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Card Rulings

Document Coding

Version 4.0

New Ruling Questions and Answers
Updated Ruling Questions and Answers

How To Use This File

This document is designed for judges and players of sanctioned Upper Deck Entertainment Yu-Gi-Oh! TCG tournaments.

These rulings, from the Official Upper Deck Entertainment Netreps, are authoritative and may be utilized in sanctioned tournaments. The Netrep Files is a monthly rulings document that will be augmented with the weekly Netrep Supplemental document containing the previous weeks Question & Answer (Q&A) rulings from the Official Judge's List.

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.

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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4-Starred Ladybug of Doom

4-Starred Ladybug of Doom destroys monsters that are Level 4 Stars at the time “4-Starred Ladybug of Doom” resolves.

7 Completed

The choice of increasing ATK or DEF on the equipped monster is determined when “7 Completed” is activated.

“7 Completed” vs. “Fairy’s Hand Mirror” - If “7 Completed” is equipped to another legal target by “Fairy’s Hand Mirror,” the choice of increasing ATK or DEF by the effect of “7 completed” does not change.

“7 Completed” vs. “Tailor of the Fickle” - If “7 Completed” is equipped to another legal target by “Tailor of the Fickle,” the choice of increasing ATK or DEF by the effect of “7 Completed” does not change.

8-Claws Scorpion

When “8-Claws Scorpion” attacks a Face Down Defense Position monster, its ATK is 2400 regardless of any other bonuses or penalties applied to “8-Claws Scorpion.”

A Cat of Ill Omen

The card retrieved by the effect of “A Cat of Ill Omen” must be shown to your opponent.

If “Necrovalley” is not on the field when “A Cat of Ill Omen” resolves, remove the appropriate Trap Card from the Deck, shuffle the Deck, and place the Trap Card on top of the newly shuffled Deck.

If “Necrovalley” is face up but negated when “A Cat of Ill Omen” resolves, the effect of “A Cat of Ill Omen” still resolves properly.

A Deal with Dark Ruler

“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.

If the summon of a Level 8 or higher monster is negated, “A Deal with Dark Ruler” may not be activated for that monster.

“A Deal with Dark Ruler” may be activated in the End Phase, or the Battle Phase, but cannot be activated in the Damage Step.

“A Deal with Dark Ruler” vs. “Dark Necrofear” - If “Dark Necrofear” is equipped to a monster and sent to the Graveyard, “A Deal with Dark Ruler” may not be activated as “Dark Necrofear” was not a monster at the time it was sent to the Graveyard.

A Feint Plan

If “A Feint Plan” is activated in response to an opponent’s declaration of an Attack on a Face Down monster, that attack will resolve normally.

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.

A Hero Emerges

The effect of “A Hero Emerges” causes a replay.

“A Hero Emerges” may be activated if the player has only one card in their hand.

The monster chosen by “A Hero Emerges” may be Special Summoned regardless of Star Level.

If the monster chosen by the effect of “A Hero Emerges” has Special Summoning requirements, it is sent to the Graveyard.

A Legendary Ocean

“A Legendary Ocean” is treated as being named “Umi” for all purposes, including deck construction. This effect of being considered “Umi” can not be negated. This card does not have the effect of “Umi.”

A WATER monster with 5 printed Stars in the hand may be Normal Summoned without Tribute while “A Legendary Ocean” is active.

While “A Legendary Ocean” is on the field, Ritual Summons using WATER monsters as Tributes must take into account the reduced Star Level.

“A Legendary Ocean” vs. “Cyber Jar”/“Morphing Jar #2” – Cards revealed by “Cyber Jar” or “Morphing Jar #2” are not considered in the hand. The one star reduction given by “A Legendary Ocean” does not apply to monsters revealed by “Cyber Jar” or “Morphing Jar #2’s” effect.

“A Legendary Ocean” vs. “Gravity Bind” - WATER monsters with 4 or fewer printed Level Stars on the field while “A Legendary Ocean” is active may attack while “Gravity Bind” is active.

“A Legendary Ocean” vs. “Infinite Dismissal” - If both “A Legendary Ocean” and “Infinite Dismissal” are active during the End Phase when a Level 4 or lower WATER monster has been summoned that turn, that monster will be destroyed by the effect of “Infinite Dismissal.”

“A Legendary Ocean” vs. “Prohibition” - If “Prohibition” has been activated and “Umi” has been declared, “A Legendary Ocean” may not be played.

“A Legendary Ocean” vs. “Prohibition” - “A Legendary Ocean” is not a valid choice for the effect of “Prohibition.”

“A Legendary Ocean” vs. “The Legendary Fisherman” - While “The Legendary Fisherman” is face up on the field and active while “A Legendary Ocean” is face up on the field, “The Legendary Fisherman” will be a 5 Star Monster as it is unaffected by Spell Cards, including “A Legendary Ocean.”

A Man with Wdjat

If “A Man with Wdjat” is not Normal Summoned, none of its effect will apply. This includes the ‘during each of your following Standby Phases’ text.

The card revealed and replaced by “A Man with Wdjat” does not activate its effect.

A Wingbeat of Giant Dragon

Monsters that are changed to Dragon-Type by an effect are eligible to be targeted by “A Wingbeat of Giant Dragon.”

Fusion monsters returned to the hand by the effect of “A Wingbeat of Giant Dragon” are returned to the Fusion Deck.

If the only eligible Dragon-Type monster is removed from the field before “A Wingbeat of Giant Dragon” resolves, the effect of “A Wingbeat of Giant Dragon” disappears.

“A Wingbeat of Giant Dragon” targets the monster it returns to the hand. The ‘return one Level 5 or higher Dragon-Type’ is not a cost of activation.

“A Wingbeat of Giant Dragon” vs. “Lord of D.” - “A Wingbeat of a Giant Dragon” may not be activated while “Lord of D.” is active on the field.

Acid Trap Hole

A monster flipped by “Acid Trap Hole” will have any relevant Flip-Effects resolve after the current chain resolves.

“Acid Trap Hole” vs. Flip-Effects - A Flip-Effect Monster destroyed by “Acid Trap Hole” may not target itself.

“Acid Trap Hole” vs. Flip-Effects - A Flip-Effect Monster flipped by “Acid Trap Hole” will have the Flip-Effect activate regardless of if the Flip-Effect monster is destroyed by the effect of “Acid Trap Hole.”

“Acid Trap Hole” vs. “Jinzo” - A Face Down Defense position “Jinzo” flipped up by “Acid Trap Hole” will be destroyed by

“Acid Trap Hole” if “Jinzo’s” defense is not higher than 2000.

Adhesion Trap Hole

“Adhesion Trap Hole” is not a targeting effect.

Multiple monsters Special Summoned face up at the same time may all be affected by “Adhesion Trap Hole.”

Multiple monsters Special Summoned face down at the same time are not affected by “Adhesion Trap Hole.”

“Adhesion Trap Hole” vs. “Megamorph” - As long as “Megamorph” remains equipped to the monster affected by “Adhesion Trap Hole,” the ATK value produced by “Megamorph” will take precedence.

After Genocide

The effect of “After Genocide” applies only to the turn it has been activated in.

Monsters that have had their attacks negated are not destroyed by the effect of “After Genocide.”

Monsters that attack directly are still considered involved in Damage Calculation and will be destroyed by “After Genocide’s” effect at the End Step of the Battle Phase.

“After Genocide” vs. “Waboku” - “After Genocide” will destroy any attacking monsters regardless of the activation of “Waboku.”

Agido

The effect of “Agido” is not targeting.

An “Agido” destroyed as a result of battle may choose that same “Agido” from its effect.

“Agido” vs. “Necrovalley” - If “Necrovalley” is active on the field, the effect of “Agido” will activate, but it disappears.

Airnight Parshath

If “Airnight Parshath” attacks, but inflicts 0 damage, the controller of “Airnight Parshath” does not draw a card through the effect of “Airnight Parshath.”

The effect of drawing a card by “Airnight Parshath” inflicting Battle Damage occurs regardless of if “Airnight Parshath” attacks or is attacked.

“Airnight Parshath” vs. Flip-Effect monsters - If “Airnight Parshath” attacks a face down Flip-Effect monster and inflicts damage, the effect of the controller of “Airnight Parshath” drawing a card occurs before the resolution of the Flip-Effect.

Alter for Tribute

“Altar for Tribute” does not Tribute the card it affects.

“Altar for Tribute” is a targeting effect.

“Altar for Tribute” does not destroy the card it affects.

“Altar for Tribute” may target a Monster Token.

Tokens chosen as the Tribute for “Altar for Tribute” will not increase a player’s Life Points as the Token will not go to the Graveyard.

Sending a monster to the Graveyard is an activation cost for “Altar for Tribute.”

“Altar for Tribute” vs. “Banisher of the Light” - If “Banisher of the Light” is active on the field when “Altar for Tribute” resolves, the player who activates “Altar for Tribute” will not gain Life Points as the monster does not go to the Graveyard.

Amazon Archer

“Amazon Archer” may Tribute itself for its effect.

“Amazon Archer” vs. “Skill Drain” - If “Skill Drain” is active on the field, and “Amazon Archer” Tributes itself for its effect, “Amazon Archer’s” effect will resolve properly.

Amazoness Archers

Monsters prevented from attacking may still not attack if under the effect of “Amazoness Archers.”

Monsters with effects that activate when flipped face up that are not Flip-Effects activate when flipped face up by “Amazoness Archers.”

The activation of “Amazoness Archers” does not trigger a Replay. The 500 ATK point reduction is permanent for as long as the affected monster remains face up on the field. Monsters that are ineligible to attack may still not attack.

If a Replay occurs after “Amazoness Archers” has been activated, the affected player must still attack with all appropriate monsters.

“Amazoness Archers” vs. “Jinzo” - A face down “Jinzo” turned face up by the effect of “Amazoness Archers” will not negate the effect of “Amazoness Archers”

“Amazoness Archers” vs. “Gravity Bind” – If “Gravity Bind” is active, Level 4 and higher monsters may still not attack.

“Amazoness Archers” vs. “The Dark Door” – If “The Dark Door” is active, only one monster must attack through the effect of “Amazoness Archers.”

“Amazoness Archers” vs. “Thousand Eyes Restrict” – If “Thousand Eyes Restrict” is face up on the field when “Amazoness Archers” is activated, only the “Thousand Eyes Restrict” may attack, provided it is the opponent’s monster. If “Thousand Eyes Restrict” is destroyed in that attack, then the other appropriate opponent’s monsters must attack.

Amazoness Blowpiper

“Amazoness Blowpiper” may only target a face up card.

If the target of “Amazoness Blowpiper” is turned face down, the effect of “Amazoness Blowpiper” disappears.

Amazoness Fighter

“Amazoness Fighter” Errata: The ATK of this card was mis-printed. The ATK should be 1500 ATK.

“Amazoness Fighter” reduces overflow Battle Damage from the monster that battles it to 0. If “Amazoness Fighter” would be destroyed by battle, it is still destroyed and sent to the Graveyard.

“Amazoness Fighter” vs. “Dark Ruler Ha Des” - If “Dark Ruler Ha Des” destroys “Amazoness Fighter” as a result of battle, the Battle Damage inflicted to the controller of “Amazoness Fighter” is zero as per the effect of “Amazoness Fighter.”

Amazoness Paladin

“Amazoness Paladin” counts itself for the effect of “Amazoness Paladin.”

Amazoness Spellcaster

“Amazoness Spellcaster” designates two targets.

“Amazoness Spellcaster” vs. “Gradius’s Option” - If “Amazoness Spellcaster” targets “Gradius’s Option”, the current ATK and DEF of “Gradius’s Option” is switched to the targeted Amazoness card. The ATK and DEF of “Gradius’s Option” will be that of its targeted “Gradius.”

Amazoness Swords Woman

“Amazoness Swords Woman” redirects overflow Battle Damage from the monster that battles it. If “Amazoness Swords Woman” would be destroyed by battle, it is still destroyed and sent to the Graveyard.

“Amazoness Swords Woman” vs. “Amazoness Swords Woman” – If one “Amazoness Swords Woman” has a higher ATK value than the “Amazoness Swords Woman” it is battling, the controller of the “Amazoness Swords Woman” with the higher ATK value will take the overflow Battle Damage.

“Amazoness Swords Woman” vs. “Dark Ruler Ha Des” – If “Dark Ruler Ha Des” battles “Amazoness Swords Woman”, the controller of “Dark Ruler Ha Des” will take overflow Battle Damage before “Dark Ruler Ha Des” destroys “Amazoness Swords Woman.”

“Amazoness Swords Woman” vs. “Robbin’ Goblin” - If the controller of “Amazoness Swords Woman” has “Robbin’ Goblin” active on the field, the opponent will not be subject to the effect of “Robbin’ Goblin” if damage is redirected by the effect of “Amazoness Swords Woman.”

“Amazoness Swords Woman” vs. “Spear Dragon” - If “Spear Dragon” attacks a Defense position “Amazoness Swords Woman,” the controller of “Spear Dragon” will still receive the overflow Battle Damage.

“Amazoness Swords Woman” vs. “Susa Soldier” - If “Susa Soldier” is involved in battle with “Amazoness Swords Woman,” Damage that would be inflicted to the controller of “Amazoness Swords Woman” is not halved when redirected to the controller of “Susa Soldier.”

“Amazoness Swords Woman” vs. “Tornado Wall” – If “Amazoness Swords Woman” battles a monster whose field is protected by “Tornado Wall,” “Tornado Wall’s” effect of reducing Battle Damage to 0 also applies to the redirected Battle Damage from “Amazoness Swords Woman.”

“Amazoness Swords Woman” vs. “Waboku” – If “Amazoness Swords Woman” battles a monster whose field is protected by “Waboku,” “Waboku’s” effect of reducing Battle Damage to 0 also applies to the redirected Battle Damage from “Amazoness Swords Woman.”

Amazoness Tiger

“Amazoness Tiger” counts itself for the effect of “Amazoness Tiger.”

If “Amazoness Tiger” is face-up on the field, and a second “Amazoness Tiger” is flipped face-up on the same field, the second “Amazoness Tiger” is destroyed.

“Amazoness Tiger” vs. “Raregold Armor” - If another Amazoness card is equipped with “Raregold Armor” while “Amazoness Tiger” is face up on the field, the opponent may not attack any face up Amazoness cards.

“Amazoness Tiger” vs. “Ring of Magnetism” - If another Amazoness card is equipped with “Ring of Magnetism” while “Amazoness Tiger” is face up on the field, the opponent must attack that Amazoness card equipped with “Ring of Magnetism,” regardless of the effect of “Amazoness Tiger.”

Ameba

The effect of “Ameba” does not activate when control of “Ameba” changes while “Ameba” is face down.

“Ameba” vs. “Thousand-Eyes Restrict” - The effect of “Ameba” does not activate if “Ameba” is equipped to “Thousand-Eyes Restrict” by the effect of “Thousand-Eyes Restrict.”

Amphibious Bugroth MK-3

The effect of “Amphibious Bugroth MK-3” may be used regardless of which player controls “Umi.”

If “Umi” is destroyed in response to “Amphibious Bugroth MK-3” declaring a direct attack through its effect, a Replay is triggered.

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

“Amphibious Bugroth MK-3” vs. “Umi” - If “Umi” is destroyed or removed from the field as a response to the declaration of an attack by “Amphibious Bugroth MK-3”, a replay is triggered.

An Owl of Luck

The card retrieved by the effect of “An Owl of Luck” must be shown to your opponent.

If “Necrovalley” is not on the field when “An Owl of Luck” resolves, remove the appropriate Field Spell Card from the Deck,

shuffle the Deck, and place the Field Spell Card on top of the newly shuffled Deck.

If “Necrovalley” is face up but negated when “An Owl of Luck” resolves, the effect of “An Owl of Luck” still resolves properly.

Ancient Telescope

The Deck is not shuffled after the effect of “Ancient Telescope” resolves.

Ante

Each player must have at least one card in his or her hand in order to activate “Ante”

If a card effect removes all cards in one player’s hand before “Ante” resolves, the effect of “Ante” disappears.

“A Legendary Ocean” vs. “Ante” - If “A Legendary Ocean” is active when “Ante” resolves, and a WATER monster is chosen, the WATER monster is reduced by one Level Star as per the effect of “A Legendary Ocean.”

“Ante” vs. “Barrel Behind the Door” - “Barrel Behind the Door” may not be chained to the activation of “Ante.”

“Ante” vs. “Cost Down” - If “Cost Down” has successfully resolved before “Ante” resolves, the monster chosen by the player who activated “Cost Down” is reduced by 2 Level Stars as per the effect of “Cost Down.”

Anti-Aircraft Flower

“Anti-Aircraft Flower” vs. “DNA Surgery” - Monsters changed to Insect Type by the effect of “DNA Surgery” may be Tributed for the effect of “Anti-Aircraft Flower.”

Anti-Spell

The removal of 2 Spell Counters is a Cost of activating “Anti-Spell.”

Anti-Spell Fragrance

If “Anti-Spell Fragrance” is activated in a chain to a Spell Card, that Spell Card will resolve properly. “Anti-Spell Fragrance” only applies to the activation of Spell Cards after the chain it is activated in resolves. Field Spell Cards must be Set for one turn if “Anti-Spell Fragrance” is active. Spell Cards that were Set for one turn before “Anti-Spell Fragrance” was active, may be activated.

Apprentice Magician

“Apprentice Magician” does not need to be sent to the Graveyard as a result of Battle for its Special Summoning effect to resolve. The controller of the “Apprentice Magician” at the time “Apprentice Magician” is destroyed in Battle may elect to use its effect.

Appropriate

“Appropriate” Errata: The text should read: “You can activate this card when your opponent draws a card outside of his/her Draw Phase. After that, each time your opponent draws cards outside of his/her Draw Phase, you draw 2 cards.”

“Appropriate” may not be activated in the Damage Step.

In the event each player has an active “Appropriate”, if one player activates a card that allows him or her to Draw, an infinite Loop is created. If one player has all 5 pieces of Exodia in his or her hand during the resolution of this loop, that player immediately wins. Otherwise, the player who is unable to Draw first, loses the duel.

“Appropriate” vs. “Graceful Charity” - If “Appropriate” has already been active when “Graceful Charity” resolves, the effect of “Appropriate” will successfully resolve. If “Appropriate” is not active when “Graceful Charity” resolves, “Appropriate” may not be activated.

Aqua Spirit

Removing 1 WATER Monster is a Cost to Special Summon Aqua Spirit.

Archfiend’s Oath

“Archfiend’s Oath” is considered an Archfiend, but not an Archfiend monster, for the purpose of “Falling Down.”

If more than one “Archfiend’s Oath” is on the field, the player may use each one once per turn.

Archfiend’s Roar

If the Archfiend monster summoned by “Archfiend’s Roar” is flipped face down or is temporarily removed from the field, that Archfiend monster may be used as a Tribute and it will not be destroyed at the End Phase of the Turn.

Armed Ninja

The effect of “Armed Ninja” is mandatory.

Armor Exe

If “Armor Exe” is flipped face up, it may attack that turn as it was not Flip-Summoned.

The removal of a Spell Counter is a Cost to keep “Armor Exe” on the field.

“Armor Exe” vs. “Skill Drain” - If “Skill Drain” is active, “Armor Exe” may attack the Turn it is Summoned, and the player does not remove 1 Spell Counter per Standby Phase to keep “Armor Exe” on the field.

Armored Glass

“Armored Glass” vs. “Maha Vailo” - Equip Spell Cards equipped to “Maha Vailo” will be negated for the turn when “Armored Glass” is activated and resolves, but the 500 point ATK per Equip Spell Card due to the effect of “Maha Vailo” is not negated.

“Armored Glass” vs. “Premature Burial” - If a monster is equipped with “Premature Burial” when “Armored Glass” resolves, that monster is not destroyed if “Premature Burial” is destroyed the same turn.

“Armored Glass” vs. “Snatch Steal” - Control of a monster equipped with “Snatch Steal” will return to its original controller for the turn after “Armored Glass” has been activated.

“Armored Glass” vs. “Sword Hunter” - Monsters equipped to “Sword Hunter” by the effect of “Sword Hunter” will not provide an ATK bonus the same turn “Armored Glass” has resolved.

“Armored Glass” vs. “Thousand-Eyes Restrict” - Monsters equipped to “Thousand-Eyes Restrict” by the effect of “Thousand-Eyes Restrict” do not cause “Thousand-Eyes Restrict” to lose its ATK/DEF bonus if “Armored Glass” has resolved this turn.

Array of Revealing Light

The Type to be affected is chosen when “Array of Revealing Light” is activated.

Arsenal Bug

A face-down “Arsenal Bug” that is flipped by attack will not have its effect apply until after Damage Calculation.

“Arsenal Bug” vs. “Megamorph” - If “Arsenal Bug” is equipped with “Megamorph,” the effect of “Megamorph” will apply over the effect of “Arsenal Bug.”

Arsenal Robber

If a player claims to not have any Equip Spell Cards at the resolution of “Arsenal Robber,” the opponent may check the player’s Deck for verification.

Arsenal Summoner

“Guardian Sphinx,” “Guardian of the Throne Room” and “Gate Guardian” are eligible choices for the effect of “Arsenal Summoner.”

“Arsenal Summoner’s” effect may be used to search for “Guardian Angel Joan.”

The player resolving the effect of “Arsenal Summoner” must reveal the card to his or her opponent.

If the player resolving the effect of “Arsenal Summoner” does not have any appropriate cards in his or her Deck, that player must offer his or her Deck for verification.

Asura Priest

“Asura Priest” does not return to the player’s hand if it is not face up on the field during the End Phase of the turn it was turned face up.

If “Asura Priest” has attacked Life Points directly, that “Asura Priest” may not attack a monster.

The ‘you cannot attack your opponent directly’ text on “Asura Priest” refers specifically to an “Asura Priest” that has already attacked a monster on the opponent’s field. If “Asura Priest” has attacked a monster, that “Asura Priest” may not attack Life Points directly.

Each of “Asura Priest’s” attacks are separate Battle Steps.

If the opponent Special Summons a monster in the same Battle Phase that “Asura Priest” has attacked monsters and no other monsters have attacked, that “Asura Priest” may attack the new monster.

“Asura Priest” may attack any particular monster only once per Battle Phase.

Attack and Receive

“Attack and Receive” may not be activated in response to payment of a Cost.

“Attack and Receive” may not be activated in response to an effect that has the player losing Life Points, as opposed to taking Damage.

“Attack and Receive” may not be activated in response to your own card effect, even if it inflicts damage to you. “Attack and Receive” may be activated in the Damage Step.

Autonomous Action Unit

If the monster summoned by “Autonomous Action Unit” is temporarily removed from the field, through the effect of “Dimensionhole” or “Interdimensional Matter Transporter”, when the monster returns to the field, it will return to the control of the original owner of the monster.

Axe of Despair

“Axe of Despair” is considered an Archfiend, but not an Archfiend monster, for the purpose of “Falling Down.”

You may not Tribute your opponent’s monster for the effect of “Axe of Despair.” You may Tribute your monster during your opponent’s turn to satisfy the effect of “Axe of Despair.”

“Axe of Despair” vs. “Witch of the Black Forest” – If “Witch of the Black Forest” is equipped with that player’s “Axe of Despair” and then sent to the Graveyard, the controller of the “Witch of the Black Forest” may decide which order to resolve the effects in. If “Witch of the Black Forest” is offered as Tribute to satisfy “Axe of Despair’s” effect, resolve “Axe of Despair’s” effect first, followed by “Witch of the Black Forest.”

“Axe of Despair” vs. “Cyber Jar” - If “Axe of Despair” is sent to the Graveyard as a result of the monster equipped with it being destroyed by the effect of “Cyber Jar,” monsters Special Summoned by the effect of “Cyber Jar” are not eligible to be used as Tributes for the effect of “Axe of Despair.”

B. Skull Dragon

“B. Skull Dragon” is an Archfiend monster card.

Backup Soldier

Multiple “Backup Soldiers” may be activated in a chain with each other as long as there are 5 monsters, one of them being non-effect, in the Graveyard at the time of activation.

Non-effect Fusion Monsters with an ATK of less than 1500 may be returned to the Fusion Deck by the effect of “Backup Soldier.”

Bad Reaction to Simochi

Multiple copies of “Bad Reaction to Simochi” do not have a cumulative effect.

Bait Doll

If “Bait Doll” targets a Trap Card that was Set the turn “Bait Doll” is activated, the Trap Card is considered illegally activated and is immediately destroyed. If “Bait Doll” targets a Trap Card with an activation cost, the activation cost does not have to be paid. If “Bait Doll’s” effect is negated, it does not return to the owner’s deck.

“Bait Doll” vs. “Jinzo” – If “Jinzo” is active on the field, and “Bait Doll” targets a Trap Card, the Trap Card is considered illegally activated. If the Trap Card is a Continuous Trap Card, it remains on the field meaninglessly. If the Trap Card is not a Continuous Trap Card, it is destroyed.

“Bait Doll” vs. “Statue of the Wicked” – If “Bait Doll” targets a face down “Statue of the Wicked”, “Bait Doll” will force the activation of “Statue of the Wicked” and destroy it. “Statue of the Wicked’s” effect will not activate.

Balloon Lizard

“Balloon Lizard” vs. “Skill Drain” - If “Skill Drain” is active, “Balloon Lizard” will not receive any counters for as long as “Skill Drain” is active. “Balloon Lizard” will lose any counters it had when “Skill Drain” is activated.

Banisher of the Light

Effects that activate on a monster being ‘sent to the Graveyard’ will not activate if “Banisher of the Light” is on the field when the card is sent to the Graveyard.

If “Banisher of the Light” is destroyed or sent to the Graveyard, it will go to the Graveyard. If “Banisher of the Light” is destroyed or sent to the Graveyard at the same time other cards are destroyed or sent to the Graveyard, all cards will be sent to the Graveyard.

Banner of Courage

The ATK bonus provided by “Banner of Courage” is not permanent.

Multiple copies of “Banner of Courage” are cumulative in effect.

Bark of Dark Ruler

“Bark of Dark Ruler” is a targeting effect.

“Bark of Dark Ruler” may be activated in the Damage Step before Damage Calculation.

Payment of Life Points is a cost to activate “Bark of Dark Ruler.”

A player may only pay as many Life Points as necessary to take the higher of the opponent’s monster’s ATK/DEF to 0. If the opponent’s monster’s highest statistic of ATK/DEF is not divisible by 100, the player may not pay any excess to set the remainder to 0.

Barrel Behind the Door

“Barrel Behind the Door” can only be used against an effect that will definitely inflict Damage to you.

“Barrel Behind the Door” may be chained to your own effect that inflicts Damage to you.

“Barrel Behind the Door” may be used in the Damage Step.

“Barrel Behind the Door” may not be used against “Time Wizard” or “Dice Jar” because there is no guarantee that you will be receiving Damage.

“Barrel Behind the Door” may not be used against Continuous effects, including “Gravekeeper’s Vassal” or “Wave-Motion Cannon.”

“Barrel Behind the Door” may not be chained to an effect that causes you to lose life such as that of “The Immortal of Thunder.”

“Barrel Behind the Door” may not be used to redirect Life Points paid as a Cost such as that of “Gravekeeper.”

“Barrel Behind the Door” may not be used against effects that redirect Damage, such as that of “Barrel Behind the Door.”

“Barrel Behind the Door” may only be used against one instance of Damage being inflicted to the player controlling “Barrel Behind the Door.”

“Barrel Behind the Door” vs. “Granadora” - “Barrel Behind the Door” may be chained to the Damage inflicted as a result of “Granadora’s” effect.

Barrel Dragon

“Barrel Dragon’s” effect is a targeting effect.

If “Barrel Dragon’s” coin-flip effect must be redone through the effect of “Second Coin Toss”, all 3 coin flips must be redone. If at least 2 out of the 3 coin flips are Heads, “Barrel Dragon’s” effect will destroy the monster it targeted.

Battle-Scarred

“Battle-Scarred” may target an Archfiend monster that does not have a per Standby Phase Life Point cost.

If the Archfiend monster targeted by “Battle-Scarred” changes control to the opponent, the opponent must pay the upkeep cost for the Archfiend monster as well as the cost for “Battle-Scarred.”

If the Archfiend monster targeted for the effect of “Battle-Scarred” is turned face down, “Battle-Scarred” remains on the field meaninglessly.

If the opponent is unable to pay Life Points for the effect of “Battle-Scarred,” “Battle-Scarred” remains on the field and the player controlling the Archfiend monster must still pay Life Points for the Archfiend monster, if he or she is able.

“Battle-Scarred” vs. “Heart of Clear Water” - If an Archfiend monster is equipped with “Heart of Clear Water” when “Battle-Scarred” is destroyed, the Archfiend monster is not destroyed by the effect of “Battle Scarred.”

“Battle-Scarred” vs. “Pandemonium” - If “Pandemonium” is active while “Battle-Scarred” has a targeted Archfiend monster, neither player pays Life Points for that Archfiend monster.

Bazoo the Soul-Eater

“Bazoo the Soul-Eater” Errata: The text should read: “You can remove up to 3 monster cards in your Graveyard from play to increase the ATK of this monster by 300 points for each card removed from play until the end of your opponent’s next turn. This effect can only be used once during your turn.”

If the opponent takes control of a “Bazoo the Soul-Eater” on the turn following the player using the effect of “Bazoo the Soul-Eater,” that opponent may use the effect of “Bazoo the Soul-Eater” to further increase the ATK of “Bazoo the Soul-Eater.”

Beast Fangs

“Beast Fangs” may only be equipped to a Beast-Type monster.

Beast of Talwar

“Beast of Talwar” is considered an Archfiend monster.

Begone, Knave!

If a monster attacks another that has a higher DEF than the attacker’s ATK, and Battle Damage is inflicted while “Begone Knave” is face up on the field, the defending monster will return to the owner’s hand.

Berserk Dragon

“Berserk Dragon” may only be Special Summoned through the effect of “A Deal with Dark Ruler.” It may not be Special Summoned through any other effect, including “Pyramid Turtle,” “Call of the Mummy,” or “Monster Reborn,” even if “Berserk Dragon” was Special Summoned correctly and sent to the Graveyard.

If “Berserk Dragon” is flipped face down, when it is turned face up again, it will have its original ATK value of 3500. If “Berserk Dragon” temporarily leaves the field, when it returns, it will have its original ATK value of 3500.

If “Berserk Dragon” attacks Life Points directly, it may not attack any monsters that may later be on the field.

“Berserk Dragon” vs. “Skill Drain” – If “Skill Drain” is active when “Berserk Dragon” is summoned, “Berserk Dragon” will not lose 500 ATK per End Phase as long as “Skill Drain” is active. “Berserk Dragon” may not attack every monster on the opponent’s side of the field if “Skill Drain” is active. If “Skill Drain” is activated after “Berserk Dragon” has been on the field, any ATK decrease as a result of “Berserk Dragon’s” effect will disappear. If “Skill Drain” leaves the field or is negated, “Berserk Dragon’s” effect of decreasing ATK will begin at that End Phase. If “Skill Drain” leaves the field or is negated, “Berserk Dragon” may again attack every monster on the opponent’s field.

Berserk Gorilla

The effect of “Berserk Gorilla” is a continuous effect.

You cannot chain “Final Attack Orders” to the effect of “Berserk Gorilla”.

If a face down Defense position “Berserk Gorilla” is flipped due to an attack, it is destroyed after Damage Calculation.

If “Berserk Gorilla” is face up and its effect is not negated, the controller of “Berserk Gorilla” may not skip his or her Battle Phase.

“Berserk Gorilla” is not required to attack first in the Battle Phase, but it must attack during the Battle Phase.

Big Bang Shot

If the monster equipped with “Big Bang Shot” is turned face down or removed from the field, that monster is not removed from play by the effect of “Big Bang Shot.”

“Big Bang Shot” vs. “Guardian Ceal” - If “Guardian Ceal” sends “Big Bang Shot” to the Graveyard by its effect, that “Guardian Ceal” is removed from play, but the effect of “Guardian Ceal” is not negated.

“Big Bang Shot” vs. “Imperial Order” - If “Imperial Order” is active when “Big Bang Shot” is destroyed or removed from the field, the monster equipped with “Big Bang Shot” is not removed from play.

Big Eye

The cards seen by the effect of “Big Eye” are not considered Drawn.

Birdface

A player may not search for “Harpie Lady Sisters” by the effect of “Birdface.”

Bite Shoes

The player controlling the effect of “Bite Shoes” may choose a face up monster on either side of the field.

Black Luster Soldier - Envoy of the Beginning

You cannot use the first effect of “Black Luster Soldier - Envoy of the Beginning” in Main Phase 2 if it attacked this turn.

“Black Luster Soldier - Envoy of the Beginning” can attack directly if it destroyed your opponent’s only monster.

“Black Luster Soldier - Envoy of the Beginning’s” effect may be used a maximum of one time per turn.

“Black Luster Soldier - Envoy of the Beginning’s” monster removal effect is targeting.

“Black Luster Soldier - Envoy of the Beginning” may target itself with its monster removal effect.

“Black Luster Soldier - Envoy of the Beginning” may only be initially Special Summoned from the Hand by removing 1 LIGHT and 1 DARK monster from play.

“Black Luster Soldier - Envoy of the Beginning” may be Special Summoned from the Graveyard with an appropriate card if it has been Special Summoned properly and sent to the Graveyard.

If the attack of “Black Luster Soldier - Envoy of the Beginning” is negated, “Black Luster Soldier - Envoy of the Beginning” may not use its effect to remove a monster.

If the target of “Black Luster Soldier - Envoy of the Beginning’s” removal effect is removed from the field before resolution of

the effect, “Black Luster Soldier - Envoy of the Beginning” may not attack that turn.

Black Pendant

“Black Pendant” does not need to be equipped to a monster for its ‘inflict 500 Life Points’ effect to resolve. “Black Pendant” must be sent from the Field to the Graveyard to use its ‘inflict 500 Life Points’ effect.

If the activation of “Black Pendant” is negated, the graveyard effect of “Black Pendant” does not trigger, regardless of if it was originally Set.

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

Black Tyranno

“Black Tyranno” cannot attack directly if your opponent has a Spell or Trap Card on the field.

“Black Tyranno” can only attack directly when the ONLY cards your opponent has are Defense Position monster cards.

Bladefly

The effect of “Bladefly” applies to all face up WIND Attribute monsters on either side of the field.

Blast Held by a Tribute

If all face up Attack position monsters are removed from the field before “Blast Held by a Tribute” resolves, the entire effect of “Blast Held by a Tribute” disappears.

If a monster that has been Tribute Summoned attacks, it may be destroyed by the effect of “Blast Held by a Tribute,” regardless of how long ago the monster was summoned. If a monster has been Special Summoned, it may not trigger “Blast Held by a Tribute,” even if the monster has 5 or more stars.

Blast Juggler

“Blast Juggler” does not count itself for the number of eligible monsters with an ATK of 1000 or less.

Blast with Chain

“Blast with Chain” resolves as an Equip Spell Card after activation. If the monster equipped with “Blast with Chain” is destroyed, “Blast with Chain’s” effect does not trigger. “Blast with Chain” must be destroyed by a card effect to trigger its effect. “Blast with Chain” may be activated in the Damage Step.

The effect of “Blast with Chain” creates its own Chain when it activates in the Graveyard.

“Blast with Chain” vs. “Gearfried the Iron Knight” – “Blast with Chain” will be destroyed by “Gearfried the Iron Knight’s” effect and will activate its ‘destroy 1 card’ effect.

“Blast with Chain” vs. “Jinzo” – If “Jinzo” is face up on the field after “Blast with Chain” has resolved, “Blast with Chain” is not negated as it is an Equip Spell Card. If “Jinzo” is face up on the field before “Blast with Chain” is activated, “Blast with Chain” may not be activated as per “Jinzo’s” effect.

“Blast with Chain” vs. “Spell Cancellor” – If “Spell Cancellor” is face up on the field after “Blast with Chain” has resolved, “Spell Cancellor” will negate the ATK boosting effect of “Blast with Chain” as it is an Equip Spell Card. If “Spell Cancellor” is face up on the field before “Blast with Chain” is activated, “Blast with Chain” will resolve properly and then be negated by “Spell Cancellor.”

Blind Destruction

The die roll for the effect of “Blind Destruction” is mandatory for each of the controller’s Standby Phases.

If multiple copies of “Blind Destruction” are active, a die is rolled for each copy.

Face down monsters are not affected by “Blind Destruction.”

Blindly Loyal Goblin

Control of a face up “Blindly Loyal Goblin” may not change at any time.

“Blindly Loyal Goblin” vs. “Change of Heart” – A face up “Blindly Loyal Goblin” may not be targeted by “Change of Heart.” If a face down “Blindly Loyal Goblin” changes control through the effect of “Change of Heart” or similar cards and “Blindly Loyal Goblin” is turned face up, control of “Blindly Loyal Goblin” will not return to the original controller.

“Blindly Loyal Goblin” vs. “Creature Swap” – A face up “Blindly Loyal Goblin” may not be chosen for the effect of “Creature Swap.” If “Blindly Loyal Goblin” is the only monster on either player’s field, “Creature Swap” may not be activated.

“Blindly Loyal Goblin” vs. “Thousand-Eyes Restrict” - A face up “Blindly Loyal Goblin” may not be targeted by the effect of “Thousand-Eyes Restrict.”

Blue-Eyes Toon Dragon

Two monsters must be Tributed to Special Summon “Blue-Eyes Toon Dragon” while “Toon World” is face up on the summoning player’s field.

If “Blue-Eyes Toon Dragon” is turned face down by an effect, it may not be Flip Summoned unless “Toon World” is face up on the summoning player’s field.

If either player’s “Toon World” is destroyed while “Blue-Eyes Toon Dragon” is face up and active on the field, “Blue-Eyes Toon Dragon” is destroyed.

“Blue-Eyes Toon Dragon” may be Special Summoned from the Graveyard if it has been Special Summoned properly once and the summoning player has “Toon World” on his or her field.

“Blue-Eyes Toon Dragon” may not attack the same turn it is Special Summoned, regardless of how it was Special Summoned.

“Blue-Eyes Toon Dragon” vs. “The Flute of Summoning Dragon” - “Blue-Eyes Toon Dragon” may not be Special Summoned by the effect of “The Flute of Summoning Dragon” regardless of the presence of “Toon World.”

Boar Soldier

“Boar Soldier” may be Special Summoned.

Bombardment Beetle

Monsters with effects that are triggered by being destroyed and sent to the Graveyard do not have their effects activate when destroyed by the effect of “Bombardment Beetle.”

Book of Life

“Book of Life” may not be activated if the controlling player does not have an eligible Zombie-Type monster in his or her Graveyard. “Book of Life” may not be activated if the opponent does not have an eligible monster in his or her Graveyard to be removed from play. If one of the monsters targeted by “Book of Life” is removed from the Graveyard before the resolution of “Book of Life”, the remaining monster will still be affected as normal.

“Book of Life” vs. “Kycoo the Ghost Destroyer” – If “Kycoo the Ghost Destroyer” is face up and active on the opponent’s field, “Book of Life” may not be activated.

Book of Moon

A monster in face up Attack position turned to face down Defense position by “Book of Moon” may not have its position manually changed that turn.

If “Book of Moon” is activated on a defending monster, the attack resolves as normal.

If “Book of Moon” resolves on an attacking monster, the attack stops at that point. The Damage Step is not reached at that point.

A monster turned face down by the effect of “Book of Moon” in response to the declaration of an attack does not trigger a Replay.

Effects that require face up targets will have their effects disappear if “Book of Moon” is chained and successfully resolves to them. This includes “Mirror Force,” “Magic Cylinder,” and “Ring of Destruction.”

Monsters with Continuous effects have their effects cease when turned Face Down by “Book of Moon.”

Monsters that are turned face down by “Book of Moon” have their effects reset. This includes “Suijin,” which will be allowed to use its effect again when turned face up.

If “Book of Moon” is chained to a Flip effect, the Flip effect will resolve as normally unless the Flip effect requires the monster to remain face up.

Tokens may not be turned face down by “Book of Moon.”

“Book of Moon” vs. “Call of the Haunted” – If a monster Special Summoned with “Call of the Haunted” is turned face down by “Book of Moon,” that monster will remain on the field and “Call of the Haunted” will remain face up on the field meaninglessly.

“Book of Moon” vs. “Change of Heart” – If a monster that changes control via “Change of Heart” is turned face down by “Book of Moon,” the monster will return to the original controller’s field when the turn ends as normal per “Change of Heart.”

“Book of Moon” vs. “Premature Burial” – If a monster Special Summoned and Equipped with “Premature Burial” is turned face down by “Book of Moon,” that monster will remain on the field and “Premature Burial” will be sent to the Graveyard as it no longer has a legal target.

“Book of Moon” vs. “Snatch Steal” – If a monster equipped with “Snatch Steal” is turned face down by “Book of Moon,” “Snatch Steal” will be sent to the Graveyard as it no longer has a legal target and control of that monster will remain with the controller of “Snatch Steal.”

“Book of Moon” vs. Spirit Monsters – If “Book of Moon” is used on a Spirit Monster to turn it face down, the Spirit Monster will not return to the hand during the End Phase if it is still face down. Effects of Spirit Monsters that activate upon being turned face up will reset and be able to be used again.

“Book of Moon” vs. “The Flute of Summoning Dragon” – If the only “Lord of D” is turned face down by “Book of Moon” in a chain involving “The Flute of Summoning Dragon”, the effect of “The Flute of Summoning Dragon” will disappear.

Book of Secret Arts

“Book of Secret Arts” may only be equipped to Spellcaster Type monsters.

Book of Taiyou

Monsters flipped face up by the effect of “Book of Taiyou” are not Flip Summoned.

Flip Effect monsters Set and then targeted by “Book of Taiyou” will have their Flip Effects activate.

“Book of Taiyou” vs. Toon monsters - If “Book of Taiyou” flips a Toon monster face up, that Toon monster may attack that turn.

Bottomless Shifting Sand

If more than one monster ties for highest ATK value in the End Phase while “Bottomless Shifting Sand” is active, all of those monsters will be destroyed by the effect of “Bottomless Shifting Sand.”

Bottomless Trap Hole

“Bottomless Trap Hole” is not a targeting effect.

A Flip-Effect monster Flip Summoned and destroyed by “Bottomless Trap Hole” will still resolve its Flip Effect.

“Bottomless Trap Hole” may not be activated in the Damage Step.

“Bottomless Trap Hole” vs. “Cyber Jar” – “Bottomless Trap Hole” can be activated as a response to the monsters Special Summoned by “Cyber Jar.” All monsters on the opponent’s field Special Summoned in Face Up Attack position with 1500

ATK or more will be destroyed and removed from play. “Bottomless Trap Hole” may not be activated in response to the Special Summons placed on the field as a result of “Cyber Jar” being flipped by an attack.

“Bottomless Trap Hole” vs. “Lava Golem” – “Bottomless Trap Hole” may be activated in response to your opponent Special Summoning “Lava Golem” to your side of the field.

Breaker the Magical Warrior

“Breaker the Magical Warrior” only receives its Spell Counter when it is Normal Summoned.

“Breaker the Magical Warrior” does not get its Spell Counter when it is Flip Summoned or Special Summoned.

When “Breaker the Magical Warrior” is Normal Summoned, the placement of the Spell Counter is the event to be chained to with “Trap Hole”, “Bottomless Trap Hole,” “Ring of Destruction,” etc.

The removal of the Spell Counter on “Breaker the Magical Warrior” is a Cost Effect. It is Speed 1 and may not be chained to any other effect.

“Breaker the Magical Warrior’s” effect may not be activated if there are no Spell or Trap cards on the field.

“Breaker the Magical Warrior” does not gain a Spell Counter by players activating Spell Cards.

“Breaker the Magical Warrior” vs. “Fake Trap” - If a Trap card is targeted by the effect of “Breaker the Magical Warrior,” “Fake Trap” may be chained to the effect to protect that Trap card from destruction.”

Bubble Crash

Cards sent to the Graveyard as a result of the effect of “Bubble Crash” are not destroyed.

“Bubble Crash” may not send itself to the Graveyard as a result of the effect of “Bubble Crash.”

Cards sent to the Graveyard as a result of the effect of “Bubble Crash” are all sent at the same time.

Tokens count towards the number of cards on the field for the purpose of “Bubble Crash.”

Burning Beast

The controller of “Burning Beast” while “Burning Beast” is an Equip Spell Card may choose one of his or her own Spell or Trap Cards.

If “Burning Beast” is the only Spell or Trap Card on the field when the equipped monster inflicts Battle Damage, “Burning Beast” must destroy itself.

“Burning Beast” vs. “Robbin’ Goblin” - If “Robbin’ Goblin” and “Burning Beast” are both controlled by the same player when the monster equipped with “Burning Beast” inflicts Battle Damage to his or her opponent, that player may choose the order of the resolution of the two effects.

Burning Land

“Burning Land” may only be activated if there is a Field Card on the field.

Field Cards played while “Burning Land” is active are immediately destroyed.

“Burning Land” may destroy a face down Field card.

Burning Spear

“Burning Spear” may only be equipped to a FIRE type monster.

Burst Breath

“Burst Breath” may be activated if the only face up monster is the Dragon to be used as a Tribute.

“Burst Breath” vs. “Soul Exchange” - If “Soul Exchange” has targeted a face up Dragon Type monster on the opponent’s field, “Burst Breath” may use that monster as a Tribute.

Buster Blader

Monsters changed to Dragon-Type by an effect count towards the bonus ATK of “Buster Blader.”

Buster Rancher

If the monster equipped with “Buster Rancher” has its ATK rise above 1000 through any effect other than that of “Buster Rancher,” “Buster Rancher” is sent to the Graveyard as it is no longer equipped to a legal target.

Butterfly Dagger - Elma

“Butterfly Dagger – Elma” must be destroyed while it is equipped to a monster to activate the effect of returning to a player’s hand.

If “Butterfly Dagger – Elma’s” effect is negated by “Imperial Order” and “Butterfly Dagger – Elma” is destroyed, “Butterfly Dagger – Elma” will return to the player’s hand.

If the monster equipped with “Butterfly Dagger – Elma” is destroyed, “Butterfly Dagger – Elma” does not return to the player’s hand.

If “Butterfly Dagger – Elma” is destroyed in a chain to its activation, “Butterfly Dagger – Elma” will not return to the player’s hand.

If “Butterfly Dagger – Elma’s” activation is negated, “Butterfly Dagger – Elma” will not return to the player’s hand.

If “Butterfly Dagger – Elma” is sent to the Graveyard but not destroyed, it will not return to the player’s hand. If “Butterfly Dagger – Elma” is discarded from the hand, it will not return to the player’s hand.

“Butterfly Dagger – Elma” vs. “Disappear” – “Disappear” can be chained to the activation of “Butterfly Dagger – Elma’s” return to the player’s hand effect. “Disappear” will resolve as Chain Link 2 to the “Butterfly Dagger – Elma’s” effect of Chain Link 1. “Disappear” will resolve first, removing “Butterfly Dagger – Elma” from play. “Butterfly Dagger – Elma’s” effect will then disappear.

“Butterfly Dagger – Elma” vs. “Freed the Matchless General” – If “Butterfly Dagger – Elma” is equipped to “Freed the Matchless General,” “Freed the Matchless General” will negate and destroy “Butterfly Dagger – Elma.” “Butterfly Dagger – Elma” will not return to the player’s hand.

“Butterfly Dagger – Elma” vs. “Rod of Silence – Kay’est” – If “Butterfly Dagger – Elma” is equipped to a monster already equipped with “Rod of Silence – Kay’est,” “Butterfly Dagger – Elma” will be negated and destroyed by the effect of “Rod of Silence – Kay’est” and “Butterfly Dagger – Elma” will not return to the hand. If “Rod of Silence - Kay’est” is equipped to a monster already equipped with “Butterfly Dagger Elma,” “Butterfly Dagger – Elma” will be negated and destroyed by the effect of “Rod of Silence – Kay’est” and “Butterfly Dagger – Elma” will not be returned to the player’s hand.

Byser Shock

“Byser Shock” does not get its effect if Special Summoned face down. “Byser Shock,” if later Flip Summoned, it will have its effect resolve at that time. “Byser Shock” will not receive its effect if Flipped as a result of an attack or an effect.

“Byser Shock” vs. “Skill Drain” - If “Skill Drain” is active or activated in a chain to “Byser Shock’s” effect, the effect of “Byser Shock” is negated.

Call Of The Haunted

“Call of the Haunted” constitutes a targeting effect.

The player using “Call of the Haunted” must declare the monster to be Special Summoned at the time of activation.

If the monster Special Summoned by “Call of the Haunted” is sent to the Graveyard, but not destroyed, “Call of the Haunted” remains on the field meaninglessly.

If the monster Special Summoned by “Call of the Haunted” is returned to the hand, “Call of the Haunted” remains on the field meaninglessly.

If the monster Special Summoned by “Call of the Haunted” is Tributed, “Call of the Haunted” remains on the field meaninglessly.

If that monster is not in the Graveyard at the time of resolution, “Call of the Haunted” resolves without effect and remains on the field meaninglessly.

“Call of the Haunted” may be used to Special Summon a monster from the Graveyard during either player’s Battle Phase. If “Call of the Haunted” is successfully resolved during the opponent’s Battle Phase as a response to an attack declaration, a Replay is triggered.

“Call of the Haunted” may not be activated during the Damage Step.”

If “Call of the Haunted” is destroyed in a chain to the activation of “Call of the Haunted,” the monster that would be Special Summoned by “Call of the Haunted” is not Special Summoned.

“Call of the Haunted” vs. “Gearfried the Iron Knight” – “Call of the Haunted” does not equip itself to “Gearfried the Iron Knight.” “Gearfried the Iron Knight” can be successfully summoned by “Call of the Haunted.”

“Call of the Haunted” vs. “Jinzo” – “Call of the Haunted” can Special Summon “Jinzo.” If “Call of the Haunted” is destroyed while “Jinzo” is face up on the field, the monster targeted by “Call of the Haunted” will not be destroyed. If “Jinzo” is Special Summoned by “Call of the Haunted” and “Jinzo” is destroyed, “Call of the Haunted” is destroyed.

“Call of the Haunted” vs. “Monster Reborn” - If the opponent plays “Monster Reborn” targeting a specific monster in a player’s Graveyard, and “Call of the Haunted” is chained to the activation of “Monster Reborn” targeting the same monster, “Call of the Haunted” will resolve first removing that monster from the Graveyard. “Monster Reborn” will resolve without effect.

“Call of the Haunted” vs. “Mystical Space Typhoon” – If “Mystical Space Typhoon” is activated in a chain with the activation of “Call of the Haunted,” “Mystical Space Typhoon” will destroy the “Call of the Haunted” before “Call of the Haunted” Special Summons a monster. “Call of the Haunted’s” effect will then disappear. If “Call of the Haunted” is activated in a chain with a “Mystical Space Typhoon” that targets “Call of the Haunted,” “Call of the Haunted” will resolve first, Special Summoning a monster. “Mystical Space Typhoon” will then resolve destroying the “Call of the Haunted.” If “Call of the Haunted” is not negated at this point, the monster Special Summoned by “Call of the Haunted” will be destroyed.

“Call of the Haunted” vs. “Tyrant Dragon” – If “Call of the Haunted” is used to Special Summon “Tyrant Dragon” and resolves successfully, “Call of the Haunted” will be negated and destroyed after “Tyrant Dragon” has been Special Summoned. “Tyrant Dragon” will remain on the field.

“Call of the Haunted” vs. Union monsters – If a Union monster like “Koitsu” is Special Summoned by “Call of the Haunted” and then uses its effect to equip itself to its Union counterpart, “Call of the Haunted” will no longer affect the Union monster and will remain face up on the field meaninglessly.

Call of the Mummy

“Call of the Mummy” may only be used once during the controlling player’s own Main Phase 1 or 2.

“Call of the Mummy” can be used to Special Summon any Zombie monster that does not also have Special Summoning requirements regardless of Level.

If “Call of the Mummy’s” effect is chained with a card that will destroy “Call of the Mummy,” “Call of the Mummy’s” effect will disappear.

Cannon Soldier

“Cannon Soldier’s” effect is Speed 1 and is a Cost-Effect.

“Cannon Soldier’s” effect may be used once immediately upon summoning before the opponent may respond with an appropriate Trap Card like “Torrential Tribute” or “Trap Hole.”

“Cannon Soldier” may Tribute itself for its effect.

“Cannon Soldier” may Tribute a face down monster.

Card Destruction

If there are any cards that are not in the owner's hands, through the effect of "Exchange" or similar, when "Card Destruction" is played, the owners of the respective cards may decide the order that the cards go into the Graveyard.

Cards discarded for the purpose of "Card Destruction" are not a cost of activating "Card Destruction."

"Banisher of the Light" vs. "Card Destruction" - If "Card Destruction" resolves while an active "Banisher of the Light" is on the field, each player still draws the same number of cards that were discarded.

Card of Safe Return

A player with multiple "Card of Safe Returns" active on the field may draw 1 card for each "Card of Safe Return" when a monster is Special Summoned from that player's Graveyard.

If a monster is Special Summoned from the Graveyard of a player with a "Card of Safe Return" by the opponent, the player with the "Card of Safe Return" may draw 1 card.

Card Shuffle

The 300 Life Points are a cost to activate the effect of "Card Shuffle."

Castle of Dark Illusions

"Castle of Dark Illusions's" effect will increase the ATK of Zombie monsters on the field by 200 per turn for each turn that "Castle of Dark Illusions" is face up, for the duration of 4 turns on the Standby Phase.

If "Castle of Dark Illusions" leaves the field before the fourth Standby Phase, the ATK increase will stop increasing. Any ATK increase that occurred as a result of "Castle of Dark Illusions" will remain on the respective Zombie-Type monsters as long as those Zombie-Type remain face up on the field.

Castle Walls

"Castle Walls" may be activated in the Damage Step.

"Castle Walls" is a targeted effect.

Catapult Turtle

"Catapult Turtle's" effect is Speed 1 and is a Cost-Effect.

"Catapult Turtle's" effect may be used once immediately upon summoning before the opponent may respond with an appropriate Trap Card like "Torrential Tribute" or "Trap Hole."

"Catapult Turtle" may Tribute itself for its effect.

"Catapult Turtle's" effect is based on the current ATK of the monster at the moment it is Tributed.

Face Down monsters may be Tributed for "Catapult Turtle's" effect.

Cat's Ear Tribe

The effect of "Cat's Ear Tribe" activates in the Damage Step during Damage Calculation.

"Cat's Ear Tribe" vs. "Maju Garzett"/"Great Maju Garzett" – If "Maju Garzett" or "Great Maju Garzett" attacks a "Cat's Ear Tribe" and it is not destroyed as a result of battle, "Maju Garzett" and "Great Maju Garzett's" ATK will be set to 0 at the end of the Damage Step.

Cave Dragon

"Cave Dragon" may be Set, Flip Summoned, or Special Summoned even if there is another monster on that player's field.

If the only other Dragon-Type monster on the field is destroyed as a response to "Cave Dragon" declaring an attack, the "Cave Dragon's" attack is stopped. This card may be Special Summoned.

"Cave Dragon" vs. "Skill Drain" – If "Skill Drain" is active on the field, "Cave Dragon" may still not be Normal Summoned

if there are any other monsters on the field. If “Skill Drain” is active on the field, “Cave Dragon” may attack even if there are no other Dragon-Types on the field.

Ceasefire

“Ceasefire” does not affect Face Down Attack Position monsters.

If “Ceasefire” is activated in a Chain to the Flip Effect of a Flip Summoned monster, “Ceasefire” will resolve first, but the Flip Effect will resolve successfully.

“Ceasefire” can be activated if one of two conditions are met: 1) There is a Face down Defense position monster on the field. 2) There is a Face up Effect monster on the field.

Monster Tokens are not considered Effect monsters for the effect of “Ceasefire.”

“Ceasefire” vs. “Jinzo” – If a face down “Jinzo” is flipped face up by “Ceasefire,” “Ceasefire’s” effect will completely resolve before “Jinzo’s” effect of negating all Traps resolves.

Cestus of Dagla

If the monster equipped with “Cestus of Dagla” is not under the control of the controller of “Cestus of Dagla,” the Life Point gaining effect of “Cestus of Dagla” does not apply.

“Cestus of Dagla” will trigger its Life Point gaining effect if the monster equipped with “Cestus of Dagla” attacks Life Points directly.

If more than one “Cestus of Dagla” is equipped to the same monster, each “Cestus of Dagla” will trigger the Life Point gain.

Chain Destruction

“Chain Destruction” destroys the cards in the hand and the Deck that it sends to the Graveyard.

“Chain Destruction” is a targeting effect.

A player may target his or her own summoned monster with “Chain Destruction.”

Monsters Special Summoned face up by monster effects may be targeted by “Chain Destruction.”

If “Chain Destruction” is activated in response to a Fusion monster being Special Summoned and that Fusion monster has less than 2000 ATK, all other copies of that Fusion monster in the affected player’s Fusion Deck are destroyed and sent to the Graveyard.

If the ATK of a monster is increased above 2000 in a chain to the activation of “Chain Destruction,” “Chain Destruction” still resolves properly.

Chain Energy

“Chain Energy” applies to any cards played after “Chain Energy” resolves.

“Chain Energy” creates a condition where you pay an activation cost of 500 Life Points to play a card. A card is defined as played by either putting it on the field through normal means; for example, a Normal Summon/Set, Activating a Spell Card from the Hand, Setting a Spell or Trap Card, or activating a discarding effect like “Kuriboh” from the hand.

Cards Set previous to “Chain Energy” do not trigger the 500 Life Point cost.

Cards brought to the field through another effect, like Special Summoning a monster through “Monster Reborn” do not trigger the 500 Life Point cost of “Chain Energy”.

Change of Heart

“Change of Heart” is a targeting Spell Card.

It is not required to Flip the face down monster taken control of by “Change of Heart” to look at it.

If the monster affected by “Change of Heart” is turned face down, that monster will return to the original controller at the End Phase as normal.

If the monster affected by “Change of Heart” is temporarily removed from play, that monster will return to the original controller when the monster returns to play.

“Blindly Loyal Goblin” vs. “Change of Heart” – A face up “Blindly Loyal Goblin” may not be targeted by “Change of Heart.” If a face down “Blindly Loyal Goblin” changes control through the effect of “Change of Heart” or similar cards and “Blindly Loyal Goblin” is turned face up, control of “Blindly Loyal Goblin” will not return to the original controller.

“Book of Moon” vs. “Change of Heart” – If a monster that changes control via “Change of Heart” is turned face down by “Book of Moon,” the monster will return to the original controller’s field when the turn ends as normal per “Change of Heart.”

“Change of Heart” vs. “Dimensionhole” / “Interdimensional Matter Transporter” – If a monster that changes control via “Change of Heart” is temporarily removed from the field via “Dimensionhole” or “Interdimensional Matter Transporter,” that monster will return to the original controller’s control when it returns to the field.

Chaos Command Magician

“Chaos Command Magician” vs. “Penguin Soldier” - If “Penguin Soldier” only targets “Chaos Command Magician”, then the effect of “Penguin Soldier” is negated. If “Penguin Soldier” targets “Chaos Command Magician” and another monster by its effect, the effect of “Penguin Soldier” is not negated.

Chaos Emperor Dragon - Envoy of the End

The effect of “Chaos Emperor Dragon - Envoy of the End” may only be activated in a player’s own Main Phases, and is Spell Speed 1.

“Chaos Emperor Dragon - Envoy of the End’s” effect is a Cost-Effect.

After Summoning, the player has Priority and can activate the effect of “Chaos Emperor Dragon - Envoy of the End” immediately before it is destroyed with “Bottomless Trap Hole”, etc.

“Chaos Emperor Dragon - Envoy of the End” sends itself to the Graveyard.

The effect of “Chaos Emperor Dragon - Envoy of the End” counts all cards on the field of both players.

The effect of “Chaos Emperor Dragon - Envoy of the End” does not destroy the cards that it sends to the Graveyard.

“Chaos Emperor Dragon - Envoy of the End’s” effect does not calculate Damage for Tokens sent to the Graveyard by its effect as Tokens are instead removed from play.

Cards sent from the hand to the Graveyard by the effect of “Chaos Emperor Dragon - Envoy of the End” are not considered discarded.

“Chaos Emperor Dragon - Envoy of the End” may only be initially Special Summoned from the Hand by removing 1 LIGHT and 1 DARK monster from play.

“Chaos Emperor Dragon - Envoy of the End” may be Special Summoned from the Graveyard with an appropriate card if it has been Special Summoned properly and sent to the Graveyard. You can “Monster Reborn”, etc., the “Chaos Emperor Dragon - Envoy of the End” if properly Special Summoned and sent to the Graveyard, but you can’t “Monster Reborn”, etc. if it was discarded from your hand with “Graceful Charity”, etc.

If the summon of “Chaos Emperor Dragon - Envoy of the End” is negated, that “Chaos Emperor Dragon - Envoy of the End” may not be Special Summoned from the Graveyard.

“Barrel Behind the Door” can be used against the effect of “Chaos Emperor Dragon - Envoy of the End”. It will count as 1 card for “Chaos Emperor Dragon - Envoy of the End’s” damage total because you don’t send cards to the Graveyard during a chain unless they are destroyed in the middle of the chain or until the entire chain resolves.

“A Deal with Dark Ruler” vs. “Chaos Emperor Dragon - Envoy of the End” - “A Deal with Dark Ruler” may not be chained to the effect of “Chaos Emperor Dragon - Envoy of the End” if no Level 8 or higher monster has been sent to the Graveyard yet.

“Chaos Emperor Dragon - Envoy of the End” vs. “Despair from the Dark” - “Despair from the Dark” sent from the hand to the Graveyard by the effect of “Chaos Emperor Dragon - Envoy of the End” will be Special Summoned through its effect.

“Chaos Emperor Dragon - Envoy of the End” vs. “Fake Trap” - “Fake Trap” may not be activated in a chain with “Chaos Emperor Dragon - Envoy of the End’s” effect as the effect of “Chaos Emperor Dragon - Envoy of the End” does not destroy cards.

“Chaos Emperor Dragon - Envoy of the End” vs. “Witch of the Black Forest” - If “Witch of the Black Forest” is sent to the Graveyard by the effect of “Chaos Emperor Dragon - Envoy of the End,” after “Chaos Emperor Dragon - Envoy of the End’s” effect resolves, the effect of “Witch of the Black Forest” resolves.

Chaos Necromancer

The effect of “Chaos Necromancer” is continuous.

Chaos Sorcerer

If “Chaos Sorcerer” has attacked, it may not use its effect the same turn.

If the attack of “Chaos Sorcerer” is negated, the removal effect of “Chaos Sorcerer” may not be activated.

Chaosrider Gustaph

The ATK increase by the effect of “Chaosrider Gustaph” only applies to Spell Cards specifically removed for that effect.

If the ATK of “Chaosrider Gustaph” is raised by its effect and the following turn, control of “Chaosrider Gustaph” changes to the opponent, the opponent may raise the ATK of “Chaosrider Gustaph” through its effect.

Charm of Shabti

“Charm of Shabti” can be discarded from the hand in response to a face down Gravekeeper monster being flipped up by an attack if that Gravekeeper monster would be destroyed by an attack.

“Charm of Shabti” may be activated in the Damage Step.

Checkmate

“Checkmate” is a targeting effect, targeting a specific “Terrorking Archfiend.”

If “Terrorking Archfiend” is equipped with “Twin Swords of Flashing Light – Tryce” when “Checkmate’s” effect applies, “Terrorking Archfiend” may attack directly twice.

Chopman the Desperate Outlaw

For the purposes of “Curse of Darkness”, the effect of “Chopman the Desperate Outlaw” does not activate the Spell Card from the Graveyard.

Chosen One

Monsters with Special Summon requirements may not be Special Summoned by the effect of “Chosen One.”

“Chosen One” vs. Toon monsters - Toon Monsters may be Special Summoned by the effect of “Chosen One” if “Toon World” is face up on the field.

Cobra Jar

“Cobra Jar” vs. “Change of Heart” – If “Cobra Jar” is flipped while under the control of the other player through “Change of Heart,” the Snake Token produced by the effect will remain under the control of the player who flipped it.

If the Snake Token is taken control of via “Change of Heart” and destroyed, the opponent of the player who ‘created’ the Snake Token by the effect of “Cobra Jar” will take the Life Point damage.

Cockroach Knight

The effect of “Cockroach Knight” is mandatory.

Cocoon of Evolution

The action of Equipping “Cocoon of Evolution” to a face up “Petit Moth” uses that player’s Normal Summon or Set for the Turn.

When Equipped to “Petit Moth,” “Cocoon of Evolution” is an Equip Spell Card.

“Cocoon of Evolution” vs. “Imperial Order” - If “Cocoon of Evolution” is negated by “Imperial Order” while equipped to “Petit Moth,” the ATK/DEF of “Petit Moth” are not changed by the effect of “Cocoon of Evolution.”

Coffin Seller

Multiple monsters sent to the Graveyard at the same time are considered one instance for the purpose of “Coffin Seller.”

Cold Wave

“Cold Wave” may be chained to by appropriate Quick Play Spell Cards or Trap Cards.

“Cold Wave” will prevent the activation of activated continuous effects, such as those of “Ultimate Offering” or “Call of the Mummy.”

If “Cold Wave’s” activation and effect are negated, a second “Cold Wave” may not be played that turn.

“Cold Wave” vs. Union monsters - Union monsters may still use their effect of equipping themselves to an appropriate monster if “Cold Wave” has been activated.

“Cold Wave” vs. “Cocoon of Evolution” - If “Cold Wave” has been activated, “Cocoon of Evolution” may not be equipped onto “Petit Moth.”

“Cold Wave” vs. “Thousand Eyes Restrict” - If “Cold Wave” has been activated, “Thousand Eyes Restrict” may still use its effect to force a monster to equip to it.

Collected Power

“Collected Power” vs. “Kiseitai” - If an equipped “Kiseitai” is moved to a different monster by the effect of “Collected Power,” “Kiseitai” is destroyed.

“Collected Power” vs. “Premature Burial” - If “Premature Burial” is moved to another monster by the effect of “Collected Power,” “Premature Burial” is destroyed, and the monster originally equipped with “Premature Burial” is destroyed.

“Collected Power” vs. “Premature Burial” - If “Collected Power” is chained to the activation of “Premature Burial,” “Premature Burial” is destroyed and no monsters are Special Summoned by the effect of “Premature Burial.”

“Collected Power” vs. “Sword Hunter” - If a monster equipped to “Sword Hunter” is moved to another monster by the effect of “Collected Power,” that equipment monster is destroyed.

“Collected Power” vs. “Thousand-Eyes Restrict” - If a monster equipped to “Relinquished” or “Thousand-Eyes Restrict” is moved to another monster that is not a “Relinquished” or “Thousand-Eyes Restrict,” that monster will be destroyed.

“Collected Power” vs. “Thousand-Eyes Restrict” - If “Thousand-Eyes Restrict” is already equipped with a monster when “Collected Power” would move another monster to “Thousand-Eyes Restrict,” the monster being moved is destroyed.

“Collected Power” vs. Union monsters – Union monsters may not be equipped to other monsters, even if the target would be a legal target of the Union monster. The Union monster will be destroyed per “Collected Power’s” effect in this instance.

Combination Attack

“Combination Attack” may not target a monster that has not reached the Damage Step.

“Combination Attack” may target a Union equipped monster on the opponent’s side of the field.

“Combination Attack” vs. “Twin Swords of Flashing Light - Tryce” - If a monster equipped with “Twin Swords of Flashing Light - Tryce” and a Union monster attacks twice and then is targeted by “Combination Attack,” that monster and the Union monster may each attack once more total.

Compulsory Evacuation Device

You can return your opponent's monster to his hand during the Battle Step of the Battle Phase with the effect of "Compulsory Evacuation Device", but not the Damage Step of the Battle Phase, because the only cards you can activate during the Damage Step are those that specifically modify ATK or DEF.

The player activating "Compulsory Evacuation Device" may target his or her own monster with the effect.

"Compulsory Evacuation Device" may be activated in a chain with another effect.

If you bounce an attacking monster during the Battle Step with the effect of "Compulsory Evacuation Device", it does not cause a replay.

If you bounce the defending monster with the effect of "Compulsory Evacuation Device", it does trigger a replay. Replays are triggered when the monsters on the DEFENDING player's side of the field are changed.

Confiscation

"Confiscation" may not be activated if the opponent has no cards in his or her hand.

Continuous Destruction Punch

Monsters destroyed by attacking with a lower ATK than the defender's DEF are considered destroyed by the effect of "Continuous Destruction Punch."

The effect of "Continuous Destruction Punch" resolves during Damage Calculation before any other effects.

Contract with the Abyss

"Contract with the Abyss" can only be used to summon Ritual DARK monsters. You must offer Star Levels exactly equal to the appropriate Ritual monster to Ritual Summon the Ritual monster.

Monsters Special Summoned through the effect of "Contract with the Abyss" are considered properly Ritual Summoned.

"Contract with the Abyss" vs. "Cost Down" – Even if "Cost Down" has been activated, you must offer Star Levels equal to the original level of the Ritual monster.

Convulsion of Nature

Cards that are turned face up in the deck will be drawn face down while "Convulsion of Nature" is active, but still will resolve properly.

Cost Down

"Cost Down's" effect lasts for the duration of the turn "Cost Down" resolved. This includes if the monster is summoned to the field.

"Cost Down" allows for the Normal Summon of Level 5 and 6 monsters.

If two "Cost Downs" are activated in the same turn, the Star Level of all monsters in the hand will be reduced by 4.

"Cost Down" does not reduce the Star requirement for Ritual summons.

If "Cost Down" has been activated before a Ritual summon, monsters in the hand are still 2 stars lower for the purpose of fulfilling the Ritual Summoning requirement.

"Cost Down" vs. "Cyber Jar" / "Morphing Jar #2" – "Cost Down" has no effect on the monsters revealed by "Cyber Jar" or "Morphing Jar #2" as the monsters are never considered in the hand.

"Cost Down" vs. "Maju Garzett" / "Great Maju Garzett" – If "Cost Down" is used before the Summon of "Maju Garzett" or "Great Maju Garzett", the ATK of both monsters will be 0 as they were not Tribute Summoned with the appropriate number of monsters.

"Cost Down" vs. "Marauding Captain" – If "Cost Down" has been activated in the same Turn before a "Marauding Captain" is

Normal Summoned, a Level 5 or 6 monster may be Special Summoned through the effect of “Marauding Captain.”

Crass Clown

The effect of “Crass Clown” activates if it is Flip Summoned.

Creature Swap

“Creature Swap” is not a targeting effect.

Monsters are chosen for the effect of “Creature Swap” at the resolution of the effect of “Creature Swap.”

Face down monsters can be chosen for the effect of “Creature Swap.”

If “Creature Swap” is chained with an effect that destroys all monsters on one player’s field, “Creature Swap” will resolve without effect.

The position of a monster may be changed before “Creature Swap” is activated.

“Creature Swap’s” ‘position change’ text refers only to manual changes.

“Blindly Loyal Goblin” vs. “Creature Swap” – A face up “Blindly Loyal Goblin” may not be chosen for the effect of “Creature Swap.” If “Blindly Loyal Goblin” is the only face-up monster on either player’s field, “Creature Swap” may not be activated.

“Creature Swap” vs. “Magical Scientist” – A Fusion monster Special Summoned through “Magical Scientist’s” effect with control changed via “Creature Swap” will return to the Fusion Deck if it remains face up on the field at the End Phase of the turn.

“Creature Swap” vs. “Change of Heart” - If a monster that has changed control via “Change of Heart” is chosen for the effect of “Creature Swap,” the effect of “Change of Heart” will disappear after “Creature Swap” resolves.

“Creature Swap” vs. “Snatch Steal” – If a monster that has had its control switched by “Snatch Steal” switches control with “Creature Swap”, the monster will remain on the side it was moved to by “Creature Swap.” The Life Point gaining effect of “Snatch Steal” will continue until “Snatch Steal” leaves the field.

“Creature Swap” vs. Spirits – A card like a Spirit Monster will return to the owners hand, even if control of the monster has been changed via “Creature Swap.”

“Creature Swap” vs. “Witch of the Black Forest” – A card with a Graveyard effect like “Witch of the Black Forest” will still give the original owner the effect, regardless of who controlled it before it went to the Graveyard.

Crimson Sentry

The effect of “Crimson Sentry” may only be activated during the controlling player’s Main Phase 1 or Main Phase 2.

Curse of Aging

Face down monsters are not affected by “Curse of Aging.”

Only one card may be discarded per “Curse of Aging.”

Curse of Darkness

You take the 1000 damage when the Spell Card is ACTIVATED, not when it resolves.

If more than one “Curse of Darkness” is active on the field, a player activating a Spell Card will take 1000 Damage for each active “Curse of Darkness.”

You cannot chain to Curse of Darkness’s effect dealing 1000 damage, because it is a Continuous Effect. Naturally, you can still chain to the Spell Card, of course. This means that chaining the activation of Curse of Darkness (flipping it face-up) to the activation of a Spell Card will not inflict any damage because Curse of Darkness was not active when the Spell Card was activated. [This contradicts the rulings on Spell Counters, which all say ‘when a card is activated...’ but actually mean ‘when the card resolves’.]

Curse of Fiend

Face Down Defense position monsters will be changed to Face Up Attack position by the effect of “Curse of Fiend.” Any applicable Flip Effects will activate at that time.

Monsters affected by “Curse of Fiend” may have their battle positions changed by effects.

Curse of Royal

“Curse of Royal” applies only to those Spell and Trap Cards that destroy only 1 Spell or Trap Card.

If a card can destroy either a Spell or Trap Card or a Monster Card, like “Raigeki Break” or “Solemn Judgment,” it must be targeting 1 Spell or Trap Card to activate “Curse of Royal.”

A Spell or Trap Card that has the effect of destroying more than 1 Spell or Trap Card will not be negated by “Curse of Royal” even if only one card would be destroyed by its effect.

Cursed Seal of the Forbidden Spell

The effect of “Cursed Seal of the Forbidden Spell” lasts for the entire duration of the duel.

The controller of “Cursed Seal of the Forbidden Spell” may activate a Spell Card and chain “Cursed Seal of the Forbidden Spell” to prevent the opponent from activating that Spell Card for the remainder of the duel.

“Cursed Seal of the Forbidden Spell” vs. “Fiber Jar” - If “Fiber Jar’s” Flip effect has successfully resolved, Spell Cards affected by “Cursed Seal of the Forbidden Spell” are still not allowed to be activated for the remainder of the duel.

Cyber Jar

You may shuffle the monsters you Special Summon Face Down via the effect of “Cyber Jar” before determining their final monster position.

Monsters summoned in Face Up Attack position as a result of “Cyber Jar” being flipped in Battle may attack.

“A Legendary Ocean” vs. “Cyber Jar”/“Morphing Jar #2” – Cards revealed by “Cyber Jar” or “Morphing Jar #2” are not considered in the hand. The one star reduction given by “A Legendary Ocean” does not apply to monsters revealed by “Cyber Jar” or “Morphing Jar #2’s” effect.

“Bottomless Trap Hole” vs. “Cyber Jar” – “Bottomless Trap Hole” can be activated as a response to the monsters Special Summoned by “Cyber Jar.” All monsters on the opponent’s field Special Summoned in Face Up Attack position with 1500 ATK or more will be destroyed and removed from play. “Bottomless Trap Hole” may not be activated in response to the Special Summons placed on the field as a result of “Cyber Jar” being flipped by an attack.

“Change of Heart” vs. “Cyber Jar” – If “Change of Heart” is activated the same turn “Cyber Jar” has been flipped, the monster that “Change of Heart” takes control of, if summoned by “Cyber Jar’s” effect cannot have its position changed.

“Cost Down” vs. “Cyber Jar” / “Morphing Jar #2” – “Cost Down” has no effect on the monsters revealed by “Cyber Jar” or “Morphing Jar #2” as the monsters are never considered in the hand.

“Cyber Jar” vs. “Final Attack Orders” - If “Final Attack Orders” is active after “Cyber Jar’s” effect has resolved, each player may still Special Summon appropriate monsters in Face Down Defense Position.

“Cyber Jar” vs. “Ground Collapse” – If “Ground Collapse” is active and more monsters would be summoned through the effect of “Cyber Jar” than there are available monster spaces, the controller of the summoned monsters determine which will be Special Summoned and which will be sent to the Graveyard. Monsters that go to the Graveyard in this way are considered being sent from the Deck to the Graveyard.

“Cyber Jar” vs. Special Summon monsters – If Special Summon monsters are revealed through the effect of “Cyber Jar”, including “Relinquished”, “Toons”, or similar, they are sent to the hand.

“Cyber Jar” vs. “Witch of the Black Forest” – If “Witch of the Black Forest” is destroyed as a result of “Cyber Jar’s” effect, “Cyber Jar’s” effect must resolve first, then “Witch of the Black Forest’s” effect will activate.

Cyclon Laser

The effect of “Cyclon Laser” applies only to the equipped “Gradius.”

The effect of “Cyclon Laser” does not apply to any “Gradius’ Option” that target the equipped “Gradius.”

D. D. Borderline

The effect of “D.D. Borderline” refers to all Spell Cards: Normal, Equip, Field, Continuous, Ritual, and Quick-play.

D. D. Crazy Beast

“D.D. Crazy Beast” must remain face up on the field to remove a monster from the field due to an attack. Monsters that destroy “D.D. Crazy Beast” or return “D.D. Crazy Beast” to the hand as a result of being attacked or destroyed will not be removed from play as a result of “D.D. Crazy Beast.”

“D.D. Crazy Beast” vs. “Giant Germ” – If “D.D. Crazy Beast” removes “Giant Germ” as a result of its effect, “Giant Germ” will not receive its special summoning effect.

“D.D. Crazy Beast” vs. “Mystic Tomato” – If “D.D. Crazy Beast” removes “Mystic Tomato” as a result of its effect, “Mystic Tomato” will not receive its special summoning effect.

“D.D. Crazy Beast” vs. “Witch of the Black Forest” – If “D.D. Crazy Beast” removes “Witch of the Black Forest” as a result of its effect, “Witch of the Black Forest” will not receive its searching effect.

D. D. Designator

You MUST have another card in your hand besides “D. D. Designator” in order to activate this card.

If you no longer have an additional card in your hand when “D. D. Designator” resolves (for example, if you activate “Type Zero Magic Crusher’s” effect in a chain), then “D. D. Designator’s” effect disappears.

“D.D. Designator” vs. “Reload” - If “Reload” is chained to the activation of “D.D. Designator,” “Reload” must resolve first before the hand is revealed for the effect of “D.D. Designator.”

D. D. Scout Plane

If the controller of “D.D. Scout Plane’s” monster zones are all filled when “D.D. Scout Plane” would Special Summon itself to the field, “D.D. Scout Plane” is destroyed.

The effect of “D.D. Scout Plane” will activate only once per End Phase.

If “D.D. Scout Plane” is removed from play face down, “D.D. Scout Plane” will not be Special Summoned by its effect at the End Phase.

D. D. Warrior Lady

Any time “D.D. Warrior Lady” is involved in battle, the controller of “D.D. Warrior Lady” may use its effect, regardless of if it inflicts damage. If “D.D. Warrior Lady” is destroyed by “Dark Ruler Ha Des”, “Dark Balter the Terrible,” or a monster equipped with “Wicked Breaking Flamberge – Baou,” “D.D. Warrior Lady” will not receive its effect. “D.D. Warrior Lady’s” effect is not targeting.

“D.D. Warrior Lady” vs. “Fiber Jar” – If “D.D. Warrior Lady” attacks a face down “Fiber Jar,” “Fiber Jar” will become Chain Link 2. “D.D. Warrior Lady’s” effect will become Chain Link 1. “Fiber Jar” will resolve first making “D.D. Warrior Lady’s” effect resolve without effect.

“D.D. Warrior Lady” vs. “Skill Drain” - If “Skill Drain” is active when “D.D. Warrior Lady’s” effect resolves, the effect of “D.D. Warrior Lady” is negated.

“D.D. Warrior Lady” vs. “Wall of Illusion” – If “D.D. Warrior Lady” attacks “Wall of Illusion” and chooses to use “D.D. Warrior Lady’s” effect, “Wall of Illusion” will become Chain Link 2. “D.D. Warrior Lady” will become Chain Link 1. “Wall of Illusion” will resolve first returning “D.D. Warrior Lady” to the owner’s hand. “Wall of Illusion” will then be removed from play.

“D.D. Warrior Lady” vs. “Witch of the Black Forest” – If “D.D. Warrior Lady” is involved in a battle with “Witch of the Black

Forest” and chooses to use “D.D. Warrior Lady’s” effect, “Witch of the Black Forest” will be removed from play and will not receive its searching effect.

D. Tribe

“D. Tribe” vs. “DNA Surgery” - If both “D. Tribe” and “DNA Surgery” are active, the most recent one to resolve takes priority.

Dancing Fairy

“Dancing Fairy” vs. “Zero Gravity” - If “Dancing Fairy” is changed to Defense Position by the effect of “Zero Gravity” in the Standby Phase, the controller of “Dancing Fairy” will gain 1000 Life Points.

Dark Balter the Terrible

Fusion Substitution monsters may not be used to Fusion Summon “Dark Balter the Terrible.”

“Dark Balter the Terrible” may be Special Summoned from the Fusion Deck by an effect that does not Fusion Summon it.

“Dark Balter the Terrible” must destroy a monster to negate that monster’s effect.

“Dark Balter the Terrible” can only negate Normal Spell Cards.

“Dark Balter the Terrible” cannot negate Quick-play Spell Cards, Field Spell Cards, Continuous Spell Cards, Ritual Spell Cards, and Equip Spell Cards.

Monsters that were destroyed by “Dark Balter the Terrible” and leave the Graveyard will no longer have their effects negated.

“Dark Balter the Terrible” does not negate Special Summoning restrictions from the Graveyard, including those of “Tyrant Dragon,” “Dark Ruler Ha Des,” and “Helpoemer.”

If “Dark Balter the Terrible” destroys a Flip-Effect monster, the Flip-Effect monster’s effect is negated.

“Dark Balter the Terrible” vs. “Marie the Fallen One” – If “Dark Balter the Terrible” destroys “Marie the Fallen One” in battle, “Marie the Fallen One’s” Graveyard effect of ‘increase the players Life Points by 200 each Standby Phase’ is negated.

“Dark Balter the Terrible” vs. “Reflect Bounder” – If “Dark Balter the Terrible” attacks a face up attack position “Reflect Bounder”, “Reflect Bounder’s” effect of inflicting Damage equal to the ATK of the attacking monster will not be negated. If “Dark Balter the Terrible” destroys “Reflect Bounder,” “Reflect Bounder” will be considered destroyed as a result of Battle and not as a result of “Reflect Bounder’s” effect.

“Dark Balter the Terrible” vs. “Sinister Serpent” – If “Dark Balter the Terrible” destroys “Sinister Serpent” in battle, “Sinister Serpent’s” effect of returning to the hand from the Graveyard during the Standby Phase is negated.

“Dark Balter the Terrible” vs. “Spirit Reaper” – Since “Dark Balter the Terrible” cannot destroy “Spirit Reaper” in battle because of “Spirit Reaper’s” effect, “Spirit Reaper” is not destroyed nor negated by “Dark Balter the Terrible.”

“Dark Balter the Terrible” vs. “Witch of the Black Forest” – If “Dark Balter the Terrible” destroys “Witch of the Black Forest,” “Witch of the Black Forest’s” effect is negated and “Witch of the Black Forest” will not receive its searching effect.

Dark Cat with White Tail

The Flip Effect of “Dark Cat with White Tail” is not optional. If there are not enough monsters on the respective fields to satisfy “Dark Cat with White Tail’s” effect, “Dark Cat with White Tail’s” effect disappears.

Dark Coffin

“Dark Coffin” Errata: The text should read: “When this face-down card is destroyed and sent to the Graveyard, your opponent must select and execute 1 of the following effects: •Discard 1 card in his/her hand at random. •Select 1 monster on his/her side of the field and destroy it.”

“Dark Coffin” does not need to have been Set a turn to trigger its effect if it is destroyed.

The effect of “Dark Coffin” activates regardless of which player destroys “Dark Coffin” and sends it to the Graveyard.

If the opponent of the controller of “Dark Coffin” cannot fulfill one of the two conditions of “Dark Coffin,” the other condition must be fulfilled.

“Dark Coffin’s” effect is not negated by cards like “Jinzo” or “Royal Decree” since “Dark Coffin’s” effect activates in the Graveyard.”

Dark Core

Discarding a card is a cost to activate “Dark Core.”

“Dark Core” is a targeting effect.

“Dark Core” does not destroy the card it removes from play.

Dark Designator

If the player required to search for the Monster Card designated by “Dark Designator’s” effect does not have the specified card in his/her Deck, the controller of “Dark Designator” may search the opponent’s Deck to verify this.

Dark Elf

The payment of 1000 Life Points is a cost to declare an attack with “Dark Elf.”

If a Replay is triggered when “Dark Elf” attacks, the 1000 Life Points is not refunded.

Dark Energy

“Dark Energy” may only be equipped to Fiend Type monsters.

Dark Flare Knight

One “Mirage Knight” may be summoned for each “Dark Flare Knight” destroyed as a result of Battle.

“Dark Flare Knight” vs. “Dark Ruler Ha Des” – If “Dark Ruler Ha Des” destroys “Dark Flare Knight” as a result of battle, “Dark Flare Knight’s” effect of being able to Special Summon “Mirage Knight” will be negated.

Dark Hole

Monsters destroyed face down by the effect of “Dark Hole” are not flipped.

Dark Jeroid

Dark Jeroid’s effect is Targeting.

If “Dark Jeroid” is the only face up monster when “Dark Jeroid” is Summoned, “Dark Jeroid” must target itself for its effect.

“Dark Jeroid” only gets its effect when it is Normal Summoned, Flip Summoned, or Special Summoned. It does not get its effect when it is Flipped.

“Dark Jeroid” does not get its effect if Flipped as a result of an Effect or as a result of Battle.

If the monster affected by “Dark Jeroid” is turned face down or leaves the field, the effect of “Dark Jeroid” disappears.

Dark Magician of Chaos

If “Dark Magician of Chaos” destroys a face down Flip Effect monster in battle, the Flip Effect will resolve before that monster is removed from play.

“Dark Magician of Chaos’s” effect of retrieving a Spell Card from the Graveyard does not activate if “Dark Magician of Chaos” is Special Summoned face down.

“Dark Magician of Chaos’s” effect of removing itself from play activates at any instant of “Dark Magician of Chaos” being removed from the field.

Dark Master - Zorc

The target of “Dark Master – Zorc’s” effect as a result of rolling a 3, 4, or 5, is chosen at resolution of “Dark Master – Zorc’s” effect.

If a 6 is rolled by the effect of “Dark Master - Zorc,” “Dark Master - Zorc” will destroy itself.

Dark Necrofeard

“Dark Necrofeard” can only be initially Special Summoned from the Hand through the effect of removing 3 Fiend-Type cards from the Graveyard. It may be Special Summoned from the Graveyard after this if the effect has been fulfilled.

“Dark Necrofeard’s” summoning effect is Spell Speed 1.

If “Dark Necrofeard” is returned to the hand while an Equip Spell Card, it must be summoned again properly by removing 3 Fiend Type monsters from the Graveyard.

“Dark Necrofeard’s” ‘equipping’ effect is considered Targeting. “Dark Necrofeard’s” ‘equipping’ effect follows all restrictions of Equip Spell Cards.

If “Dark Necrofeard” is destroyed by the opponent’s effect while an Equip Spell Card, “Dark Necrofeard” will reactivate its ‘equipping’ effect if it remains in the Graveyard until the End Phase of that turn.

“Dark Necrofeard’s” ‘equipping’ effect may not be negated by “Magic Jammer”, “Spell Shield Type 8,” or similar cards as “Dark Necrofeard” is not activated as a Spell Card.

If control of “Dark Necrofeard” switches to the non-owner of “Dark Necrofeard” and “Dark Necrofeard” is destroyed as a result of battle, “Dark Necrofeard’s” equipping effect will activate.

If control of “Dark Necrofeard” switches to the non-owner of “Dark Necrofeard” and the non-owner of “Dark Necrofeard” destroys “Dark Necrofeard” with a card effect, “Dark Necrofeard’s” equipping effect will activate.

If “Dark Necrofeard” is destroyed in the same End Phase that it equips itself to a monster, “Dark Necrofeard” will not equip itself to another monster.

If “Dark Necrofeard” does not equip a monster during the same End Phase it was destroyed in, “Dark Necrofeard’s” effect disappears.

If “Dark Necrofeard’s” effect activates when the owner’s Spell/Trap Zone is full, the effect of “Dark Necrofeard” disappears.

“Dark Necrofeard” vs. “Book of Moon” – If the monster equipped with “Dark Necrofeard” is flipped face down by the effect of “Book of Moon,” the monster will remain under the control of the controller of “Dark Necrofeard.” “Dark Necrofeard” will be sent to the Graveyard as it no longer has a legal target and will not reactive it’s equipment effect.

“Dark Necrofeard” vs. “Imperial Order” – If “Imperial Order” is activated while “Dark Necrofeard” is equipped to a monster, “Imperial Order” will negate “Dark Necrofeard’s” effect and return control to the previous controller for as long as “Imperial Order” is active. If “Imperial Order” is later negated or removed from the field, “Dark Necrofeard’s” effect will no longer be negated and control of the equipped monster will return to the controller of “Dark Necrofeard.”

“Dark Necrofeard” vs. “Solemn Judgment” – If “Solemn Judgment” is used to negate the Special Summon of “Dark Necrofeard,” “Dark Necrofeard” will activate its equipping effect during the End Phase of that turn as “Solemn Judgment” destroyed “Dark Necrofeard.” “Dark Necrofeard” will not be able to be Special Summoned from the Graveyard as its Summon was negated.

“Change of Heart” vs. “Dark Necrofeard” - If the monster equipped with “Dark Necrofeard” changes control as a result of “Change of Heart,” that monster will remain under the new controller’s control for the duration of the turn, after which it will return to the controller of “Dark Necrofeard.”

“Dark Necrofeard” vs. “Snatch Steal” - If the monster equipped with “Dark Necrofeard” changes control as a result of “Snatch Steal,” the player who activated “Snatch Steal” will maintain control of that monster until “Snatch Steal” is removed from the field or negated. The player controlling “Dark Necrofeard” will gain 1000 Life Points per Standby Phase as per the effect of “Snatch Steal.”

Dark Paladin

“Dark Paladin” may only be Special Summoned by a Fusion Summon.

It may not be Special Summoned from the Graveyard, even if it was properly summoned previously.

“Dark Paladin” may be summoned with the aid of Fusion Substitution Monsters like “Goddess with the Third Eye.”

The effect of “Dark Paladin” may be activated in the Damage Step.

The Spell negating effect of “Dark Paladin” may be activated multiple times in the same Chain.

The Spell negating effect of “Dark Paladin” is not negated if “Dark Paladin” is removed from the field or turned face down in the same Chain.

Dark Room of Nightmare

“Dark Room of Nightmare’s” effect only applies to Effect Damage. It does not apply to Costs or Battle Damage.

“Dark Room of Nightmare” applies to all damage inflicted to the opponent, regardless of who activated the effect.

The effect of “Dark Room of Nightmare” applies to all “Dark Rooms of Nightmare” on the field.

Dark Ruler Ha Des

Monsters that were destroyed by “Dark Ruler Ha Des” and leave the Graveyard will no longer have their effects negated.

“Dark Ruler Ha Des” does not negate Special Summoning restrictions from the Graveyard, including those of “Tyrant Dragon,” “Dark Ruler Ha Des,” and “Helpoemer.”

If “Dark Ruler Ha Des” destroys a Flip-Effect monster, the Flip-Effect monster’s effect is negated.

A Fiend monster that destroys a “Giant Germ” while “Dark Ruler Ha Des” is face up on the Fiend’s field will not trigger the effect of “Giant Germ”.

“Dark Ruler Ha Des” vs. “Kiseitai” - If “Dark Ruler Ha Des” attacks a face down “Kiseitai,” that “Kiseitai” will equip itself to “Dark Ruler Ha Des” as normal.

“Dark Ruler Ha Des” vs. “Marie the Fallen One” – If “Dark Ruler Ha Des” destroys “Marie the Fallen One” in battle, “Marie the Fallen One’s” Graveyard effect of ‘increase the players Life Points by 200 each Standby Phase’ is negated.

“Dark Ruler Ha Des” vs. “Reflect Bounder” – If “Dark Ruler Ha Des” attacks a face up attack position “Reflect Bounder”, “Reflect Bounder’s” effect of inflicting Damage equal to the ATK of the attacking monster will not be negated. If “Dark Ruler Ha Des” destroys “Reflect Bounder,” “Reflect Bounder” will be considered destroyed as a result of Battle and not as a result of “Reflect Bounder’s” effect.

“Dark Ruler Ha Des” vs. “Sinister Serpent” – If “Dark Ruler Ha Des” destroys “Sinister Serpent” in battle, “Sinister Serpent’s” effect of returning to the hand from the Graveyard during the Standby Phase is negated.

“Dark Ruler Ha Des” vs. “Spirit Reaper” – Since “Dark Ruler Ha Des” cannot destroy “Spirit Reaper” in battle because of “Spirit Reaper’s” effect, “Spirit Reaper” is not destroyed nor negated by “Dark Ruler Ha Des.”

“Dark Ruler Ha Des” vs. “Thousand Eyes Restrict” - If “Dark Ruler Ha Des” battles a “Thousand Eyes Restrict” equipped with a monster, the effect of the equipped monster is not negated if that equipped monster has an effect that activates in the Graveyard.

“Dark Ruler Ha Des” vs. “Witch of the Black Forest” – If “Dark Ruler Ha Des” destroys “Witch of the Black Forest,” “Witch of the Black Forest’s” effect is negated and “Witch of the Black Forest” will not receive its searching effect.

Dark Scorpion - Meanae the Thorn

“Dark Scorpion – Meanae the Thorn’s” effect may be used to retrieve any card with “Dark Scorpion” in its name, including Spell and Trap cards.

“Dark Scorpion – Meanae the Thorn’s” effect may not be used to retrieve “Don Zaloog.”

Dark Scorpion Combination

If “Dark Scorpion Combination” has been activated, the affected ‘Dark Scorpion’ monsters will all inflict 400 points of Damage through a Direct Attack, even if all opponent’s monsters have been destroyed.

Activating “Dark Scorpion Combination” on the opponent’s turn does not allow the player to attack.

Dark Scorpion’ monsters summoned after the resolution of “Dark Scorpion Combination” are not subject to the effect of “Dark Scorpion Combination.”

“Dark Scorpion Combination” vs. “Rod of the Mind’s Eye” – If “Rod of the Mind’s Eye” is equipped to a monster affected by “Dark Scorpion Combination,” that monster will inflict 1000 points of Damage as per its effect.

Dark Snake Syndrome

“Dark Snake Syndrome” counts the Standby Phases of the player controlling “Dark Snake Syndrome.”

Damage inflicted by “Dark Snake Syndrome” applies during the Standby Phase of the player controlling “Dark Snake Syndrome.”

If “Dark Snake Syndrome’s” effect is negated, “Dark Snake Syndrome” will continue counting Standby Phases for the purpose of inflicting Damage, but Damage will not be inflicted until “Dark Snake Syndrome” is no longer negated.

Multiple copies of “Dark Snake Syndrome” will each count Standby Phases individually and inflict the appropriate amount of damage at the appropriate times.

Dark Spirit of the Silent

A monster forced to attack by the effect of “Dark Spirit of the Silent” is still allowed its normal attack that Battle Phase.

Monsters that would normally not be able to attack must attack if targeted by “Dark Spirit of the Silent”

Costs to declare an attack are not paid when a monster is forced to attack by the effect of “Dark Spirit of the Silent.”

“Dark Spirit of the Silent” vs. “Spear Dragon” - If “Spear Dragon” is forced to attack by the effect of “Dark Spirit of the Silent,” that “Spear Dragon” will be changed to Defense position after the resolution of the attack as per the effect of “Spear Dragon.”

Dark Zebra

The battle position of “Dark Zebra” may be changed by effects.

Darkbishop Archfiend

If an Archfiend monster that is able to negate with an effect with a die roll is targeted by an effect and “Darkbishop Archfiend” is also on the field, both rolls may be performed in the attempt to negate and destroy the card inflicting the effect.

Darkness Approaches

Face up Attack position monsters may be turned to face down Attack position by the effect of “Darkness Approaches.”

Monsters turned to Face down Attack position by “Darkness Approaches” may be Flip Summoned as normal.

Monsters turned to Face down Attack position by “Darkness Approaches” that are changed to Defense Position are not flipped.

Dark-Piercing Light

Monsters flipped by the effect of “Dark-Piercing Light” will have any relevant Flip effects activate.

Deal of Phantom

“Deal of Phantom” counts the monsters in the Graveyard at the time “Deal of Phantom” is activated.

Decayed Commander

“Decayed Commander” must inflict at least 1 Life Point Damage in a direct attack to activate its effect.

Dedication through Light and Darkness

The phrase ‘your side of the field’ refers to the controller of “Dedication through Light and Darkness”.

Deepsea Warrior

“Deepsea Warrior” does not gain any ATK or DEF bonuses from the effect of “Umi.”

“Change of Heart” vs. “Deepsea Warrior” - If a face down “Deepsea Warrior” is taken control of by “Change of Heart” and flipped while “Umi” is face up on the field, “Deepsea Warrior” will immediately return to the original controller’s control.

De-Fusion

“De-Fusion” may be activated on any Fusion monster, regardless of if the monster was Fusion Summoned.

If a monster was not properly Fusion Summoned and “De-Fusion” targets that monster, the monster is returned to the Fusion Deck, but no monsters will be Special Summoned from the effect of “De-Fusion.”

If all Fusion-material monsters are not in the Graveyard when “De-Fusion” targets a properly summoned Fusion monster, no monsters will be Special Summoned.

A Fusion monster properly Fusion summoned with the aid of a Fusion Substitution monster like “Goddess with the Third Eye” that is targeted by “De-Fusion” will allow the Special Summon of the Fusion Substitution monster and the other material monsters used for that Fusion, if those monsters are in the Graveyard.

Delinquent Duo

“Delinquent Duo” may be activated if the opponent has only one card in his/her hand.

If the first card discarded by the effect of “Delinquent Duo” has an effect that activates on being discarded or sent to the Graveyard, “Delinquent Duo’s” effect must still fully resolve before the new effect begins a new Chain.

Demotion

Monster levels may not go below 1 star, even if a monster is equipped with “Demotion.”

Des Dendle

Tokens Special Summoned by the effect of “Des Dendle” may be used as a Tribute for Tribute Summons.

Des Feral Imp

The effect of “Des Feral Imp” specifically targets a card in the Graveyard.

If the effect of “Des Feral Imp” returns a Fusion monster to the deck, that Fusion monster will return to the Fusion Deck.

Des Kangaroo

A monster with lower ATK than the DEF of “Des Kangaroo” that attacks “Des Kangaroo” is destroyed as a result of the effect of “Des Kangaroo” if “Des Kangaroo” wouldn’t destroy it in battle normally.

A monster attacking with a lower ATK than “Des Kangaroo’s” DEF is destroyed regardless of the Battle Position of “Des Kangaroo.”

Despair from the Dark

If “Despair from the Dark” is sent to the Graveyard from the deck through an effect like “Vampire Lord”, “Despair from the Dark’s” effect will activate.

“Despair from the Dark” vs. “Morphing Jar #2” – If “Despair from the Dark” is sent to the Graveyard as a result of “Morphing Jar #2’s” effect, “Despair from the Dark’s” effect will activate since the monster is considered being sent from the Deck to the Graveyard.

De-Spell

“De-Spell” may target a card in either player’s Spell/Trap zone.

Desrook Archfiend

“Desrook Archfiend” may be discarded from the owner’s hand to Special Summon “Terrorking Archfiend” when “Terrorking Archfiend” is destroyed and goes to the Graveyard, regardless of who controlled “Terrorking Archfiend.”

“Desrook Archfiend” may only be discarded to Special Summon “Terrorking Archfiend” from the Graveyard if “Terrorking Archfiend” being destroyed was the final action in the resolution of the Chain.

“Desrook Archfiend” may be discarded to Special Summon a “Terrorking Archfiend” that was destroyed while it was face down.

If multiple “Terrorking Archfiends” are destroyed at the same time, only one “Desrook Archfiend” may be discarded to Special Summon one “Terrorking Archfiend.”

“Desrook Archfiend”, if retrieved by the effect of “Pandemonium” from a “Terrorking Archfiend” being destroyed and sent to the Graveyard, may not be used to Special Summon “Terrorking Archfiend” from the Graveyard.

Destiny Board

The ‘Spirit Message’ Spell Cards may not be played through any other means than “Destiny Board’s” effect, even if “Destiny Board” is active on the field.

If “Destiny Board” is negated by the effect of “Jinzo” or “Royal Decree,” ‘Spirit Messages’ will not be played.

If “Destiny Board” or a Spirit Message is destroyed or removed from the field, only other “Destiny Boards” or Spirit Messages on the field will be removed. “Destiny Boards” or Spirit Messages still in the deck are unaffected.

“Destiny Board” vs. “Jinzo” - If a Spirit Message or “Destiny Board” is destroyed while “Jinzo” is active on the field, no other Spirit Messages or “Destiny Board” will be removed from the field. If an intermediate Spirit Message is destroyed in this situation, the effect of “Destiny Board” disappears.

Destruction Punch

A monster destroyed as a result of “Destruction Punch” is considered destroyed as the result of an effect and not as a result of battle.

“Destruction Punch” vs. “Wall of Illusion” - If a monster with a lower ATK than the DEF of “Wall of Illusion” attacks “Wall of Illusion,” and “Destruction Punch” is activated in response to the attack, the effect of “Wall of Illusion” will resolve before the effect of “Destruction Punch” can resolve.

Dice Re-Roll

“Dice Re-Roll” must be activated before the related die roll is activated.

“Dice Re-Roll” vs. “Dice Jar” – If “Dice Re-Roll” is active and its effect is used for “Dice Jar’s” roll, both players must re-roll the die.

Different Dimension Capsule

If “Different Dimension Capsule” is removed from the field or negated before the second Standby Phase, the card removed from “Different Dimension Capsule” remains removed from play.

If “Different Dimension Capsule” is unable to return the monster it removed from play, that monster will remain removed from play face down.

Monsters turned face down and removed from play by the effect of “Different Dimension Capsule” may not be returned to play by the effect of “Miracle Dig” or “Dimension Fusion.”

“Different Dimension Capsule” vs. “Imperial Order” – If “Imperial Order” is active during the second Standby Phase, “Different Dimension Capsule” will remain on the field meaninglessly, and the card removed from play by the effect of “Different Dimension Capsule” will remain removed from play.

Different Dimension Dragon

“Different Dimension Dragon” must be face up on the field to receive its effect.

If “Different Dimension Dragon” is the only monster on the field, monsters with 1900 ATK or lower do not attack directly.

“Different Dimension Dragon” can be destroyed by non-targeting Monster Effects.

If a face up “Different Dimension Dragon” is the only monster on a player’s field, the opponent may not activate a non-targeting effect that only has the component of destroying a monster.

Different Dimension Gate

“Different Dimension Gate” may target a monster that is not affected by Spell Cards. That monster would not be removed from play by the effect of “Different Dimension Gate.”

Both players must have an eligible monster on the field in order to activate “Different Dimension Gate.”

Tokens may be targeted by “Different Dimension Gate”, but will not be returned to play if “Different Dimension Gate” is destroyed.

If “Different Dimension Gate” is returned to the hand, the monsters removed from play will remain removed from play.

Monsters removed from play by the effect of “Different Dimension Gate” may be brought back into play by other means than the destruction of “Different Dimension Gate.”

If one monster affected by “Different Dimension Gate” has been returned to play, the other monster will still be returned to play when “Different Dimension Gate” is destroyed.

Diffusion Wave-Motion

If a monster affected by “Diffusion Wave-Motion” is prevented from attacking, “Diffusion Wave-Motion” does not allow the monster to attack.

The controller of the monster affected by “Diffusion Wave-Motion” decides the order the opponent’s monsters will be attacked.

If an attack of a monster affected by “Diffusion Wave-Motion” is negated, that monster may not attack the monster that was targeted when the attack was negated.

“Diffusion Wave-Motion” may not be activated in Main Phase 2.

“Diffusion Wave-Motion” may not be activated if the monster targeted would not be able to attack that turn when “Diffusion Wave-Motion” is activated.

If the monster targeted by “Diffusion Wave-Motion” is destroyed in a chain with “Diffusion Wave-Motion,” other monsters on the controller’s field may attack as normal.

If the monster targeted by “Diffusion Wave-Motion” is destroyed after the resolution of “Diffusion Wave-Motion,” other monsters on the controller’s field may not attack that turn.

Monsters summoned after the resolution of “Diffusion Wave-Motion” may not attack.

If an attack of a monster affected by “Diffusion Wave-Motion” is negated, the monster that was targeted by that attack may not be targeted again.

Monsters destroyed by a monster affected by “Diffusion Wave-Motion” have their entire effects negated as long as that monster remains in the Graveyard.

Dimension Fusion

Payment of 2000 Life Points is a cost to activate “Dimension Fusion.”

If only one player has monsters removed from play, “Dimension Fusion” may still be activated.

You must fill up as many Monster Zone spaces as you can with the effect of “Dimension Fusion”.

You cannot Special Summon Monsters that have Special Summon requirements that were not already Summoned properly.

Monsters properly Special Summoned and then removed from play may be Special Summoned by the effect of “Dimension Fusion.”

You can activate “Dimension Fusion” even if your opponent does not have any eligible monsters.

If a player has more monsters removed from play than available spaces when “Dimension Fusion” resolves, that player may choose which monsters to Special Summon by the effect of “Dimension Fusion.”

“Dark Ruler Ha Des” vs. “Dimension Fusion” - “Dark Ruler Ha Des” may be Special Summoned by “Dimension Fusion.”

“Dimension Fusion” vs. “Mirage Knight” - “Dimension Fusion” may not Special Summon a “Mirage Knight” that has been removed from play.

Dimension Jar

“Dimension Jar” vs. “Kycoo the Ghost Destroyer” - If “Dimension Jar” is flipped while “Kycoo the Ghost Destroyer” is face up on the field, the controller of “Kycoo the Ghost Destroyer” may remove monsters from the opponent’s Graveyard as normal. The opponent of “Kycoo the Ghost Destroyer” may not remove any monsters from the opponent’s Graveyard.

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.

Tokens may be removed from play through the effect of “Dimensionhole,” but will not return to play.

If the Standby Phase the “Dimensionhole” would return the monster in is skipped, “Dimensionhole’s” effect disappears and the monster remains removed from play.

Disappear

“Disappear” may not be activated in the Damage Step.

“Disappear” may be activated in a chain with an effect that removes a card from the Graveyard.

“Disappear” may not be chained to the effect of Special Summon monsters that are Special Summoned through removing monsters from the Graveyard in an attempt to prevent the Summon.

Disarmament

“Disarmament” does not destroy face down Equip Spell Cards.

Disturbance Strategy

If “Disturbance Strategy” is chained to an effect that Special Summons a monster from the hand and the monster is no longer in the hand after the resolution of “Disturbance Strategy,” the effect that would Special Summon the monster disappears.

DNA Surgery

If two “DNA Surgeries” are active on the field, the one that resolved most recently takes precedence.

DNA Transplant

If two “DNA Transplants” are active on the field, the one that resolved most recently takes precedence.

Don Turtle

Any “Don Turtle’s” Special Summoned by the effect of “Don Turtle” are placed in face-up Attack or face-up Defense position.

Don Zaloog

The effect of “Don Zaloog” is not mandatory.

“Don Zaloog’s” effect triggers if it inflicts Battle Damage, regardless of if it is attacking or is attacked.

“Don Zaloog” vs. “Witch of the Black Forest” – If “Don Zaloog” attacks and destroys “Witch of the Black Forest” and inflicts Battle Damage, “Don Zaloog’s” effect will resolve first as it triggers on Battle Damage.

Double Snare

“Double Snare” may target any face up card that has the effect of negating a Trap Card.

“Double Snare” vs. “Tyrant Dragon” - “Tyrant Dragon” is a legal target for “Double Snare.”

Double Spell

If “Double Spell” targets a non-continuous Spell Card, an extra space in the Spell Zone is not needed.

Continuous Cards activated through the effect of “Double Spell” go to the Spell/Trap zone of the player who activated “Double Spell.”

Dragged Down into the Grave

“Dragged Down into the Grave” may not be activated if either player does not have a card in their hand.

“Dragged Down into the Grave” may be activated if either player does not have a card in their deck.

Dragon Capture Jar

Monsters changed to Defense Position by “Dragon Capture Jar” may not be manually changed to Attack position.

Dragon Manipulator

“Dragon Manipulator” may only target a Face-Up Dragon Type.

If the Type of a monster targeted by “Dragon Manipulator” changes in a chain with the activation of “Dragon Manipulator,” that monster will still change control as the target was legal at activation.

Dragon Treasure

“Dragon Treasure” may only be equipped to Dragon Type monsters.

Dragonic Attack

“DNA Surgery” vs. “Dragonic Attack” - If “DNA Surgery” and “Dragonic Attack” are both active, the latter one to resolve takes precedence.

Dragon’s Gunfire

The choice of which effect to use is chosen at the activation of “Dragon’s Gunfire.”

Dragon’s Rage

“Dragon’s Rage” does not specifically designate a target.

Dramatic Rescue

“Dramatic Rescue” may be used to Special Summon any monster that does not have other Special Summoning restrictions from the hand.

“Dramatic Rescue” may not be activated in response to an attack.

The effect that targeted the Amazoness before “Dramatic Rescue” was activated will disappear with the proper resolution of “Dramatic Rescue.”

“Dramatic Rescue” may not be activated in a chain with an effect that targets a face down Amazoness card.

If the opponent’s Amazoness on the player’s field is chosen for the effect of “Dramatic Rescue,” that Amazoness will return to the opponent’s hand, but the activating player will Special Summon a monster as normal.

If the Amazoness to be returned by the effect of “Dramatic Rescue” is destroyed in a chain to the activation of “Dramatic Rescue,” the effect of “Dramatic Rescue” disappears.

The monster returned by the effect of “Dramatic Rescue” may not be Special Summoned by the effect of “Dramatic Rescue.” Another copy of the same monster may be Special Summoned by the effect of “Dramatic Rescue.”

Dreamsprite

The effect of “Dreamsprite” is mandatory.

“Dreamsprite” may only redirect an attack to another legal target.

“Dreamsprite” may redirect an attack that flips it face up.

“Dreamsprite” may not redirect an attack that has been redirected to it by the effect of another “Dreamsprite.”

“Dreamsprite” vs. “The Legendary Fisherman” - “Dreamsprite” may choose “The Legendary Fisherman” while “Umi” is face up on the field as a target of its effect. “The Legendary Fisherman” will go through Damage Calculation as normal.

“Dreamsprite” vs. “Suijin” – If “Dreamsprite” redirects an attack to “Suijin,” “Suijin” may not activate its effect as it is not the target of an attack, but instead the target of “Dreamsprite’s” effect.

Drill Bug

A player may not choose a face up “Parasite Paracide” in his or her Deck.

Drillago

“Drillago” cannot attack directly unless the ONLY cards your opponent has are face-up monsters with 1600+ ATK.

If your opponent has a Spell or Trap Card, then “Drillago” cannot attack directly.

Driving Snow

“Driving Snow” may be activated only after a Trap Card is destroyed. “Driving Snow” may not be activated in a chain with an effect that would destroy a Trap Card.

Drop Off

The card affected by “Drop Off” is considered to be in the hand before it is sent to the Graveyard.

“Drop Off” may be activated only in the Draw Phase and only in response to the normal Drawing action of the Draw Phase.

“Drop Off” may be chained to by a Quick-play Spell Card.

Dust Tornado

“Dust Tornado” Errata: The text should read: “Destroy 1 Spell or Trap Card on your opponent’s side of the field. You can then Set 1 Spell or Trap Card from your hand.”

A non Quick-play Spell Card set by the effect of “Dust Tornado” during that player’s Turn may be activated during that player’s Main Phase 1 or Main Phase 2.

If the target of “Dust Tornado” is not destroyed by “Dust Tornado,” the player activating “Dust Tornado” may not Set a Spell or Trap Card through the effect of “Dust Tornado.”

If “Dust Tornado” is chained to “Harpies’ Feather Duster” or “Heavy Storm,” and “Dust Tornado’s” second effect of Setting a Spell or Trap Card is used, that Spell or Trap card will be subject to the effect of “Harpie’s Feather Duster” or “Heavy Storm.”

Earth Chant

“Earth Chain” can only be used to summon Ritual EARTH monsters. You must offer Star Levels exactly equal to the appropriate Ritual monster to Ritual Summon the Ritual monster.

Monsters Special summoned by the effect of “Earth Chant” are considered properly Ritual Summoned.

Earthshaker

“Earthshaker” is a non-targeting effect.

There must be at least one face up monster on the field to activate “Earthshaker”

The player activating “Earthshaker” must choose two different Attributes at the time of activation.

Eatgaboon

If the ATK of a monster is increased above 500 when it is Normal Summoned in a chain with “Eatgaboon,” the effect of “Eatgaboon” disappears.

Ekiby Drakmord

If “Ekiby Drakmord” is negated when it would destroy the monster it is equipped to, “Ekiby Drakmord” will not destroy the monster and will remain equipped to that monster. The equipped monster will still not be allowed to attack.

If control of a monster equipped with “Ekiby Drakmord” changes, the number of Standby Phases until “Ekiby Drakmord” destroys that monster resets.

If “Ekiby Drakmord” is moved to another monster, the number of Standby Phases until “Ekiby Drakmord” destroys that monster resets.

“Ekiby Drakmord” vs. “Heart of Clear Water” – If “Heart of Clear Water” is equipped to a monster equipped with “Ekiby Drakmord” when “Ekiby Drakmord” would destroy the monster, “Heart of Clear Water” will prevent the monster from being destroyed. “Ekiby Drakmord” will remain equipped to the monster and the equipped monster will not be allowed to attack.

Electric Lizard

If the monster affected by the effect of “Electric Lizard” is turned face down or is removed from the field, the effect of “Electric Lizard” disappears.

Electro-Whip

“Electro-Whip” may only be equipped to Thunder Type monsters.

Elegant Egotist

“Elegant Egotist” may not be activated if there are no face up “Harpie Lady’s.”

Elf’s Light

“Elf’s Light” may only be equipped to LIGHT Attribute monsters.

Emergency Provisions

“Emergency Provisions” does not destroy cards. It sends them to the Graveyard.

Cards sent to the Graveyard by the effect of “Emergency Provisions” are sent as a cost of activating “Emergency Provisions.”

Enchanted Javelin

“Enchanted Javelin” is a targeting effect.

“Enchanted Javelin” may not be activated in the Damage Step.

Enraged Battle Ox

In the text of the card, ‘your side of the field’ means the field of the current controller of “Enraged Battle Ox”.

Eternal Rest

Monsters equipped with Monsters that are currently Equip Spell Cards will be destroyed by the effect of “Eternal Rest.”

Exchange

“Exchange” vs. “Kuriboh” - A “Kuriboh” moved to the opponent’s hand by “Exchange” may be discarded by the opponent to activate the effect of “Kuriboh.”

Exile of the Wicked

Monsters turned to Fiend Type in a chain with the activation of “Exile of the Wicked” will be destroyed by the effect of “Exile of the Wicked.”

Exiled Force

“Exiled Force” may activate its effect immediately upon summoning before the opponent may respond to the summoning.

Tributing itself is a cost of using “Exiled Force’s” effect.

“Exiled Force” has an activated effect and is Spell Speed 1.

Exodia Necross

“Exodia Necross” may only be Special Summoned through the effect of “Contract of Exodia.”

“Exodia Necross” may not be Special Summoned through any other means.

If control of “Exodia Necross” is changed and the new controller does not have all five pieces of Exodia in the Graveyard, “Exodia Necross” is immediately destroyed through its effect.

If a face down “Exodia Necross” is flipped as a result of battle when the controlling player does not have all 5 pieces of Exodia in the Graveyard, that “Exodia Necross” will be destroyed after Damage Calculation.

A face down “Exodia Necross” may be destroyed by Spell or Trap effects if those effects destroy “Exodia Necross” while it remains face down.

“Exodia Necross” vs. “Skill Drain” – If “Skill Drain” is active while “Exodia Necross” is on the field, “Exodia Necross” can be destroyed by Spell and Trap effects. “Exodia Necross” will not receive any bonus due to its effect. Any previous ATK bonus received through “Exodia Necross” effect will disappear.

Exodia the Forbidden One

A win may be declared by holding all five Exodia pieces in between a chain.

A win may not be declared by holding all five Exodia pieces in between the resolution of an effect.

If both players hold all five pieces of Exodia at the same time, the duel is a Draw.

“Exodia the Forbidden One” vs. “Drop Off” – If the fifth Exodia piece is drawn and “Drop Off” is activated, the player who holds all five pieces of Exodia would still win.

Fairy Box

The ATK of a monster affected by “Fairy Box” may not rise above 0 regardless of any other effects.

“Fairy Box” is a non-targeting effect.

“Fairy Box” reduces the ATK of the attacking monster to 0.

“Fairy Box” may not be activated during the Damage Step.

Payment for “Fairy Box” is not mandatory.

Fairy Guardian

The effect of “Fairy Guardian” may only be activated in a controlling player’s Main Phase 1 or Main Phase 2.

Tributing “Fairy Guardian” is a cost to activate the effect of “Fairy Guardian.”

Fairy King Truesdale

“Fairy King Truesdale’s” effect is continuous.

If “Fairy King Truesdale” is flipped due to an attack, the ATK and DEF bonus will immediately activate before Damage Calculation.

Fairy Meteor Crush

Damage inflicted as a result of a monster equipped with “Fairy Meteor Crush” attacking a defensive monster with a lower DEF than the attacker’s ATK is considered Battle Damage.

Multiple “Fairy Meteor Crushes” equipped to the same monster do not have a cumulative effect.

Fairy’s Hand Mirror

“Fairy’s Hand Mirror” may not be used to redirect an effect that targets the Graveyard.

“Fairy’s Hand Mirror” may only be used to redirect an effect that has a single targeting aspect that affects a monster on the field.

“Fairy’s Hand Mirror” may only redirect a targeting Spell card to another legal target.

Fake Trap

“Fake Trap” may only be activated in a chain to your opponent’s effect that would destroy a Trap card on the player’s side of the field.

“Fake Trap” will protect any Trap cards from destruction, regardless if it is face up or face down. Any face down Trap cards must be revealed to the opponent to verify they are Trap cards.

“Fake Trap” vs. “Seven Tools of the Bandit” - “Fake Trap” may not be activated in a chain with “Seven Tools of the Bandit.”

Falling Down

If “Falling Down” takes control of an Archfiend monster, and the controlling player’s only other Archfiend card is removed from the field, “Falling Down” is not destroyed by its effect.

“Falling Down” may be activated as long as there is an Archfiend on the controller’s field. This includes non-monster Archfiends.

“Falling Down’s” effect is considered Damage.

Fatal Abacus

Monster cards that do not go to the Graveyard do not trigger “Fatal Abacus.”

Monster cards that are sent to the Graveyard while equipped to another monster do not trigger “Fatal Abacus.”

Non-Monster cards that are treated as Monster Cards that are sent to the Graveyard do not trigger “Fatal Abacus.”

Fengsheng Mirror

“Fengsheng Mirror” may be activated as long as the opponent holds at least one card.

Fenrir

If “Fenrir” is Special Summoned in the proper way it can be revived by “Monster Reborn”, “Premature Burial”, etc

Fiber Jar

Fusion Monsters in the Graveyard will be returned to the Fusion Deck as a result of “Fiber Jar’s” effect.

Monsters with Special Summon requirements that were properly summoned and returned to the Deck by the effect of “Fiber Jar” will require being summoned properly again.

“Fiber Jar” vs. “Final Countdown” – “Fiber Jar” does not cease the turn count of “Final Countdown.”

“Fiber Jar” vs. “Lesser Fiend” – If “Lesser Fiend” destroys a “Fiber Jar”, “Fiber Jar’s” effect will occur at the ‘resolve effects’ stage, removing “Lesser Fiend” from the field. “Fiber Jar” will not be removed from play.

“Fiber Jar” vs. “Serpentine Princess” - If “Serpentine Princess” is face up when “Fiber Jar” resolves, the effect of “Serpentine Princess” resolves after the effect of “Fiber Jar” fully resolves.

“Fiber Jar” vs. “Necrovalley” – “Necrovalley” negates the effect of “Fiber Jar.”

“Fiber Jar” vs. “Twin-Headed Behemoth” - If “Twin-Headed Behemoth” has Special Summoned itself once through its effect, it may not Special Summon itself again, regardless of the effect of “Fiber Jar.”

Fiend Comedian

If the coin flip of “Fiend Comedian” is called wrong, the cards are sent from the top of the activating player’s Deck to the Graveyard.

Fiend Skull Dragon

Fusion Substitution monsters may not be used to Fusion Summon “Fiend Skull Dragon.”

“Fiend Skull Dragon” may be Special Summoned by effects that would normally Special Summon a Fusion Monster from the Fusion Deck.

If “Fiend Skull Dragon” is removed from the field in a chain with a Flip-Effect, that Flip-Effect is not negated by the effect of “Fiend Skull Dragon.”

“Fiend Skull Dragon” vs. “Call of the Haunted” - “Fiend Skull Dragon” may be Special Summoned by “Call of the Haunted.” “Call of the Haunted” will then be negated and destroyed by the effect of “Fiend Skull Dragon.” “Fiend Skull Dragon” will remain on the field.

“Fiend Skull Dragon” vs. “Summoner of Illusions” - If “Fiend Skull Dragon” is Special Summoned by the effect of “Summoner of Illusions,” the destruction aspect of the effect of “Summoner of Illusions” will be negated by “Fiend Skull Dragon.”

Final Attack Orders

While “Final Attack Orders” is active, neither player may perform a manual change of position of any face up attack position monsters.

Monster Tokens will be forced into attack position by the effect of “Final Attack Orders.”

Monsters flipped face up by an attack are immediately forced into attack position by “Final Attack Orders” before Damage Calculation. Monsters that change position via an effect will immediately change back to attack position if it remains face up.

If two continuous effects like that of “Final Attack Orders” determine a position for a monster, the most recently resolved takes precedence.

Final Countdown

Turns for the effect of “Final Countdown” begin counting with the player activating it as turn one. The opponent’s turn will be considered turn two.

“Final Countdown” does not remain on the field after resolution.

“Final Countdown” vs. “Imperial Order” – If “Imperial Order” is activated in a chain to the activation of “Final Countdown,” the effect of “Final Countdown” will be negated. If “Imperial Order” is activated after “Final Countdown” has resolved, “Imperial Order” will have no effect on “Final Countdown.”

“Final Countdown” vs. “Last Turn” – If “Last Turn” is activated on Turn 20 of “Final Countdown,” “Last Turn’s” effect will take Priority.

“Final Countdown” vs. “Pyro Clock of Destiny” – “Pyro Clock of Destiny” will increase the turn count to the final resolution of “Final Countdown” by 1.

Final Destiny

Discarding 5 cards is a cost to activate “Final Destiny.”

Fire Princess

“Fire Princess” inflicts Damage per instance of Life Gain.

Multiple “Fire Princesses” on the field will each inflict 500 Life Points of damage per Life Point gain.

Fire Sorcerer

The effect of “Fire Sorcerer” is mandatory.

If the player controlling “Fire Sorcerer” does not have 2 cards in hand, the effect of “Fire Sorcerer” disappears.

Fissure

“Fissure” is a non-targeting effect.

If multiple monsters on the opponent’s field tie for lowest ATK, the player activating “Fissure” chooses which monster is destroyed at resolution of “Fissure.”

Flash Assailant

If “Flash Assailant” is flipped face up as a result of battle, its effect applies immediately before Damage Calculation.

Flying Kamakiri #1

Monsters Special Summoned by the effect of “Flying Kamakiri #1” in that player’s Battle Phase may attack the same turn.

Follow Wind

“Follow Wind” may only be equipped to Winged-Beast Type monsters.

Forced Requisition

“Forced Requisition” may only be activated immediately after an instance of discarding where the final action of the chain is a discard.

“Forced Requisition” may not be activated in response to a discard as a result of a cost.

“Forced Requisition” may not be activated in the Damage Step.

After “Forced Requisition” is active, any discards, excepting instances where you immediately draw (such as through “Card Destruction” or “Morphing Jar”) will trigger “Forced Requisition.”

“Forced Requisition” vs. “Jinzo” – If an active “Jinzo” is destroyed by an effect that has a cost of discarding a card (such as through “Tribute to the Doomed”) while “Forced Requisition” is active, the opponent does not discard a card through “Forced Requisition’s” effect as “Jinzo” was active when the discard occurred.

Formation Union

Union monsters equipped by the effect of “Formation Union” are considered properly equipped by their Union effects.

Union monsters may only be equipped to appropriate monsters by the effect of “Formation Union.”

Union monsters that are unequipped by the effect of “Formation Union” in the Battle Phase may attack that Battle Phase.

Freed the Brave Wanderer

The effect of “Freed the Brave Wanderer” is a cost effect.

Freed the Matchless General

If the Draw Phase is skipped, “Freed the Matchless General’s” ‘Warrior-type’ searching effect, is also skipped.

If “Freed the Matchless General” is face down, it can be affected by targeting Spell cards.

“Freed the Matchless General” vs. “Fusion Sword Murasame Blade” - If “Fusion Sword Murasame Blade” is equipped to “Freed the Matchless General,” the effect of “Freed the Matchless General” will negate and then destroy “Fusion Sword Murasame Blade.”

“Freed the Matchless General” vs. “Maharaghi” - If “Freed the Matchless General” is face up and active on the field when “Maharaghi’s” effect would resolve, resolve the effect of “Freed the Matchless General” first.

“Freed the Matchless General” vs. “Premature Burial” – If “Freed the Matchless General” is Special Summoned via “Premature Burial,” “Premature Burial” is immediately negated and destroyed. “Freed the Matchless General” will remain on the field.

Freezing Beast

The effect of “Freezing Beast” while equipped to a monster is mandatory.

Frontline Base

Multiple “Frontline Bases” will allow the player to summon 1 Level 4 or lower Union monster per “Frontline Base”.

Frozen Soul

If “Frozen Soul” has been activated and the opponent would skip a Battle Phase as a result of another effect, “Frozen Soul” will force the next Battle Phase to be skipped.

“Frozen Soul” vs. “Last Turn” - If “Frozen Soul” has been activated, “Last Turn” may not be activated that same turn.

Fuhma Shuriken

If “Fuhma Shuriken” is equipped to “Chopman the Desperate Outlaw” by the effect of “Chopman the Desperate Outlaw”, “Fuhma Shuriken” is destroyed.

The damage from “Fuhma Shuriken” cannot be redirected by “Barrel Behind the Door”.

If the monster equipped with “Fuhma Shuriken” is sent to the Graveyard, the effect of “Fuhma Shuriken” will activate when “Fuhma Shuriken” is sent to the Graveyard.

The effect of “Fuhma Shuriken” activates regardless of whether it was equipped to a monster when it was sent to the Graveyard.

Fushioh Richie

“Fushioh Richie’s” effect activates regardless of how it was flipped.

If “Fushioh Richie” is properly Special Summoned through the effect of “Great Dezard” and sent to the Graveyard, “Fushioh Richie” may be Special Summoned through the Graveyard.

Fusion Gate

Monsters Fusion Summoned by the effect of “Fusion Gate” are considered properly summoned.

Fusion Sword Murasame Blade

“Fusion Sword Murasame Blade,” while face-up and equipped to a monster, may not be destroyed by an effect, this includes the effect of “Gearfried the Iron Knight,” “Heavy Storm,” or “Mystical Space Typhoon.”

“Fusion Sword Murasame Blade” may be destroyed if it is face down.

“Fusion Sword Murasame Blade” may have its effect negated.

“Fusion Sword Murasame Blade” may be destroyed if the effect that destroys it also negates the effect of “Fusion Sword Murasame Blade.”

“Fusion Sword Murasame Blade” may be destroyed in a chain to the activation of “Fusion Sword Murasame Blade.”

“Fusion Sword Murasame Blade” may be returned to the hand.

“Fusion Sword Murasame Blade” may be sent to the Graveyard if not destroyed.

“Collected Power” vs. “Fusion Sword Murasame Blade” - If “Fusion Sword Murasame Blade” is equipped to a non-Warrior monster by the effect of “Collected Power,” “Fusion Sword Murasame Blade” will be sent to the Graveyard immediately.

Gamble

“Gamble” will resolve properly as long as it is not negated and its activation condition was fulfilled.

Gate Guardian

“Suijin,” “Sanga of the Thunder,” and “Kazejin” do not need to be face-up to Tribute them to Special Summon “Gate Guardian.”

Gather Your Mind

You may activate “Gather Your Mind” if you do not have any “Gather Your Mind” cards remaining in your Deck.

Gearfried the Iron Knight

The effect of “Gearfried the Iron Knight” is continuous.

“Butterfly Dagger – Elma” vs. “Gearfried the Iron Knight” – If “Butterfly Dagger – Elma” is equipped to “Gearfried the Iron Knight,” “Butterfly Dagger – Elma” will be destroyed by “Gearfried the Iron Knight” and will activate its effect.

“Call of the Haunted” vs. “Gearfried the Iron Knight” – “Call of the Haunted” does not equip itself to “Gearfried the Iron Knight.” “Gearfried the Iron Knight” can be successfully summoned by “Call of the Haunted.”

Germ Infection

“Germ Infection’s” ATK reducing effect continues even after the ATK of the equipped monster is reduced to 0.

Getsu Fuhma

“Getsu Fuhma” vs. “Dark Ruler Ha Des” - If “Dark Ruler Ha Des” or a similar Fiend Type monster destroys “Getsu Fuhma” in battle, that Fiend monster will not be destroyed by the effect of “Getsu Fuhma.”

“Getsu Fuhma” vs. “Pyramid Turtle” - If “Getsu Fuhma” destroys “Pyramid Turtle” by battle and not by effect, the effect of “Pyramid Turtle” will activate.

“Getsu Fuhma” vs. “Vampire Lord” - If “Getsu Fuhma” attacks and destroys “Vampire Lord” as a result of its effect, “Vampire Lord” will be Special Summoned at the next Standby Phase as per its effect.

Giant Germ

“Giant Germ’s” effect activates in the Graveyard. If the original owner’s “Giant Germ” changes control and is destroyed in Battle, that original owner’s opponent will receive 500 Life Point Damage as a result of “Giant Germ’s” effect and the original owner will be able to search for more “Giant Germs.”

Giant Orc

“Giant Orc’s” effect does not include an automatic change in position during the second End Phase.

If “Giant Orc” is attacked, it does not change battle position.

If “Giant Orc’s” attack is negated, “Giant Orc” does not change battle position.

Giant Rat

The monster Special Summoned by the effect of “Giant Rat” may attack if it was Special Summoned during the player’s Battle Phase.

Giant Trunade

“Giant Trunade” does not return itself.

“Giant Trunade” will not return any non-Continuous cards activated in a Chain to “Giant Trunade.”

“Giant Trunade” does not destroy any cards.

Gigantes

If “Gigantes” is Special Summoned in the proper way it can be revived by “Monster Reborn”, “Premature Burial”, etc

Gilasaurus

If “Gilasaurus” effect of being treated as a Special Summon is activated, you may still perform a Normal Summon that turn.

“Gilasaurus” may be Special Summoned if the opponent has no monsters in his or her Graveyard.

If “Gilasaurus” is Special Summoned by its effect, it is Special Summoned in face up Attack position.

A monster Special Summoned from the Graveyard due to the effect of “Gilasaurus’s” effect may be Special Summoned in Face up Attack or Face up Defense position.

“Disappear” vs. “Gilasaurus” – “Disappear” can be chained to the effect of “Gilasaurus” to remove the monster chosen to be Special Summoned from the Graveyard from play.

“Gilasaurus” vs. “Necrovalley” – If “Necrovalley” is active on the field, “Gilasaurus” may still be used as a Special Summon. The opponent may not Special Summon a monster from the Graveyard from “Gilasaurus” effect as a result of the effect of “Necrovalley.”

“Gilasaurus” vs. “Skill Drain” – If “Skill Drain” is active on the field, “Gilasaurus” may still be used as a Special Summon. The opponent may not Special Summon a monster from the Graveyard from “Gilasaurus” effect as “Gilasaurus” effect is negated by “Skill Drain.”

Goblin Attack Force

If “Goblin Attack Force” is attacked, it does not change battle position.

If “Goblin Attack Force’s” attack is negated, “Goblin Attack Force” does not change battle position.

If control of “Goblin Attack Force” changes after it has attacked and changed position, “Goblin Attack Force” may still not change position until the second Turn after it has attacked.

If a Defense position “Goblin Attack Force” is turned face down, it may be Flip Summoned.

“Goblin Attack Force” vs. “Skill Drain” - If “Goblin Attack Force” successfully attacks while “Skill Drain” is active, and “Skill Drain” is destroyed before the end of the Battle Phase, “Goblin Attack Force” will change to Defense Position as per its effect.

Goblin of Greed

While “Goblin of Greed” is face up and active on the field, effects that have an activation cost of discarding a card, like “Magic Jammer” or “Tribute to the Doomed” may not be activated. Effects that have an effect of discarding a card, or sending a card to the Graveyard, like “Graceful Charity” or “Mirage of Nightmare” may still be activated.

Goddess of Whim

The effect of “Goddess of Whim” may be used once per the controlling player’s turn.

“Goddess of Whim’s” effect is an activated effect and is Spell Speed 1.

Graceful Charity

Drawing three cards is not a cost to activate “Graceful Charity.”

Discarding two cards is not a cost to activate “Graceful Charity.”

Gradius’s Option

“Gradius’s Option” copies the ATK/DEF value of the “Gradius” chosen when “Gradius’s Option” is summoned at all times.

If “Gradius’s Option” would be affected by an effect that alters “Gradius’s Option’s” ATK or DEF value, “Gradius’s Option’s”

ATK or DEF value will not change.

“Gradius’s Option” may only be initially Special Summoned from the hand.

“Gradius’s Option” vs. “Skill Drain” – If “Skill Drain” is active on the field, “Gradius’s Option’s” ATK and DEF will be 0.

“Gradius’s Option” vs. “Witch of the Black Forest” – “Gradius’s Option” may not be searched by the effect of “Witch of the Black Forest” as “Gradius’s Option” does not have a specific DEF value.

Granadora

“Granadora” does not inflict damage if it is Tributed.

Gravekeeper’s Assailant

“Gravekeeper’s Assailant” vs. “Reflect Bounder” - If “Gravekeeper’s Assailant” changes a face up ATK “Reflect Bounder” to Defense position through its effect, “Reflect Bounder” will not trigger its effect.

Gravekeeper’s Chief

“Gravekeeper’s Chief” vs. “Necrovalley” – If “Necrovalley” is active on the field, the controller of “Gravekeeper’s Chief” may still activate and properly resolve cards that target that player’s Graveyard.

Gravekeeper’s Curse

“Gravekeeper’s Curse” is not a Flip Effect monster.

Gravekeeper’s Servant

While “Gravekeeper’s Servant” is active, discarding a card from the top of the Deck becomes a cost to declare an attack.

If a player does not have sufficient cards remaining in his/her Deck to fulfill the requirements of “Gravekeeper’s Servant,” that player may not attack.

If the opponent has more than one “Gravekeeper’s Servant” active on his or her field, the player must discard 1 card for each “Gravekeeper’s Servant” when he or she declares an attack.

The card sent from the top of the deck to the Graveyard is sent even if the attack is negated if “Gravekeeper’s Servant” is active on the field.

Gravekeeper’s Vassal

“Gravekeeper’s Vassal” vs. “Dark Room of Nightmare” - Damage inflicted by “Gravekeeper’s Vassal” will trigger the effect of “Dark Room of Nightmare.”

“Gravekeeper’s Vassal” vs. “Rod of the Mind’s Eye” - “Rod of the Mind’s Eye” will not alter the Damage done by “Gravekeeper’s Vassal.”

Gravekeeper’s Watcher

“Gravekeeper’s Watcher” may only be used against cards that the opponent activates that forces the opponent to immediately discard a card. This would include “Graceful Charity” and “Card Destruction.”

Graverobber

The 2000 Life Point payment for activating the Spell Card retrieved by “Graverobber” is a cost.

If “Graverobber” is chained to the effect of a card that would remove a Spell Card from the game by any means than as a cost, “Graverobber” may target that Spell Card to remove it from the Graveyard before that effect resolves.

A continuous Spell card retrieved by the effect of “Graverobber” and then played remains on the controlling player’s field as normal until that Spell Card is removed from the field.

Gravity Axe - Grarl

“Gravity Axe – Grarl” prevents all manual changes of position. This includes Flip Summoning.

“Gravity Axe – Grarl” does not prevent changes of position due to an effect.

If the monster equipped with “Gravity Axe – Grarl” is not under the control of the player who controls “Gravity Axe – Grarl”, the opponent may manually change the position of his/her monsters.

Great Dezard

If “Great Dezard” is sent to the Graveyard and then Special Summoned from the Graveyard, “Great Dezard” is considered as destroying zero monsters for the purposes of its effect.

Great Maju Garzett

“Great Maju Garzett” only receives its change in ATK when it is Tribute Summoned.

If “Great Maju Garzett” is not Tribute Summoned, it will remain at 0 ATK.

If “Great Maju Garzett” is Tribute Set, it will not change its ATK value.

If “Great Maju Garzett” is flipped face down, it will reset its ATK value to 0.

“Great Maju Garzett” doubles the original ATK of the monster Tributed for the Tribute Summon. It does not check current ATK.

“Cat’s Ear Tribe” vs. “Great Maju Garzett” – If “Great Maju Garzett” attacks “Cat’s Ear Tribe” and is not sent to the Graveyard, “Great Maju Garzett’s” ATK will be 0 after the Battle Step resolves.

“Great Maju Garzett” vs. “Twin-Headed Behemoth” - If “Great Maju Garzett” is Tribute Summoned by Tributing a “Twin-Headed Behemoth” that has been Special Summoned by its effect, the ATK of “Great Maju Garzett” will be 3000.

“Great Maju Garzett” vs. “Skill Drain” – If “Skill Drain” is active when “Great Maju Garzett” is Tribute Summoned, “Great Maju Garzett’s” ATK will remain at 0. If “Skill Drain” is activated after “Great Maju Garzett” has been Tribute Summoned, “Great Maju Garzett’s” ATK will become 0. If “Skill Drain” is negated or leaves the field, “Great Maju Garzett’s” ATK will remain 0.

Gren Maju Da Eiza

The calculation of ATK and DEF of “Gren Maju Da Eiza” is a continuous effect, adjusting every time a cards is removed from play or brought back from being removed from play.

Ground Collapse

A player may declare one of his/her monster zones to be affected by “Ground Collapse.”

“Ground Collapse” vs. “Imperial Order” – If “Imperial Order” is active and negates the effect of “Ground Collapse,” the monster zones affected by “Ground Collapse” may have monsters on them. If “Imperial Order” is later negated or leaves the field, monsters in the affected zones will remain unaffected. However, if those monsters leave the field, new monsters may not be placed on the affected zones as long as “Ground Collapse” is active.

Guardian Angel Joan

In determining the increase in Life Points for the effect of “Guardian Angel Joan”, the original ATK is the number printed on the card.

The original ATK of “Maju Garzett”, “Great Maju Garzett” and “Gren Maju Da Eiza”, when destroyed by “Guardian Angel Joan” is treated as zero.

Guardian Ceal

“Guardian Ceal’s” effect does not destroy the card sent to the Graveyard.

“Guardian Ceal” vs. “Snatch Steal” – If “Guardian Ceal” is equipped with “Snatch Steal,” the controller of “Guardian Ceal” may not send “Snatch Steal” to the Graveyard and target that “Guardian Ceal.”

Guardian Grarl

“Guardian Grarl” may not be Tribute Summoned by Tributing the monster equipped with “Gravity Axe – Grarl.”

Guardian Kay'est

If "Guardian Kay'est" is the only monster on the field, the opponent may attack directly.

"Guardian Kay'est" may not be the target of an effect that would force it to be attacked.

If a face down "Guardian Kay'est" is attacked, the attack proceeds through Damage Calculation.

Guardian Tryce

If the monster Tributed to Tribute Summon "Guardian Tryce" is not in the Graveyard when "Guardian Tryce" is destroyed, that monster will not be Special Summoned.

The owner of "Guardian Tryce" will receive "Guardian Tryce's" Special Summoning effect, regardless of who controlled "Guardian Tryce" when it was destroyed.

Gyaku-Gire Panda

"Gyaku-Gire Panda" constantly checks the number of monsters on the opponent's field and modifies its ATK value accordingly.

Hayabusa Knight

"Hayabusa Knight" may attack a second time if the first attack is negated.

"Hayabusa Knight" vs. "Kuriboh" – "Kuriboh" will only stop the Battle Damage of one of "Hayabusa Knight's" attacks.

"Hayabusa Knight" vs. "The Dark Door" – "Hayabusa Knight" may attack twice if it is the only monster to attack while "The Dark Door" is active.

"Hayabusa Knight" vs. "Toll" – If "Toll" is active, "Hayabusa Knight" must pay 500 Life Points for each attack.

Heart of Clear Water

If a monster equipped with "Heart of Clear Water" rises to or above 1300 ATK at any time, "Heart of Clear Water" is destroyed.

"Heart of Clear Water" may be equipped to an opponent's monster.

"Heart of Clear Water" does not protect a monster from being Tributed.

The effect of "Heart of Clear Water" does not protect against Monster removal effects.

Heart of the Underdog

The effect of "Heart of the Underdog" only applies to first card drawn during the Draw Phase.

Heavy Storm

"Heavy Storm" does destroy Field Spell Cards.

Helpoemer

"Helpoemer" may not be Special Summoned from the Graveyard for any reason. "Helpoemer's" 'discard 1 card' effect only activates if it is destroyed and sent to the Graveyard as a result of battle.

Hidden Book of Spell

Two Spell Cards must exist in the Graveyard to activate "Hidden Book of Spell." If one Spell Card is removed from the Graveyard in a chain with "Hidden Book of Spell," the other Spell Card will still be sent to the Deck.

Hino-Kagu-Tsuchi

"Hino-Kagu-Tsuchi's" effect resolves before the player draws a card in the Draw Phase.

"Hino-Kagu-Tsuchi" vs. "Skill Drain" – If "Skill Drain" is active when "Hino-Kagu-Tsuchi" inflicts Battle Damage, "Hino-Kagu-Tsuchi's" discarding effect will not activate. If "Skill Drain" is activated after "Hino-Kagu-Tsuchi" inflicts Battle

Damage, “Hino-Kagu-Tsuchi’s” discarding effect will still activate.

Huge Revolution

If the requisite monsters to activate “Huge Revolution” are removed from the field in a chain with “Huge Revolution,” the effect of “Huge Revolution” will still resolve.

Hyper Hammerhead

The effect of “Hyper Hammerhead” is not a targeting effect.

The effect of “Hyper Hammerhead” activates regardless of who initiates the attack.

“D.D. Warrior Lady” vs. “Hyper Hammerhead” - If “D.D. Warrior Lady” battles with “Hyper Hammerhead,” the effect of “D.D. Warrior Lady” will activate and resolve before that of “Hyper Hammerhead.”

Imperial Order

If “Imperial Order’s” effect is negated, the 700 Life Point upkeep cost is not paid.

Spell Cards may still be activated while “Imperial Order” is active.

If “Imperial Order” is not negated during the Standby Phase or if the 700 Life Point upkeep cost is not paid, “Imperial Order” is destroyed.

“Imperial Order” cannot be activated in the Damage Step.

“Imperial Order” vs. Union monsters – If a Union monster is equipped to a monster and “Imperial Order” is active, the effect of the Union monster is negated. If a Union monster is equipped to a monster and “Imperial Order” is active, the Union monster may not use its effect to return to the monster field.

“Imperial Order” vs. “Mystical Space Typhoon” – If “Mystical Space Typhoon” is activated in a chain to the activation of “Imperial Order” and is not later negated, “Mystical Space Typhoon” will destroy “Imperial Order.”

“Imperial Order” vs. “Premature Burial” – If “Imperial Order” is activated in a chain with “Premature Burial” and is not negated, “Premature Burial” will not Special Summon a monster and will be sent to the Graveyard as it no longer has a legal target. If “Imperial Order” is activated after “Premature Burial” has resolved, as long as “Imperial Order” is active, if “Premature Burial” is destroyed, the monster equipped with “Premature Burial” will not be destroyed.

“Imperial Order” vs. “Snatch Steal” – If “Snatch Steal” is negated by the effect of “Imperial Order,” the monster will remain equipped, but will remain under the control of the original controller as long as “Imperial Order” remains active. The opponent of the controller of “Snatch Steal” will not receive 1000 Life Points per Standby Phase as long as “Imperial Order” remains active.

“Imperial Order” vs. “Swords of Revealing Light” – If “Imperial Order” is active and “Swords of Revealing Light” is on the field, “Swords of Revealing Light” will remain on the field for its normal duration. As long as “Imperial Order” is active, “Swords of Revealing Light” will not prevent the opponent from attacking.

“Imperial Order” vs. “Thousand Eyes Restrict” – “Imperial Order” has no effect on the equipped monster of “Thousand Eyes Restrict.” “Thousand Eyes Restrict” will maintain the ATK and DEF value of the equipped monster.

Inaba White Rabbit

“Inaba White Rabbit” may not attack a monster.

“Inaba White Rabbit” vs. “Ring of Magnetism” – If “Ring of Magnetism” is equipped to an opponent’s monster, “Inaba White Rabbit” must attack that monster. This is an exception to “Inaba White Rabbit’s” effect.

“Inaba White Rabbit” vs. “Wild Nature’s Release” - If “Wild Nature’s Release” has affected “Inaba White Rabbit,” the controller of “Inaba White Rabbit” may decide if “Wild Nature’s Release” destroys “Inaba White Rabbit” or “Inaba White Rabbit” returns to the hand.

Infernalqueen Archfiend

Infernalqueen Archfiend Errata: The text should read: “The controller of this card pays 500 Life Points during each of his/her Standby Phases (this is not optional). When this card is specifically designated as a target of the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 2 or 5, negate the effect and destroy the opponent’s card. As long as this card remains on the field, during each Standby Phase increase the ATK of 1 Archfiend monster by 1000 points until the End Phase.”

The bonus ATK provided by “Infernalqueen Archfiend” is added during each player’s Standby Phase.

The bonus ATK provided by “Infernalqueen Archfiend” disappears after the End Phase.

An Archfiend monster that has been a target of “Infernalqueen Archfiend” will lose the ATK bonus if it is turned face down or leaves the field.

“Infernalqueen Archfiend” may target a different Archfiend monster each Standby Phase.

If “Inferno” is Special Summoned in the proper way it can be revived by “Monster Reborn”, “Premature Burial”, etc.

Inferno

Monster Tokens destroyed by the effect of “Inferno” do not trigger the Life Point Damage effect of “Inferno”

“Barrel Behind the Door” vs. “Inferno” - “Barrel Behind the Door” may be chained to the damage dealing effect of “Inferno.”

Infinite Dismissal

“Infinite Dismissal” does not destroy Level 3 or lower monsters that are removed from the field or turned face down before the End Phase.

“Infinite Dismissal” vs. Spirit Monsters – Level 3 or lower Spirit Monsters that are summoned while “Infinite Dismissal” is active will return to the hand before “Infinite Dismissal” destroys it if it is the Turn Player’s Spirit Monster.

Injection Fairy Lily

“Injection Fairy Lily’s” effect may not be activated if the controller’s Life Points are at or below 2000.

“Injection Fairy Lily” activates its effect during Damage Calculation of the Damage Step.

Insect Barrier

“Insect Barrier” only affects the opponent of the controller of “Insect Barrier.”

Insect Princess

If a face down Insect-Type monster is attacked by “Insect Princess,” that Insect-Type monster will be changed to Attack position before Damage calculation.

Inspection

“Inspection’s” effect may be activated multiple times in the same Standby Phase.

If “Inspection” is negated by the effect of “Imperial Order,” “Inspection” may not be activated.

If “Inspection’s” effect is chained with an effect that will destroy “Inspection,” “Inspection’s” effect disappears.

Interdimensional Matter Transporter

“Interdimensional Matter Transporter” may be activated in the Battle Step.

“Interdimensional Matter Transporter” may not be activated in the Damage Step.

“Interdimensional Matter Transporter” vs. “Change of Heart” / “Snatch Steal” – If control of a monster is changed via “Snatch Steal” or “Change of Heart” and is removed from the field by “Interdimensional Matter Transporter,” when the monster returns during the End Phase, control of the monster will return to the original controller.

“Interdimensional Matter Transporter” vs. “Goblin Attack Force” – If a “Goblin Attack Force” that has already attacked and is in Defense position is removed from the field by “Interdimensional Matter Transporter,” “Goblin Attack Force” will return to

the field in Defense position. Its position may be manually changed at the next legal opportunity.

“Interdimensional Matter Transporter” vs. “Mirage Knight” – If a “Mirage Knight” that has been involved in Damage Calculations is removed from the field by “Interdimensional Matter Transporter,” “Mirage Knight” will still be removed from play when it returns to the field during the End Phase.

“Interdimensional Matter Transporter” vs. “Zombyra the Dark” – If “Zombyra the Dark” is removed from the field by “Interdimensional Matter Transporter,” when “Zombyra the Dark” returns to the field, it will return at 2100 ATK, regardless of how many monsters it had destroyed previously.

Invader of Darkness

The ‘opponent’ means the opponent of the controller of “Invader of Darkness”.

Invader of the Throne

If “Invader of the Throne” is destroyed in a chain with its Flip Summoning effect, the effect of “Invader of the Throne” disappears.

Jam Breeding Machine

If more than one “Jam Breeding Machine” is active on the same field, Slime Tokens will not be Special Summoned.

Jinzo

Traps activated and fully resolved before “Jinzo” is face up on the field are not negated.

Traps may not be activated while “Jinzo” is face up on the field.

Continuous Traps with upkeep costs, like “Imperial Order” have their upkeep cost negated for as long as “Jinzo” is active on the field.

Continuous Traps with upkeep costs may not be destroyed by not paying the upkeep cost while “Jinzo” is active on the field.

If a face down “Jinzo” is flipped face up as a result of a Trap resolving, the Trap Card must fully resolve before “Jinzo’s” continuous effect will take effect.

“Acid Trap Hole” vs. “Jinzo” - A face down “Jinzo” will be destroyed by “Acid Trap Hole.”

Jirai Gumo

The payment for declaring an attack with “Jirai Gumo” is a cost.

Jowgen the Spiritualist

While “Jowgen the Spiritualist” is face up and active on the field, monsters may not be Special Summoned, either face up or face down.

Monsters that have been Special Summoned face down may still be destroyed by “Jowgen the Spiritualist’s” effect.

“Jowgen the Spiritualist” negates the activation of any effect that would Special Summon a monster to the field.

If “Jowgen the Spiritualist” is Special Summoned at the same time with other monsters that are Special Summoned, the other monsters are not immediately destroyed.

Judgment of Anubis

“Judgment of Anubis” monster destroying effect is not considered targeting.

“Judgment of Anubis” may only be activated when a Spell Card with the effect of destroying 1 or more Spell or Trap Cards is activated with the intent to destroy 1 or more Spell Cards.

Judgment of Anubis” may be activated if the opponent does not have any face up monsters on the field.

“Judgment of Anubis” may be activated if the Spell Card is not targeting the controller of “Judgment of Anubis” Spell or Trap cards.

“Judgment of Anubis” may not be activated if the Spell Card returns a Spell or Trap card to a player’s hand.

“Judgment of Anubis” may not be activated if the Spell Card sends a card to the Graveyard without destroying it.

The damage inflicted by “Judgment of Anubis” is based on the affected monster’s current ATK.

“Barrel Behind the Door” vs. “Judgment of Anubis” – “Barrel Behind the Door” does not work with “Judgment of Anubis” as it is not known at the time of activation of “Judgment of Anubis” if damage will be inflicted.

Just Desserts

The damage inflicted by “Just Desserts” is considered one instance of damage.

Kaiser Colosseum

“Kaiser Colosseum” does not prevent Flip Summons.

Monsters on the field while “Kaiser Colosseum” is active are not destroyed if the controller of “Kaiser Colosseum” loses a monster.

“Cyber Jar” vs. “Kaiser Colosseum” – If “Kaiser Colosseum” is active, and “Cyber Jar” is flipped, if the number of monsters the opponent of the controller of “Kaiser Colosseum” is greater than the number of monsters the controller of “Kaiser Colosseum” would control, the excess monsters are sent to the Graveyard. If the controller of “Kaiser Colosseum” would control zero monsters, then the Special Summons caused by “Cyber Jar” will be unaffected.

Kaiser Glider

“Kaiser Glider” will not be destroyed in battle by a monster of equal current ATK, regardless of the position of “Kaiser Glider.”

If “Kaiser Glider” is destroyed as part of a Chain, “Kaiser Glider’s” ‘return 1 monster’ effect will resolve after the current Chain resolves.

When “Kaiser Glider” is destroyed and sent to the Graveyard, the owner of “Kaiser Glider” chooses the monster to be destroyed.

Kaiser Sea Horse

The effect of “Kaiser Sea Horse” does not apply to Ritual Summons.

“Kaiser Sea Horse” vs. “Precious Cards from Beyond” - If “Kaiser Sea Horse” is used as 2 Tributes for a LIGHT monster, the effect of “Precious Cards from Beyond” will trigger.

“Kaiser Sea Horse” vs. “Skill Drain” - “Kaiser Sea Horse” may be used as 2 Tributes for a LIGHT monster, even if “Skill Drain” is active on the field.

“Kaiser Sea Horse” vs. “Super Rejuvenation” - If “Kaiser Sea Horse” is changed to Dragon-Type before it is used as 2 Tributes for a LIGHT monster, only 1 card will be drawn from that Tribute by the effect of “Super Rejuvenation.”

Karate Man

“Karate Man’s” effect is Spell Speed 1.

Kinetic Soldier

“Kinetic Soldier’s” effect activates when it is in battle with a Warrior-Type monster.

King Tiger Wanghu

“King Tiger Wanghu’s” effect does not apply to any monsters that were already summoned before “King Tiger Wanghu” was active on the field.

“King Tiger Wanghu’s” effect is continuous.

Kiryu

The effect of “Kiryu” while equipped to “Dark Blade” may only be activated during the controller’s Main Phase 1.

Kiseitai

When “Kiseitai” equips itself to a monster as a result of its effect, that monster is the only correct target for “Kiseitai.”

When “Kiseitai’s” effect triggers, “Kiseitai” is placed in the Spell/Trap zone of the controller of “Kiseitai.”

“Kiseitai” vs. “Skill Drain” - A Face down “Kiseitai” that is attacked while “Skill Drain” is active will not resolve its effect properly.

Kotodama

Tokens of the same name will be destroyed by the effect of “Kotodama” if “Kotodama” is face up on the field.

Kuriboh

“Kuriboh” may be played in the Damage Step.

Discarding “Kuriboh” is a cost of using “Kuriboh’s” effect.

Discarding “Kuriboh” is considered playing “Kuriboh.”

“Kuriboh” will reduce all overflow damage to 0, regardless of any cards played during the Damage Step.

“Kuriboh’s” effect is not a targeting effect.

Kycoo the Ghost Destroyer

Kycoo the Ghost Destroyer Errata: The text should read: “Each time this card inflicts battle damage to your opponent’s Life Points, you can remove up to 2 monster cards in your opponent’s Graveyard from play. In addition, as long as this card remains face-up on the field, your opponent cannot remove any cards in either Graveyard from play.”

Effects that remove cards from the Field, Hand, or Deck from play may be used if “Kycoo the Ghost Destroyer” is active on the field.

If “Kycoo the Ghost Destroyer” destroys a monster and inflicts Battle Damage, the monster destroyed is not an eligible target for “Kycoo the Ghost Destroyer’s” effect.

Last Turn

The battle that occurs as a result of “Last Turn’s” effect occurs in the phase “Last Turn” resolved in. The Turn continues as normal after “Last Turn” resolves.

If either player’s Life Points get reduced to 0 before the End Phase of the turn “Last Turn” was activated in, that player loses.

A monster under the opponent’s control via “Snatch Steal” or “Change of Heart” may not be chosen for the effect of “Last Turn.”

“Last Turn” vs. “Call of the Haunted” - If a monster Special Summoned by “Call of the Haunted” is chosen to remain on the field by the effect of “Last Turn,” that monster will be destroyed when “Call of the Haunted” goes to the Graveyard as a result of the effect of “Last Turn.”

Last Will

“Last Will” must be activated before the monster is sent to the Graveyard.

“Last Will” only applies for the Turn it is played in.

“Last Will” will only trigger when your monster is sent to your Graveyard. “Last Will” does not trigger if Tokens are sent to the Graveyard.

For each “Last Will” played, one monster will be Special Summoned if a monster goes from the field to the Graveyard.

Monsters sent to the Graveyard in the Battle Phase of a turn “Last Will” has been activated are Special Summoned in that Battle Phase and if in Attack position may attack.

“Last Will’s” effect can trigger in the End Phase.

If a monster that has a Graveyard effect is sent to the Graveyard the same Turn “Last Will” was played, the controlling player may choose the order the effects resolve in.

Lava Golem

“Lava Golem” may be Special Summoned from the Graveyard if it was properly summoned.

“Lava Golem’s” condition preventing Normal Summons and Sets during the turn “Lava Golem” was Special Summoned applies even if “Lava Golem” is Special Summoned from the Graveyard.

“Lava Golem” vs. “Remove Brainwashing” – If “Remove Brainwashing” is on the field, “Lava Golem” will change control to the owner’s side of the field.

“Lava Golem” vs. “Skill Drain” – If “Skill Drain” is active on the field, the 1000 Damage inflicted by “Lava Golem” every Standby Phase is negated. If “Skill Drain” is active on the field, the condition preventing Normal Summons and Sets the turn “Lava Golem” is Special Summoned is not negated.

Lesser Fiend

“Lesser Fiend” vs. “Giant Germ” – If “Lesser Fiend” removes “Giant Germ” as a result of its effect, “Giant Germ” will not receive its special summoning effect.

“Lesser Fiend” vs. “Mystic Tomato” – If “Lesser Fiend” removes “Mystic Tomato” as a result of its effect, “Mystic Tomato” will not receive its special summoning effect.

“Lesser Fiend” vs. “Witch of the Black Forest” – If “Lesser Fiend” removes “Witch of the Black Forest” as a result of its effect, “Witch of the Black Forest” will not receive its searching effect.

Levia-Dragon - Daedalus

Sending “Umi” to the Graveyard is the Cost of activating the effect of “Levia-Dragon - Daedalus”

Life Absorbing Machine

Multiple copies of “Life Absorbing Machine” accumulate in effect.

Lightforce Sword

“Lightforce Sword” does not remain on the field for the duration of its effect.

Limiter Removal

“Limiter Removal” doubles the current ATK of the monster it affects.

A second “Limiter Removal” will double the effect of the first “Limiter Removal.”

If an effect that changes the ATK value of a monster before it was affected by “Limiter Removal” is later removed, the ATK of the affected monster is not changed.

If an effect that changes the ATK value of a monster after it has been affected by “Limiter Removal,” the ATK value of that monster will be altered.

If the monster affected by “Limiter Removal” is removed from the field or turned face down, the monster is not destroyed by the effect of “Limiter Removal” at the end of the turn and the ATK value of the affected monster resets.

“DNA Surgery” vs. “Limiter Removal” – If “DNA Surgery” changes Machine Types to non-Machine-Types after “Limiter Removal” has affected Machine-Types, the monsters affected by “Limiter Removal” will still be destroyed.

Lord of D.

Lord of D. Errata: The text should read: “All Dragon-Type monsters cannot be targeted by Spell Cards, Trap Cards, or other

effects that specifically designate a target while this card is face-up on the field.”

Dragon-Type monsters that are targeted by continuous effects before “Lord of D” is on the field will remain affected by the continuous effect.

Dragon-Type monsters cannot be later targeted by effects if “Lord of D” is active on the field.

Lord Poison

A player cannot Summon any “Lord Poison” but will have to Summon a differently-named monster.

Luster Dragon

Luster Dragon Errata: The title of MFC-058 should be: “Luster Dragon”

Luster Dragon #2

Luster Dragon #2 Errata: The title of LOD-050 should be: “Luster Dragon #2.”

Mage Power

“Mage Power” will count itself for the purposes of its effect.

“Mage Power” will count a Field Spell Card if that Field Spell Card is under the control of the controller of “Mage Power.”

“Mage Power” counts the number of Spell and Trap Cards on the side of the controller of “Mage Power.”

If the monster equipped with “Mage Power” is controlled by the opponent, “Mage Power” still counts the Spell and Trap cards on the controller of “Mage Power.”

If the number of cards in the Spell and Trap Zone changes at any time, “Mage Power’s” ATK and DEF bonus will be recalculated immediately.

Magic Cylinder

“Magic Cylinder” negates the attack before it reaches the Damage Step.

“Magic Cylinder” is considered a targeting effect.

Magic Drain

The discard from the effect of “Magic Drain” is not mandatory.

Magic Jammer

“Magic Jammer” vs. “Wave Motion Cannon” – “Magic Jammer” may only be activated in a chain to the initial activation of “Wave Motion Cannon.” “Magic Jammer” may not be activated in a response to the action of Tributing “Wave Motion Cannon.”

“Magic Jammer” vs. “Double Spell” – “Magic Jammer” must be activated in a chain with the activation of “Double Spell.” If “Double Spell” has successfully resolved, “Magic Jammer” may not be used to negate the activation of the Spell activated through the effect of “Double Spell.”

Magic Reflector

“Magic Reflector” does not produce a Spell Counter for the purposes of cards that use Spell Counters.

“Magic Reflector” will not prevent the affected Spell Card from being sent to the Graveyard if it was not destroyed.

“Magic Reflector” will not prevent the affected Spell Card from returning to the hand as that action does not destroy the Spell Card.

Multiple copies of “Magic Reflector” may be used on the same face up Spell Card.

Magical Hats

A monster Token may be declared as the target for “Magical Hats.”

“Magical Hats” vs. “Black Pendant” - If “Black Pendant” is Special Summoned to the field through the effect of “Magical Hats” and goes to the Graveyard, the effect of “Black Pendant” will activate.

Magical Marionette

“Magical Marionette” constantly checks the number of Spell Counters on it for the purposes of calculating ATK.

“Magical Marionette’s” destroying a card effect is a Cost-Effect.

Magical Scientist

The monster Special Summoned by the effect of “Magical Scientist” may not attack directly, regardless of any effects the Monster or a Spell or Trap card.

The monster summoned by the effect of “Magical Scientist” is chosen at the activation of the effect of “Magical Scientist.”

The monsters Special Summoned by the effect of “Magical Scientist” are not considered properly Fusion Summoned.

If the Fusion Monster Special Summoned by the effect of “Magical Scientist” is turned face down or temporarily removed from the field, when it is next face up on the field, it may attack directly and will not return to the Fusion Deck at the end of the Turn.

“Magical Scientist’s” effect is a Cost-Effect.

“Magical Scientist” vs. “Skill Drain” – If “Skill Drain” is active at the time of the resolution of “Magical Scientist’s” effect, the effect of “Magical Scientist” will be negated and will not Special Summon a Fusion Monster. If “Skill Drain” is activated after “Magical Scientist” has Special Summon a monster, that monster may still not attack directly and it will still return to the Fusion Deck at the end of the Turn.

Magician of Faith

The Spell card chosen by the effect of “Magician of Faith” is chosen when the effect of “Magician of Faith” activates.

Maiden of the Aqua

“Levia Dragon - Daedalus” vs. “Maiden of the Aqua” - “Maiden of the Aqua” is not a valid Tribute for “Levia Dragon - Daedalus’s” effect.

Major Riot

“Major Riot” may only be activated when an opponent’s effect forces a monster to return to the hand.

“Major Riot” may not be activated in the Damage Step.

Maju Garzett

“Maju Garzett” only receives its change in ATK when it is Tribute Summoned.

If “Maju Garzett” is Tribute Set, it will not change its ATK value.

If “Maju Garzett” is flipped face down, it will reset its ATK value to 0.

If “Maju Garzett” is not Tribute Summoned, it will remain at 0 ATK.

“Maju Garzett” may not be searched for by a monster that searches by ATK value as “Maju Garzett’s” ATK value is unknown.

“Cat’s Ear Tribe” vs. “Maju Garzett” – If “Maju Garzett” attacks “Cat’s Ear Tribe” and is not sent to the Graveyard, “Maju Garzett’s” ATK will be 0 after the Battle Step resolves.

“Maju Garzett” vs. “Skill Drain” – If “Skill Drain” is active when “Maju Garzett” is Tribute Summoned, “Maju Garzett’s” ATK will remain at 0. If “Skill Drain” is activated after “Maju Garzett” has been Tribute Summoned, “Maju Garzett’s” ATK will become 0. If “Skill Drain” is negated or leaves the field, “Maju Garzett’s” ATK will remain 0.

Manga Ryu-Ran

Two monsters must be Tributed to Special Summon “Manga Ryu-Ran” while “Toon World” is face up on the summoning player’s field.

If “Manga Ryu-Ran” is turned face down by an effect, it may not be Flip Summoned unless “Toon World” is face up on the summoning player’s field.

If either player’s “Toon World” is destroyed while “Manga Ryu-Ran” is face up and active on the field, “Manga Ryu-Ran” is destroyed.

“Manga Ryu-Ran” may be Special Summoned from the Graveyard if it has been Special Summoned properly once and the summoning player has “Toon World” on his or her field.

“Manga Ryu-Ran” may not attack the same turn it is Special Summoned, regardless of how it was Special Summoned.

“Manga Ryu-Ran” vs. “The Flute of Summoning Dragon” - “Manga Ryu-Ran” may not be Special Summoned by the effect of “The Flute of Summoning Dragon” regardless of the presence of “Toon World.”

Manticore of Darkness

The effect of “Manticore of Darkness” will occur during either player’s End Phase.

Monster Tokens are not valid to satisfy the effect of “Manticore of Darkness.”

The effect of “Manticore of Darkness” activates in the Graveyard.

If two “Manticores of Darkness” are sent to the Graveyard in the same turn, one “Manticore of Darkness” will be Special Summoned to the Graveyard for each Beast Type, Winged Beast Type, or Beast Warrior Type sent to the Graveyard to satisfy the effect of “Manticore of Darkness.”

A “Manticore of Darkness” on the field may be sent to the Graveyard to Special Summon a “Manticore of Darkness” that was sent to the Graveyard that turn.

“Manticore of Darkness” vs. “Necrovalley” - “Necrovalley” does not negate the effect of “Manticore of Darkness.”

Marauding Captain

“Marauding Captain” may Special Summon any Level 4 or lower monster from the hand as long as that monster does not have any Special Summoning restrictions.

If 2 “Marauding Captains” are on a player’s field and the player controls only face up Warrior-Type monsters, the opponent may not attack unless the attacking monster is able to normally attack directly.

Another face up Warrior-Type may not be subject to a redirected attack if “Marauding Captain” is face up on that player’s field.

Maryokutai

“Maryokutai” may be Tributed during the Damage Step as long as it is not involved in that battle.

Mask of Brutality

The controller of “Mask of Brutality” is the one subject to the payment for “Mask of Brutality.”

Mask of Dispel

Mask of Dispel Errata: The text should read: “Select 1 face-up Spell Card on the field. The controller of the Spell Card must take damage of 500 Life Points during each of your Standby Phases. When the selected card is destroyed or removed from the field, this card is also destroyed.”

Mask of Restrict

“Mask of Restrict” applies only to Tributes. It does not apply to Fusion Summons, or Summons involving removing monsters from play.

If “Mask of Restrict” is chained to the activation of a Ritual Spell Card, the effect of the Ritual Spell Card disappears.

Mass Driver

Multiple “Mass Drivers” do not offer more damage per Tribute.

Megamorph

“Megamorph” constantly checks the Life Points of its controller for the purpose of altering ATK/DEF values.

If both players’ Life Points are equal, “Megamorph” has no effect.

“Megamorph” will take precedence over any effects that set a monster’s ATK to a specific amount.

Multiple “Megamorphs” are not cumulative.

Messenger of Peace

The payment to keep “Messenger of Peace” on the field is optional.

Monsters with an ATK lower than 1500 may declare an attack and raise their ATK to above 1500 during the Battle Step or the Damage Step.

Metalmorph

After activation, “Metalmorph” is treated as an Equip Spell Card.

“Metalmorph” may be activated in the Damage Step.

Multiple “Metalmorphs” equipped to the same monster will have a cumulative effect.

Metalsilver Armor

Continuous targeting Spell and Trap cards that affect a monster before “Metalsilver Armor” is equipped to another monster remain in effect on the original target.

Metamorphosis

The player activating “Metamorphosis” must have a Fusion monster of the appropriate level that can be Special Summoned in his or her Fusion Deck.

Fusion Monsters Special Summoned by the effect of “Metamorphosis” are not considered properly summoned and may not be Special Summoned from the Graveyard.

The monster Tributed is a cost of activating “Metamorphosis.”

Tokens may be Tributed for the effect of “Metamorphosis.”

“Metamorphosis” may Tribute a face down monster.

Michizure

“Michizure” applies to monsters owned by the controller of “Michizure.”

“Michizure” may not be activated as a response to a Tribute.

“Michizure” may not be activated in the Damage Step.

“Michizure” may not be activated in response to a monster being sent to the Graveyard as a result of Battle.

“Michizure” may not be activated if the monster sent to the Graveyard was not a monster, such as “Dark Necrofear” or a monster equipped to “Thousand Eyes Restrict.”

Mirage Knight

“Mirage Knight” may not be Normal Summoned or Set.

“Mirage Knight” raises its ATK based on the original ATK of the monster involved in battle with it.

If “Mirage Knight” is involved in Damage Calculation, it will be removed from play at the end of the turn.

If “Mirage Knight” is turned face down after it has been involved in battle, it will not be removed from play at the end of the turn.

If “Mirage Knight” is removed from the field until after the End Phase it was removed, it will not be removed from play at the end of the turn when it returns to the field.

“Interdimensional Matter Transporter” vs. “Mirage Knight” – If “Mirage Knight” has been involved in battle and is removed from play by “Interdimensional Matter Transporter,” when “Mirage Knight” returns in the End Phase, its effect will properly resolve.

“Mirage Knight” vs. “Skill Drain” – If “Mirage Knight” is involved in battle while “Skill Drain” is active, it will not receive its increase to ATK. If “Skill Drain” is activated after “Mirage Knight” has been involved in battle and remains active through the End Phase, “Mirage Knight” will not be removed from play.

Mirage of Nightmare

If “Mirage of Nightmare” leaves the field or is negated before the player is required to discard, the player does not discard.

If the Standby Phase is skipped, the effect of “Mirage of Nightmare” does not occur.

If the player does not have enough cards to discard to satisfy the effect of “Mirage of Nightmare,” the player’s entire hand will be discarded.

Mirror Force

“Mirror Force” is not a targeting effect, regardless of the number of monsters it destroys.

Monsters turned face down or removed from the field in a chain with “Mirror Force” are not destroyed.

Mirror Wall

“Mirror Wall” may be activated in the Damage Step.

“Mirror Wall’s” effect affects an affected monster until “Mirror Wall” is no longer on the field or is negated.

Payment to keep “Mirror Wall” on the field is optional.

Moisture Creature

Appropriate Spell and Trap cards may be activated in a chain to “Moisture Creature’s” effect.

Molten Zombie

The effect of “Molten Zombie” does not activate if it is Special Summoned face down.

Monster Reborn

“Monster Reborn” may only be activated if there is sufficient space in the controlling player’s Monster Field.

“Monster Reborn” specifically targets a card in the Graveyard.

If the card “Monster Reborn” has targeted is no longer in the Graveyard at resolution, the effect of “Monster Reborn” disappears.

Monster Recovery

“Monster Recovery” may be activated on a Token.

“Monster Recovery” may not be activated in the Damage Step.

If “Monster Recovery” is activated on an opponent’s monster that the player controls, that monster will return to the opponent’s

Deck and the opponent will shuffle, but not draw.

If “Monster Recovery” is activated on an opponent’s monster that the player controls, the player who activated “Monster Recovery” will still return his or her hand to the Deck and draw the appropriate number of cards.

Morale Boost

Multiple “Morale Boosts” are cumulative.

If “Morale Boost” is destroyed at the same time as an Equip Spell Card, the effect of “Morale Boost” does not apply.

If “Morale Boost” is negated when an Equip Spell Card is played or destroyed, the effect of “Morale Boost” does not apply.

Morphing Jar #2

Multiple monsters Special Summoned face-down by the effect of “Morphing Jar #2” may be ‘shuffled’ to prevent the opponent from knowing where the monster was Special Summoned.

If “Morphing Jar #2” is flipped and destroyed in battle, “Morphing Jar #2” will not return to the deck and will not count in the number of monsters to be Special Summoned.

Monsters that are ineligible to be Special Summoned by “Morphing Jar #2” are sent to the Graveyard, but still count toward the number of monsters required to be Special Summoned.

Tokens are not counted for the monster counting effect of “Morphing Jar #2.”

Fusion Monsters returned to the deck by the effect of “Morphing Jar #2” are not counted in the number of monsters to be Special Summoned.

Mucus Yolk

If “Mucus Yolk” attacks and inflicts 0 damage, it does not raise its ATK value.

“Mucus Yolk” raises its ATK value during the Standby Phase for each time it inflicts Damage.

Mudora

“Mudora” checks the Graveyard of the controlling player for the purpose of calculating ATK bonuses.

Multiplication of Ants

Army Ant Tokens may be Tributed for the effect of “Multiplication of Ants.”

“Multiplication of Ants” will Special Summon 2 Army Ant Tokens per activation of “Multiplication of Ants.”

My Body as a Shield

If “My Body as a Shield” negates a monster effect that would destroy a monster, that monster is destroyed.

“My Body as a Shield” may not be activated in a chain to an effect that might not destroy a monster.

“My Body as a Shield” may not be used against Continuous effects.

“My Body as a Shield” may not be activated during the Damage Step.

Mysterious Puppeteer

Mysterious Puppeteer Errata: The text should read: “As long as this card remains face-up on the field, the Life Points of this card’s controller increase by 500 points for each additional monster summoned (excluding Special Summon, but including your opponent’s monsters).”

“Mysterious Puppeteer’s” effect is a Trigger effect.

Mystic Tomato

“Mystic Tomato’s” effect applies to the owner of the “Mystic Tomato” as “Mystic Tomato” goes to the owner’s Graveyard.

Mystical Knight of Jackal

“Mystical Knight of Jackal” vs. “Witch of the Black Forest” – “Mystical Knight of Jackal” returns the monster to the top of the deck after the monster has been sent to the Graveyard. In the case of “Witch of the Black Forest,” “Witch of the Black Forest” will receive its effect and then be sent to the top of the Deck.

Mystical Space Typhoon

“Mystical Space Typhoon” may be activated in any phase.

“Mystical Space Typhoon” may not be activated during the Damage Step.

“Mystical Space Typhoon” is a targeting effect.

“Call of the Haunted” vs. “Mystical Space Typhoon” – If “Mystical Space Typhoon” is activated in a chain with the activation of “Call of the Haunted,” “Mystical Space Typhoon” will destroy the “Call of the Haunted” before “Call of the Haunted” Special Summons a monster. “Call of the Haunted’s” effect will then disappear. If “Call of the Haunted” is activated in a chain with a “Mystical Space Typhoon” that targets “Call of the Haunted,” “Call of the Haunted” will resolve first, Special Summoning a monster. “Mystical Space Typhoon” will then resolve destroying the “Call of the Haunted.” If “Call of the Haunted” is not negated at this point, the monster Special Summoned by “Call of the Haunted” will be destroyed.

Narrow Pass

If either player controls 3 or more monsters, “Narrow Pass” may not be activated.

“Narrow Pass’s” effect applies for as long as “Narrow Pass” remains on the field.

If “Narrow Pass” is negated, “Narrow Pass” will no longer count Normal Summons or Sets.

When “Narrow Pass” is no longer negated, it will begin counting Normal Summons and Sets starting at 0.

Necrovalley

“Necrovalley” will negate and prevent the activation of any effects that target the Graveyard or something within the Graveyard from outside of the Graveyard.

Effects that activate within the Graveyard will not be negated by “Necrovalley.”

Effects of monsters that Special Summon themselves will not be negated by “Necrovalley.”

Effects of cards that return themselves to the hand or the field will not be negated by “Necrovalley.”

“Necrovalley” will prevent the Special Summons of monsters that require removing cards from the Graveyard as a cost to Summon the monster by preventing the summoning player from removing the monsters.

Neko Mane King

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

“Neko Mane King’s” effect does not activate if it is destroyed as the result of battle.

“Neko Mane King’s” effect moves the current Turn to the End Phase.

Newdoria

The owner of “Newdoria” decides which monster will be destroyed by “Newdoria’s” effect.

“Newdoria’s” effect is mandatory.

Nightmare Wheel

“Nightmare Wheel” may target a face down monster.

Nimble Momonga

The owner of “Nimble Momonga” will get the increase in Life Points if “Nimble Momonga” is destroyed in battle, regardless of who controlled “Nimble Momonga.”

Nobleman of Extermination

If a face down Trap Card is activated in a chain with “Nobleman of Extermination,” that card will still be removed from play when “Nobleman of Extermination” resolves.

“Fake Trap” vs. “Nobleman of Extermination” – If “Fake Trap” is activated in a chain to “Nobleman of Extermination,” “Fake Trap” will destroy itself and “Nobleman of Extermination’s” effect will be negated. Other copies of “Fake Trap” will not be removed from play. Trap cards that are activated in a chain with “Nobleman of Extermination” will not be removed by the effect of “Nobleman of Extermination.” “Nobleman of Extermination’s” effect will disappear in this case.

Non Aggression Area

Monsters that would be forced to be summoned if “Non-Aggression Area” is in effect are sent to the Graveyard instead.

Non-Spellcasting Area

Non-Effect monsters may be targeted by Spell Cards while “Non-Spellcasting Area” is active.

Tokens are considered Non-Effect monsters and are protected by the effect of “Non-Spellcasting Area.”

“Change of Heart” vs. “Non-Spellcasting Area” - If “Change of Heart” is played on a face down non-Effect Monster and flipped face up while “Non-Spellcasting Area” is in effect, the non-Effect Monster will immediately return to its original controller.

“Creature Swap” vs. “Non-Spellcasting Area” - If one player’s field has only face up non-Effect monsters when “Creature Swap” resolves while “Non-Spellcasting Area” is in effect, “Creature Swap’s” effect disappears.

“Non-Spellcasting Area” vs. “Premature Burial” - If a non-Effect monster has been Special Summoned by “Premature Burial” and “Premature Burial” is destroyed while “Non-Spellcasting Area” is active, the monster Special Summoned by “Premature Burial” will remain on the field.

Numinous Healer

“Numinous Healer” may be activated in the Damage Step.

Nutrient Z

“Nutrient Z” may only be activated in response to a monster that will inflict more than 2000 Life Point damage in a single attack.

Nuvia the Wicked

“Nuvia the Wicked” vs. “Skill Drain” – If “Skill Drain” is active when “Nuvia the Wicked” is Normal Summoned, “Nuvia the Wicked” will not be destroyed. If “Skill Drain” leaves the field or is negated after “Nuvia the Wicked” has been Normal Summoned, “Nuvia the Wicked” is not destroyed.

Offerings to the Doomed

If the activation of “Offerings to the Doomed” is negated, that player does not skip his or her Draw Phase.

If multiple “Offerings to the Doomed” are activated in the same Turn, the activating Player will skip only one Draw Phase.

Ojama Trio

The opponent must have 3 open Monster Spaces to activate “Ojama Trio.”

If the opponent does not have 3 open Monster Spaces at the resolution of “Ojama Trio,” the effect of “Ojama Trio” disappears.

Damage is inflicted by the effect of “Ojama Trio” only when the Ojama Tokens are destroyed.

“Ojama Trio” vs. “Remove Brainwashing” – If “Remove Brainwashing” is active while Ojama tokens are on the field, the Ojama tokens will change to the side of the field of the player who activated “Ojama Trio.”

Ordeal of a Traveler

The controller of “Ordeal of a Traveler” must show the entire card to the opponent when “Ordeal of a Traveler’s” effect resolves.

If the opponent declares an attack while the player has no cards in hand while “Ordeal of a Traveler” is active, the effect of “Ordeal of a Traveler” disappears.

Painful Choice

The player must shuffle after searching for the 5 cards to satisfy the effect of “Painful Choice.”

Searching for 5 cards is not a cost of activating “Painful Choice.”

Paladin of White Dragon

The “Blue-Eyes White Dragon” summoned through the effect of “Paladin of White Dragon” may not attack the turn it is summoned. Any other “Blue-Eyes White Dragons” on the field may attack the same turn.

Pandemonium

If multiple Archfiends are destroyed at the same time, only one Archfiend will be searched for through the effect of “Pandemonium.”

Pandemonium Watchbear

If a Field Spell Card is played while “Pandemonium” is active, “Pandemonium” is destroyed, even if “Pandemonium Watchbear” is on the field.

Parasite Paracide

If “Parasite Paracide” is flipped and then destroyed as a result of battle, it does not go into the opponent’s deck.

Patrician of Darkness

“Patrician of Darkness” may redirect an attack from a direct attacking monster, unless the monster is “Inaba White Rabbit.”

“Patrician of Darkness” effect is not targeting.

Penguin Soldier

“Penguin Soldier” is a targeting effect.

If “Penguin Soldier” chooses one monster for its effect, it is treated as an effect that targets one monster.

Pharaoh’s Treasure

If “Pharaoh’s Treasure” is drawn and a discard action occurs immediately following (such as through “Graceful Charity”), the effect of “Pharaoh’s Treasure” disappears.

If a face up “Pharaoh’s Treasure” is revealed, but not drawn, the effect of “Pharaoh’s Treasure” disappears.

“Pharaoh’s Treasure” vs. “Drop Off” – If “Drop Off” is chained to the effect of a face up “Pharaoh’s Treasure,” the effect of “Pharaoh’s Treasure” will disappear.

“Pharaoh’s Treasure” vs. “Fiber Jar” – If “Pharaoh’s Treasure” is face up in a player’s deck when the effect of “Fiber Jar” resolves, that “Pharaoh’s Treasure” will remain face up in that player’s deck. If “Pharaoh’s Treasure” is drawn as a result of “Fiber Jar’s” effect, “Pharaoh’s Treasure” will be sent to the Graveyard, but because there are no other cards, the effect of “Pharaoh’s Treasure” will disappear.

“Pharaoh’s Treasure” vs. “Jinzo” – An active “Jinzo” on the field will not prevent the resolution of a face up “Pharaoh’s Treasure.”

Physical Double

“Physical Double” duplicates the current ATK and DEF value of the monster it targets, including the effects of any Field Cards and Equip Spell Cards.

Field Cards that affect the monster targeted by “Physical Double” will also affect the Token.

Pinch Hopper

“Pinch Hopper” does not have an effect to inherently send itself to the Graveyard.

Pineapple Blast

“Marauding Captain” vs. “Pineapple Blast” – “Pineapple Blast” cannot be activated if the player summoning “Marauding Captain” chooses to use the Special Summoning effect of “Marauding Captain.”

Polymerization

“Polymerization” is not a targeting effect.

Possessed Dark Soul

If there are more level 3 or lower monsters on the opponent’s field than there is space on the player’s field when “Possessed Dark Soul” is Tributed for its effect, the excess monsters are destroyed.

“Demotion” vs. “Possessed Dark Soul” - If a monster is reduced to Level 3 or lower by the effect of “Demotion,” and control is taken by the effect of “Possessed Dark Soul,” control will not return to the other player if “Demotion” becomes inactive.

Premature Burial

“Premature Burial” is a targeting effect targeting a card in the Graveyard.

If “Premature Burial” is destroyed in a chain with its activation, the monster targeted by “Premature Burial” is not Special Summoned.

“Necrovalley” vs. “Premature Burial” - An already active “Premature Burial” is not negated when a “Necrovalley” is newly activated.

Prickle Fairy

If “Prickle Fairy” is turned to Insect Type and there are only face up Insect Type monsters on the player’s field, the opponent may not attack unless the attacker can inherently attack directly.

If a face down Insect Type is attacked while “Prickle Fairy” is face up and active on the field, Damage Calculation will proceed normally.

Primal Seed

There must be at least 2 monsters removed from play to activate “Primal Seed.”

Princess of Tsurugi

“Princess of Tsurugi’s” effect is considered one ‘burst’ of Damage.

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.”

Question

If a monster that has Special Summon requirements that was not properly Summoned is at the bottom of the Graveyard when “Question” is activated, that monster will not be Special Summoned.

If the opposing player activates a card that alters the Graveyard in a chain with “Question,” that player may still not look in the player who activated “Question’s” graveyard.

Raregold Armor

If two “Raregold Armors” are equipped to different monsters, the opposing player may not attack unless it is with a monster that can inherently attack directly.

Reasoning

Special Summon or Spirit monsters revealed by the effect of “Reasoning” are sent to the Graveyard and the effect of “Reasoning” ends.

Reckless Greed

If multiple cards are activated that skip Draw Phases, the Draw Phases skipped are not cumulative.

Recycle

The effect of “Recycle” is optional.

Red-Moon Baby

“Red-Moon Baby’s” effect only applies if the monster it destroys is in the Graveyard at the end of the Battle Phase.

Reflect Bounder

“Reflect Bounder” is destroyed by its own effect regardless of the ATK of the monster that attacks it.

If “Reflect Bounder” is destroyed by “Dark Ruler Ha Des”, “Reflect Bounder” is destroyed as a result of battle.

“Injection Fairy Lily” vs. “Reflect Bounder” – If “Injection Fairy Lily” attacks “Reflect Bounder,” assuming no other ATK alterations, the controller of “Injection Fairy Lily” will take 400 Life Point damage from the effect of “Reflect Bounder.” If the controller of “Injection Fairy Lily” chooses to boost “Injection Fairy Lily’s” ATK during Damage Calculation, the controller of “Reflect Bounder” will take 1700 Life Point damage as a result of Battle. “Reflect Bounder” will be destroyed by its own effect.

Relinquished

“Relinquished” may equip itself with one monster at a time per turn.

“Relinquished’s” equipping effect is a targeting effect.

If “Relinquished” is involved in a battle with a monster with a higher ATK value while “Relinquished” has an equipped monster, both players will receive the damage as Battle Damage. Monsters equipped to “Relinquished” do not have effects and are treated as Equip Spell Cards.

“Imperial Order” vs. “Relinquished” – “Imperial Order” has no effect on “Relinquished” as “Relinquished” determines the ATK and DEF value of “Relinquished.”

“Relinquished” vs. “Skill Drain” – If “Skill Drain” is active on the field after “Relinquished” has equipped a monster, “Relinquished” will not set any ATK or DEF based on the equipped monster. The equipped monster will remain attached to “Relinquished” until “Relinquished” is destroyed. If “Skill Drain” is active, “Relinquished” does not share damage with its opponent and the monster equipped to “Relinquished” is not destroyed in place of “Relinquished.”

Reload

If you have an opponent’s card in your hand due to the effect of “Exchange”, the card will return to the opponent’s deck while a player’s own cards will return to his/her own deck.

“Drop Off” vs. “Reload” - If “Reload” is chained to the activation of “Drop Off,” the effect of “Drop Off” disappears.

Remove Brainwashing

“Monster Reborn” vs. “Remove Brainwashing” - If an opponent Special Summoned a player’s monster from the Graveyard with “Monster Reborn” and “Remove Brainwashing,” that monster will switch control to the player’s side. If “Remove Brainwashing” is later removed, the monster will revert to the opponent’s control.

Return of the Doomed

Return of the Doomed Errata: The text should read: “Discard 1 Monster Card from your hand to the Graveyard. Return 1 of your monsters that is destroyed as a result of battle and sent to your Graveyard during this turn to your hand at the end of this turn.”

Reverse Trap

“Reverse Trap” will only alter increases or decreases to ATK or DEF.

If an effect sets ATK or DEF to a specific value, “Reverse Trap” will have no effect on this.

“Reverse Trap” lasts for the duration of the turn “Reverse Trap” is activated in.

Ring of Destruction

“Ring of Destruction” may not be activated in the Damage Step.

“Ring of Destruction” is a targeting effect.

If the target of “Ring of Destruction” is turned face down or leaves the field, the effect of “Ring of Destruction” disappears.

Ring of Magnetism

Ring of Magnetism Errata: The text should read: “This card can only be equipped to your own monster. The monster equipped with this card decreases its ATK and DEF by 500 points. In addition, all the monsters on your opponent’s side of the field must attack the monster equipped with this card when they attack.”

If two monsters on the same side of the field are each equipped with “Ring of Magnetism,” the opponent may choose to attack either one.

If a monster equipped with “Ring of Magnetism” changes control, the opponent of the current controller of the monster will have to attack the monster equipped with “Ring of Magnetism.”

Riryoku

“Riryoku” has two targeting aspects.

“Gradius’s Option” vs. “Riryoku” - “Riryoku” will resolve without effect if either of its targets is “Gradius’s Option.”

Riryoku Field

“Riryoku Field” may only be used to negate the effect of a targeting Spell Card that targets a monster on the field.

Rivalry of Warlords

“Rivalry of Warlords” only affects face up monsters on the field.

If a face down monster is turned face up and does not match the Type of the other monsters on the field while “Rivalry of Warlords” is active, that monster is destroyed after Damage Calculation.

If “Rivalry of Warlords” is activated in a chain with an effect that would Special Summon a monster of a differing Type, the Special Summoning effect disappears.

A monster or monsters may be Tribute Summoned for a monster of a different Type if that monster or monsters were the only one(s) on the field while “Rivalry of Warlords” is active.

Each side of the field may control a different Type when “Rivalry of Warlords” is active.

Monsters may be Set or Special Summoned face down, even if of a different Type while “Rivalry of Warlords” is active.

“Jinzo” vs. “Rivalry of Warlords” - If Machine is not the current type and a Tribute summon would not remove all monsters from that side of the field, “Jinzo” may not be summoned while “Rivalry of Warlords” is active.

Robbin’ Goblin

“Robbin’ Goblin” applies only to monsters under the control of the controller of “Robbin’ Goblin.”

“Robbin’ Goblin” does not trigger on effect damage.

Rod of Silence - Kay’est

Equip Spell Cards equipped to a monster prior to that monster being equipped with “Rod of Silence – Kay’est” are negated and destroyed.

Rope of Life

The player activating “Rope of Life” must have at least one card in his or her hand to activate it.

If a monster Special Summoned by “Rope of Life” is destroyed in battle and Special Summoned by another “Rope of Life,” the ATK bonus from the first “Rope of Life” does not remain.

“Rope of Life” must be activated immediately after the targeted monster is destroyed and sent to the Graveyard as a result of battle.

“Jinzo” vs. “Rope of Life” – If “Jinzo” is Special Summoned by the effect of “Rope of Life,” “Jinzo” will not receive the 800 ATK bonus.

“Rope of Life” vs. “Witch of the Black Forest” – If “Witch of the Black Forest” is targeted by “Rope of Life,” the effect of “Witch of the Black Forest” will resolve first, followed by “Rope of Life.”

Roulette Barrel

If one of the die rolls from the effect of “Roulette Barrel” does not match the level of a monster on the field, that die may still be chosen.

Level 7 and higher monsters cannot be destroyed by the effect of “Roulette Barrel.”

“Dice Re-Roll” vs. “Roulette Barrel” – If “Dice Re-Roll’s” effect is used for the purpose of re-rolling for “Roulette Barrel,” both dice are re-rolled.

Royal Decree

“Royal Decree” vs. “Jinzo” – If “Skill Drain” is active on the field when “Jinzo” is summoned, and “Royal Decree” is later activated, “Royal Decree” will negate “Skill Drain”. Since “Skill Drain” is no longer negating “Jinzo’s” effect, “Jinzo” will negate both “Royal Decree” and “Skill Drain.”

Royal Keeper

If “Royal Keeper” is flipped by an attack, “Royal Keeper” will receive its bonus after Damage Calculation.

“Royal Keeper” will receive its bonus regardless of how it is flipped.

Ryu Senshi

“Ryu Senshi” may only negate the effect of a Normal Trap Card.

“Ryu Senshi” cannot negate the effect of a Continuous Trap Card or a Counter Trap Card.

Ryu-Kishin Clown

“Final Attack Orders” vs. “Ryu-Kishin Clown” – If “Final Attack Orders” is active when “Ryu-Kishin Clown’s” effect triggers, the targeted monster will switch to Defense Position and then immediately change to Attack Position.

Sacred Crane

The effect of “Sacred Crane” does not activate if it is Special Summoned face down.

Sakuretsu Armor

“Sakuretsu Armor” is a targeting effect.

Salvage

Two WATER monsters must be chosen by the effect of “Salvage”.

The player activating “Salvage” must have 2 eligible WATER monsters to return to the hand.

Sasuke Samurai

Damage Calculation does not occur when “Sasuke Samurai” destroys a monster through its effect.

Monsters that are required to be face up to resolve their effects will not have their effects trigger when destroyed by “Sasuke

Samurai's" effect.

Sasuke Samurai #2

Spell and Trap effects may be activated in a chain to "Sasuke Samurai #2's" effect.

Scapegoat

Monsters may not be Summoned by the player before or after "Scapegoat's" resolution.

If the activation of "Scapegoat" is negated, the player may Summon a monster.

Monsters may be Set before or after the resolution of "Scapegoat."

If a monster would be forced to be summoned after the resolution of "Scapegoat," that monster will be sent to the Graveyard instead.

Sheep Tokens may be Tributed for any purpose other than a Tribute Summon per the text of "Scapegoat."

Second Goblin

A "Giant Orc" equipped with "Second Goblin" may be changed to attack position after being changed to defense position through its effect, as long as "Second Goblin's" effect has not been used.

Secret Barrel

Monster Tokens count as cards for the purpose of "Secret Barrel's" effect.

Secret Pass to the Treasures

If a monster targeted by "Secret Pass to the Treasures" rises above 1000 ATK, the effect of "Secret Pass to the Treasures" disappears.

Seiyaryu

Monsters able to attack more than once in a turn may attack directly each time from the effect of "Secret Pass to the Treasures" as long as the ATK of the monster does not rise above 1000.

Self-Destruct Button

The resolution of "Self-Destruct Button" is an automatic Draw.

Serpent Night Dragon

"Senri Eye" may only be used once per turn.

Seven Tools of the Bandit

"Seven Tools of the Bandit" may not be activated in a chain to the use of an effect of a continuous Trap that has already been activated, like "Ultimate Offering."

Shadow Spell

If "Shadow Spell" is negated or leaves the field, the targeted monster is not affected by the effect of "Shadow Spell."

Shinato, King of a Higher Plane

"Barrel Behind the Door" vs. "Shinato, King of a Higher Plane" – The Damage inflicted through "Shinato, King of a Higher Plane's" effect may be redirected by "Barrel Behind the Door."

Shooting Star Bow - Ceal

If the monster equipped with "Shooting Star Bow – Ceal" declares an attack and "Shooting Star Bow – Ceal" is removed from the field, the attack must be re-declared.

Sinister Serpent

"Sinister Serpent" may not be placed face up on the deck or face up to the side unless an effect specifically states that it can.

The effect of "Sinister Serpent" may be used multiple times in the same Standby Phase.

“Dark Ruler Ha Des” vs. “Sinister Serpent” – If “Dark Ruler Ha Des” or a card with a similar effect destroys “Sinister Serpent,” “Sinister Serpent” will not be allowed to return to the hand through its effect until that “Sinister Serpent” leaves the Graveyard.

Skill Drain

Skill Drain - This card while active on the field will negate the resolution of monster effects of face up monsters. This card does not negate the activation of the effect of a monster. If the monster that activates the effect is not face up on the field at the time the effect resolves, “Skill Drain” will not prevent the resolution of the effect. This includes if the monster is turned face down through an effect like “Book of Moon”. This includes if the monster is temporarily removed from the field through an effect like “Interdimensional Matter Transporter”. This includes if the monster is destroyed through an effect like “Ring of Destruction.”

“Skill Drain” will negate any maintenance costs or costs to attack. This includes Archfiend monsters, “Armor EXE,” “Dark Elf,” “Jirai Gumo” and Toons.

“Skill Drain” will not negate the activation cost for a Cost-Effect or Multi-Trigger monster. This includes “Tribe-Infecting Virus”, “Magical Scientist”, etc..

Monsters that alter their own ATK/DEF values, like “Berserk Dragon” or “Exodia Necross” will have their ATK values reset to not include any modifications performed through the monster’s effect before “Skill Drain” is active. If “Skill Drain” is later inactive, these monsters will begin altering their ATK/DEF values as appropriate starting from their base ATK.

Skill Drain vs. Special Summon Monsters - Monsters with Special Summoning Requirements such as “Gate Guardian” or “Great Moth” must still fulfill their particular requirements to be properly summoned to the field, even if “Skill Drain” is active.

“Skill Drain” vs. Toons - If “Skill Drain” is active, Toon monsters may attack the same turn they are summoned. Toon monsters do not have a Life Point payment cost to attack. Toon monsters may not attack directly. Toon monsters will not be destroyed if “Toon World” is destroyed while “Skill Drain” is active. Toon monsters may still not be Special Summoned if “Toon World” is not on the field. If “Skill Drain” is destroyed the same turn a Toon monster is summoned, that Toon Monster may not attack as per its effect.

“Skill Drain” vs. Spirit Monsters - Spirit monsters are considered effect monsters and are affected by “Skill Drain”. If “Skill Drain” is active at the end of the same turn that a Spirit monster was Summoned, Flip Summoned, or Flipped Face up, the Spirit will not return to the owner’s hand. If “Maharaghi” is summoned while “Skill Drain” is not active, and “Skill Drain” is activated that turn, “Maharaghi’s” effect will still resolve at the player’s next Draw Phase. If “Hino-Kagu-Tsuchi” inflicts Battle Damage while “Skill Drain” is not active, and “Skill Drain” is activated that turn, “Hino-Kagu-Tsuchi’s” effect will still resolve before the appropriate player’s next Draw Phase.

“Skill Drain” vs. “Exiled Force” - “Skill Drain” does not prevent the activation of “Exiled Force’s” effect. Since “Exiled Force’s” effect has an activation cost of Tributing itself, it will not be on the field when the effect resolves. “Exiled Force’s” effect resolves properly.

“Skill Drain” vs. “Jinzo” - If “Skill Drain” is already active when “Jinzo” is summoned, “Jinzo” will not negate any Trap cards. If “Skill Drain” is later negated by “Royal Decree”, “Jinzo” will begin to negate Traps again. “Jinzo” will then negate both “Skill Drain” and “Royal Decree”.

“Skill Drain” vs. “Skilled Dark Magician” - If “Skill Drain” is active on the field, “Skilled Dark Magician” will not receive counters for any Spell Card played. If “Skill Drain” is activated after “Skilled Dark Magician” has gained counters, these counters will be removed.

“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.

“Skill Drain” vs. “Ultimate Obedient Fiend” - If “Skill Drain” is active, “Ultimate Obedient Fiend” may attack regardless of the number of cards in the controller’s hand or on the controller’s field.

“Skill Drain” vs. “Witch of the Black Forest” - “Skill Drain” has no impact on the resolution of the effect of “Witch of the Black Forest” as “Witch of the Black Forest’s” effect activates and resolves in the Graveyard.

Skull Lair

Skull Lair Errata: The text should read: “Remove any number of monster cards in your Graveyard from play. Destroy 1 face-up monster on the field whose Level Stars are equal to the number of the cards you removed from play.”

Slate Warrior

If “Slate Warrior” is flipped as a result of battle, “Slate Warrior’s” ATK and DEF bonus will resolve after Damage Calculation.

“Slate Warrior’s” ‘destroyed in battle’ effect is not dependent upon “Slate Warrior” being flipped.

Smashing Ground

“Smashing Ground” does not affect face down monsters.

Smoke Grenade of the Thief

If the monster “Smoke Grenade of the Thief” is equipped to is turned face down or leaves the field, the effect of “Smoke Grenade of the Thief” will not resolve.

Snatch Steal

If more than one “Snatch Steal” is equipped to the same monster, the later “Snatch Steal” will take precedence for purposes of determining control.

If “Snatch Steal” leaves the field, the monster equipped with “Snatch Steal” will return to the control of the previous controller.

If the monster equipped with “Snatch Steal” is turned face down, “Snatch Steal” will be sent to the Graveyard and the monster will remain under the control of the controller of “Snatch Steal.”

“Creature Swap” vs. “Snatch Steal” – If a monster equipped with “Snatch Steal” changes control via “Creature Swap,” “Snatch Steal” will remain equipped to the original monster, but control will not shift back. The opponent of the controller of “Snatch Steal” will continue to regain 1000 LP per Standby Phase as long as “Snatch Steal” remains on the field.

Solemn Judgment

“Solemn Judgment” can not be used to negate a Special Summon if that Special Summon occurs as a result of another card effect.

Special Summon monsters like “Dark Necrofer” that have their summons negated by “Solemn Judgment” are not considered properly summoned and may not be Special Summoned from the Graveyard.

Solemn Wishes

The Life Point gain of Solemn Wishes is per instance of drawing, not per card.

Solomon’s Lawbook

Payments that would occur during the Standby Phase skipped due to “Solomon’s Lawbook” do not occur.

Sonic Bird

If the Summon of “Sonic Bird” is negated, a Ritual Spell Card is not searched for.

Soul Exchange

The player activating “Soul Exchange” must declare a target at the time “Soul Exchange” is activated.

If the monster targeted by “Soul Exchange” leaves the field before it is Tributed, that effect of “Soul Exchange” disappears.

“Soul Exchange” will still force the player to skip his or her Battle Phase.

If the effect of “Soul Exchange” is not used in the turn that “Soul Exchange” has been activated, the effect of “Soul Exchange” disappears.

Monsters targeted by “Soul Exchange” may be used for a Ritual Summon.

“Soul Exchange” vs. “Spirit Reaper” – If “Soul Exchange” targets “Spirit Reaper,” “Spirit Reaper” will destroy itself by its effect.

Soul Release

“Soul Release” is a targeting effect.

“Soul Release” may remove any number of cards from the Graveyard from 1 to 5.

Spatial Collapse

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

Monster Tokens on the field count toward the limit imposed by “Spatial Collapse.”

While “Spatial Collapse” is active, cards that Special Summon a monster may not be activated if that player’s filled zones are 4.

“Kuriboh” vs. “Spatial Collapse” - “Kuriboh” may still be discarded from the hand when “Spatial Collapse” has been activated and the controller of “Kuriboh” has 5 full spaces.

“Ground Collapse” vs. “Spatial Collapse” - The zones prohibited by “Ground Collapse” do not count toward the affected player’s limit for “Spatial Collapse,” unless a monster already occupies that zone.

Spear Cretin

“Spear Cretin’s” effect is optional.

A player may not choose the same “Spear Cretin” that was destroyed as a target for its effect.

A monster destroyed at the same time as “Spear Cretin” may not be chosen as the Special Summon for the effect of “Spear Cretin.”

Spear Dragon

If the attack of “Spear Dragon” is negated, “Spear Dragon” does not change to defense position.

Spell Shield Type-8

Spell Shield Type-8 Errata: The text should read: “Select and activate 1 of the following effects:

- Negate the activation and the effect of a Spell Card that designates 1 monster on the field as a target and destroy the Spell Card.
- Discard 1 Spell Card from your hand to the Graveyard to negate the activation and the effect of a Spell Card and destroy it.”

Spell Vanishing

After searching your opponent’s deck by the effect of “Spell Vanishing,” your opponent must shuffle.

Spellbinding Circle

If the monster targeted by “Spellbinding Circle” leaves the field, but is not destroyed, “Spellbinding Circle” will remain on the field meaninglessly.

Spirit Elimination

Cards to be removed from play by the effect of “Spirit Elimination” must fit the requirement of the card that is removing them.

Spirit Message “A”

Spirit Messages may not be placed on the field except as a result of the effect of “Destiny Board.”

The placement of Spirit Messages cannot be negated.

Spirit Message “I”

Spirit Messages may not be placed on the field except as a result of the effect of “Destiny Board.”

The placement of Spirit Messages cannot be negated.

Spirit Message "L"

Spirit Messages may not be placed on the field except as a result of the effect of "Destiny Board."

The placement of Spirit Messages cannot be negated.

Spirit Message "N"

Spirit Messages may not be placed on the field except as a result of the effect of "Destiny Board."

The placement of Spirit Messages cannot be negated.

Spirit Reaper

"Spirit Reaper" must attack directly to force the opponent to discard a card.

"Spirit Reaper" must inflict at least 1 Life Point damage to force the opponent to discard a card.

If "Spirit Reaper" is targeted by a card in a chain, the chain must resolve completely.

If the "Spirit Reaper" is no longer face up on the field when the chain resolves, the effect of "Spirit Reaper" disappears.

"Spirit Reaper" is destroyed by any effects that would normally destroy a card.

If "Spirit Reaper" is targeted by a card during the Damage Step, Damage Calculation resolves as normal and then "Spirit Reaper" will destroy itself by its effect.

"Gravekeeper's Assailant" vs. "Spirit Reaper" – If "Gravekeeper's Assailant" attacks and targets "Spirit Reaper" with its effect, "Spirit Reaper" will destroy itself by its effect and a replay will occur.

"Imperial Order" vs. "Spirit Reaper" – If "Imperial Order" is active and "Spirit Reaper" is targeted by a non-continuous Spell Card, "Spirit Reaper" will not destroy itself by its effect. If "Imperial Order" is active and "Spirit Reaper" is targeted by a continuous Spell Card, "Spirit Reaper" will destroy itself by its effect.

Spirit Ryu

"Spirit Ryu's" effect is considered Speed 1, but may be activated multiple times in the same Battle Phase.

If the opponent of "Spirit Ryu" chains to the effect of "Spirit Ryu," that player may not activate "Spirit Ryu's" effect any more during that Battle Phase.

Spiritual Energy Settle Machine

"Imperial Order" vs. "Spiritual Energy Settle Machine" – If "Spiritual Energy Settle Machine" is negated, Spirits summoned that turn will return to the hand as normal. Spirits summoned or turned face up on previous turns will not return to the hand.

Statue of the Wicked

"Statue of the Wicked" does not need to have been set for a turn for its effect to activate.

"Jinzo" vs. "Statue of the Wicked" – "Jinzo" will not prevent the effect of "Statue of the Wicked" from activating or resolving successfully.

Staunch Defender

Face up monsters on the opponent's field turn to attack position when "Staunch Defender" resolves.

Monsters summoned after "Staunch Defender" resolves must attack the designated monster.

If the monster designated by "Staunch Defender" is destroyed or leaves the field, the opponent's monsters may no longer attack.

"Staunch Defender" may only designate a legal attack target.

Monsters that have attacked before “Staunch Defender” was activated may not attack again, unless that monster was able to attack a second time normally.

The monster attacking when “Staunch Defender” is activated must continue its attack. A Replay is not triggered.

Steel Scorpion

Steel Scorpion Errata: The text should read: “A non Machine-Type Monster attacking “Steel Scorpion” will be destroyed at the End Phase of your opponent’s 2nd turn after the attack.”

Stray Lambs

The player who activates “Stray Lambs” may not Set a monster the same turn.

Strike Ninja

“Strike Ninja” is a Multi-Trigger Monster. It is a Spell Speed 2.

You cannot use “Strike Ninja’s” effect during the Damage Step

If “Strike Ninja” attempts to return to the field when all monster zones are occupied, “Strike Ninja” is destroyed.

“Strike Ninja’s” effect only applies while “Strike Ninja” is face up on the field.

The effect of “Strike Ninja” returning to the field after being removed by its own effect is not a Special Summon.

Stumbling

The effect of “Stumbling” is not permanent, it applies only when the monster is initially summoned. But the Battle Position adjustment due to “Stumbling’s” effect will prevent the player from manually changing the card back to Attack Position on that same turn. The Monster can be changed during the next turn.

“Stumbling” is a Continuous Spell Card so you can’t chain it to “Final Attack Orders” or any other Continuous Spell Card.

The change to Defense position by the effect of “Stumbling” is not permanent.

Suijin

“Suijin’s” effect is a targeting effect.

Summoner of Illusions

The effect of “Summoner of Illusions” allows for the Tribute of only 1 monster for its effect.

“Fiend Skull Dragon” vs. “Summoner of Illusions” – If “Fiend Skull Dragon” is summoned by the effect of “Summoner of Illusions,” that “Fiend Skull Dragon” will immediately negate the effect of “Summoner of Illusions” and will not be destroyed at the end of the turn.

Super Rejuvenation

Monsters changed to Dragon Type and Tributed are eligible for “Super Rejuvenation’s” effect.

Dragon Type monsters Tributed on the opponent’s field are not counted for the purpose of “Super Rejuvenation.”

Dragon-Type monsters Tributed on your field by your opponent, through the effect of “Lava Golem” or similar are counted for “Super Rejuvenation.”

Super Roboyarou

Super Roboyarou Errata: The text should read: “Roboyarou” + “Robolady”. “You can Special Summon “Super Robolady” by returning this card from the field to the Fusion Deck. You cannot use this effect during the same turn this monster is Special Summoned. In addition, increase the ATK of this monster by 1000 points during the Damage Step when this monster battles with a monster.”

Supply

Fusion substitution monsters that were used in a Fusion summon may be returned to the hand through the effect of “Supply.”

Sword Hunter

When a monster is equipped to “Sword Hunter,” that monster is not considered an activation of a Spell card.

The monster destroyed by “Sword Hunter” is sent to the Graveyard before it becomes an Equip Spell Card.

Sword of Deep-Seated

If “Sword of Deep Seated” is sent to the Graveyard in the middle of a chain resolving, the entire chain must resolve and then “Sword of Deep Seated” is placed on top of the deck.

Swords of Revealing Light

If multiple flip effect monsters are flipped by “Swords of Revealing Light,” the controller of the flip effect monsters decides the order to resolve the effects.

“Swords of Revealing Light” remains on the field for the full duration of its effect.

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

If “Swords of Revealing Light” is removed from the field, the player affected by “Swords of Revealing Light” may immediately attack if they could normally.

If “Swords of Revealing Light” is destroyed but not negated in a chain with its activation, “Swords of Revealing Light” will cause all monsters on the opponent’s field to flip face up before being destroyed.

Tailor of the Fickle

Union monsters may not be moved to another monster with the effect of “Tailor of the Fickle.”

Terroring Archfiend

“Terroring Archfiend” may be Special Summoned even if there is no Archfiend monster on the field.

The A. Forces

“The A. Forces” continuously checks the number of appropriate monsters and alters ATK value accordingly.

The Dragon’s Bead

“The Dragon’s Bead” must already be active to negate a Trap targeting a Dragon Type.

The Emperor’s Holiday

Union monsters vs. “The Emperor’s Holiday” – Union monsters will have their effects negated as long as “The Emperor’s Holiday” is active. Unioned monsters may not return to the monster field as long as “The Emperor’s Holiday” is active.

“Thousand Eyes Restrict” vs. “The Emperor’s Holiday” – “The Emperor’s Holiday” has no effect on the monster equipped to “Thousand Eyes Restrict.”

The Fiend Megacyber

If “The Fiend Megacyber” is summoned through its effect, it is a Special Summon.

The Flute of Summoning Dragon

The Flute of Summoning Dragon Errata: The text should read: “Playing this card when Lord of D. is face-up on the field allows you to play up to 2 Dragon-Type cards from your hand as a Special Summon.”

“The Flute of Summoning Dragon” may be activated if either player has a “Lord of D.” face up on the field.

If “Lord of D.” is turned face down or removed from the field in a chain with the activation of “The Flute of Summoning Dragon,” the effect of “The Flute of Summoning Dragon” disappears.

“The Flute of Summoning Dragon” may not Special Summon Dragon Type monsters that have Special Summoning requirements, including Toons.

The Last Warrior from Another Planet

As long as “The Last Warrior From Another Planet” is active, neither player may Special Summon a monster.

The effect of “The Last Warrior from Another Planet” only prevents Summons. “The Last Warrior from Another Planet” does not prevent monsters from being Flipped by other means.

The Legendary Fisherman

If “Umi” is on the field, and “The Legendary Fisherman” is the only monster on the field, the opponent may attack directly.

Equip Spell Cards equipped to “The Legendary Fisherman” while “Umi” is on the field will have no effect on “The Legendary Fisherman.”

“The Legendary Fisherman” does not get any bonus from “Umi.”

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.

The Shallow Grave

Both players must have an eligible monster to Special Summon from the Graveyard to activate “The Shallow Grave.”

Both players must have an available Monster Zone to Special Summon a monster to activate “The Shallow Grave.”

If “Shallow Grave” is properly activated and one player’s monster zone becomes filled as a result of a chain, the other player may still successfully Special Summon a monster.

The Spell Absorbing Life

The Life Point gain by “The Spell Absorbing Life” is considered one gain for the purpose of effects like “Fire Princess.”

The Thing in the Crater

This is a multi-trigger effect monster.

The Unfriendly Amazon

Monsters with payments or effects that trigger in the Standby Phase may be Tributed for “The Unfriendly Amazon’s” effect before the resolution of the payment or effect.

The Wicked Worm Beast

“The Wicked Worm Beast” will not return to the player’s hand if it is not face up on the field during the End Phase.

Thousand-Eyes Restrict

“Thousand-Eyes Restrict” may equip itself with one monster at a time per turn.

“Thousand-Eyes Restrict’s” equipping effect is a targeting effect.

If “Thousand-Eyes Restrict” is involved in a battle with a monster with a higher ATK value while “Thousand-Eyes Restrict” has an equipped monster, both players will receive the damage as Battle Damage.

Monsters equipped to “Thousand-Eyes Restrict” do not have effects and are treated as Equip Spell Cards.

Monsters may not have their positions manually changed while “Thousand Eyes-Restrict” is on the field.

Monsters may change their position through a card effect while “Thousand Eyes-Restrict” is on the field.

If two “Thousand Eyes-Restricts” are on the field, no monster may attack.

“Imperial Order” vs. “Thousand-Eyes Restrict” – “Imperial Order” has no effect on “Thousand-Eyes Restrict” as “Thousand-Eyes Restrict” determines the ATK and DEF value of “Thousand-Eyes Restrict.”

“Thousand-Eyes Restrict” vs. “Skill Drain” – If “Skill Drain” is active on the field after “Thousand-Eyes Restrict” has equipped a monster, “Thousand-Eyes Restrict” will not set any ATK or DEF based on the equipped monster. The equipped monster will remain attached to “Thousand-Eyes Restrict” until “Thousand-Eyes Restrict” is destroyed. If “Skill Drain” is active, “Thousand-Eyes Restrict” does not share damage with its opponent and the monster equipped to “Thousand-Eyes Restrict” is not destroyed in place of “Thousand-Eyes Restrict.”

“Thousand-Eyes Restrict” vs. “Witch of the Black Forest” - If a “Witch of the Black Forest” is equipped to “Thousand-Eyes Restrict” and sent to the Graveyard, the effect of “Witch of the Black Forest” will activate.

Thunder Crash

The player activating “Thunder Crash” must control at least one monster.

Thunder Dragon

“Thunder Dragon’s” effect is an activated effect.

“Thunder Dragon” may be discarded to search for 0 “Thunder Dragons” in the player’s deck.

The effect of “Thunder Dragon” may not be activated if it is discarded through another effect.

Thunder Nyan Nyan

If a face down non-LIGHT monster is turned face up on the same field as “Thunder Nyan Nyan”, “Thunder Nyan Nyan” is immediately destroyed.

Thunder of Ruler

If Main Phase 1 is also skipped after the effect of “Thunder of Ruler,” the affected player will not receive a Main Phase 2.

Time Seal

The effect of “Time Seal” skips the Draw Phase of the opponent immediately following “Time Seal’s” activation.

Time Wizard

The effect of “Time Wizard” is non-targeting.

Timeater

Players who skip their Main Phase 1 through the effect of “Timeater” may still perform a Battle Phase and have a Main Phase 2.

Timidity

The effect of “Timidity” applies until the beginning of the opponent’s End Phase.

“Heavy Storm” vs. “Timidity” – If “Heavy Storm” is activated after the resolution of “Timidity” and there are both face up and face down Spell and Trap Cards, only the Face up cards will be destroyed.

Toon Mermaid

If “Toon Mermaid” is turned face down by an effect, it may not be Flip Summoned unless “Toon World” is face up on the summoning player’s field.

If either player’s “Toon World” is destroyed while “Toon Mermaid” is face up and active on the field, “Toon Mermaid” is destroyed.

“Toon Mermaid” may be Special Summoned from the Graveyard if it has been Special Summoned properly once and the summoning player has “Toon World” on his or her field.

“Toon Mermaid” may not attack the same turn it is Special Summoned, regardless of how it was Special Summoned.

Toon Summoned Skull

One monster must be Tributed to Special Summon “Toon Summoned Skull” while “Toon World” is face up on the summoning player’s field.

If “Toon Summoned Skull” is turned face down by an effect, it may not be Flip Summoned unless “Toon World” is face up on the summoning player’s field.

If either player’s “Toon World” is destroyed while “Toon Summoned Skull” is face up and active on the field, “Toon Summoned Skull” is destroyed.

“Toon Summoned Skull” may be Special Summoned from the Graveyard if it has been Special Summoned properly once and the summoning player has “Toon World” on his or her field.

“Toon Summoned Skull” may not attack the same turn it is Special Summoned, regardless of how it was Special Summoned.

Toon World

Toon monsters may not attack the turn they are Special Summoned, regardless of how they are Special Summoned.

Toon monsters may not be Special Summoned from the Graveyard unless they were Special Summoned properly first and the player performing the Special Summon has “Toon World” on the field.

If both players have “Toon World” on the field, if one “Toon World” is destroyed, all Toon monsters are destroyed.

If “Toon World” is sent to the Graveyard, but not destroyed, Toon monsters are not destroyed.

Tornado Wall

Tornado Wall Errata: The text should read: “This card can only be activated when “Umi” is active on the field. As long as “Umi” remains face-up on the field, any damage from attacking monsters to your Life Points becomes 0. When “Umi” is destroyed or removed from the field, this card is also destroyed.

“Amazoness Swords Woman” vs. “Tornado Wall” - If a player attacks “Amazoness Swords Woman” with a monster with higher ATK, the damage redirected by “Amazoness Swords Woman” will be reduced to 0 by “Tornado Wall.”

“Imperial Order” vs. “Tornado Wall” - “Tornado Wall” is unaffected by “Imperial Order” negating the effect of “Umi.”

Torrential Tribute

“Torrential Tribute” may not be activated in the Damage Step.

Tower of Babel

Spell Counters are placed on “Tower of Babel” at the resolution of the Spell Card.

Trap Hole

“Trap Hole” is a targeting effect.

Tribe-Infecting Virus

The Player controlling “Tribe Infecting Virus” must declare a Type that is on the field when that player activates the effect.

“Tribe Infecting Virus” effect is a Cost Effect.

Tribute Doll

“Tribute Doll” is not a targeting effect.

Tokens may be Tributed for the effect of “Tribute Doll.”

If the monster Special Summoned by “Tribute Doll” is sent to the Graveyard and Special Summoned in the same turn, that monster may attack.

Troop Dragon

If “Troop Dragon” is destroyed in a chain, the entire chain must resolve before “Troop Dragon’s” effect will resolve.

Tsukuyomi

“Tsukuyomi’s” effect is mandatory.

Twin Swords of Flashing Light - Tryce

Multiple copies of “Twin Swords of Flashing Light – Tryce” do not increase the number of attacks a monster may perform.

If a monster equipped with “Twin Swords of Flashing Light - Tryce” may inherently attack more than twice, it may still attack more than twice.

“Giant Orc” vs. “Twin Swords of Flashing Light - Tryce” - If “Giant Orc” is equipped with “Twin Swords of Flashing Light - Tryce”, it may attack twice as per the effect of “Twin Swords of Flashing Light - Tryce” and will be changed to Defense position at the end of the Battle Phase as per the effect of “Giant Orc.”

“Goblin Attack Force” vs. “Twin Swords of Flashing Light - Tryce” - If “Goblin Attack Force” is equipped with “Twin Swords of Flashing Light - Tryce”, it may attack twice as per the effect of “Twin Swords of Flashing Light - Tryce” and will be changed to Defense position at the end of the Battle Phase as per the effect of “Goblin Attack Force.”

“Spear Dragon” vs. “Twin Swords of Flashing Light - Tryce” - If “Spear Dragon” is equipped with “Twin Swords of Flashing Light - Tryce,” “Spear Dragon” will still be changed to Defense position at the resolution of its first attack, as per the effect of “Spear Dragon.”

Twin-Headed Behemoth

“Twin-Headed Behemoth’s” effect does not activate if it is discarded from the hand or sent to the Graveyard without being destroyed.

If “Twin-Headed Behemoth’s” effect has been activated once, it may not activate again during the same duel.

When “Twin-Headed Behemoth” is Special Summoned by its effect, it is Special Summoned on the owner’s field, regardless of which player controlled “Twin-Headed Behemoth” when it was destroyed.

Two-Pronged Attack

“Two-Pronged Attack” is a targeting effect ,targeting three monsters.

Type Zero Magic Crusher

“Type Zero Magic Crusher’s” effect is an activated effect.

Spell Cards discarded for another purpose may not be used for the effect of “Type Zero Magic Crusher.”

Tyrant Dragon

The Tribute to Special Summon “Tyrant Dragon” from the Graveyard must be performed at the activation of the effect that would Special Summon it.

“Tyrant Dragon” must attack a monster for its effect of allowing a second attack to activate.

“Call of the Haunted” vs. “Tyrant Dragon” – If “Call of the Haunted” is used to Special Summon “Tyrant Dragon” and resolves successfully, “Call of the Haunted” will be negated and destroyed after “Tyrant Dragon” has been Special Summoned. “Tyrant Dragon” will remain on the field.

Ultimate Offering

The Summon produced through the effect of “Ultimate Offering” may be negated only if that Summon was the first link of a Chain.

The monster chosen by “Ultimate Offering” to be Normal Summoned/Set is chosen at activation of the effect.

A player may not Tribute a monster to be Summoned by “Ultimate Offering” until that monster is Normal Summoned/Set to the field.

Union Rider

“Union Rider” does not get the Equip benefits of any Union monsters it Equips itself with through its effect.

United We Stand

“United We Stand” continuously counts the number of monsters on the side of the field of the controller of “United We Stand.”

Monster Tokens are counted for the effect of “United We Stand” as they are face up monsters.

Vampire Lord

“Vampire Lord” will only be Special Summoned through its effect if it is destroyed by the opponent’s card effect while under the control of the owner.

If the opponent, after taking Battle Damage from “Vampire Lord”, does not have the type of card declared in his or her deck, a new type of card may not be declared.

“Solemn Judgment” vs. “Vampire Lord” – If “Solemn Judgment” is activated in response to the summon of “Vampire Lord,” that “Vampire Lord” will be Special Summoned through its effect at the player’s next Standby Phase because “Vampire Lord” was destroyed.

“Thousand Eyes Restrict” vs. “Vampire Lord” – If “Vampire Lord” is equipped to “Thousand Eyes Restrict” and destroyed, it will not be Special Summoned through its effect because it was not a monster card when it was destroyed.

Vengeful Bog Spirit

If a monster is summoned the same turn “Vengeful Bog Spirit” is destroyed, that monster may attack as normal.

Vilepaw Archfiend

If there are two active “Vilepaw Archfiends” on the same player’s field and only other Archfiends, the opponent may not attack a monster due to the effect of “Vilepaw Archfiend.”

Waboku

“Waboku” may not be activated in the Damage Step.

“Waboku” lasts for the turn it was activated in.

“Waboku’s” effect applies to all monsters on the side of the field of the player who activated “Waboku.”

“Waboku” only changes the battle damage of a monster inflicts to the controller of “Waboku” to 0.

“Waboku” does not alter ATK value.

If a monster protected by “Waboku” is attacked by or attacks a monster with the same ATK value that is not protected by “Waboku,” the other monster is destroyed in battle as normal.

Face down monsters attacked while protected by “Waboku” will still flip face up.

Wave-Motion Cannon

“Wave-Motion Cannon” counts the number of Standby Phases it was on the field when it is sent to the Graveyard by its effect.

“Imperial Order” vs. “Wave-Motion Cannon” – If “Imperial Order” is active when “Wave Motion Cannon” sends itself to the Graveyard, the effect of “Wave-Motion Cannon” is negated and no damage is inflicted.

Wicked-Breaking Flamberge - Baou

The cost of sending one card from the hand to the Graveyard to activate “Wicked Breaking Flamberge - Baou” is not a discard.

Widespread Ruin

“Widespread Ruin” is a non-targeting effect.

The effect of “Widespread Ruin” does not negate the attack.

Wild Nature's Release

“Wild Nature's Release” increases the ATK of one Beast-Type or Beast-Warrior-Type by its current DEF at the time this card is activated.

The monster that is the target of “Wild Nature's Release” is not destroyed and returns to its original ATK and DEF if flipped face-down, removed from the field or sent back to the Hand.

Multiple activations of “Wild Nature's Release” on the same monster are cumulative.

Windstorm of Etaqua

Monsters whose positions have been changed by the effect of “Windstorm of Etaqua” may not have their positions manually changed that same turn.

Witch of the Black Forest

If “Witch of the Black Forest” is sent to the Graveyard from the field, its effect will activate.

If the summon of “Witch of the Black Forest” is negated, the effect of “Witch of the Black Forest” will not activate.

The effect of “Witch of the Black Forest” is mandatory.

If “Witch of the Black Forest” is equipped to a monster and is sent from the field to the Graveyard, the effect of “Witch of the Black Forest” will activate.

Woodland Sprite

“Woodland Sprite” sends cards to the Graveyard. It does not destroy them.

XYZ-Dragon Cannon

“XYZ-Dragon Cannon” may only be Special Summoned through its effect.

“XYZ-Dragon Cannon” may not be Special Summoned from the Graveyard.

“XYZ-Dragon Cannon” is never considered properly Fusion Summoned.

Fusion substitution monsters may not be used to Special Summon “XYZ-Dragon Cannon.”

Face down “X-Head Cannon”, “Y-Dragon Head,” and “Z-Metal Tank” may be removed from play to Special Summon “XYZ-Dragon Cannon”.

“De-Fusion” vs. “XYZ Dragon Cannon” – “De-Fusion” may target “XYZ Dragon Cannon”. “XYZ-Dragon Cannon” will be returned to the Fusion Deck, but no monsters will be Special Summoned.

Yado Karu

“Yado Karu” Errata: The text should read: “When this card is changed from Attack Position to Defense Position, you can place any number of cards from your hand at the bottom of your Deck in any order you desire.”

Yata-Garasu

“Yata-Garasu's” effect will activate when it inflicts any damage as a result of battle.

Yomi Ship

“Yomi Ship's” effect does not designate a target.

Zombie Tiger

The effect of “Zombie Tiger” applies only while it is equipped to “Decayed Commander.”

Zombyra the Dark

“Shooting Star Bow - Ceal” vs. “Zombyra the Dark” - “Zombyra the Dark” equipped with “Shooting Star Bow - Ceal” may not attack directly.