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**Document Coding**

New Ruling Questions and Answers

*Corrections and/or Reversals to Rulings*

**How To Use This File**

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

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

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

**Disclaimer**

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

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**Acid Trap Hole****Question:**

What happens if I activate “Acid Trap Hole” in the Battle Step of a Battle Phase, would I resolve the Flip Effect in the damage step? Could I Chain to the Flip Effect in this case?

**Answer:**

The Flip-Effect would start a new Chain in the Battle Step. You can respond to it with appropriate card effects.

*Curtis Schultz, 04/22/2004*

**Anti-Spell Fragrance****Question:**

Can I use “Anti-Spell Fragrance” as a sort of “Magic Jammer” to negate the activation of a Spell Card?

**Answer:**

No, “Anti-Spell Fragrance” only sets a condition on the activation of Spell Cards, if it has already been activated, then “Anti-Spell Fragrance” will have no effect on it.

*Curtis Schultz, 04/21/2004*

**Apprentice Magician****Question:**

Can the effect of “Apprentice Magician” be used to place a Spell Counter on absolutely anything that can hold Spell Counters?

**Answer:**

You can use the effect of “Apprentice Magician” to place a Spell Counter onto any card that can hold a Spell Counter. (That is what the card says.)

*Curtis Schultz, 04/21/2004*

**Aqua Chorus****Question:**

If my opponent and I both have a monster on the field with the same name, will “Aqua Chorus” affect them both?

**Answer:**

All monsters on the field of the same name will be affected. This includes monsters your opponent controls.

*Curtis Schultz, 04/25/2004*

**And “Scapegoat”****Question:**

Can you use “Aqua Chorus” on Monster Tokens? (Activate “Scapegoat” then “Aqua Chorus” to have 4 2000 ATK monsters in DEF mode.)

**Answer:**

The card text reads: “If there are monsters with the same name on the field, increase the ATK and DEF of all of those monsters with the same name by 500 points.”

It merely states that the ATK and DEF of these monsters with the same name are increased by 500 points. It doesn't say that the ATK and DEF of these monsters are increase by 500 per card on the field with the same name.

You would have four 500 ATK/DEF monsters on the field in DEF position.

*bishop, 04/21/2004*

**Bad Reaction to Simochi****And “Solemn Wishes”****And “The Eye of Truth”****Question:**

Does “Bad Reaction to Simochi” affect all increases to your opponent's Life Points or only increases controlled by the opponent? (Example: My opponent has a Spell Card in their hand and a “Solemn Wishes” on the field and I have “The Eye of Truth” & “Bad Reaction to Simochi” on the field, and my opponent draws a card during their Draw Phase and it moves to the Standby Phase.)

**Answer:**

Anytime an effect would cause your opponent to gain Life Points, “Bad Reaction to Simochi” negates it and inflicts it as damage to your opponent’s Life Points instead.

Your opponent will take 500 damage due to their “Solemn Wishes” and they will take 1000 damage due to your “The Eye of Truth.” (All of this because of your “Bad Reaction of Simochi”)

*Curtis Schultz, 04/25/2004*

**Banisher of the Light**

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

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

And “Interdimensional Matter Transporter”

**Question:**

If my opponent summons “Black Luster Soldier - Envoy of the Beginning” and attacks and I use “Interdimensional Matter Transporter” on my monster, can he now use his remove from game effect on another monster?

**Answer:**

No.

*Curtis Schultz, 04/26/2004*

And “Spirit Reaper”

**Question:**

If “Black Luster Soldier - Envoy of the Beginning” targets a “Spirit Reaper” with its removal effect, what happens?

**Answer:**

“Spirit Reaper” would be removed from play.

*Curtis Schultz, 04/27/2004*

**Book of Moon**

And “Light of Intervention” ..... *See “Light of Intervention”*

**Change of Heart**

And “Raigeki” ..... *See “Raigeki”*

**Chaos Command Magician**

And “Kuriboh” ..... *See “Kuriboh”*

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

And “Super Rejuvenation”

**Question:**

Will Dragon-Type monsters that were SENT to the Graveyard due to the effect of “Chaos Emperor Dragon - Envoy of the End’s” count toward the effect of “Super Rejuvenation,” if it were Chained to “Chaos Emperor Dragon - Envoy of the End’s” activation?

**Answer:**

They would not count. The text of “Chaos Emperor Dragon - Envoy of the End” does not say the cards are destroyed. The text also does not say they are Tributed.

That is why it doesn’t work with “Super Rejuvenation.”

*Curtis Schultz, 04/26/2004*

And “Electric Snake”

And “Minar”

**Question:**

Do the effects of Electric Snake and Minar work when sent from the Hand to the Graveyard by the effect of “Chaos Emperor Dragon - Envoy of the End”?

**Answer:**

Minar: Will work.

Text says “When this card is sent directly from your hand to the Graveyard by your opponent’s card effect...”

If this card was in your hand and your opponent’s CED made it get sent to the Graveyard, its effect will activate.

Electric Snake: Will work.

Text: “When this card is sent directly from your hand to the Graveyard by your opponent’s card effect...”

Just like “Minar,” if it is in your hand and your opponent’s CED send it to the Graveyard, the effect will activate.

*Curtis Schultz, 04/27/2004*

**Chaosrider Gustaph****Question:**

For the effect of “Chaosrider Gustaph”, is the ATK increase multiplied by the TOTAL amount of cards removed from play or just the Spell Cards they remove to trigger the effect?

**Answer:**

Card Text: “You can remove up to 2 Spell Cards in your Graveyard from play to increase ...”

*bishop, 04/27/2004*

**Creature Swap**

And “Remove Brainwashing” ..... See “Remove Brainwashing”

**Cursed Seal of the Forbidden Spell****Question:**

When my opponent plays “Pot of Greed” and I use “Curse of the Forbidden Spell” and discard a “Mystical Space Typhoon,” my opponent cannot play either “Pot of Greed” or “Mystical Space Typhoon,” right?

**Answer:**

“Same name” means the card that is being negated.

The card you discard as a cost of “Cursed Seal of the Forbidden Spell” has nothing to do with that phrase. In the scenario you presented, your opponent would be unable to play any card named “Pot of Greed” for the rest of the duel. That’s all.

*Steve Okegawa, 04/22/2004*

**And “Umi”****Question:**

Does “Cursed Seal of the Forbidden Spell” work on “Umi”/”A Legendary Ocean”/”Umiruka”?

**Answer:**

A “Legendary Ocean” and “Umi” are treated as having the same name. So, negating one of them with “Cursed Seal of the Forbidden Spell” will stop the opponent from activating both of them for the remainder of the Duel. “Umiruka” is not considered to be named “Umi,” so negating it with “Cursed Seal of the Forbidden Spell” will not have any impact on “Umi.”

*Curtis Schultz, 04/22/2004*

**Cyber Jar**

And “My Body as a Shield” ..... See “My Body as a Shield”

**D. D. Scout Plane**

And “Dark Ruler Ha Des”

And “Banisher of the Light”

**Question:**

If “D. D. Scout Plane” was destroyed by “Dark Ruler Ha Des” while “Banisher of the Light” is in play, would “D. D. Scout Plane” be Special Summoned though it’s effect?

**Answer:**

Yes it would.

*Curtis Schultz, 04/22/2004*

### D. D. Warrior Lady

And "Lesser Fiend" ..... See "Lesser Fiend"

#### And "Giant Germ"

##### Question:

If I attack my opponent's "Giant Germ" with my "D. D. Warrior Lady," does "Giant Germ's effect activate?

##### Answer:

Card Text: "When this card is sent to the Graveyard ..." so, no.  
*bishop, 04/26/2004*

### D.D. Crazy Beast

And "Mystic Tomato" ..... See "Mystic Tomato"

### Dark Master - Zorc

##### Question:

If you roll a 6 with "Dark Master - Zorc's" effect, does he destroy himself?

##### Answer:

"Dark Master - Zorc" IS a monster on your side of the field, so yes, he would be destroyed (along with any of your other monsters) if you roll a 6 with its effect.

*Steve Okegawa, 04/22/2004*

##### Question:

Is "Dark Master - Zorc's" effect allowed to be used multiple times in the same turn? (The effect says "During your turn" but doesn't state that it may be used only once per turn.)

##### Answer:

Only once per turn.

*Curtis Schultz, 04/21/2004*

### Dark Ruler Ha Des

And "D. D. Scout Plane" ..... See "D. D. Scout Plane"

#### And "Dimension Fusion"

##### Question:

Can you Special Summon "Dark Ruler Ha Des" with "Dimension Fusion" even though it his the Graveyard before it comes into play?

##### Answer:

"Dimension Fusion" Special Summons monsters directly to the field from the Removed from Play area; they do NOT touch the Graveyard at all.

That said, "Dark Ruler Ha Des" CAN be Special Summoned via "Dimension Fusion." This is because "Dark Ruler Ha Des" is being Special Summoned from the Removed from Play area, and NOT the Graveyard.

*Steve Okegawa, 04/27/2004*

### Darkness Approaches

And "Light of Intervention" ..... See "Light of Intervention"

### Delinquent Duo

##### Question:

If I activate an effect to see my opponent's Hand and then I activate "Delinquent Duo," can my opponent shuffle their Hand?

**Answer:**

The opponent is certainly allowed to rearrange the cards in their hand before you use “Delinquent Duo.” If you knew the position of your opponent’s cards, the first discard for “Delinquent Duo” would cease to be random. For the record, the first discard must ALWAYS be random, even if you have an effect that allows you to see your opponent’s hand, such as “Respect Play.” You are NEVER allowed to know in advance what card you are discarding at random for “Delinquent Duo.” That is the whole point of it being “random.”

*Steve Okegawa, 04/27/2004*

**Dimension Fusion**

And “Dark Ruler Ha Des” ..... See “Dark Ruler Ha Des”

**DNA Transplant**

And “Kaiser Seahorse” ..... See “Kaiser Seahorse”

**Electric Snake**

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

**Emergency Provisions**

And “Royal Decree” ..... See “Royal Decree”

**And “Mirage of Nightmare”****Question:**

If “Emergency Provisions” is used to send “Mirage of Nightmare” to the Graveyard after a player has drawn card(s) from the effect of “Mirage of Nightmare,” would the player still have to discard on his upcoming Standby Phase? Can “Emergency Provisions” be played in the Draw Phase or Standby Phase to send “Mirage of Nightmare” to the Graveyard and prevent the discarding effect “Mirage of Nightmare”?

**Answer:**

The player would not have to discard for “Mirage of Nightmare.”

“Emergency Provisions” is a Quick-Play Spell Card and can be activated anytime a Quick-Play Spell Card can be legally activated, so your Draw Phase or Standby Phase would be fine.

*Curtis Schultz, 04/22/2004*

**Energy Drain****And “Pot of Greed”****Question:**

Does “Energy Drain” set the increase when activated, or will the number of cards in your opponent’s hand keep changing the ATK throughout the turn (if they play “Pot of Greed” later in the turn.)

**Answer:**

The ATK increase from “Energy Drain” is based upon the number of cards in the opponent’s hand when “Energy Drain” resolves.

The opponent’s hand changing afterwards will not impact this ATK increase.

*Curtis Schultz, 04/24/2004*

**Fiber Jar**

And “Lesser Fiend” ..... See “Lesser Fiend”

**Question:**

If “Fiber Jar” is flipped and destroyed in an attack by a normal monster, will it shuffle itself into the Deck?

**Answer:**

Yes it does.

*Curtis Schultz, 04/24/2004*



**Fiend's Hand Mirror**

And "Mystical Space Typhoon"

**Question:**

If my opponent uses "Fiend's Hand Mirror" to change the target of my "Mystical Space Typhoon," can I use my "Fiend's Hand Mirror" to change it to another of my opponent's cards?

**Answer:**

No, because "Fiend's Hand Mirror" cannot be used against your own Spell Card. (The text says "opponent's Spell Card")

*Curtis Schultz, 04/22/2004*

**Formation Union**

And "Skill Drain"

**Question:**

If I have "Skill Drain" face-up on the field, can I still use the effect of "Formation Union" to combine a Union Monster with an appropriate target?

**Answer:**

Yes you can.

*Curtis Schultz, 04/25/2004*

**Freed the Brave Wanderer**

And "Injection Fairy Lily"

**Question:**

Can "Freed the Brave Wanderer's" effect be activated in the damage step after "Injection Fairy Lily" has been powered up?

**Answer:**

No.

You can activate the effect of "Freed the Brave Wanderer" during your Main Phase 1 or 2 only.

*Curtis Schultz, 04/25/2004*

**Giant Germ**

And "D. D. Warrior Lady" ..... See "D. D. Warrior Lady"

**Goblin of Greed**

And "Kuriboh" ..... See "Kuriboh"

**Graceful Charity**

And "Reload" ..... See "Reload"

**Gradius's Option**

And "Relinquished" ..... See "Relinquished"

**Gravekeeper's Watcher**

And "Kuriboh" ..... See "Kuriboh"

**Gravity Axe - Grarl**

And "Stumbling" ..... See "Stumbling"

**Guardian Sphinx**

And "Light of Intervention" ..... See "Light of Intervention"

**Imperial Order**

And "Spiritualism" ..... See "Spiritualism"

**Injection Fairy Lily**

And "Freed the Brave Wanderer" ..... See "Freed the Brave Wanderer"

**And “Sanga of Thunder”**

**Question:**

If I attack my opponent’s “Sanga of the Thunder” with “Injection Fairy Lily,” and we both choose to use their effects, how does it resolve?

**Answer:**

“Injection Fairy Lily” is attacking, as the turn player “Injection Fairy Lily’s” effect will go first on the chain, followed by the opponent’s “Sanga of the Thunder.”

“Injection Fairy Lily” → “Sanga of the Thunder”

“Sanga of the Thunder” will resolve first, reducing “Injection Fairy Lily’s” ATK to 0, then “Injection Fairy Lily’s” effect will resolve, increasing its ATK by 3000 points.

*Curtis Schultz, 04/22/2004*

**Insect Princess**

And “Stumbling” ..... See “Stumbling”

**Interdimensional Matter Transporter**

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

And “Lava Golem” ..... See “Lava Golem”

And “Mirage Knight” ..... See “Mirage Knight”

And “Snatch Steal” ..... See “Snatch Steal”

And “Tribute to the Doomed” ..... See “Tribute to the Doomed”

**And “Shift”**

**Question:**

Can “Shift” be used against “Interdimensional Matter Transporter”?

**Answer:**

No, because your opponent’s “Interdimensional Matter Transporter” will not target a monster you control.

*Curtis Schultz, 04/25/2004*

**Jinzo**

And “Robbin’ Goblin” ..... See “Robbin’ Goblin”

**Jowgen the Spiritualist**

And “Last Turn” ..... See “Last Turn”

**Kaiser Seahorse**

**And “DNA Transplant”**

**Question:**

If I have a face-up “Kaiser Seahorse” and I activate “DNA Transplant” and declare LIGHT, would it be legal for me to Tribute “Kaiser Seahorse” for any Level 7 or higher monster, like “Dark Magician of Chaos”?

**Answer:**

Although “Dark Magician of Chaos” will be treated as a LIGHT Attribute monster once it hits the field, the move is illegal. The Tribute for a Tribute Summon is paid BEFORE the Summoned monster actually hits the field. As a result, “Dark Magician of Chaos” is still considered a DARK Attribute monster at the time “Kaiser Seahorse” is used as a Tribute. As such, “Kaiser Seahorse” only counts as 1 Tribute, since you are using it for the Tribute Summon of a monster that is \*not\* LIGHT Attribute.

*Steve Okegawa, 04/27/2004*

**Kuriboh**

And “Prohibition” ..... See “Prohibition”

**And “Chaos Command Magician”**

**Question:**

Can “Chaos Command Magician” negate “Kuriboh”?

**Answer:**

No. "Kuriboh's" effect targets Life Points and reduces the damage to 0.

**And "Goblin of Greed"****And "Gravekeeper's Watcher"****Question:**

Does either "Gravekeeper's Watcher" or "Goblin of Greed" stop the effect of a "Kuriboh"?

**Answer:**

Controlling a face-up "Goblin of Greed" would prevent your opponent from activating the effect of "Kuriboh" and "Thunder Dragon." "Gravekeeper's Watcher" would not work.

*Curtis Schultz, 04/21/2004*

**Last Turn****And "Jowgen the Spiritualist"****Question:**

A player has "Jowgen the Spiritualist" on the field face up and He/She activates "Last Turn" when he gets under 1000 Life Points, what would happen?

**Answer:**

"Last Turn": "... \*\*Your opponent must then Special Summon 1 monster\*\* from his/her Deck in face-up Attack Position and attack your selected monster. [...] \*\*The player whose monster remains alone on the field at the End Phase of this turn wins the Duel. Any other case results in a DRAW.\*\*"

"Jowgen the Spiritualist": "... In addition, as long as this card remains face-up on the field, \*\*no monsters can be Special Summoned.\*\*"

Player A has "Jowgen the Spiritualist" on the field.

Player A plays "Last Turn" at the appropriate time.

Player B cannot Special Summon a monster. Provided no other effects come into play, the person who played "Last Turn" wins.

*bishop, 04/25/2004*

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

Can you Special Summon "Lava Golem" to your opponent's side of the field in Defense Position?

**Answer:**

Yes you can.

*Curtis Schultz, 04/25/2004*

**And "Interdimensional Matter Transporter"****Question:**

If I try to Summon "Lava Golem" when my opponent has 2 monsters and they Chain "Interdimensional Matter Transporter" to remove one, does "Lava Golem" go back into my hand since they do not have 2 Tributes?

**Answer:**

They cant interrupt your Summon of "Lava Golem" when you Special Summon it according to its text. They will need to wait until after it is Summoned before they can respond.

They could remove "Lava Golem" with ITM or some other monster they control, but they wont be interrupting that Summon.

*Curtis Schultz, 04/26/2004*

**Lesser Fiend****And "D. D. Warrior Lady"****Question:**

If "Lesser Fiend" does battle with "D. D. Warrior Lady", will both be removed from play?

**Answer:**

That is up to the player controlling "D.D. Warrior Lady." If they activate the effect, both monsters are removed from play. If they do not, only "D.D. Warrior Lady" is removed from play.

*Curtis Schultz, 04/22/2004*

**And “Fiber Jar”****Question:**

Since damage calculation is done before Flip Effects, “Lesser Fiend” would remove the monster before the Flip Effect resolved, right? (Example: “Lesser Fiend” destroys “Fiber Jar” and removes it from play, then both players reset their decks, with the 1 not having a “Fiber Jar” in it. Correct?)

**Answer:**

“Lesser Fiend’s” effect will make the monster destroyed by it in battle be removed from play during the time that destroyed monster would normally be sent to the Graveyard. In order to do this, “Lesser Fiend” must remain face-up on the field. So, you will activate and resolve the effect of a Flip-effect monster “Lesser Fiend” battles with.

In your Example:

“Fiber Jar” will resolve and send both cards back into their owner’s Decks. Due to this, neither monster will be removed from play for two reasons:

- a. “Lesser Fiend” needs to remain face-up on the field.
- b. Both monsters have been shuffled back into the Decks.

Some other examples:

If “Lesser Fiend” battles with a “Penguin Soldier” and the controller of the “Penguin Soldier” sends the “Lesser Fiend” to its owner’s hand, the “Penguin Soldier” will not be removed from play and would go to the Graveyard as it normally would.

If “Lesser Fiend” battles with “Old Vindictive Magician” and the controller of “Old Vindictive Magician” destroys the “Lesser Fiend” with its effect, the “Old Vindictive Magician” will go to the Graveyard as it normally would.

*Curtis Schultz, 04/22/2004*

**Levia-Dragon Daedalus****Question:**

Does “Levia-Dragon Daedalus” have priority when it’s first summoned to the field?

**Answer:**

You can activate the effect of “Levia-Dragon Daedalus” when it is successfully Summoned. “Levia-Dragon Daedalus” effect will be link 1 on the Chain. The opponent can respond with an appropriate card effect, placing it at link 2 on the Chain.

*Curtis Schultz, 04/22/2004*

**Light of Intervention****And “Book of Moon”****And “Darkness Approaches”****And “Guardian Sphinx”****Question:**

If “Light of Intervention” is active on the field can either player play “Book of Moon”, or use the effect of a monster that can flip itself face-down (“Guardian Sphinx” and such), or even play “Darkness Approaches”?

**Answer:**

You cannot activate “Book of Moon” while “Light of Intervention” is in effect.

You cannot activate the effect of “Guardian Sphinx,” “Swarm of Scarabs,” etc. that would put these cards into face-down Defense Position while “Light of Intervention” is in effect.

You cannot activate “Darkness Approaches” while “Light of Intervention” is in effect.

*Curtis Schultz, 04/25/2004*

**Lord of D.****And “Magic Cylinder”****Question:**

If I have “Blue-Eyes White Dragon” and “Lord of D.” on the field and I attack with “Blue-Eyes White Dragon,” can my opponent use “Magic Cylinder” against my “Blue-Eyes White Dragon”?

**Answer:**

They could target your “Lord of D.” with “Magic Cylinder,” but not your “Blue Eyes White Dragon” while “Lord of D.” was face-up on the field.

*Curtis Schultz, 04/24/2004*

**And “Mirror Force”**

**Question:**

If I attack with my “Blue-Eyes White Dragon” when I have a “Lord of D.” face-up, can my opponent use “Mirror Force” on “Blue-Eyes White Dragon”?

**Answer:**

“Mirror Force” does not specifically designate a target.

“Lord of D.” will not protect Dragon-Type monsters from “Mirror Force.”

*Curtis Schultz, 04/27/2004*

**Magic Cylinder**

And “Lord of D.” .....*See “Lord of D.”*

**Minar**

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

**Mirage Knight**

And “Interdimensional Matter Transporter”

**Question:**

Can “Interdimensional Matter Transporter” be used to remove “Mirage Knight” from play before it re-moves itself, so when it comes back to the field, would it stay on the field or be removed by it’s own effect?

**Answer:**

Yes it can. The effect of “Mirage Knight” will be reset. It would not be removed from play in the End Phase.

*Curtis Schultz, 04/22/2004*

**Mirage of Nightmare**

And “Emergency Provisions” .....*See “Emergency Provisions”*

**Mirror Force**

And “Lord of D.” .....*See “Lord of D.”*

**Monster Reborn**

And “Prohibition” ..... *See “Prohibition”*

And “Slate Warrior” .....*See “Slate Warrior”*

And “Yata-Garasu”

**Question:**

I know that “Yata-Garasu” cannot be Special Summoned, but can you still target it with “Monster Reborn”?

**Answer:**

“Yata-Garasu” is not a legal target for “Monster Reborn.”

You would need to choose another monster in the Graveyard.

*Curtis Schultz, 04/26/2004*

**My Body as a Shield**

And “Cyber Jar”

**Question:**

Can “My Body as a Shield” be Chained to “Cyber Jar”? If so, what would happen to the effect if picking up 5 cards?

**Answer:**

Yes, as long as it is not during the Damage Step. The effect of “Cyber Jar” would be negated.

*Curtis Schultz, 04/26/2004*

**Mystic Tomato**

And “D.D. Crazy Beast”

**Question:**

If a “D.D. Crazy Beast” attacked a “Mystic Tomato”, would “Mystic Tomato’s” effect resolve first, bringing out a monster, and then “D.D. Crazy Beast’s” effect resolving after?

**Answer:**

“D.D. Crazy Beast’s” effect will remove “Mystic Tomato” from play, so “Mystic Tomato” will not be sent to the Graveyard. Due to this, “Mystic Tomato’s” effect will not activate.

*Curtis Schultz, 04/22/2004*

**Mystical Space Typhoon**

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

And “Royal Decree” .....*See “Royal Decree”*

And “Tower of Babel” .....*See “Tower of Babel”*

**Ojama Trio**

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

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

**Parasite Paracide**

**Question:**

Does “Parasite Paracide” go to the Graveyard without making your opponent lose any Life Points if they draw it when their Monster Card Zone is full?

**Answer:**

Correct. The effect of the “Parasite Paracide” would disappear.

*Curtis Schultz, 04/24/2004*

**Pot of Greed**

And “Energy Drain” .....*See “Energy Drain”*

**Premature Burial**

And “Skill Drain” .....*See “Skill Drain”*

**Prohibition**

**Question:**

If my opponent already has Set the card declared with “Prohibition,” can he activate the card?

**Answer:**

Yes they can. Prohibited cards that were Set on the field before “Prohibition” resolved can still be activated.

*Curtis Schultz, 04/22/2004*

And “Kuriboh”

And “Thunder Dragon”

**Question:**

Does “Prohibition” only affect the field? (“Kuriboh”/”Thunder Dragon” never reach the field)

**Answer:**

“Prohibition” prevents the named card from being played. Activating the effect of “Thunder Dragon” or “Kuriboh” would be playing it.

*Curtis Schultz, 04/21/2004*

And “Monster Reborn”

**Question:**

If my opponent plays “Monster Reborn” on the card declared with “Prohibition,” that is not considered “playing it” right?

**Answer:**

Right, but if the Monster Card is an Effect Monster Card, it will have no effect AND the monster would not be able to attack.

*Curtis Schultz, 04/22/2004*

**Raigeki****And “Change of Heart”****Question:**

If my opponent only controls a “Jinzo” and I use “Change of Heart” on it, what happens when I play “Raigeki”?

**Answer:**

“Your opponent’s monsters” means monsters that your opponent controls. Since the “Jinzo” is on your side of the field, “Raigeki” would not destroy it.

Given the scenario, “Raigeki” wouldn’t destroy anything, because the opponent’s side of the field is empty. Since there are no monsters on their side of the field, “Raigeki” cannot be activated (as you cannot activate an effect that would do nothing).

*Steve Okegawa, 04/27/2004*

**Reckless Greed****And “Royal Decree”****Question:**

If my opponent activated “Reckless Greed” and then later activated “Royal Decree,” would they still skip the next 2 draws?

**Answer:**

If “Reckless Greed” resolved, activating “Royal Decree” afterwards does nothing more than negate the effects of any Trap Cards face-up on the field. “Reckless Greed” would already be in the Graveyard.

*bishop, 04/25/2004*

**Reflect Bounder****Question:**

Is the effect of “Reflect Bounder” optional?

**Answer:**

No.

*Curtis Schultz, 04/23/2004*

**And “Spirit Reaper”****Question:**

If a “Spirit Reaper” attacks a “Reflect Bounder,” is “Spirit Reaper” destroyed, does “Reflect Bounder” target?

**Answer:**

The player controlling “Spirit Reaper” would receive 300 damage from the effect of “Reflect Bounder,” 1400 Battle Damage from the battle with “Reflect Bounder.” “Spirit Reaper” cannot be destroyed in battle. The effect of “Reflect Bounder” is not targeting, so the “Spirit Reaper” would not be destroyed in this case.

*Curtis Schultz, 04/23/2004*

**Reinforcement of the Army****Question:**

Can you also use “Reinforcement of the Army” or “The Warrior Returning Alive” for Beast-Warriors?

**Answer:**

No, only Warrior-Type monsters.

*Curtis Schultz, 04/24/2004*

**Relinquished****And “Gradius’s Option”****Question:**

If “Gradius’s Option” is absorbed by “Relinquished,” what will the ATK and DEF of “Relinquished” become?

**Answer:**

0 ATK / 0 DEF.

*Curtis Schultz, 04/24/2004***Reload****Question:**

Can “Reload” be activated when my opponent has chosen a card to be discarded from my hand to the Graveyard (through “Spirit Reaper,” “Delinquent Duo,” “Confiscation,” etc.)?

**Answer:**

No, because you are already resolving the chain.

*Curtis Schultz, 04/21/2004***And “Graceful Charity”****Question:**

Can “Reload” be activated if I play “Graceful Charity” and have drawn three cards but have not yet discarded the other two?

**Answer:**

No, because not only are you already resolving the chain, you are still in the middle of resolving “Graceful Charity.”

*Curtis Schultz, 04/21/2004***Remove Brainwashing****And “Creature Swap”****Question:**

If my opponent and I control each other’s Monster Cards through the effect of “Creature Swap” and my opponent attacks with the monster he/she took, when I activate “Remove Brainwashing,” what happens?

**Answer:**

A Replay would occur.

*Curtis Schultz, 04/24/2004***Robbin’ Goblin****And “Jinzo”****Question:**

My opponent controls a “Summoned Skull” and a face-up “Robbin’ Goblin” while I control a “Jinzo”. Will I discard one card if the “Summoned Skull” attacks my “Jinzo” since it’s inflicted damage to my Life Points while “Jinzo” is destroyed?

**Answer:**

“Robbin’ Goblin” would be negated because its effect would activate before “Jinzo” is sent to the Graveyard.

*Curtis Schultz, 04/22/2004***Royal Decree**

And “Reckless Greed” .....See “Reckless Greed”

**And “Mystical Space Typhoon”****And “Emergency Provisions”****Question:**

With “Royal Decree” on the field, can a Trap Card be activated and removed from the field in a Chain (destroyed by “Mystical Space Typhoon” or sent to the Graveyard by “Emergency Provisions”) in order to allow it to resolve properly?

**Answer:**

Sure, as long as the Trap isn’t a Continuous Trap.

*Curtis Schultz, 04/24/2004***Sakuretsu Armor****Question:**

If I use “Sakuretsu Armor,” does the attack still go through?



**Answer:**

“Sakuretsu Armor” destroys the monster prior to the Damage Step. As such, damage calculation does not occur, and the attack is essentially negated.

*Steve Okegawa, 04/23/2004*

**Sanga of the Thunder**

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

**Question:**

I understand that even though “Sanga of the Thunder’s” effect doesn’t increase or decrease the ATK/DEF of a creature, its still allowed in the Damage Step. Does that mean there are presently 3 types of ATK/DEF modification effects allowed other than the normal increasing and decreasing: Doubling (“Limiter Removal”), Halving (“Mirror Wall”), and dropping to 0 (“Sanga of the Thunder,” “Suijin,” “Kazejin”).

**Answer:**

That would seem to be the case.

*Curtis Schultz, 04/22/2004*

**Scapegoat**

And “Aqua Chorus” ..... See “Aqua Chorus”

**Share the Pain****Question:**

With “Share the Pain”, does this card have a cost, or is it just an effect?

**Answer:**

“Share the Pain”: When you activate the card you offer a monster a Tribute. This is the card’s cost.

When it resolves, the opponent will Tribute a monster they control.

*Curtis Schultz, 04/24/2004*

**Shift**

And “Interdimensional Matter Transporter” ..... See “Interdimensional Matter Transporter”

**Skill Drain**

And “Formation Union” ..... See “Formation Union”

And “Troop Dragon” ..... See “Troop Dragon”

**And “Premature Burial”****Question:**

If my opponent Summons “Jinzo” I can’t Chain “Skill Drain,” right? Can I Chain “Skill Drain” to a “Premature Burial” even though it is targeting “Jinzo”?

**Answer:**

You cannot chain to a Summon because it has no Spell Speed. However, you CAN chain to the card responsible for the Summoning, if it is a Spell/Trap Card like “Premature Burial.”

The Spell or Trap Card has a Spell Speed, which is why you can chain to it. You are chaining to it before the Summon actually resolves.

So yes, in the situation you described, you can certainly activate “Skill Drain” as a chain to the activation of “Premature Burial.” This will cause “Jinzo” to have its effect negated when it reaches the field.

*Steve Okegawa, 04/27/2004*

**Slate Warrior****And “Monster Reborn”****Question:**

If a monster had destroyed “Slate Warrior” and received it’s decrease in ATK was destroyed and returned from the Graveyard (“Monster Reborn”), would “Slate Warrior’s” negative bonus still apply?

**Answer:**

When the affected monster leaves the field, the bonus (or loss) disappears.

*Curtis Schultz, 04/22/2004*

**Snatch Steal**

**And “Interdimensional Matter Transporter”**

**Question:**

If I use “Snatch Steal” and then use “Interdimensional Matter Transporter” on that monster, at the end of the turn I get it back, right?

**Answer:**

No.

When the monster returns to your side of the field during the End Phase, control of it will be given back to the opponent.

*Curtis Schultz, 04/26/2004*

**And “Ojama Trio”**

**Question:**

If a player has 2 monsters and they activate “Snatch Steal” on an opponent’s monster, and the opponent Chains with “Ojama Trio,” how does this resolve?

**Answer:**

“Ojama Trio” would resolve, placing three Ojama tokens on the player’s side of the field. “Snatch Steal” would remain equipped to the opponent’s monster and would take control of it once a free space opened up in his Monster Zone.

*bishop, 04/27/2004*

**Solemn Wishes**

**And “Bad Reaction to Simochi”** .....*See “Bad Reaction to Simochi”*

**Spatial Collapse**

**And “Ojama Trio”**

**Question:**

Are Ojama Tokens considered cards for the effect of “Spatial Collapse”?

**Answer:**

Yes, they are counted as cards. (All Monster Tokens are treated as non-effect Monster Cards while in play.)

*Curtis Schultz, 04/26/2004*

**Question:**

If I play “Ojama Trio,” destroy one of my opponent’s Tokens, activate a second “Ojama Trio” (now the opponent has 5 cards) and then activate “Spatial Collapse,” can my opponent now play any Spell Cards like “Dark Hole” or “Pot of Greed”?

**Answer:**

Your opponent would not be able to play any other cards because doing so would make them have 6 cards on their side of the field, which “Spatial Collapse” will not allow. (They currently control 5 Ojama Tokens, which makes up the 5 cards on their side of the field.)

They would need to do something to remove at least 1 of the Ojama Tokens from the field in order to free up a space for playing cards. (Having one get destroyed in battle, for example)

*Curtis Schultz, 04/26/2004*

**Spirit Reaper**

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

**And “Reflect Bounder”** .....*See “Reflect Bounder”*

**Spiritualism**

**And “Imperial Order”**

**Question:**

I know that if “Spiritualism” can’t be negated by “Imperial Order” in a Chain, but is “Spiritualism” negated or not negated by an already active “Imperial Order”?

**Answer:**

“Spiritualism” cannot be negated at all.

*Curtis Schultz, 04/25/2004*

**Stumbling**

**And “Gravity Axe – Grarl”**

**Question:**

If I have “Gravity Axe - Grarl” and “Stumbling” on the field and my opponent Summons a monster, would the “Gravity Axe - Grarl” stop the monster from switching to Defense Position, or would it would it stop the monster from returning to Attack Position?

**Answer:**

The opponent’s monster will still be shifted to Defense Position due to the effect of “Stumbling.”

“Gravity Axe - Grarl” only prevent the opponent from manually changing the Battle Position of their monsters.

*Curtis Schultz, 04/25/2004*

**And “Insect Princess”**

**Question:**

With “Stumbling” and “Insect Princess” on my side of the field and my opponent has a “Paracide Parasite” face-up on their side of the field (through it’s own effect) and my opponent Summons a non-Insect monster, what exactly happens in what order?

**Answer:**

When the monster is summoned, it becomes an Insect-Type. “Stumbling” starts a Chain and moves it into Defense Position. Then “Insect Princess” changes it to Attack Position.

*Curtis Schultz, 04/22/2004*

**Super Rejuvenation**

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

**The Eye of Truth**

**And “Bad Reaction to Simochi”** .....*See “Bad Reaction to Simochi”*

**The Shallow Grave**

**Question:**

With the effect of “The Shallow Grave,” do you have to show each other the monster you have chosen before you put it face-down?

**Answer:**

Yes you do.

*Curtis Schultz, 04/24/2004*

**The Warrior Returning Alive**

**Question:**

Can you also use “Reinforcement of the Army” or “The Warrior Returning Alive” for Beast-Warriors?

**Answer:**

No, only Warrior-Type monsters.

*Curtis Schultz, 04/24/2004*

**Throwstone Unit**

**Question:**

Does the “this monster” in “Throwstone Unit” refer to “Throwstone Unit” itself or the monster Tributed for its effect?

**Answer:**

“This monster” refers to the “Throwstone Unit” itself.

*Curtis Schultz, 04/25/2004*

**Thunder Dragon**

**And “Prohibition”** .....*See “Prohibition”*

**Timeater****Question:**

If I destroy my opponents monster with “Timeater” and he has no monsters left, can they enter their Battle Phase and not actually declare an attack?

**Answer:**

Yes, you may have a Battle Phase even when you have no monsters. This is why a player that is affected by “Timeater’s” effect can still have a Main Phase 2 even when they have no monsters on their side of the field.

*Steve Okegawa, 04/25/2004*

**Toon World****Question:**

Do you need a “Toon World” on your side of the field to Summon Toon Monsters, or can you Summon Toon Monsters with only your opponent’s “Toon World” being on the field?

**Answer:**

You need to control a “Toon World” on your side of the field in order to Summon Toon Monsters.

*Curtis Schultz, 04/27/2004*

**Tower of Babel****Question:**

If I activate a Spell Card and “Tower of Babel” is Chained to it, does “Tower of Babel” receive a counter from my Spell Card?

**Answer:**

No Spell Counter.

“Tower of Babel,” like the similar Spell Counter cards, needs to have been face-up on the field both when the Spell Card was activated and when it resolves.

*Curtis Schultz, 04/22/2004*

**And “Mystical Space Typhoon”****Question:**

If “Tower of Babel” is face-up on the field with 3 Spell Counters and someone uses “Mystical Space Typhoon” to destroy it, will it do any damage?

**Answer:**

“Tower of Babel” will not do any damage because it was destroyed by “Mystical Space Typhoon.”

When “Tower of Babel” gets the fourth Spell Counter placed upon it, its effect needs to start a new Chain. It gets a Spell Counter after the activated Spell Card resolves, which is why something like “Mystical Space Typhoon” can destroy it before this happens.

“Mystical Space Typhoon” destroys the targeted card when MST resolves.

*Curtis Schultz, 04/22/2004*

**Tribute to the Doomed****And “Interdimensional Matter Transporter”****Question:**

If my opponent uses “Tribute to the Doomed” on my monster and I Chain “Interdimensional Matter Transporter” on the same monster, what happens to his “Tribute to the Doomed”? Does it go back to his hand? Does he still discard?

**Answer:**

First of all, they have to discard a card from their hand just to activate the “Tribute to the Doomed.” This is a cost.

“Tribute to the Doomed” → “Interdimensional Matter Transporter”

“Interdimensional Matter Transporter” resolves first, removing the targeted monster from play. The effect of “Tribute to the Doomed” disappears.

*Curtis Shultz, 04/26/2004*

## **Troop Dragon**

### **And “Skill Drain”**

#### **Question:**

Can the effect of “Skill Drain” prevent a player from Special Summoning a “Troop Dragon” when one on the field is destroyed and sent to the Graveyard?

#### **Answer:**

The effect of “Troop Dragon” does not resolve while it is face-up on the field. “Skill Drain” will not negate its effect.

*Curtis Schultz, 04/22/2004*

## **Tsukuyomi**

#### **Question:**

If my opponent Special Summons a monster, then Normal Summons “Tsukuyomi” and flips the Special Summoned monster face-down, are they allowed to Flip Summon that monster during the same turn?

#### **Answer:**

No.

*Curtis Schultz, 04/25/2004*

## **Umi**

And “Cursed Seal of the Forbidden Spell” ..... See “Cursed Seal of the Forbidden Spell”

## **Wild Nature’s Release**

#### **Question:**

With “Wild Nature’s Release,” will changes in the DEF later in the turn affect the ATK? Can you give me an example of how this card works?

#### **Answer:**

“Wild Nature’s Release” increases the ATK of the affected monster by whatever its DEF was at the time “Wild Nature’s Release” resolved. If the monster’s DEF were to change later, the ATK increase it gained from “Wild Nature’s Release” would not be affected.

Example:

If I have a “Mad Dog of Darkness” equipped with “Horn of Light”, its ATK is 1900 and its DEF is 2200. (1400 + 800 = 2200)

I activate “Wild Nature’s Release” and target my “Mad Dog of Darkness.” The resulting stats are 3100 ATK and 2200 DEF.

I then play “Giant Trunade,” which returns all Spell/Traps on the field, including my “Horn of Light.” “Mad Dog of Darkness” now has 3100 ATK and 1400 DEF.

*Curtis Schultz, 04/25/2004*

## **Yata-Garasu**

And “Monster Reborn” ..... See “Monster Reborn”

## **Chaining**

### **Question:**

Can “Seven Tools of the Bandit” (or any other appropriate Counter Trap e.g. “Solemn Judgment”) be Chained to a “Reinforcements” that was activated during the damage step? (No other Trap Cards being activated prior to the activation of “Reinforcements”).

### **Answer:**

Yes it can.

*Curtis Schultz, 04/25/2004*

### **Question:**

Can a Multi-Trigger Monster Effect (Spell Speed 2) be Chained to another Multi-Trigger Monster Effect that can only be activated during the Damage Step (e.g. “Injection Fairy Lily,” “DD Warrior Lady”)?

### **Answer:**

Well, “D.D. Warrior Lady” is after damage calculation, so it gets a bit weird.

But as for “Injection Fairy Lily,” you certainly can activate Spell Speed 2 effects like “Kuriboh,” “Charm of Shabti,” and “Suijin.”

*Curtis Schultz, 04/25/2004*

### **Question:**

Once a valid Spell Speed 2 effect that is legal (or required) to be activated during the Damage Step, can other Spell Speed 2 or 3 effects be Chained to the activation of the first effect?

### **Answer:**

Yes they can, if appropriate to the Damage Step.

*Curtis Schultz, 04/25/2004*

### **Question:**

If a Chain ends with two effects ready to activate, what effect goes first? (For example: a Chain ends and “Sangan”/”Witch of the Black Forest” was sent to the Graveyard within the Chain, but “Tower of Babel” also got it’s 4th counter within the Chain. So does “Sangan”/”Witch of the Black Forest” get to search or does “Tower of Babel” cause 3000 damage? )

Does the turn player decide? What both effects are the turn player’s?

### **Answer:**

The turn player’s effect is Chain Link 1. If both effects are the turn player’s, then it will be up to the turn player to decide the order.

*Curtis Schultz, 04/22/2004*

## **Side Deck**

### **Question:**

Are you allowed to see your opponent’s side deck OR which cards are swapped out between games?

### **Answer:**

The only thing that should be done is verification that the Side Deck contains 15 cards when the exchanging is complete.

You cannot see what cards your opponent has in their Side Deck or see what cards they exchanged.

*Curtis Schultz, 04/25/2004*