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## Version 4.2

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## Document Coding

New Ruling Questions and Answers  
*Corrections and/or Reversals to Rulings*

## 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](mailto: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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## **A Cat of Ill Omen**

### **And Pharaoh's Treasure**

#### **Question:**

If "Pharaoh's Treasure" has been successfully placed in the Deck face-up, can the effect of "A Cat of Ill Omen" be used to place it on top of the Deck?

#### **Answer:**

Yes you can. The "Pharaoh's Treasure" would be placed on top of your Deck. Its effect will activate when it is drawn.

But if there is a "Necrovalley" face-up on the field, the "Pharaoh's Treasure" would be added to your hand right away and would NOT activate its effect. (because it isn't drawn)

*Curtis Schultz, 04/07/2004*

## **Appropriate**

### **And The Bistro Butcher**

#### **Question:**

Would the effect of "The Bistro Butcher" activate the effect of a face-up "Appropriate"?

#### **Answer:**

After the opponent draws their two cards from "The Bistro Butcher's" effect you will draw your two cards due to "Appropriate."

*Curtis Schultz, 04/12/2004*

### **And Mystical Space Typhoon**

#### **Question:**

If two people are stuck in an "Appropriate" loop, couldn't one of them use an "Mystical Space Typhoon" to stop the loop before decking?

#### **Answer:**

Konami's answer is "no, you can't." No explanation why.

So we need to continue following the current ruling.

*Curtis Schultz, 04/07/2004*

## **Bait Doll**

#### **Question:**

If the target for "Bait Doll" is no longer on the field when it resolves, will "Bait Doll" still return to the owner's Deck?

#### **Answer:**

The effect of the "Bait Doll" would disappear. It would not return to the owner's Deck.

*Curtis Schultz, 04/12/2004*

## **Balloon Lizard**

#### **Question:**

If "Balloon Lizard" has a counter and attacks an opponent's monster with a higher ATK, who will take the damage from "Balloon Lizard's" effect?

#### **Answer:**

The opponent would, because their card was responsible for destroying the "Balloon Lizard." (in battle, in this case.)

*Curtis Schultz, 04/06/2004*

## **Berserk Gorilla**

### **And Call Of The Haunted**

#### **Question:**

If you declare an attack with "Berserk Gorilla" and your opponent activates "Call Of The Haunted" causing a replay, will "Berserk Gorilla" still have to attack?

#### **Answer:**

Your "Berserk Gorilla" is still able to attack. It will have to attack during that Battle Phase.

*Curtis Schultz, 04/07/2004*

## **Black Luster Soldier - Envoy of the Beginning**

### **And Call Of The Haunted**

#### **Question:**

If the controller of “Black Luster Soldier – Envoy of the Beginning” uses its effect during the Battle Phase and then it is destroyed, can the controller Special Summon it with “Call Of The Haunted” during that same Battle Phase and use its effect once again?

#### **Answer:**

Yes they can. This is similar to the revival of a “Barrel Dragon” destroyed during the same turn it had used its effect. It revived “Barrel Dragon” would also get to activate its effect again.

*Curtis Schultz, 04/07/2004*

### **And Kycoo the Ghost Destroyer**

#### **Question:**

When my opponent attempts to Summon “Black Luster Soldier - Envoy of the Beginning,” can I chain “Call of the Haunted” and target “Kycoo the Ghost Destroyer” to prevent them from removing monsters from the Graveyard?

#### **Answer:**

No, you cannot chain to a Summon.

*bishop, 04/13/04*

## **Bottomless Trap Hole**

### **And Ultimate Offering**

#### **Question:**

If my opponent Summons “La Jinn Mystical Genie of the Lamp” and I respond with “Bottomless Trap Hole,” if they were to use their face-up “Ultimate Offering,” pay 500 Life Points, and Tribute “La Jinn Mystical Genie of the Lamp” for “Summoned Skull” (“Bottomless Trap Hole” doesn’t target and the newly summoned monster has 1500+ attack) wouldn’t the “Summoned Skull” be removed from play?

#### **Answer:**

Yes, the “Summoned Skull” is destroyed by “Bottomless Trap Hole” and removed from play.

*Curtis Schultz, 04/07/2004*

## **Call Of The Haunted**

**And Berserk Gorilla** ..... *See Berserk Gorilla*

**And Black Luster Soldier - Envoy of the Beginning**..... *See Black Luster Soldier - Envoy of the Beginning*

**And Jinzo** ..... *See Jinzo*

**And Lord of D.** ..... *See Lord of D.*

**And Witch Doctor of Chaos** ..... *See Witch Doctor of Chaos*

#### **Question:**

If a monster that was Special Summoned by the effect of “Call Of The Haunted” is removed from play, does “Call Of The Haunted” remain on the field meaninglessly?

#### **Answer:**

Yes, the “Call of the Haunted” would remain on the field meaninglessly.

*Curtis Schultz, 04/12/2004*

### **And Disappear**

#### **Question:**

If “Disappear” is chained to “Call Of The Haunted”, will the “Call Of The Haunted” remain on the field meaninglessly?

#### **Answer:**

Yes, “Call of the Haunted” would remain on the field meaninglessly.

*Curtis Schultz, 04/07/2004*

## **Card Destruction**

**And Forced Requisition**..... *See Forced Requisition*

**Chain Disappearance****And Penguin Soldier****Question:**

If “Chain Disappearance” is activated in response to the Flip Summon of “Penguin Soldier”, will “Penguin Soldier’s” effect still resolve?

**Answer:**

The effect of the “Penguin Soldier” will still resolve.

*Curtis Schultz, 04/13/2004*

**Chain Energy****And Cyber Jar****Question:**

If “Chain Energy” is active on the field when “Cyber Jar” is flipped face-up, will the effect of “Chain Energy” be activated by the Special Summon of the monsters from “Cyber Jar’s” effect?

**Answer:**

No, because they were not played from the player’s hand.

*Curtis Schultz, 04/08/2004*

**Change of Heart**

**And Mataza the Zapper** .....*See Mataza the Zapper*

**Chaos Command Magician****And Dark Necrofear****Question:**

Since “Dark Necrofear” returns to the field as an Equip Spell Card, can my opponent target my “Chaos Command Magician” with the effect of “Dark Necrofear”?

**Answer:**

Yes, they could target the “Chaos Command Magician” with the effect of “Dark Necrofear”, but “Chaos Command Magician” will negate it.

*Curtis Schultz, 04/07/2004*

**Chaos Emperor Dragon - Envoy of the End**

**And Sangn** .....*See Sangn*

**Chaos Necromancer**

**And King Tiger Wanghu** .....*See King Tiger Wanghu*

**Chosen One****Question:**

If “Sangan” or “Witch of the Black Forest” are sent to the Graveyard by the effect of “Chosen One”, will their effects be activated?

**Answer:**

No, because they were not sent from the field to the Graveyard.

*Curtis Schultz, 04/12/2004*

**Cost Down****Question:**

“Cost Down” lowers the Level of monsters, so would “Cost Down” even be able to be activated on a Ritual Monster?

**Answer:**

“Cost Down” would not alter the Level Stars needed to satisfy the Ritual Summon, but it would change the Level Stars of monsters offered as a Tribute from your hand.

*Curtis Schultz, 04/07/2004*

**And Reload****Question:**

If “Cost Down” is activated and during the same turn “Reload” is activated, will the Level Stars of the Monster Cards drawn by the effect of “Reload” be downgraded by “Cost Down”?

**Answer:**

Yes, they would be downgraded.

*Curtis Schultz, 04/12/2004*

**Curse of Darkness****Question:**

*Would a successful “Magic Jammer” or “Magic Drain” against a Spell Card cause no damage to be taken from an already active “Curse of Darkness”?*

**Answer:**

*No damage would be taken if the activation of a Spell Card is successfully negated.*

*bishop, 04/09/04*

**Cyber Jar**

**And Chain Energy** .....*See Chain Energy*

**Cyber Raider****Question:**

When you Summon “Cyber Raider,” do you pick an Equip Spell Card from your deck, or do you pick an active Equip Spell Card on the field to use its second option?

**Answer:**

An Equip Spell Card in your deck is NEVER considered “equipped,” therefore, “Cyber Raider” can only “steal” an Equip Spell Card that is on the field and currently equipped to another monster.

*Steve Okegawa 04/12/2004*

**D. D. Scout Plane**

**And Gravedigger Ghoul** .....*See Gravedigger Ghoul*

**And Dark Ruler Ha Des****Question:**

If “D. D. Scout Plane” is destroyed by “Dark Ruler Ha Des” and then removed from play, will its effect still activate at the End Phase and Special Summon it to the field?

**Answer:**

The “D. D. Scout Plane” would be Special Summoned.

*Curtis Schultz, 04/06/2004*

**D. D. Warrior Lady****And Kycoo the Ghost Destroyer****Question:**

If “Kycoo the Ghost Destroyer” attacks “D. D. Warrior Lady,” can the defender remove both from the game regardless of “Kycoo the Ghost Destroyer’s” effect?

**Answer:**

“Kycoo the Ghost Destroyer” only prevents cards in the Graveyard from being removed from play. “D.D. Warrior Lady’s” effect removes itself and the opposing monster on the field from play; the affected monsters NEVER hit the Graveyard.

Therefore, “Kycoo the Ghost Destroyer” and “D.D. Warrior Lady” will both be removed from play, if the controller of “D.D. Warrior Lady” opts to use its effect.

*Steve Okegawa 04/12/2004*

**And Lesser Fiend****Question:**

If “Lesser Fiend” attacked “D. D. Warrior Lady” in Attack Position, which effect will resolve first?



**Answer:**

If the player controlling “D.D. Warrior Lady” activates its effect, both monsters will be removed from play.

If they do not, only “D.D. Warrior Lady” will be removed from play.

*Curtis Schultz, 04/13/2004*

**And Scapegoat****Question:**

If I use “Change of Heart” on my opponent’s “D. D. Warrior Lady” and attack them and they use “Scapegoat” to protect their Life Points, can I activate “D. D. Warrior Lady’s” effect and remove a Sheep Token?

**Answer:**

Yes, you can activate “D. D. Warrior Lady’s” effect and remove them both from play.

*Curtis Schultz, 04/13/2004*

**And Spirit Reaper****Question:**

If “D. D. Warrior Lady” attacks “Spirit Reaper” and the controller activates the effect of “D. D. Warrior Lady”, will “Spirit Reaper” be removed from play or destroyed by its own effect?

**Answer:**

“D.D. Warrior Lady’s” effect does not specifically designate a target.

“D.D. Warrior Lady’s” effect would remove both “Spirit Reaper” and itself from play.

*Curtis Schultz, 04/05/2004*

**Dark Designator**

**And Parasite Paracide** ..... *See Parasite Paracide*

**Dark Magician of Chaos****Question:**

If “Dark Magician of Chaos” is Special Summoned during the resolution of a chain, will the controller be able to use its effect to select a Spell Card from the Graveyard?

**Answer:**

The effect of “Dark Magician of Chaos” would start a new chain after the current chain finishes resolving.

*Curtis Schultz, 04/07/2004*

**And Penguin Soldier****Question:**

If “Dark Magician of Chaos” attacks a face-down “Penguin Soldier” and the opponent selects the “Dark Magician of Chaos” with “Penguin Soldier’s” effect, will it return to the owner’s hand or be removed from play?

**Answer:**

The “Dark Magician of Chaos” would be removed from play. It would not return to the owner’s hand.

*Curtis Schultz, 04/12/2004*

**And Reasoning****Question:**

If “Dark Magician of Chaos” is successfully Special Summoned by the effect of “Reasoning”, can you select one of the Spell Cards sent to the Graveyard by “Reasoning’s” effect with the effect of “Dark Magician of Chaos”?

**Answer:**

Yes they can.

*Curtis Schultz, 04/12/2004*

**Dark Necrofear**

**And Chaos Command Magician** ..... *See Chaos Command Magician*

**And Skill Drain****Question:**

Will “Dark Necrofear’s” effect be able to resolve while “Skill Drain” is face-up on the field?

**Answer:**

When “Dark Necrofear’s” effect resolves, it is treated as an Equip Spell Card. “Skill Drain” would not be able to negate it.  
*Curtis Schultz, 04/05/2004*

**Dark Paladin****And Metamorphosis****Question:**

Can “Metamorphosis” be used to bring out “Dark Paladin” using the proper Level Monster Card, of course.

**Answer:**

“Dark Paladin” can only be Special Summoned through a Fusion Summon. Even if you correctly Fusion Summon “Dark Paladin,” you may never Special Summon it from the Graveyard, because that isn’t a Fusion Summon. That said, “Dark Paladin” cannot be Special Summoned via “Metamorphosis,” because “Metamorphosis” is not considered a Fusion Summon.

*Steve Okegawa 04/12/2004*

**Dark Ruler Ha Des**

**And D. D. Scout Plane** ..... *See D. D. Scout Plane*

**Dedication through Light and Darkness**

**And Levia-Dragon – Daedalus**..... *See Levia-Dragon – Daedalus*

**Delinquent Duo****And The Eye of Truth****Question:**

If “The Eye of Truth” is face-up on the field, can you look at your opponent’s hand when activating “Delinquent Duo” or must it be a random discard?

**Answer:**

Random discard means random discard. The player activating “Delinquent Duo” would not get to look at the opponent’s hand while resolving the effect of “Delinquent Duo.”

*Curtis Schultz, 04/12/2004*

**Destiny Board****And Imperial Order****Question:**

Can “Imperial Order” be activated to prevent the letters in “Destiny Board” from being played?

**Answer:**

“Imperial Order” would have no affect on “Destiny Board.”

Now, “Royal Decree” would stop it. “Imperial Order” will not.

*Curtis Schultz, 04/07/2004*

**And Magic Jammer****Question:**

Can “Magic Jammer” be chained to “Spirit Message ‘L’” preventing “Destiny Board” from completing the message?

**Answer:**

You cannot use “Magic Jammer” on a Spirit Message card because they are never activated. They are simply placed onto the field according to the effect of “Destiny Board.” (One during the opponent’s End Phase, turn by turn...)

*Curtis Schultz, 04/07/2004*

**And Prohibition****Question:**

If “Prohibition” has been activated and “Spirit Message ‘L’” is selected, will that prevent “Destiny Board” from completing the message?

**Answer:**

“Prohibition” would not stop the “Spirit Message ‘L’” from being placed onto the field by the effect of “Destiny Board.”

*Curtis Schultz, 04/07/2004*

**Destruction Ring**

**Question:**

If my opponent has used “Snatch Steal” on my monster and uses “Destruction Ring” on it, can I chain with “Mystical Space Typhoon” to destroy the “Snatch Steal”? (“Destruction Ring” doesn’t resolve properly right?)

**Answer:**

Correct, because the targeted monster would no longer be under Player A’s control when “Destruction Ring” resolves. (The effect would disappear)

*Curtis Schultz, 04/13/2004*

**Different Dimension Gate**

And Spirit Reaper .....*See Spirit Reaper*

**Dimension Fusion**

And Gravedigger Ghoul .....*See Gravedigger Ghoul*

**Disappear**

And Call of the Haunted ..... *See Call of the Haunted*

**Double Spell**

**Question:**

When activating “Double Spell”, will cards like “Skilled White Magician” or “Skilled Dark Magician” receive 1 or 2 Spell Counters?

**Answer:**

Only 1 Spell Counter. You get 1 Spell Counter for “Double Spell,” but not one for the targeted Spell Card because it is never activated. (The targeted Spell Card does its thing during the resolution of “Double Spell.”)

*Curtis Schultz, 04/07/2004*

**Dramatic Rescue**

**Question:**

Can I activate my own card and target one of my Amazoness cards in order to activate “Dramatic Rescue”?

**Answer:**

Yes you can, assuming both the Amazoness (or Amazon Archer) and Dramatic Rescue are under your control.

*Curtis Schultz, 04/06/2004*

**Dream Clown**

**And Zero Gravity**

**Question:**

If “Zero Gravity” is activated while “Dream Clown” is face-up on the field, will “Dream Clown’s” effect be activated?

**Answer:**

Yes it would. It will start a new chain after the current one resolves.

The same could happen with “Windstorm of Etaqua” as well, if the “Dream Clown” were to be face-up on the opponent’s side of the field.

*Curtis Schultz, 04/07/2004*

**Drop Off**

And Skull-Mark Ladybug ..... *See Skull-Mark Ladybug*

**Eatgaboon**

**And Rush Recklessly**

**Question:**

If “Rush Recklessly” is chained to “Eatgaboon” raising the summoned monster’s ATK above 500, will the effect of “Eatgaboon” disappear?

**Answer:**

Yes, it would disappear.

*Curtis Schultz, 04/12/2004*

**Emergency Provisions****Question:**

The last line, "This card is excluded", applies only to the exact card it's printed on, not copies of the card, right?

So, theoretically, I can activate "Emergency Provisions" and chain a second "Emergency Provisions" to that one, each sending the other to the Graveyard and therefore gain 2000 Life Points, right?

**Answer:**

The text only applies to that "Emergency Provisions" itself.

While you can use one "Emergency Provision" to send another one to the Graveyard, they wouldn't send each other. The last one activated would send the first one, but not vice-versa (assuming you did not send the second "Emergency Provisions" when you activated the first "Emergency Provisions"). This is because you send the cards to the Graveyard at the time you activate "Emergency Provisions."

*Curtis Schultz, 04/07/2004*

**Question:**

Sending cards from "Emergency Provisions" to the Graveyard is a cost, paid at activation, so the card sent to the Graveyard couldn't chain because it's no longer on the field to activate, right?

**Answer:**

Normally if you want to chain something to "Emergency Provisions," you will need to activate the other cards first and then activate "Emergency Provisions" at the end of the chain. This way you can send the already activated Spell and Trap cards to the Graveyard (as the cost) and still get their effects. (Obviously this won't work with Continuous Spell and Trap cards)

So if I had a face-down "Waboku" and "Jar of Greed" from a previous turn, I would activate "Waboku" and "Jar of Greed" first and then activate "Emergency Provisions," sending "Waboku" and "Jar of Greed" to the Graveyard as the costs for "Emergency Provisions." "Waboku" and "Jar of Greed" do not need to remain face-up on the field for their effects to resolve properly, so this won't cause any problems.

*Curtis Schultz, 04/07/2004*

**Fairy's Hand Mirror****And Rush Recklessly****Question:**

Can "Fairy's Hand Mirror" be chained to "Rush Recklessly" during the Damage Step?

**Answer:**

"Fairy's Hand Mirror" cannot be activated during the Damage Step.

*Curtis Schultz, 04/08/2004*

**Falling Down****Question:**

Just how similar is "Falling Down" to "Snatch Steal"?

The ruling is that when a monster equipped with "Snatch Steal" is placed facedown, or "Interdimensional Matter Transporter" was used on it, the card remains on that side of the field without returning to it's former controller.

Since "Falling Down" has the same effect (Continuous Effect at the cost of Life Points), should we rule it the same way as "Snatch Steal"?

Example: My opponent has "Jinzo" and I summon "Archfiend Soldier," equip "Jinzo" with "Falling Down" and then use "Book of Moon" on it to keep it. Does this work?

**Answer:**

The cards act in similar ways and should thus have similar rulings, for the most part. (There are some differences due to "Falling Down" having its Archfiend requirement)

In the example, the "Jinzo" would remain under your control.

*Curtis Schultz, 04/09/2004*

**Fear from the Dark****And Painful Choice****Question:**

If someone used "Exchange" and took his opponents "Painful Choice," and then using "Painful Choice" they chose 3 copies of "Fear From the Dark", the opponent did not choose them and the duelist claimed since "Painful Choice" was his opponent's card (and hence his opponent's card effect) that he should be allowed to Special Summon them to his field. This is not legal, right?

**Answer:**

Correct, that is not legal. His "Fear from the Dark" were sent to his Graveyard by a card effect he controlled, not his opponent. Their effects would not activate.

*Curtis Schultz, 04/08/2004*

**Fiber Jar****Question:**

If my opponent attacks my face-down "Fiber Jar" with a monster with a higher ATK than "Fiber Jar" DEF, does my "Fiber Jar" go to my deck or to my Graveyard?

**Answer:**

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

*Curtis Schultz, 03/30/2004*

**Fiend's Hand Mirror****And Mystical Space Typhoon****Question:**

Can "Fiend's Hand Mirror" redirect the effect of "Mystical Space Typhoon" to target itself?

**Answer:**

"Mystical Space Typhoon" cannot be redirected to destroy itself.

But it can be re-directed to destroy the "Fiend's Hand Mirror."

*Curtis Schultz, 04/12/2004*

**Fissure****And Lord of D.****Question:**

If my opponent has both "Different Dimension Dragon" and "Lord of D." faced up on the field and no monster's ATK are changed, can I choose "Different Dimension Dragon" as a target for "Fissure," or is it negated through "Lord of D.'s" effect?

**Answer:**

"Fissure" is a non-targeting card, even when there are multiple monsters on the field with the lowest ATK. As such, you COULD select "Different Dimension Dragon" to be destroyed by "Fissure." However, it would be a waste, as "Different Dimension Dragon's" effect protects it from non-targeting Spell or Trap Card effects (and "Fissure" is that kind of effect).

*Steve Okegawa 04/12/2004*

**Forced Requisition****Question:**

Can "Forced Requisition" be activated (flipped face-up) when discarding down to 6 cards in the End Phase?

**Answer:**

Yes, it can be activated (flipped face-up) in this way.

*Curtis Schultz, 04/12/2004*

**And Card Destruction****Question:**

If "Forced Requisition" is already face-up on the field when "Card Destruction" is activated, when will the effect of "Forced Requisition" resolve?

**Answer:**

We have a received a new ruling from Konami that goes against the previous ruling.

So here goes:

First, you resolve "Card Destruction."

After "Card Destruction" resolves, the opponent of the person controlling the face-up "Forced Requisition" will discard cards equal to the number of cards that the controller of "Forced Requisition" has discarded from "Card Destruction."

I have a face-up "Forced Requisition" on my side of the field. I have 3 cards in my hand, one of which is "Card Destruction." My opponent has 2 cards in hand.

I activate the “Card Destruction.” My opponent has no response.

I would discard 2 cards, and my opponent would discard 2 cards. Next, we both draw 2 cards.

Now that “Card Destruction” has resolved, due to “Forced Requisition” my opponent must now discard 2 cards from their hand.

Now a slight change... if my opponent had 1 card in their hand, they would just discard the 1 card.

If they had 3 or more, they would choose 2 from their hand and discard them.

*Curtis Schultz, 04/07/2004*

### **And Magic Jammer**

#### **Question:**

If “Forced Requisition” is already face-up on the field and “Magic Jammer” is chained to the activation of “Raigeki”, will the effect of “Forced Requisition” be added to the chain?

#### **Answer:**

The effect of “Forced Requisition” would not go onto the chain blocks.

The opponent would discard a card right after “Magic Jammer” resolves. (Just 1 card in this case) and before “Raigeki” resolves.

*Curtis Schultz, 04/08/2004*

### **Freed the Matchless General**

#### **Question:**

If “Freed the Matchless General” is face up on the field and the card’s controller has no cards left in their deck, can the card’s controller choose to use “Freed the Matchless General’s” second effect, skipping the requirement to draw a card and avoiding a game loss?

#### **Answer:**

They cannot do this.

*Curtis Schultz, 04/07/2004*

### **Gigantes**

#### **And Skill Drain**

#### **Question:**

If “Gigantes” is destroyed and sent to the Graveyard while “Skill Drain” is on the field, will “Skill Drain” negate the effect of “Gigantes”?

#### **Answer:**

“Gigantes” effect activates and resolves while it is in the Graveyard, so it would not be negated by “Skill Drain.”

*Curtis Schultz, 04/07/2004*

### **Graceful Charity**

**And Marie the Fallen One.....** *See Marie the Fallen One*

### **Granadora**

#### **Question:**

If the opponent takes control of “Granadora” with a card effect such as “Change of Heart” or “Snatch Steal” and “Granadora” is destroyed, who will receive the damage from “Granadora’s” effect?

#### **Answer:**

The owner would take the damage because “Granadora” goes to their Graveyard. It will not matter who was controlling it when it was destroyed and sent to the Graveyard.

*Curtis Schultz, 04/08/2004*

### **Gravedigger Ghoul**

#### **And D. D. Scout Plane**

#### **Question:**

If “D. D. Scout Plane” is removed from play by the effect of “Gravedigger Ghoul”, will it be Special Summoned to the field during the End Phase by its own effect?

#### **Answer:**

Yes, it will be Special Summoned to the field.

*Curtis Schultz, 04/12/2004*

**And Dimension Fusion****Question:**

Can the 2 monsters removed from play by “Gravedigger Ghoul” be Special Summoned by the effect of “Dimension Fusion”?

**Answer:**

Yes they can.

*Curtis Schultz, 04/12/2004*

**Gravekeeper’s Watcher****And Painful Choice****Question:**

Can “Gravekeeper’s Watcher” be used to stop the effect of “Painful Choice”?

**Answer:**

“Gravekeeper’s Watcher” cannot be used against “Painful Choice.”

This is because the cards discarded for “Painful Choice” are never discarded from your hand. “Gravekeeper’s Watcher” only works against an effect where your opponent would be discarding from their hand. (but not as a cost, per the card text)

*Curtis Schultz, 04/07/2004*

**Guardian Kay’est****And Swords of Revealing Light****Question:**

If “Swords of Revealing Light” is on the field, can “Guardian Kay’est” still attack?

**Answer:**

Yes it can. This card shares similar rulings with “The Legendary Fisherman.”

*Curtis Schultz, 04/13/2004*

**Imperial Order**

**And Destiny Board**..... *See Destiny Board*

**And Toon World**..... *See Toon World*

**Question:**

Can other Quick-Play Spell cards be chained to the activation of “Imperial Order” and, as is the case with “Mystical Space Typhoon”, resolve before “Imperial Order” so they get their effects?

Example: I activate “Harpie’s Feather Duster” and my opponent chains with “Imperial Order,” so I chain that with “Scapegoat”.

**Answer:**

Yes, the same applies to any Quick-Play Spell Card that activate in response to “Imperial Order’s” activation, not just “Mystical Space Typhoon.”

“Scapegoat’s” effect will resolve and Special Summon the Sheep Tokens to the field before “Imperial Order” resolves.

*Steve Okegawa 04/12/2004*

**And Mystical Space Typhoon****Question:**

Can I chain “Mystical Space Typhoon” to “Imperial Order”, but target another face-down Spell or Trap Card instead of “Imperial Order”.

**Answer:**

Yes, “Mystical Space Typhoon’s” effect will resolve and destroy the face-down Spell/Trap Card before “Imperial Order” resolves.

*Steve Okegawa 04/12/2004*

**Jinzo**

**And Solemn Judgment** ..... *See Solemn Judgment*

**And Call of the Haunted****Question:**

If I attack my opponent and they activate “Mirror Force” and I chain with “Call of the Haunted” targeting “Jinzo,” what will happen?

**Answer:**

“Call of the Haunted” Special Summons “Jinzo” from your Graveyard, “Mirror Force” is negated, due to “Jinzo’s” effect, and then your attack resolves normally.

The answer to your question, therefore, is that “Jinzo” will negate any Trap Cards that were activated earlier in the chain, in the situation you provided.

*Steve Okegawa 04/12/2004*

**King Tiger Wanghu****And Chaos Necromancer****Question:**

If “King Tiger Wanghu” is face up on the field and “Chaos Necromancer” is summoned, would “King Tiger Wanghu’s” effect resolve before “Chaos Necromancer’s” ATK increased? If so, does this also apply to “Great Maju Garzett”?

**Answer:**

You will apply all existing modifiers before determining if the monster is destroyed.

Its effect, for one. Any Field Spell Card in effect (ex: “Mystic Plasma Zone”) or some other Continuous Effect. (Ex: “Witch’s Apprentice”)

If “Chaos Necromancer’s” ATK would be more than 1400 when it is Summoned, due to its effect and any other existing modifiers, it would not be destroyed by “King Tiger Wanghu.”

The same is true for “Maju Garzett” and “Great Maju Garzett.”

*Curtis Schultz, 04/07/2004*

**Kiryu****Question:**

If you have “Dark Blade” equipped with “Kiryu” and “Pitch-Dark Dragon” on the field, can you offer “Kiryu” as a Tribute for its effect, then equip “Pitch-Dark Dragon” to it so that “Dark Blade” can attack directly with 2200 ATK?

**Answer:**

Yes you can.

*Curtis Schultz, 04/13/2004*

**Kycoo the Ghost Destroyer**

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

**And D. D. Warrior Lady** ..... *See D. D. Warrior Lady*

**Last Turn****Question:**

Can you choose a Ritual Monster to Special Summon from your deck with “Last Turn”

**Answer:**

You cannot choose a monster from your Deck that has Special Summon requirements.

*Curtis Schultz, 04/07/2004*

**Question:**

Can you choose a monster already on the field, even though “Last Turn” states” ‘selects one monster from his/her Deck’?

**Answer:**

I think “Last Turn” makes it clear where the choice must come from.

*Curtis Schultz, 04/07/2004*

**Question:**

Could either player, activate his/her monster’s effects before the battle from “Last Turn” (for example “Exiled Force” or even “Relinquished”) regardless that the text on “Last Turn” suggests a monster is just chosen and attacks immediately?

**Answer:**

Only if the monster has some affect that involves it being in battle. (Like “Injection Fairy Lily,” “D. D. Warrior Lady,” etc.)

*Curtis Schultz, 04/07/2004*

**Lava Golem**

**And Lord of D.** ..... *See Lord of D.*



**And Spear Cretin****Question:**

Can the opponent Special Summon “Lava Golem” from their Graveyard to my side of the field by the effect of “Spear Cretin”?

**Answer:**

They cannot.

*Curtis Schultz, 04/13/2004*

**Lesser Fiend**

**And D. D. Warrior Lady** ..... *See D. D. Warrior Lady*

**Levia-Dragon - Daedalus****And Dedication through Light and Darkness****Question:**

If “Levia-Dragon - Daedalus’s” effect of sending “Umi” is activated, can the opponent activate “Dedication through Light and Darkness” in response to Special Summon “Dark Magician of Chaos”?

**Answer:**

Sure, assuming they are controlling a “Dark Magician” at the time.

But... after “Dedication through Light and Darkness” resolves, Special Summoning the “Dark Magician of Chaos,” the effect of “Levia-Dragon Daedalus” will resolve, destroying the Special Summoned “Dark Magician of Chaos” in the process.

Something to keep in mind.

*Curtis Schultz, 04/13/2004*

**Lord of D.**

**And Fissure**..... *See Fissure*

**And Call Of The Haunted****Question:**

Lord of D’s effect prevents Dragon-Type Monsters from being a target of targeting cards. Is this effect relevant during activation or resolution?

For example: My opponent uses “Ring of Destruction” on my “Blue-Eyes White Dragon,” can I activate “Call of the Haunted” to bring “Lord of D.” to save my “Blue-Eyes White Dragon”?

**Answer:**

“Blue-Eyes White Dragon” will be destroyed in this case. “Lord of D.” only deals with the selection of targets, which is done at activation.

*Curtis Schultz, 04/07/2004*

**And Lava Golem****Question:**

If “Lord of D.” is face-up on the field along with 2 Dragon-Type monsters, can my opponent Tribute the Dragon-Type monsters for the effect of “Lava Golem”?

**Answer:**

They can offer Dragon-Type monsters you control as Tributes for “Lava Golem.”

This is not a targeting effect. You simply offer two monsters your opponent controls as Tributes and Special Summon the “Lava Golem” onto their side of the field.

*Curtis Schultz, 04/13/2004*

**Magic Jammer**

**And Destiny Board**..... *See Destiny Board*

**And Forced Requisition**..... *See Forced Requisition*

**Magical Scientist****Question:**

If there’s a “Magical Scientist” and “Cannon Soldier” on the field, can I summon a LIGHT Fusion Monster and Tribute it and “Cannon Soldier” to “Cannon Soldier,” so I could then use the Fusion Monster and “Cannon Soldier” to Summon a Chaos Monster? Because as far as I know the Fusion Monsters that is summoned via “Magical Scientist” goes to the Graveyard, right?

**Answer:**

Normally, a Fusion monster Special Summoned by “Magical Scientist” will return to the Fusion Deck at the end of the turn. However, this only holds true if the Fusion monster is still face-up on the field at the end of the turn. You certainly can use “Cannon Soldier’s” effect to Tribute a Fusion monster Special Summoned by “Magical Scientist,” and that Fusion monster will be sent to the Graveyard where it can be removed from the game to Special Summon a Chaos Monster.

*Steve Okegawa 04/12/2004*

**Magician of Faith**

**And Prohibition**.....*See Prohibition*

**Manticore of Darkness**

**And Wild Nature’s Release** .....*See Wild Nature’s Release*

**Marauding Captain****Question:**

Can “Marauding Captain” Special Summon a monster face down by its effect?

**Answer:**

No. All Special Summoning is done face-up, unless an effect specifically states otherwise. “Marauding Captain” does not make this distinction, so you may not Special Summon a monster face-down with its effect.

*Steve Okegawa 04/12/2004*

**Question:**

If my opponent has 2 “Marauding Captains,” I have “Mataza the Zapper” and “Hayabusa Knight” already on the field, and I successfully Summon an “Asura Priest” which of the monsters on my side of the field can attack both “Marauding Captains”?

**Answer:**

None of your monsters would be able to attack the “Marauding Captains.”

*Curtis Schultz, 04/08/2004*

**Marie the Fallen One**

**And Graceful Charity**

**Question:**

If “Marie the Fallen One” is discarded by the effect of “Graceful Charity”, will its effect still be active in the Graveyard?

**Answer:**

It does not need to have been Summoned. It only needs to exist in the Graveyard.

Discarding it with “Graceful Charity” would work just fine.

*Curtis Schultz, 04/05/2004*

**Mataza the Zapper**

**And Change of Heart**

**Question:**

“Mataza the Zapper” is face-down and my opponent targets it with “Change of Heart” and takes control of it and then chooses to Flip-Summon it. “Change of Heart” will try to return it to the previous controller during the End Phase, does it return to the previous controller’s side of the field at the end of the turn?

**Answer:**

It would not return. This is due to the effect of “Mataza the Zapper.”

*Curtis Schultz, 04/07/2004*

**Metamorphosis**

**And Dark Paladin** .....*See Dark Paladin*

**Moisture Creature****Question:**

If you Tribute 3 monsters to activate “Moisture Creature’s” effect, will it be considered a Special Summon?

**Answer:**

It is still a Normal Summon.

*Curtis Schultz, 04/08/2004*

**And Trap Hole****Question:**

If “Moisture Creature” is summoned by offering 3 Tributes for its effect and the opponent activates “Trap Hole”, will “Moisture Creature’s” effect still resolve?

**Answer:**

“Moisture Creature’s” effect would be activated at the time it is Successfully Tribute Summoned by offering 3 monsters as a Tribute.

“Trap Hole” can be activated, but it would be placed onto a chain with “Moisture Creature’s” effect as link 2.

“Trap Hole” would resolve first and destroy the “Moisture Creature.” “Moisture Creature’s” effect would resolve next and destroy all Spell and Trap Cards on the opponent’s side of the field.

*Curtis Schultz, 04/07/2004*

**Monster Recovery**

**And Skill Drain** ..... *See Skill Drain*

**Mystical Space Typhoon**

**And Appropriate** ..... *See Appropriate*

**And Fiend’s Hand Mirror** ..... *See Fiend’s Hand Mirror*

**And Imperial Order** ..... *See Imperial Order*

*Mystical Space Typhoon cannot target itself.*

*bishop 04/15/2004*

**Nightmare Wheel****And Royal Keeper****Question:**

If “Nightmare Wheel” targets a face-up “Royal Keeper,” can “Royal Keeper” use it’s effect to flip back face-down?

If it can, does “Nightmare Wheel” get it’s effect still?

**Answer:**

Yes it can flip “Royal Keeper” face-down and the effect of “Nightmare Wheel” would then disappear.

*Curtis Schultz, 04/05/2004*

**Non-Spellcasting Area****And Skill Drain****Question:**

If a player has “Skill Drain” and “Non-Spellcasting Area” face-up on the field, would all monsters be unaffected by Spell Cards?

**Answer:**

“Skill Drain” doesn’t stop an Effect Monster from being an Effect Monster.

It will just negate their effects.

*Curtis Schultz, 04/12/2004*

**Painful Choice**

**And Fear from the Dark** ..... *See Fear from the Dark*

*See Fear from the Dark*

**And Gravekeeper’s Watcher** ..... *See Gravekeeper’s Watcher*

*See Gravekeeper’s Watcher*

**And Penguin Knight****Question:**

If I play “Painful Choice,” with one of the 5 cards being “Penguin Knight,” and the opponent does not choose “Penguin Knight,” would his effect of being sent from the Deck to the Graveyard activate?

**Answer:**

“Penguin Knight” must be sent from the Deck to the Graveyard by an opponent’s card effect. “Painful Choice” is your own effect, so “Penguin Knight’s” effect will not be triggered in this situation.

*Steve Okegawa 04/12/2004*

## **Parasite Paracide**

**And Dark Designator**

**Question:**

Can you activate "Parasite Paracide," and then use "Dark Designator" to put it into your opponent's hand to get it's effect?

**Answer:**

"Dark Designator" would not activate the effect of the "Parasite Paracide" due to it not being a draw.

*Curtis Schultz, 04/09/2004*

## **Penguin Knight**

**And Painful Choice**.....

*See Painful Choice*

## **Penguin Soldier**

**And Chain Disappearance**.....

*See Chain Disappearance*

**And Dark Magician of Chaos**.....

*See Dark Magician of Chaos*

## **Pharaoh's Treasure**

**And A Cat of Ill Omen see A Cat of Ill Omen**

## **Prohibition**

**And Destiny Board**.....

*See Destiny Board*

**And Magician of Faith**

**Question:**

If your opponent activated "Prohibition" and declared "Magician of Faith," can you still set a "Magician of Faith"? If you can, and the "Magician of Faith" gets flipped by an attack do you still get its effect?

**Answer:**

They would not be able to Set "Magician of Faith" if it is being prohibited by "Prohibition." (This is because they cannot play the prohibited card)

*Curtis Schultz, 04/09/2004*

## **Pyro Clock of Destiny**

**And Swords of Revealing Light**..... *See Swords of Revealing Light*

## **Reasoning**

**And Dark Magician of Chaos**..... *See Dark Magician of Chaos*

## **Relinquished**

**Question:**

If my opponent summons "Relinquished" and absorbs my "Summoned Skull" equipped with "Axe of Despair" (3500 ATK) will the "Axe of Despair" remain in play, equipped to the "Summoned Skull"? Or will the effect only use "Summoned Skull", sending "Axe of Despair" to the Graveyard?

**Answer:**

Equip Spell Cards can only be attached to Monster Cards. If "Relinquished" or "Thousand-Eyes Restrict" absorbs a monster that is equipped with an Equip Spell Card(s), that monster will become an illegal target for whatever Equip Spell Card(s) it had attached. As such, those Equip Spell Cards will be sent to the Graveyard.

Applying this to your scenario, "Axe of Despair" will be sent to the Graveyard, as "Summoned Skull" is now treated as an Equip Spell Card, and is therefore an illegal target for "Axe of Despair." "Relinquished" will take the printed ATK of "Summoned Skull," which is 2500.

*Steve Okegawa 04/12/2004*

**Question:**

If I have "Relinquished" equipped, can I change the monster equipped with another monster of my enemy?

**Answer:**

If your “Relinquished” is already equipped with an opponent’s monster, it cannot equip another of the opponent’s monsters until the initial monster is destroyed or removed from “Relinquished.” “Relinquished” may not choose to “switch out” for a new monster, because its effect does not allow it to do that.

Steve Okegawa 04/12/2004

**And Vampire Lord****Question:**

If when I absorb my opponent’s “Vampire Lord” with “Relinquished” and attack and they activate “Ring of Destruction,” does “Vampire Lord” come back from the Graveyard if it was equipped to “Relinquish”?

**Answer:**

“Vampire Lord” must be destroyed by an opponent’s effect while under its original owner’s control. However, “Vampire Lord” was sent to the Graveyard (NOT destroyed) while under the control of someone who was NOT the original owner. Therefore, “Vampire Lord” definitely will NOT be Special Summoned to the field.

Steve Okegawa 04/12/2004

**Reload**

And Cost Down ..... See Cost Down

**Ring of Destruction****Question:**

If my opponent used “Snatch Steal” on my “Gemini Elf” and uses their “Ring of Destruction” on it, even if I used “Mystical Space Typhoon” on “Snatch Steal,” the “Gemini Elf” would still be destroyed, it doesn’t matter that the monster changed controllers, right?

**Answer:**

Correct.

Curtis Schultz, 04/13/2004

**Robbin’ Goblin**

And The Bistro Butcher ..... See The Bistro Butcher

**Robbin’ Zombie**

And The Bistro Butcher ..... See The Bistro Butcher

**Rod of Silence - Kay’est**

And Thousand-Eyes Restrict ..... See Thousand-Eyes Restrict

**Royal Keeper**

And Nightmare Wheel ..... See Nightmare Wheel

**Rush Recklessly**

And Eatgaboos ..... See Eatgaboos

And Fairy’s Hand Mirror ..... See Fairy’s Hand Mirror

**Sangan****And Chaos Emperor Dragon – Envoy of the End****Question:**

I have “Sangan” on the field and summon “Chaos Emperor Dragon - Envoy of the End,” and activate its effect, to which my opponent activates “Torrential Tribute.”

Does the chain of “Torrential Tribute” and “Chaos Emperor Dragon - Envoy of the End” resolve completely first and then you get “Sangan’s” effect, or do you resolve “Torrential Tribute” first, get “Sangan’s” effect, and then send the card you got from “Sangan” to the Graveyard when resolving “Chaos Emperor Dragon - Envoy of the End”?

**Answer:**

“Sangan’s” effect will begin a new chain after the current chain (“Chaos Emperor Dragon - Envoy of the End” and “Torrential Tribute”) resolves completely.

Curtis Schultz, 04/12/2004

**Scapegoat**

And D. D. Warrior Lady see D. D. Warrior Lady

And Torrential Tribute see Torrential Tribute

...and Toon Monsters

**Question:**

Can I use Sheep Tokens created by "Scapegoat" for Summoning Toon Monsters?

**Answer:**

You may use Sheep Tokens created by "Scapegoat" for Summoning Toon Monsters because they are Special Summons.

*bishop, 04/10/04*

**Skill Drain**

And Dark Necrofear .....*See Dark Necrofear*

And Gigantes .....*See Gigantes*

And Non-Spellcasting Area .....*See Non-Spellcasting Area*

And Monster Recovery

**Question:**

What exactly would happen if I Flip Summoned my "Cyber Jar" and chained "Monster Recovery" to it while "Skill Drain" was face-up on the field?

**Answer:**

"Monster Recovery" would resolve first, sending the "Cyber Jar" back into the owner's Deck, etc.

Next, the effect of "Cyber Jar" resolves. It isn't face-up on the field, so "Skill Drain" cannot negate it.

*Curtis Schultz, 04/05/2004*

**"Skill Drain" vs. "Thousand Eyes Restrict" - If "Skill Drain" is activated while "Thousand-Eyes Restrict" has equipped a monster, the equipped monster goes to the Graveyard.**

**Skull-Mark Ladybug**

And Drop Off

**Question:**

If "Skull-Mark Ladybug" is sent to the Graveyard from the hand via a discarding card, or via "Drop Off", or even via just discarding at the end of a turn, do you still gain the 1000 life since the effect of it reads simply "sent to the Graveyard" rather than "sent from the field to the Graveyard" like "Witch of the Black Forest" and "Sangan".

**Answer:**

Yes.

*bishop, 04/08/04*

**Snatch Steal****Question:**

If "Snatch Steal" were to be destroyed during the Draw Phase, no one would gain 1000 Life Points, right?

**Answer:**

"Snatch Steal" was destroyed during the Draw Phase, so naturally it will not be around to give anyone any Life Points in the Standby Phase.

*Curtis Schultz, 04/13/2004*

**Solemn Judgment**

And Jinzo

**Question:**

If my opponent has "Jinzo" on the field and I activate "Snatch Steal" and take "Jinzo" to Tribute Summon another "Jinzo" from my hand, can my opponent negate the summoning of "Jinzo" using "Solemn Judgment"?

**Answer:**

Yes.

*Curtis Schultz, 04/12/2004*

## Solemn Wishes

### Question:

Is the effect of “Solemn Wishes” cumulative? e.g. If I draw a card and have 2 “Solemn Wishes,” do I gain 1000 Life Points? If I have 2 “Fire Princess” face-up at that moment, how much damage do I inflict to the opponent?

### Answer:

The effect of “Solemn Wishes” is cumulative.

Your scenario would do 2000 total damage.

500 Life Points are gained from each of the two “Solemn Wishes.”

Each “Fire Princess” will do 500 damage when you gain life.

Since you gain 500 Life Points twice, you will do 1000 damage twice (500 for each “Fire Princess”), for a total of 2000 damage.

*Curtis Schultz, 04/12/2004*

## Sonic Bird

### Question:

If a Set “Sonic Bird” is attacked, does the effect activate?

### Answer:

Per the card text itself, no.

*bishop, 04/14/04*

## Spear Cretin

And Lava Golem ..... *See Lava Golem*

## Spellbinding Circle

### Question:

If “Spellbinding Circle” is equipped to a monster that is then used as a Tribute, what happens to “Spellbinding Circle”?

### Answer:

It remains on the field meaninglessly because the monster was not destroyed. A player will have to find an alternate method of removing it from the field, e.g., “Heavy Storm”, “Harpie’s Feather Duster”, “Mystical Space Typhoon”, etc.

*bishop, 04/08/04*

## Spirit Reaper

And D. D. Warrior Lady ..... *See D. D. Warrior Lady*

### And Different Dimension Gate

### Question:

If “Spirit Reaper” is one of the targeted monsters from “Different Dimension Gate,” what happens to the other monster if “Spirit Reaper” destroys itself?

### Answer:

“Different Dimension Gate” is a targeting effect, but since “Spirit Reaper” would no longer be on the field, it would not be destroyed by its effect.

*Curtis Schultz, 04/07/2004*

## Stray Lambs

### Question:

*Can a player activate “Stray Lambs” and that very same turn, tribute them to Set a monster?*

### Answer:

*Yes. You CAN do this.*

*bishop, 04/15/2004*

## Strike Ninja

### Question:

Can you use “Strike Ninja’s” effect multiple times within a chain?

Example:

Player A attacks with “Strike Ninja”.

Player B activates “Mirror Force”.

Player A activates “Strike Ninja’s” effect, removing two DARK monsters from play.

Player B activates “Ring of Destruction” in response to destroy “Strike Ninja” before its effect resolves.

Now, provided that player A has 2 DARK monsters in his/her Graveyard, can “Strike Ninja’s” effect be activated again so it isn’t destroyed by “Ring of Destruction” or “Mirror Force”?

**Answer:**

“Strike Ninja’s” effect can only be activated once per turn, as written on the card.

So it will not be activating its effect twice in a chain like the question I answered here.

*Curtis Schultz, 04/08/2004*

**Swords of Revealing Light**

**And Guardian Kay’est** ..... *See Guardian Kay’est*

**And Pyro Clock of Destiny****Question:**

If “Pyro Clock of Destiny” is activated and targets “Swords of Revealing Light” during either the second or third turn, will the “Swords of Revealing Light” be destroyed immediately?

**Answer:**

At the end of the turn in both cases.

*Curtis Schultz, 04/12/2004*

**The A. Forces****Question:**

If you have 4 Warrior-Type monster on your side of the field with the ATK of 1000 each and when you activate “The A. Forces,” does each of your Warrior-Type monsters have an ATK of 1200 each (which is a +200) or do they have an ATK of 1800 each (which is a +200 for each Warrior-Type) ?

**Answer:**

1800.

*Curtis Schultz, 04/07/2004*

**The Bistro Butcher**

**And Appropriate** ..... *See Appropriate*

**Question:**

If “The Bistro Butcher” attacks an opponent’s monster in Defense Position, will the opponent still draw 2 cards?

**Answer:**

The effect only activates if “The Bistro Butcher” does battle damage to the opponent’s Life Points.

*Curtis Schultz, 04/08/2004*

**And Robbin’ Goblin****Question:**

If “Robbin’ Goblin” is face-up on the field when “The Bistro Butcher” does damage to the opponent’s Life Points, which effect will occur first?

**Answer:**

The turn player will decide.

*Curtis Schultz, 04/12/2004*

**And Robbin’ Zombie****Question:**

If “Robbin’ Zombie” is face-up on the field when “The Bistro Butcher” does damage to the opponent’s Life Points, which effect will occur first?

**Answer:**

The turn player will decide.

*Curtis Schultz, 04/12/2004*

**The Eye of Truth**

**And Delinquent Duo** ..... *See Delinquent Duo*



## The Fiend Megacyber

### Question:

If “The Fiend Megacyber” is summoned using its effect, is it considered a Special Summon?

### Answer:

If you Summon “The Fiend Megacyber” by its effect, the Summon is a Special Summon.

*Curtis Schultz, 04/13/2004*

## Thousand-Eyes Restrict

### Question:

When you summon “Thousand-Eyes Restrict” and equip one of your opponent’s monsters to “Thousand-Eyes Restrict,” does “Thousand-Eyes Restrict” then destroy the equip, as a part of its effect, and allow you to take another one of your opponent’s monsters and repeat?

### Answer:

“Thousand Eyes Restrict” has no effect that would destroy the equipped card for no reason.

The equipped card will need to be destroyed by another card’s effect or because “Thousand Eyes Restrict” was going to be destroyed in battle. (It shares this same effect that “Relinquished” has)

Not only that, but you can only activate the effect of “Thousand Eyes Restrict” once per turn.

*Curtis Schultz, 04/09/2004*

## And Rod of Silence – Kay’est

### Question:

Do monsters that “Thousand-Eyes Restrict” ‘absorbs’ count as a targeting Spell Card? If they are, does this mean that if “Thousand-Eyes Restrict” is equipped with the “Rod of Silence - Kay’est” and an absorption is attempted that the monster being absorbed will automatically be destroyed due to the “Rod of Silence - Kay’est’s” effect?

### Answer:

The monster card equipping to “Thousand Eyes Restrict” would be negated and destroyed due to the effect of “Rod of Silence - Kay’est.”

*Curtis Schultz, 04/06/2004*

## Toon World

### And Imperial Order

### Question:

Does the Life Point payment for “Toon World” still have to be paid if “Imperial Order” is in play?

### Answer:

Yes. “Toon World” has no effect to be negated; it merely has an activation cost of 1000 Life Points, which MUST be paid at activation, and is non-refundable (even if the activation is negated by “Magic Jammer,” the 1000 Life Points have already been paid, and are not given back). That said, “Toon World’s” activation cost of 1000 Life Points still applies even when “Imperial Order is face-up on the field.

*Steve Okegawa 04/12/2004*

## Torrential Tribute

### Question:

Is “Torrential Tribute” chained to the Spell or Trap Card that Special Summons a monster or after the monster is successfully Special Summoned?

### Answer:

After the monster is Special Summoned to the field.

The Special Summon of a monster must be the last thing that occurred.

*Curtis Schultz, 04/12/2004*

## And Scapegoat

### Question:

Can “Torrential Tribute” be used when someone uses “Scapegoat”?

### Answer:

The Sheep Tokens are Special Summoned.

Don’t forget, you would need to wait until AFTER they are Special Summoned before activating “Torrential Tribute.”

*Curtis Schultz, 04/07/2004*

## **Trap Hole**

And Moisture Creature ..... *See Moisture Creature*

## **Tyrant Dragon**

*The Tribute to Special Summon "Tyrant Dragon" from the Graveyard must be performed at the resolution of the effect that would Special Summon it.*

## **Ultimate Offering**

And Bottomless Trap Hole ..... *See Bottomless Trap Hole*

## **Vampire Lord**

And Relinquished ..... *See Relinquished*

## **Waboku**

### **Question:**

Can a Trap Card be sprung/triggered by a player drawing a card. (IE: "Cyber Jar" was flipped and a player with "Waboku" on the field saw the other player pick up "Jinzo." Can this player then flip "Waboku" as the other player draws his card, knowing that "Jinzo" will probably be summoned that turn?)

### **Answer:**

The player can activate "Waboku" during their opponent's Draw Phase or Standby Phase if they so choose.  
*Curtis Schultz, 04/13/2004*

## **Wicked-Breaking Flamberge - Baou**

And Witch of the Black Forest

### **Question:**

"Wicked-Breaking Flamberge - Baou" negates Monster Card effects, so would "Wicked-Breaking Flamberge - Baou" negate the effect of "Witch of the Black Forest"? (when it goes to the Graveyard you search your Deck for a monster)

### **Answer:**

If a monster equipped with "Wicked-Breaking Flamberge - Baou" destroys "Witch of the Black Forest" in battle, then "Witch of the Black Forest's" effect is negated, and the owner of "Witch of the Black Forest" cannot search for a monster from their deck.  
*Steve Okegawa 04/12/2004*

## **Wild Nature's Release**

And Manticore of Darkness

### **Question:**

Can you Summon "Mad Dog of Darkness," activate "Wild Nature's Release" and attack and afterward, during the End Phase, choose to discard the "Mad Dog of Darkness" to bring a "Manticore of Darkness" back that had been sent to the Graveyard during this same turn before "Wild Nature's Release" destroys the "Mad Dog of Darkness"

### **Answer:**

Yes, you can activate the "Manticore of Darkness" effect first and use that same "Mad Dog of Darkness" toward the effect.  
*Curtis Schultz, 04/13/2004*

## **Witch Doctor of Chaos**

And Call Of The Haunted

### **Question:**

Can I chain "Call Of The Haunted" to the effect of "Witch Doctor of Chaos"?

### **Answer:**

Yes you can, as long as it is not during the Damage Step.  
*Curtis Schultz, 04/07/2004*

## **Witch of the Black Forest**

And Wicked-Breaking Flamberge - Baou ..... *See Wicked-Breaking Flamberge - Baou*

**And Sword Hunter**

**Question:**

Will “Witch of the Black Forest” activate again if equipped to “Sword Hunter” when the “Sword Hunter” is destroyed?

**Answer:**

Yes. This would be similar to the situation where a Witch of the Black Forest/Sangan equipped to a “Relinquished” is sent to the Graveyard.

*Curtis Schultz, 04/13/2004*

**Witch’s Apprentice**

**And Trap Hole**

**Question:**

Can “Trap Hole” be activated after summoning “Witch’s Apprentice”?

**Answer:**

Yes, if its ATK would be high enough when Summoned. (Which, due to its effect, is normally the case)

*Curtis Schultz, 04/07/2004*

**Yata-Garasu**

**Question:**

As long as “Yata-Garasu” deals ANY kind of damage to your opponent’s Life Points as a result of battle, they do skip their next Draw Phase. If my opponent uses “Waboku” when I attack, does “Yata-Garasu’s” effect still work because its still doing damage, it is only being reduced to zero?

**Answer:**

If I’m not mistaken, 0 damage is 0 damage. When “Waboku” is used, no damage is taken by the controller and their monsters due to battle. Zero damage and not taking any damage are the same thing in Yu-Gi-Oh! TCG.

*bishop, 04/11/04*

**Zero Gravity**

**And Dream Clown** .....*See Dream Clown*

**Monster Tokens****Question:**

Are Tokens are included as “Cards” for the effect of “Spatial Collapse”.

**Answer:**

Monster Tokens are treated as Non-Effect Monster Cards while in play.

They will count for “Spatial Collapse.”

They will count for “Just Desserts.”

They will count for “Secret Barrel.”

They will count for “Bubble Crash.”

They can be destroyed by “Raigeki” and “Dark Hole.”

They can be removed from the field with “Compulsory Evacuation Device.”

They can be swapped with the effect of “Creature Swap.”

*Curtis Schultz, 04/12/2004*

**Toon Monsters****Question:**

May I attack a Toon Monster with a Normal monster?

**Answer:**

Yes.

*bishop, 04/08/04*

### **Black Pendant**

“Black Pendant” vs. “Sasuke Samurai #2” - If the effect of “Sasuke Samurai #2” has resolved, the effect of “Black Pendant” will not resolve at all.

### **Curse of Darkness**

“Curse of Darkness” creates a condition where the activation cost of a Spell Card is an additional 1000 Life Points on top of any other activation costs.

### **Dark Magician of Chaos**

If “Dark Magician of Chaos” attacks and destroys a monster with equal ATK, both monsters will be destroyed.

### **Spiritualism**

“Imperial Order” vs. “Spiritualism” - “Spiritualism” will not be negated by “Imperial Order.”

### **Swords of Revealing Light**

When the effect of “Swords of Revealing Light” expires, it is sent to the Graveyard regardless if “Swords of Revealing Light” is being negated.

### **The Secret of the Bandit**

If “The Secret of the Bandit” targets an opponent’s monster, no player will discard through the effect of “The Secret of the Bandit” if damage is inflicted by that opponent’s monster while remaining under the control of the opponent.