “Sonic Bird.”)

Curtis Schultz, 04/04/2004

Manticore of Darkness**Question:**

If you have more than 6 cards in your hand during the End Phase, can you discard “Manticore of Darkness” and then Special Summon it by its own effect during the same End Phase?

Answer:

It would still be possible to activate its effect and Special Summon it to the field after discarding it for this purpose.

Curtis Schultz, 03/30/2004

Messenger of Peace

And “Injection Fairy Lily” See “Injection Fairy Lily”

Metalmorph**Question:**

Does “Metalmorph” turn into a Spell Card and then work?

Answer:

Yes.

bishop, 04/05/2004

And “Royal Decree”**Question:**

If I have “Royal Decree” active on the field and then later activate “Metalmorph”, does “Metalmorph” work?

Answer:

Yes.

bishop, 04/05/2004

Question:

If I previously activated “Metalmorph” and then later activate “Royal Decree” does it stop “Metalmorph”?

Answer:

No.

bishop, 04/05/2004

Metamorphosis

And “Soul Exchange”

Question:

Could your opponent activate a “Soul Exchange” targeting a face-down creature, and then activate Metamorphosis and attempt to use the targeted creature for the Tribute? (Since the Level of Stars could not be verified by the player of “Metamorphosis,” this would not be allowed. correct?)

Answer:

You can still do it. You would just have to Special Summon a Fusion monster with Level Stars equal to the Tributed monster's Level Stars.

If you do not have a Fusion monster in your Fusion Deck of equal Level Stars, the effect of "Metamorphosis" would misfire.
Curtis Schultz, 03/30/2004

Mirage of Nightmare

And "Mystical Space Typhoon"

Question:

Can "Mystical Space Typhoon" be used during the Standby Phase to destroy "Mirage of Nightmare" and eliminate the need to discard?

Answer:

At this time, and as we understand it from Konami, yes.
bishop, 04/02/2004

Mirror Wall

Question:

Does a player have to pay the 2000 Life Points during their Standby Phase for "Mirror Wall"?

Answer:

The payment is optional. If they choose not to pay their "Mirror Wall" is destroyed.
Curtis Schultz, 04/03/2004

Monster Reborn

And "Royal Oppression" See "*Royal Oppression*"

Muka Muka

And "Relinquished" See "*Relinquished*"

Mystical Space Typhoon

And "Mirage of Nightmare" See "*Mirage of Nightmare*"

And "Snatch Steal" See "*Snatch Steal*"

Question:

If a player Sets a Spell or Trap Card, can his or her opponent destroy that Set Spell or Trap Card with a Set "Mystical Space Typhoon" right then and there?

Answer:

Yes.
bishop, 04/05/2004

Question:

If I activate "Imperial Order" and my opponent chains with "Royal Decree," can I chain "Mystical Space Typhoon" and target "Royal Decree" to stop the negation of "Imperial Order"?

Answer:

"Mystical Space Typhoon" will resolve first, destroying "Royal Decree." "Royal Decree" is a Continuous Trap Card. It was destroyed so its effect will disappear.

"Imperial Order" will resolve and negate the effect of all face-up Spell Cards on the field.
Curtis Schultz, 03/30/2004

Question:

I have 5 monsters and I play "United We Stand" on my "Gemini Elf" giving it 4000 ATK bonus (now at 5900 ATK) and when my opponent starts their turn, they activate "Ring of Destruction" on my "Gemini Elf." Can I chain "Mystical Space Typhoon" and target "United We Stand" to avoid the extra 4000 Damage?

Answer:

"Mystical Space Typhoon" will resolve first, destroying the "United We Stand." "Ring of Destruction" will then resolve and destroy the targeted "Gemini Elf."

It will do damage equal to "Gemini Elf's" current ATK at that time. (Presumably 1900 based on your example)
Curtis Schultz, 03/30/2004

Necrovalley

And “Sword Hunter” See “Sword Hunter”

Negate Attack

And “Black Luster Soldier - Envoy of the Beginning” See “Black Luster Soldier - Envoy of the Beginning”

Ojama Delta Hurricane!!

Question:

If you activate “Ojama Delta Hurricane” and your opponent chains with something to destroy one of the Ojama Trio, like “Offerings to the Doomed,” does “Ojama Delta Hurricane” get its effect?

Answer:

Yes, “Ojama Delta Hurricane” checks the field at activation.

bishop, 04/05/2004

Otohome

Question:

If my “Otohome” is flipped face-up by an attack and I change the battle position of one of my opponent’s monsters, will they be able to change it to its original position in the same turn?

Answer:

Only by use of a card effect.

Curtis Schultz, 04/03/2004

Question:

What happens if I target a face-down Defense Position monster with “Otohome’s” effect?

Answer:

“Otohome’s” effect can only target a face-up monster.

Curtis Schultz, 04/04/2004

Parasite Paracide

And “Jade Insect Whistle”

Question:

Is “Parasite Paracide” considered to be part of a player’s deck and capable of being moved to the top of the deck by the effect of “Jade Insect Whistle”?

Answer:

Yes.

bishop, 04/05/2004

Premature Burial

And “Frontier Wiseman” See “Frontier Wiseman”

And “Last Turn” See “Last Turn”

Prickle Fairy

And “Dark Ruler Ha Des”

Question:

If “Dark Ruler Ha Des” attacks “Prickle Fairy”, will the effect of “Prickle Fairy” be activated placing “Dark Ruler Ha Des” in Defense Position?

Answer:

If “Dark Ruler Ha Des” destroys “Prickle Fairy” in battle it will negate “Prickle Fairy’s” effect and not be switched to Defense Position.

Curtis Schultz, 03/29/2004

Recycle

Question:

Can you use “Recycle” more than once a Standby Phase?

Answer:

Yes.

bishop, 04/05/2004

Relinquished

And “Muka Muka”

Question:

If my opponent has a “Muka Muka” and its ATK is 2100 and I Summon “Relinquished” and equip the “Muka Muka,” what will the ATK of “Relinquished” be?

Answer:

When a monster is equipped to “Relinquished,” it does not retain its effects.

As such, a “Relinquished” equipped with “Muka Muka” will have 600 ATK, regardless of how many cards anyone had in their hand.

Steve Okegawa, 04/05/2004

Reversal Quiz

And “Black Pendant”

Question:

If I activate “Reversal Quiz” with a “Black Pendant” on the field, does the damage from “Black Pendant” occur before or after our Life Points are exchanged?

Answer:

After.

Curtis Schultz, 04/04/2004

Reverse Trap

And “Injection Fairy Lily” See *“Injection Fairy Lily”*

Ring of Destruction

And “Creature Swap” See *“Creature Swap”*

Question:

Suppose I used “Ring of Destruction” on my “Gemini Elf” and then my opponent chained with their own “Ring of Destruction,” would theirs go off and then mine misfire, or would they both go off?

Answer:

Their “Ring of Destruction” would resolve first.

The effect of your “Ring of Destruction” would disappear due to its target no longer existing on the field.

Curtis Schultz, 03/31/2004

Royal Decree

And “Metalmorph” See *“Metalmorph”*

Royal Oppression

And “Monster Reborn”

Question:

If my opponent has a “Royal Oppression” face-up on their side of the field and I try to use “Monster Reborn” to Special Summon “Jinzo,” can my opponent use “Royal Oppression’s” effect to negate the Summon?

Answer:

They could activate the effect of “Royal Oppression” to negate the “Monster Reborn” and destroy it.

Curtis Schultz, 04/04/2004

Ryu Kokki

And “D. D. Warrior Lady”

Question:

In an instance where “D. D. Warrior Lady” attacks “Ryu Kokki,” how are both of their effects resolved? (Mainly, does “Ryu Kokki” destroy “D. D. Warrior Lady” before her effect goes off?)

Answer:

It depends on a few factors.

For one, if “D. D. Warrior Lady” was destroyed in battle, “Ryu Kokki’s” effect will be meaningless. (It already destroyed the “D. D. Warrior Lady”)

It depends on if the controller of “D. D. Warrior Lady” activates its effect. Whether or not “D. D. Warrior Lady” survives the battle will not matter, as the controller can activate its effect either way.

So, let's suppose that "D. D. Warrior Lady" actually survives the battle with "Ryu Kokki":

If the controller of "D. D. Warrior Lady" activates its effect, both monsters will be removed from play.

If the controller of "D. D. Warrior Lady" does not activate its effect, "D. D. Warrior Lady" will be destroyed by "Ryu Kokki's" effect at the end of the Battle Phase.

Curtis Schultz, 03/28/2004

Salvage

Question:

Can you return Effect Monsters with the effect of "Salvage"?

Answer:

Yes, as long as their ATK values are 1500 or less.

Curtis Schultz, 03/30/2004

Scapegoat

And "Chaos Emperor Dragon - Envoy of the End" See "*Chaos Emperor Dragon - Envoy of the End*"

And "Soul Exchange" See "*Soul Exchange*"

Shadow Spell

Question:

Can "Shadow Spell" be activated in the Damage Step?

Answer:

Yes.

bishop, 04/05/2004

Sinister Serpent

Question:

Is the activation of Sinister Serpent's effect chainable?

Example:

Player A has a "Mirage of Nightmare" on the field, a set "Imperial Order", and a "Sinister Serpent" in the graveyard. Player A skips his draw phase due to "Yata-Garasu's" effect.

Player A activates "Sinister Serpent's" effect.

Can you now chain "Imperial Order" to "Sinister Serpent's" effect in order to prevent the discarding for "Mirage of Nightmare"? Or is "Sinister Serpent's" effect a non-chainable effect?

Answer:

Yes, it can be chained to. Your plan would be fine.

Curtis Schultz, 03/28/2004

Snatch Steal

And "Chopman the Desperate Outlaw" See "*Chopman the Desperate Outlaw*"

And "Strike Ninja" See "*Strike Ninja*"

And "Imperial Order"

Question:

If I play "Snatch Steal" and my opponent chains with "Imperial Order," on my opponent's Standby Phase, if they choose not to pay for "Imperial Order," do they get the 1000 Life Points or is it considered too late because "Imperial Order" would still be active until the beginning of Main Phase 1?

Answer:

It is up to the opponent, for the most part.

They can resolve their "Imperial Order" first and choose not to pay for it. If they do this, the monster will be placed under your control and your opponent will gain 1000 Life Points.

OR

They could also choose to allow you to resolve your "Snatch Steal" first. (like the "Mirage of Nightmare" Vs. "Imperial Order" ruling) Most likely you would allow your card to resolve first in order to prevent your opponent from gaining 1000 Life Points by not paying for "Imperial Order."

Curtis Schultz, 03/30/2004

And "Mystical Space Typhoon"

Question:

If a monster is taken with “Snatch Steal,” and later “Mystical Space Typhoon” is used on “Snatch Steal,” where does the monster go?

Answer:

The monster would return to its previous controller when the “Snatch Steal” is destroyed.

Curtis Schultz, 03/31/2004

Soul Absorption

And “D. D. Warrior Lady”

Question:

Would the controller of “Soul Absorption” receive 500 or 1000 Life Points if “D. D. Warrior Lady’s” effect successfully resolved?

Answer:

The controller of “Soul Absorption” would receive 1000 Life Points.

Curtis Schultz, 03/30/2004

And “Soul Release”

Question:

How many Life Points would you gain from “Soul Absorption” when activating “Soul Release”?

Answer:

You would gain 2500 Life Points.

Curtis Schultz, 03/30/2004

Soul Exchange

And “Kaiser Sea Horse” See “*Kaiser Sea Horse*”

And “Metamorphosis” See “*Metamorphosis*”

Question:

Is “Soul Exchange” considered a Special Summon? Can I use it if I don’t have any monsters on the field, since it says “in place of one of your own”?

Answer:

“Soul Exchange” does not Summon any monsters. It just allows you to use the targeted opponent’s monster as a Tribute in place of one of your own monsters. (Tribute Summon, “Cannon Soldier”, Ritual Spell Card, etc.)

Curtis Schultz, 04/03/2004

Question:

Must “Soul Exchange” be activated during Main Phase 1 in order to satisfy the text on the card in regard to skipping the Battle Phase?

Answer:

Only during Main Phase 1. You cannot activate “Soul Exchange” in Main Phase 2.

Curtis Schultz, 04/04/2004

And “Imperial Order”

Question:

If “Soul Exchange” is activated during a player’s turn and resolves uninterrupted and then the player chooses to activate another Spell Card (e.g. MST, a Ritual Spell Card, whatever), if the opponent chains “Imperial Order” to this second Spell Card would “Imperial Order” then negate the already resolved “Soul Exchange” or could the player still use the “floating condition” to Tribute Summon the opponent’s monster?

Answer:

The opponent would need to negate “Soul Exchange” when it resolves. (In a chain with something like “Magic Jammer,” “Dark Paladin,” etc.)

If the player waits until after “Soul Exchange” has resolved before activating their “Imperial Order,” it would be too late.

Curtis Schultz, 04/04/2004

And “Scapegoat”

Question:

If I have 3 Sheep Tokens on my side of the field and my opponent has 2 monsters, can I activate “Soul Exchange” to Tribute Summon a Level 6 monster from my hand.

Answer:

Yes it is legal, assuming you didn’t resolve “Scapegoat” during that same turn.

Curtis Schultz, 03/31/2004

Soul Release

And “Soul Absorption” See “Soul Absorption”

Question:

If I have both a properly Summoned “Chaos Emperor Dragon – Envoy of the End” and one that was discarded in my Graveyard and my opponent used “Soul Release” to remove one of them, can I use “Call of the Haunted” to Summon the other one since at least one of them was properly Summoned?

Answer:

The Player who activated “Soul Release” *MUST* specify which “Chaos Emperor Dragon - Envoy of the End” he was removing from play at the time that he was removing it from play. If it was the original (properly Summoned) “Chaos Emperor Dragon - Envoy of the End”, then you cannot activate “Call of the Haunted” to Special Summon “Chaos Emperor Dragon – Envoy of the End”. If it was the discarded “Chaos Emperor Dragon - Envoy of the End,” then you could.

bishop, 3/31/2004

Spatial Collapse

And “Cyber Jar”

Question:

“Spatial Collapse” is on the field and “Cyber Jar” flips. Player A has 2 Spell and Trap Card Zones filled and Player B has 4. When “Cyber Jar” resolves Player B has 2 monsters that would be Special Summoned and Player A has none. Would Player B only be allowed to Special Summon 1 monster or would he Special Summon 2 and the effect of “Spatial Collapse” be rendered null and void until the 5 Card Limit was re-established?

Answer:

Both players would completely resolve “Cyber Jar” as they normally would, then after it resolves any player that controls more than 5 cards on their side of the field would need to send cards on their side of the field to the Graveyard so that they control 5 cards.

So in your example, Player B would Special Summon the two monsters, then choose 1 card they control and send it to the Graveyard so that they would control 5 cards on their side of the field.

Curtis Schultz, 03/30/2004

Spirit Reaper

And “Berserk Gorilla” See “Berserk Gorilla”

Spirit Ryu

And “Lord of D.”

Question:

Is the effect of “Spirit Ryu” discarding Dragon-Type monsters from your hand negated by “Lord of D.”?

Answer:

No.

Curtis Schultz, 03/29/2004

Strike Ninja

And “Judgment of Anubis”

Question:

If I have a “Strike Ninja” face-up on the field and my opponent has a face-down “Judgement of Anubis,” and I play “Mystical Space Typhoon” on the face-down “Judgement of Anubis” and my opponent responds with “Judgement of Anubis” stopping the “Mystical Space Typhoon,” when my opponent uses “Judgement of Anubis’s” second effect to destroy my “Strike Ninja,” can I use “Strike Ninja’s” effect to avoid his destruction?

Answer:

No, because the player would be trying to activate a new card effect during the resolution of the chain. (Besides that, “Strike Ninja” is a Multi-Trigger Effect [Spell Speed 2] and “Judgement of Anubis” is a Counter Trap [Spell Speed 3].)

Curtis Schultz, 03/28/2004

And “Snatch Steal”

Question:

Suppose this is the scenario:

Player A has “Strike Ninja.” On Player B’s turn he plays “Snatch Steal” on “Strike Ninja” (Player A lets it happen for any number of reasons, not enough darks, doesn’t want to remove them, etc.) On Player A’s turn he plays “Raigeki,” and in response Player B uses “Strike Ninja’s” ability to remove it from play until the end of the turn (removing 2 DARK monsters from his Graveyard) In chain,

Player A activates “Mystical Space Typhoon,” targeting the “Snatch Steal.”

Is this resolution correct?

“Strike Ninja” returns to player’s A side of the field as a result of no longer being under the effect of “Snatch Steal”. Player B paid for the cost of “Strike Ninja’s” ability, so it is removed from play still and will return to Player A’s side of the field at the end of the turn. Then “Raigeki” resolves destroying any remaining monster’s on Player B’s side of the field.

Answer:

Your resolution is 100% correct.

Curtis Schultz, 03/30/2004

Question:

Player B has “Snatch Steal” on Player A’s “Strike Ninja” and Player B used the effect of “Strike Ninja,” would “Snatch Steal” go to the Graveyard as a result of no longer having a legal target and “Strike Ninja” returns to Player B again at the end of the turn or would it return to Player A?

Answer:

“Strike Ninja” would return to Player B’s side of the field and then return to its previous controller, Player A. (This is similar to the ruling for “Interdimensional Matter Transporter” used on a monster equipped with “Snatch Steal”)

Curtis Schultz, 03/30/2004

And “Torrential Tribute”

Question:

If I Summon a monster and my opponent activates “Torrential Tribute,” can they activate “Strike Ninja’s” effect to remove it from play, even though it is being destroyed by the “Torrential Tribute”?

Answer:

Yes, the opponent can chain the effect of their “Strike Ninja” to “Torrential Tribute.”

If “Torrential Tribute” is activated before “Strike Ninja,” the “Strike Ninja” would resolve before “Torrential Tribute.” It would not be on the field when “Torrential Tribute” resolves, so it would not be destroyed.

Curtis Schultz, 03/29/2004

Stumbling

And “Dream Clown”

Question:

If “Stumbling” is active and a player Summons “Dream Clown”, will its effect activate?

Answer:

Yes. It will activate.

bishop, 04/05/2004

Sword Hunter

UPDATED CARD TEXT

“A monster destroyed by this card becomes an Equip Spell Card at the end of the Battle Phase. Equip “Sword Hunter” with the card to increase the ATK of this monster by 200 points.”

And “Banisher of the Light”

Question:

If “Banisher of the Light” is on the field when “Sword Hunter” destroys a monster, will the destroyed monster become an Equip Spell Card on “Sword Hunter”?

Answer:

No it will not.

bishop, 04/05/2004

And “Necrovalley”

Question:

If “Necrovalley” is on the field when “Sword Hunter” destroys a monster, will the destroyed monster become an Equip Spell Card on “Sword Hunter”?

Answer:

No.

bishop, 04/05/2004

Swords of Revealing Light

Question:

Are “Guardian Kay’est” and “The Legendary Fisherman” affected by “Swords of Revealing Light,” or can they still attack?

Answer:

They are unaffected and can still attack. (“The Legendary Fisherman” would require “Umi” in play, of course)

Curtis Schultz, 03/30/2004

Question:

If a player activates “Swords of Revealing Light” while an opponent’s “Swords of Revealing Light” is already active on the field, is the opponent’s “Swords of Revealing Light” destroyed?

Answer:

No.

bishop, 04/06/2004

The Emperor’s Holiday

And “Butterfly Dagger - Elma” See “*Butterfly Dagger - Elma*”

The Last Warrior from Another Planet

Question:

Can a player Tribute “The Last Warrior from Another Planet” to perform a Tribute Summon?

Answer:

Yes they can.

Curtis Schultz, 03/31/2004

Thousand-Eyes Restrict

And “Lava Golem” See “*Lava Golem*”

Question:

Player A has 5 Spell/Trap cards on his field. He also has a face up Thousand-Eyes Restrict.

Player B has a face up monster and two set Spells/Traps.

Player A declares the activation of “Thousand-Eyes Restrict’s” effect and selects a monster.

Player B says that Player A’s Spell/Trap Card Zone is full, thus it would be illegal to activate the effect.

Was Player B correct?

Answer:

Player B was correct.

Player A had no room in their Spell/Trap Card Zone for a monster to equip to “Thousand-Eyes Restrict,” so they could not activate its effect.

Curtis Schultz, 04/04/2004

Toon World

And “Cyber Jar” See “*Cyber Jar*”

Torrential Tribute

And “Strike Ninja” See “*Strike Ninja*”

Tribe-Infecting Virus

And “Change of Heart”

Question:

Can you use “Change of Heart” on your opponent’s “Tribe-Infecting Virus”, then activate its effect and declare Aqua-Type?

Answer:

Yes it is legal.

You can activate the effect of “Tribe-Infecting Virus” and declare Aqua-Type.

Curtis Schultz, 04/03/2004

Twin Swords of Flashing Light - Tryce

And “Black Luster Soldier - Envoy of the Beginning” See “*Black Luster Soldier - Envoy of the Beginning*”

Waboku

And “D. D. Warrior Lady” See “*D. D. Warrior Lady*”

And “Fiend Skull Dragon”

Question:

Does “Waboku” specifically designate a monster when it is activated? For instance, if Player A activates “Waboku” in response to an attack from Player B’s “Fiend Skull Dragon,” can “Fiend Skull Dragon’s” Trap negation effect take precedence?

Answer:

“Waboku” does not target.

“Fiend Skull Dragon’s” effect would not be able to stop it.

Curtis Schultz, 03/31/2004

Wild Nature’s Release

Question:

If two “Wild Nature’s Release’s” are activated on two different monsters, would they both be destroyed at the same time or one after the other during the end phase?

Answer:

One at a time.

Curtis Schultz, 03/30/2004

XZ-Tank Cannon

Question:

Can my opponent chain the card I target with “XZ-Tank Cannon’s” ability?

Answer:

It checks at activation, so you can chain to the effect of “XZ-Tank Cannon “.

bishop, 04/05/2004

Zero Gravity

And “Dark Mirror Force” See “*Dark Mirror Force*”

Game Mechanics and Miscellaneous Questions

Equip Spell Cards

Question:

Does an Equip Spell Card target before activation, after activation or simultaneously?

Answer:

Equip Spell Cards target at activation, so unless they are countered at activation somehow, they will still equip. But you cannot activate it without a legal target.

bishop, 04/05/2004

Damage Step

Question:

Is it legal to activate a Spell Speed 3 card in each part of the Damage Step?

For example, Player A attacks Player B's "Reflect Bounder" with a 1500 ATK monster.

In the Damage Step, Player A activates "Barrel Behind the Door" to redirect "Reflect Bounder's" Damage.

In the Damage Calculation portion of the Damage Step, may Player A activate "Reinforcements"?

Answer:

You could not activate "Reinforcements" in this chain because a Spell Speed 3 effect had already been activated.

bishop, 04/05/2004

Deck Shuffling

Question:

If at anytime during the middle of a match my opponent gets to look through their Deck, say through the effect of "Painful Choice" or "Witch of the Black Forest," and then has to shuffle their Deck, can I request to cut the deck?

If so, what if my opponent refuses?

Answer:

Whenever a player finishes shuffling their Deck they must present it to their opponent for a cut. They cannot refuse their opponent the chance to cut the Deck.

Curtis Schultz, 04/03/2004

Penalty Guidelines

Question:

On my opponents Draw Phase, I activate "Time Seal" and they go through their turn as normal. Their turn ends and my turn goes through as normal. Since a long time has passed, my opponent has forgotten about the effect of "Time Seal" and draws a card by accident and sees it. According to the Penalty Guidelines, would this be a game loss for them? Who's responsibility is it to make sure that a card is not drawn? And what counts as being drawn. Seeing the card, or putting it in your hand?

Answer:

From http://www.upperdeckentertainment.com/policy/policy_view.asp

6. Player Responsibilities

"Notify an opponent if he or she fails to follow any game rules or incorrectly tracks game score or life totals during a match, regardless of whom the error benefits"

The player that activated the "Time Seal" should remind their opponent that it is in effect.

As for a drawn card, this is in the penalty guidelines:

P-25 Drawing Cards—Drawing Extra Cards (Penalty: Game Loss)

"A player is considered to have drawn a card once that card is combined with the rest of his or her hand."

Curtis Schultz, 03/30/2004

Removed from Game

Question:

Most cards that remove cards from the Game state 'Remove from Game' while "Soul Release" states 'Remove from Duel,' and isn't a game a Match or 3 Duels?

So, is a card removed from game removed for the entire Match (the three Duels)?

If it is for the entire Match, if removed from Game, would the 40 card minimum apply for just the Match or each of the Duels individually?

Answer:

In the case of the card text, Duel = Game.
Curtis Schultz, 03/30/2004

Removed from Play

Question:

Can you look at you or your opponent's cards that are removed from play?

Answer:

Yes you can, unless the opponent's card was removed from play face-down. (By "Lightforce Sword" or "Different Dimension Capsule")

Curtis Schultz, 03/31/2004

Start of Game

Question:

I understand that you start a game by flipping a coin. Which of the following happens?

1. If you win the coin toss you may choose first or second.
2. If you win the coin toss you go first.
3. If you win the coin toss you get to see the top 5 cards of your deck, and decide whether you go first or second.
4. Other

Answer:

The person who wins the coin toss would decide who takes the first turn. (Either themselves or the opponent)

You DO NOT look at your cards before deciding who goes first.

Curtis Schultz, 03/31/2004

Simultaneous Effects

Here's a sneak peak at a portion of the new FAQ update. I've been working on this with the fine folks over in Japan. I'm posting this because it came up recently with the Dark Necrofear vs. Dark Necrofear example, and the ever-present I'm-about-to-win-with-Exodia questions.

It deals with simultaneous effects. I have a nifty acronym.

Simultaneous

Effects

Go

On

Chains

SEGOC.

Enjoy.

Kevin Tewart

Game Developer

UDE Yu-Gi-Oh! TCG R&D Lead

Upper Deck Entertainment

SIMULTANEOUS EFFECTS

Sometimes, you will have simultaneous effects attempting to activate at the same time, such as when Mystic Tomato attacks Mystic Tomato, or 2 Sangans are sent to the Graveyard at the same time because of Dark Hole.

Whenever you have simultaneous effects, resolve them in a chain, even if they are Spell Speed 1 effects. This is a special case when Spell Speed 1 effects can be chained to each other, because they are all trying to activate at the same time and the players are not choosing to activate them.

If only one player has simultaneous effects being activated, then that player can choose the order in which they resolve.

Example #1:

Player A activates Swords of Revealing Light. Player B controls a face-down Cyber Jar and a face-down Morphing Jar #2. Both effects activate simultaneously, and Player B chooses the order in which they go on a chain.

Player B can choose to have Cyber Jar be Step 1 (and resolve last) and Morphing Jar #2 to be Step 2 (and resolve first), or vice versa.

If both players have simultaneous effects being activated, then the "turn player" (the player taking his/her turn) automatically has his/her effect become Step 1 of the chain. The turn player has no choice but to be Step 1 of the chain, although if he/she has multiple effects being activated, he/she does choose which of those effects is Step 1.

Example #2: Mystic Tomato vs. Mystic Tomato

Player A, the turn player, attacks Player B's Mystic Tomato with his own Mystic Tomato. Both monsters are destroyed and then sent to the Graveyard.

Their simultaneous effects form a chain.

Step 1: Player A's Mystic Tomato effect, because he is the turn player.

Step 2: Player B's Mystic Tomato effect.

<resolve in reverse order>

Step 2 resolves first, and Player B Special Summons an appropriate monster.

Step 1 resolves second, and Player A Special Summons an appropriate monster.

Example #3: Mystic Tomato vs. Shining Angel & Jowgen the Spiritualist

Player A, the turn player, attacks Player B's Shining Angel with his Mystic Tomato. Both monsters are destroyed and then sent to the Graveyard. Their simultaneous effects form a chain.

Step 1: Player A's Mystic Tomato effect, because he is the turn player.

Step 2: Player B's Shining Angel effect.

<resolve in reverse order>

Step 2 resolves first, and Player B Special Summons Jowgen the Spiritualist from his Deck. Jowgen the Spiritualist's effect prevents any more Special Summons from occurring as long as he remains face-up on the field.

Step 1 would resolve next, but because of Jowgen the Spiritualist, the effect disappears and Player A does not Special Summon a monster.

Example #4: Witch of the Black Forest vs. Witch of the Black Forest

Player A, the turn player, attacks Player B's Witch of the Black Forest (in Attack Position) with his own Witch of the Black Forest. Both players have 4 pieces of Exodia in their hand and the 5th piece in their Deck. Both Witches are sent to the Graveyard. Their simultaneous effects form a chain.

Step 1: Player A's Witch of the Black Forest effect, because he is the turn player.

Step 2: Player B's Witch of the Black Forest effect.

<resolve in reverse order>

Step 2 resolves first, and Player B retrieves the 5th piece of Exodia from his Deck.

The Duel ends. Player B is the winner. Player A, the turn player, never gets to retrieve his 5th Exodia piece.

Example #5: Black Pendant vs. Sangan/Exodia

Player A, the turn player, has Sangan on the field and 4 Exodia pieces in his hand, but only has 400 Life Points. Player B has a monster equipped with Black Pendant. Player A activates Dark Hole. All monsters are sent to the

Graveyard. There are two simultaneous effects: Sangan's effect and Black Pendant's effect. They form a chain.

Step 1: Player A's Sangan effect, because he is the turn player.

Step 2: Player B's Black Pendant effect.

<resolve in reverse order>

Step 2 resolves first and does 500 damage to Player A. Player A has no Life Points remaining. The Duel ends and Player B is the winner.

(Had Player B activated Dark Hole during his turn, then the chain would have been reversed, Black Pendant's effect would be Step 1, and Player A would win with Exodia.)

A Deal with the Dark Ruler

“A Deal with Dark Ruler” may be activated in the Battle Phase.

More than one “A Deal with Dark Ruler” may be activated when only one Level 8 or higher monster has been sent to the Graveyard.

“A Deal with Dark Ruler” may only be activated after a Level 8 or higher monster is sent to the Graveyard from your field.

“A Deal with Dark Ruler” may not be activated in a chain with an effect that would send a Level 8 or higher monster to the Graveyard if a Level 8 or higher monster has not been sent to the Graveyard this turn.

A Feint Plan

If all of a player’s monsters are Face Down in the turn that “A Feint Plan” is activated, the opponent may not attack directly, unless the attacking monster can inherently attack directly, such as “Inaba White Rabbit,” “Jinzo #7,” a monster equipped with “Shooting Star Bow – Ceal”, or Toons.

Amazoness Tiger

“Amazoness Tiger” vs. “Cyber Jar” - If multiple “Amazoness Tigers” would be Special Summoned at the same time by the effect of “Cyber Jar,” only one “Amazoness Tiger” may be Special Summoned face up. All other “Amazoness Tigers” Would have to be Special Summoned Face down.

Amphibious Bugroth MK-3

If “Umi” is face up and negated, “Amphibious Bugroth MK-3” may still attack directly.

Bait Doll

“Bait Doll” will return to the owner’s Deck after resolution, regardless of the player who activated “Bait Doll.”

Cyber Jar

If there are insufficient cards to completely fulfill the effect of “Cyber Jar,” all eligible cards are revealed and placed in the proper locations. It is not an automatic loss as the cards picked up by the effect of “Cyber Jar” are not drawn.

Different Dimension Gate

If the monster removed from play by the effect of “Different Dimension Gate” attempts to return to a field without any available Monster Zones, that monster is destroyed.

Dimensionhole

The monster zone the monster removed by “Dimensionhole” will be considered occupied. Monsters may not be summoned or Special Summoned into this monster zone.

Emergency Provisions

The effect of “Emergency Provisions” is considered a single Life Gain, regardless of the number of cards sent to the Graveyard by the effect of “Emergency Provisions.”

Fiber Jar

“Fiber Jar” vs. “Gravekeeper’s Chief” - If only one player controls an active “Gravekeeper’s Chief” while “Necrovalley” is active on the field and “Fiber Jar’s” effect activates, the effect of “Fiber Jar” disappears. If both players control an active “Gravekeeper’s Chief,” the effect of “Fiber Jar” resolves properly.

“Fiber Jar” vs. “Witch of the Black Forest” - If “Witch of the Black Forest” is sent to the Graveyard in a chain with the effect of “Fiber Jar,” the effect of “Witch of the Black Forest” will resolve in a separate chain after the resolution of the effect of “Fiber Jar.”

Fiend Skull Dragon

“Archfiend’s Roar” vs. “Fiend Skull Dragon” - The effect of “Fiend Skull Dragon” has no effect on the successful resolution of “Archfiend’s Roar.”

Final Attack Orders

Monsters forced to change position by a non-continuous effect while “Final Attack Orders” is active will immediately return to

Attack position if the monster remains face up after resolution of the position change.

Gift of the Mystical Elf

The effect of “Gift of the Mystical Elf” is considered one Life Gain, regardless of the number of monsters on the field.

Gravekeeper’s Chief

“Gravekeeper’s Chief” vs. “Skill Drain” - If an active “Skill Drain” is removed from the field while 2 “Gravekeeper’s Chiefs” are face up on the same field, one “Gravekeeper’s Chief” is immediately sent to the Graveyard.

Guardian Sphinx

If “Guardian Sphinx” is turned face down, all Equip Spell Cards equipped to “Guardian Sphinx” are sent to the Graveyard.

If “Guardian Sphinx” is in Face-up Defense Position and uses its effect to turn it to Face-down Defense Position, “Guardian Sphinx” may be Flip Summoned if it has not had another position change, or was summoned, this turn.

“Call of the Haunted” vs. “Guardian Sphinx” - If a “Guardian Sphinx” Special Summoned by the effect of “Call of the Haunted” successfully uses its effect to turn itself face down, “Call of the Haunted” remains on the field meaninglessly.

“Guardian Sphinx” vs. “Torrential Tribute” - If “Guardian Sphinx” is Flip Summoned and “Torrential Tribute” is chained to the effect, “Torrential Tribute” will resolve first destroying all monsters on the field.

Harpie’s Pet Dragon

“Harpie’s Pet Dragon” does not get any ATK increase from any “Harpie Lady Sisters.”

Horn of Heaven

If a Normal or Tribute Summon is negated by the effect of “Horn of Heaven,” that player does not get another Normal Summon that turn, excepting through the effect of a card like “Ultimate Offering.”

Interdimensional Matter Transporter

If the monster temporarily removed by the effect of “Interdimensional Matter Transporter” attempts to return to a field with all available monster zones occupied, that monster is destroyed.

Koitsu

“Koitsu” may be Tribute Summoned by Tributing 2 monsters.

Little-Winguard

The effect of “Little-Winguard” is not considered a manual position change.

Man-Eater Bug

“Man-Eater Bug” may be Flip Summoned and then Tributed for a Tribute Summon if no other Normal Summons have occurred that turn.

Mask of Darkness

“Mask of Darkness” vs. “Necrovalley” - An active “Necrovalley” will negate the effect of “Mask of Darkness.”

Mega Ton Magical Cannon

“Mega Ton Magical Cannon” may not be activated if there are fewer than 10 Spell Counters already on the player’s side of the field.

Metalzoa

“Metalzoa” may only be Special Summoned by its effect during the controlling player’s Main Phase 1 or Main Phase 2.

Negate Attack

“Negate Attack” ends the entire Battle Phase.

“Jinzo” vs. “Negate Attack” - “Negate Attack” may not be activated if there is an active “Jinzo” on the field.

Neko Mane King

“Neko Mane King’s” effect resolves immediately after the chain that destroyed or sent “Neko Mane King” to the Graveyard resolves.

“Call of the Haunted” vs. “Neko Mane King” - If a player chains “Call of the Haunted” to “Mystical Space Typhoon” to Special Summon “Neko Mane King,” the opponent’s turn does not end as it is not the opponent’s effect that destroys “Neko Mane King.”

“Card Destruction” vs. “Neko Mane King” - If “Neko Mane King” is in a player’s hand, the opponent’s turn will end if the opponent plays “Card Destruction” after the resolution of “Card Destruction.”

Nobleman of Crossout

If “Nobleman of Crossout” successfully destroys a face down Flip Effect monster, each player’s deck may be searched by the opponent to verify there are no more Flip Effect monsters of the same name.

Numinous Healer

The effect of “Numinous Healer” is considered a single Life Gain, regardless of the number of “Numinous Healers” in the Graveyard.

Penguin Knight

“Fiend Comedian” vs. “Penguin Knight” - A player’s own “Fiend Comedian” sending a player’s own “Penguin Knight” to the Graveyard will not trigger the effect of “Penguin Knight.”

Poison of the Old Man

If the effect of “Poison of the Old Man” would reduce a player’s Life Points to zero in the middle of a chain, the chain and the duel end immediately at the resolution of that effect.

Precious Cards from Beyond

“Precious Cards from Beyond” does not trigger to a Special Summon, regardless of the number of monsters Tributed for that Special Summon.

Prohibition

“Exodia the Forbidden One” vs. “Prohibition” - “Prohibition” will not prevent an instant win through the effect of “Exodia the Forbidden One.”

“Jinzo” vs. “Prohibition” - If a “Prohibition” that declares “Jinzo” is negated by “Imperial Order”, “Jinzo” may be Summoned.

Pyramis Turtle

The owner of “Pyramid Turtle” receives the effect of “Pyramid Turtle” regardless of the control of “Pyramid Turtle.”

A monster Special Summoned by the effect of “Pyramid Turtle” may attack that same Battle Phase if it is the controller’s turn.

Pyro Clock of Destiny

“Pyro Clock of Destiny” will only resolve properly with the following cards: “Swords of Revealing Light,” “Lightforce Sword,” and “Final Countdown.”

“Pyro Clock of Destiny” vs. “Swords of Revealing Light” - If two turns have passed for the effect of “Swords of Revealing Light,” if “□

Reaper on the Nightmare

“Magical Scientist” vs. “Reaper on the Nightmare” - A “Reaper on the Nightmare” Special Summoned by the effect of “Magical Scientist” and then removed from the field or turned face down may attack directly when it is face up again. That “A Reaper on the Nightmare” would not return to the Fusion Deck at the end of the turn.

Reinforcement of the Army

“Reinforcement of the Army” does not allow a player to search for Beast-Warrior Type monsters.

The card chosen by “Reinforcement of the Army” is not chosen until the resolution of “Reinforcement of the Army.”

Senju of the Thousand Hands

If “Senju of the Thousand Hands” is Special Summoned face down, it will still properly resolve its effect if it is Flip Summoned.

Senri Eye

“Senri Eye” may only be used once per turn as the top card on a player’s deck does not change.

Serpentine Princess

The monster Special Summoned by the effect of “Serpentine Princess” may be Special Summoned in Face up Attack or Face up Defense position.

“Fiber Jar” vs. “Serpentine Princess” - If a face up “Serpentine Princess” is returned to the Deck by the effect of “Fiber Jar,” the effect of “Serpentine Princess” will resolve after the resolution of “Fiber Jar.”

Share the Pain

The monsters Tributed by the effect of “Share the Pain” are not eligible to be used for a Tribute Summon.

Skilled Dark Magician

The controller of “Skilled Dark Magician” may Tribute “Skilled Dark Magician” for its effect when “Skilled Dark Magician” has 3 Spell Counters, regardless of the presence of a “Dark Magician” in a player’s Deck.

Skull Archfiend of Lightning

If a player does not have enough Life Points to remain above 0 Life Points during the Standby Phase to pay for “Skull Archfiend of Lightning,” “Skull Archfiend of Lightning” is destroyed.

The die roll effect of “Skull Archfiend of Lightning” does not apply to a face down “Skull Archfiend of Lightning.”

Spell Cancellor

“Blast with Chain” vs. “Spell Cancellor” - “Spell Cancellor” will not prevent the activation of “Blast with Chain,” but “Blast with Chain” will have no effect while it remains on the field as long as “Spell Cancellor” remains active.

“Call of the Haunted” vs. “Spell Cancellor” - If “Spell Cancellor” is Special Summoned by “Call of the Haunted” in a chain with the activation of a Spell Card, that Spell Card will be negated.

“Premature Burial” vs. “Spell Cancellor” - “Premature Burial” may be used to Special Summon “Spell Cancellor.” While “Spell Cancellor” is active, the destruction of “Premature Burial” will not result in the destruction of the equipped monster.

“Spell Cancellor” vs. “Spiritualism” - “Spell Cancellor” cannot prevent the activation or effect of “Spiritualism.”

Swarm of Scarabs

The effect of “Swarm of Scarabs” does not activate if it is flipped as a result of battle.

The Forceful Sentry

A player may shuffle his or her hand after the resolution of “The Forceful Sentry.”

The choice of the card to be removed from the hand by the effect of “The Forceful Sentry” is not chosen until the resolution of “The Forceful Sentry.”

The Forgiving Maiden

The effect of “The Forgiving Maiden” may only be used during a player’s Main Phase 1 or Main Phase 2.

The Immortal of Thunder

“Dark Ruler Ha Des” vs. “The Immortal of Thunder” - If “Dark Ruler Ha Des” destroys “The Immortal of Thunder,” the effect of “The Immortal of Thunder” is negated.

“Skill Drain” vs. “The Immortal of Thunder” - If “The Immortal of Thunder’s” Life Gain effect has successfully resolved, the later presence of “Skill Drain” will not prevent the loss of Life Points by the effect of “The Immortal of Thunder” being sent to the Graveyard.

The Regulation of Tribe

The Standby Phase payment of “The Regulation of Tribe” is optional.

The Spell Absorbing Life

The effect of “The Spell Absorbing Life” is considered a single instance of Life Gain, regardless of the number of Effect monsters on the field.

The Warrior Returning Alive

The monster targeted by “The Warrior Returning Alive” must be chosen at activation of “The Warrior Returning Alive.”

Valkyrion the Magna Warrior

The effect of Special Summoning the ‘Magnet Warrior’ cards may only be activated if “Valkyrion the Magna Warrior” is face up on the field.

The Wall of Illusion

The effect of “Wall of Illusion” does not activate if it attacks another monster.

The effect of “Wall of Illusion” resolves in the ‘Resolve Effects’ stage of the Damage Step.

The effect of “Wall of Illusion” is not targeting.

“Dark Ruler Ha Des” vs. “Wall of Illusion” - If “Dark Ruler Ha Des” destroys “Wall of Illusion,” that “Dark Ruler Ha Des” is not returned to the owner’s hand.

Zolga

The effect of “Zolga” only applies if it is used as a Tribute for a Tribute Summon.

The effect of “Zolga” may be chained to.

“Skill Drain” vs. “Zolga” - “Skill Drain” does not prevent the resolution of the effect of “Zolga.”