

Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
SDY-001	Mystical Elf	
SDY-002	Feral Imp	
SDY-003	Winged Dragon,Guardian of the Fortress #1	
SDY-004	Summoned Skull	
SDY-005	Beaver Warrior	
SDY-006	Dark Magician	
SDY-007	Gaia The Fierce Knight	
SDY-008	Curse of Dragon	
SDY-009	Celtic Guardian	
SDY-010	Mammoth Graveyard	
SDY-011	Great White	
SDY-012	Silver Fang	
SDY-013	Giant Soldier of Stone	
SDY-014	Dragon Zombie	
SDY-015	Doma The Angel of Silence	
SDY-016	Ansatsu	
SDY-017	Witty Phantom	
SDY-018	Claw Reacher	
SDY-019	Mystic Clown	
SDY-020	Sword of Dark Destruction	
SDY-021	Book of Secret Arts	
SDY-022	Dark Hole	Both players' monsters on the field are destroyed regardless of the position(face-up/face-down, Attack Position/Defense Position)
SDY-023	Dian Keto the Cure Master	
SDY-024	Ancient Elf	
SDY-025	Magical Ghost	
SDY-026	Fissure	If there are multiple monsters with the same lowest ATK, the player who activates "Fissure" chooses which to destroy. Fissure works even if your opponent only has 1 face-up monster on his/her side of the field.
SDY-027	Trap Hole	Applies to Normal, Tribute, or Flip Summoned monsters, not Set monsters. Includes if you activate "Ultimate offering" to summon. The activation timing is only when a monster is Summoned. Trap Hole is a card that is considered to specifically designate a monster as a target.
SDY-028	Two-Pronged Attack	Either face-up or face-down can be destroyed. Your 2 monsters are NOT the cost. So if your opponent activates "Solemn Judgement", etc., you do not destroy 2 monsters although the effect of this card is negated. You can use this card even during Battle Phase except Damage Step.
SDY-029	De-Spell	Can be used on yourself or your opponent. You can destroy "Swords of Revealing Light" because it remains on the field your opponent's 3 turns after activation.

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SDY-030	Monster Reborn	Can be used on Level 5+ monsters w/out offering a Tribute. Destroyed monsters are sent back to their owner's Graveyard. You cannot activate this card if you have 5 monsters on your side of the field. With this card, you CANNOT Special Summon a Fusion Monster or monsters that are summoned by fulfilling the conditions (Like "Gate Guardian") from the Graveyard, unless the monsters have been Special Summoned using the normal/proper method and have been destroyed.
SDY-031	Reinforcements	Must designate which monster is increased when activating this card. If you activate 2 Reinforcements to 1 monster, you can increase 1000 points. You can activate this card before the damage calculation during Damage Step.
SDY-032	Change of Heart	Can be placed in any battle position. However, at the End Phase, you have to return it to the same battle position as yours. Also, if opp's monster has flip effect, you can activate it by Flip Summon. In this case, your opp can not activate flip effect after you return it. You can use opp's monster as a Tribute Monster for a Tribute Summon or the "Cannon Soldier's effect", etc..
SDY-033	The Stern Mystic	
SDY-034	Wall of Illusion	The attacking monster is returned to the owner's hand, not the controller's. If this monster in attack position is attacked by a monster with less ATK than this monster, the monster is destroyed, not returned to the owner's hand.
SDY-035	Neo the Magic Swordsman	
SDY-036	Baron of the Fiend Sword	
SDY-037	Man-Eating Treasure Chest	
SDY-038	Sorcerer of the Doomed	
SDY-039	Last Will	Monster can only be Special Summoned in face-up attack position or face-up defense position. You can Special Summon 1 monster per 1 "Last Will". The effect remains during that turn. You can activate "Last Will" before or after your monster is sent to the Graveyard or even in the case that your monster is not sent to the Graveyard. This effect includes a Tribute Monster for Tribute Summon or "Cannon Soldier's effect", etc..

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SDY-040	Waboku	<p>Waboku makes battle damage from your opponent's monsters to your monsters and to your life points become zero. Waboku applies to ALL of the monsters on that player's side of the field for that turn.</p> <p>SCENARIO 1: Player A's Mega Thunderball attacks Player B's Mega Thunderball, and Player B activates Waboku. RESULT: Player A's (attacking) Mega Thunderball is destroyed. Player B's Mega Thunderball (with equal ATK) is NOT destroyed.</p> <p>SCENARIO 2: Player A activates Waboku. Player A's Mega Thunderball then attacks Player B's Mega Thunderball. RESULT: Player B's Mega Thunderball is destroyed. Player A's (attacking) Mega Thunderball is NOT destroyed. So you can use Waboku "offensively" when attacking an equal ATK monster.</p> <p>SCENARIO 3: Player A activates Waboku. Player A's Blue-Eyes White Dragon then attacks Player B's Sanga of the Thunder. Player B uses Sanga of the Thunder's effect (during the Damage Step). RESULT: Player A's Blue-Eyes White Dragon (ATK 0) is not destroyed, nor does Player A lose any life points, because of Player A's Waboku. SCENARIO 4: Player A's Mega Thunderball attacks Player B's Mega Thunderball. Player B activates Fairy Box or Mirror Wall. Player A activates Waboku. RESULT: Player A's Mega Thunderball (with reduced ATK) is not destroyed, nor does Player A lose any life points, because of Player A's Waboku. But because Player A's Mega Thunderball had reduced ATK, Player B's Mega Thunderball is not destroyed either. You may chain Waboku to Heavy Storm, and Waboku's effect lasts for the full turn in this case. You cannot chain Waboku to the Tribute Summon of Jinzo because you cannot chain to a Summon (a summon does not have a spell speed). If your Mirror Force is negated by your opponent, you cannot then start a new chain with Waboku on the same attack. Waboku applies only to Battle Damage, not monster's effects (Cannon Soldier etc). When you activate this card your monsters are not destroyed if attacked while face-down, but are still flipped face-up by the attack. In this case, any Flip Effect is activated.</p>
SDY-041	Soul Exchange	<p>Face-up OR face-down monsters can be used. You cannot activate this card after your Battle Phase (in Main Phase 2) because you have to skip your Battle Phase. You can use "Cannon Soldier"'s effect activating this card even when you have 5 monsters on your Monster Card Zone. You CANNOT combine a tribute from Soul Exchange with the tribute of one of your own monsters to summon Dark Magician, etc. You can only use Soul Exchange to summon a level 5 or 6 monster or for Cannon Soldier, etc.. You cannot use Soul Exchange to perform a Fusion Summon because a Fusion Summon does not use Tribute.</p>
SDY-042	Card Destruction	<p>The discarded card is not the cost.</p>

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SDY-043	Trap Master	Can be used on yourself or your opponent. If opp has no trap on the field and you have only 1 trap card on the field, your trap should be destroyed (if it is a magic card, it is not destroyed but you have to show the card to your opp to prove it).
SDY-044	Dragon Capture Jar	Applies to both players. If "Stop Defense" is activated, the monsters turn to Attack Position but return to Defense Position by this card's effect because this is Continuous Trap.
SDY-045	Yami	
SDY-046	Man-Eater Bug	Can be used on yourself or your opponent. If this is the only card when Flip Summoned, this card is destroyed.
SDY-047	Reverse Trap	If another card gave you +100 ATK, you'd have -100 ATK instead for this turn, etc. Applies to both players. This card only affects specific increases or decreases such as +100 or -200, and does not affect "halved", "doubled", "reduced to zero", etc.
SDY-048	Remove Trap	Can be used on you or your opponent. This Magic Card is a Normal Magic Card, so you cannot use against Normal Trap Card like "Trap Hole" because Normal Magic Card's spell speed is 1(Cannot put it on a chain link).
SDY-049	Castle Walls	Must designate which monster is increased when activating this card. If you activate 2 Castle Walls to 1 monster, you can increase 1000 points. You can activate this card before the damage calculation during Damage Step.
SDY-050	Ultimate Offering	Applies to controller of this card only. NOT to both players. The 500 is paid for the extra summoned/set monster only. Also, you can pay more to bring in more at 500 LP per monster. This card's effect is only activated in your Main Phase or your opponent's Battle Phase (before the Damage Step) ONLY. The monster summoned with this card's effect can be destroyed by "Trap Hole".
SDK-001	Blue-Eyes White Dragon	
SDK-002	Hitotsu-Me Giant	
SDK-003	Ryu-Kishin	
SDK-004	The Wicked Worm Beast	This is NOT a FLIP effect. It is NOT returned to your hand after the turn if it is face-down. If the card is destroyed, it is sent to Graveyard, it does NOT go back in your hand. You have to return this monster first during End Phase and then if you have 7 or more cards in your hand, you have to discard to have 6 cards in your hand.
SDK-005	Battle Ox	
SDK-006	Koumori Dragon	
SDK-007	Judge Man	
SDK-008	Rogue Doll	
SDK-009	Kojikocy	
SDK-010	Uraby	
SDK-011	Gyakutenno Megami	
SDK-012	Mystic Horseman	
SDK-013	Terra the Terrible	

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SDK-014	Dark Titan of Terror	
SDK-015	Dark Assassin	
SDK-016	Master & Expert	
SDK-017	Unknown Warrior of Fiend	
SDK-018	Mystic Clown	
SDK-019	Ogre of the Black Shadow	
SDK-020	Dark Energy	
SDK-021	Invigoration	
SDK-022	Dark Hole	Both players' monsters on the field are destroyed regardless of the position(face-up/face-down, Attack Position/Defense Position)
SDK-023	Ookazi	
SDK-024	Ryu-Kishin Powered	
SDK-025	Swordstalker	
SDK-026	La Jinn the Mystical Genie of the Lamp	
SDK-027	Rude Kaiser	
SDK-028	Destroyer Golem	
SDK-029	Skull Red Bird	
SDK-030	D. Human	
SDK-031	Pale Beast	
SDK-032	Fissure	If there are multiple monsters with the same lowest ATK, the player who activates "Fissure" chooses which to destroy. Fissure works even if your opponent only has 1 face-up monster on his/her side of the field.
SDK-033	Trap Hole	Applies to Normal, Tribute, or Flip Summoned monsters, not Set monsters. Includes if you activate "Ultimate offering" to summon. The activation timing is only when a monster is Summoned. Trap Hole is a card that is considered to specifically designate a monster as a target.
SDK-034	Two-Pronged Attack	Either face-up or face-down can be destroyed. Your 2 monsters are NOT a cost. So if your opponent activates "Solemn Judgement", etc., you do not destroy 2 monsters although the effect of this card is negated. You can use this card even during Battle Phase except Damage Step.
SDK-035	De-Spell	Can be used on yourself or your opponent. You can destroy "Swords of Revealing Light" because it remains on the field for your opponent's 3 turns after activation.
SDK-036	Monster Reborn	Can be used on Level 5+ monsters without offering a Tribute. Destroyed monsters are sent back to the owner's Graveyard. You cannot activate this card if you have 5 monsters on your side of the field. With this card, you CANNOT Special Summon a Fusion Monster or monsters that are summoned by fulfilling the conditions (Like "Gate Guardian") from the Graveyard, unless the monsters have been Special Summoned using the normal/proper method and have been destroyed.
SDK-037	The Inexperienced Spy	The player who activates this card can choose.

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SDK-038	Reinforcements	Must designate which monster is increased when activating this card. If you activate 2 Reinforcements to 1 monster, you can increase 1000 points. You can activate this card before the damage calculation during Damage Step.
SDK-039	Ancient Telescope	Cards are returned face-down. Deck is NOT shuffled.
SDK-040	Just Desserts	Applies to both face-up or face-down monsters
SDK-041	Lord of D.	An example of Magic Cards, Trap Cards, or other effect cards that specifically designate a target: Equip Magic Cards, "Change of Heart", "Two Pronged Attack", and the effects of "Man-Eater Bug" and "Hane-Hane" are all examples of cards that specifically designate a target. All these cards require that a specific card be selected as the target of the effect. By contrast, cards such as "Dark Hole", "Raigeki", "Fissure", "Mirror Force" and Field Magic Cards are EXCLUDED. This is because their effects are automatic, or affect the whole field. There are two kinds of text of this card, but the text on this file is correct one.
SDK-042	The Flute of Summoning Dragon	The 2 dragon type cards can be summoned without offering Tribute if Level 5 or higher. You must Special Summon at least 1 monster. You cannot use "The Flute of Summoning Dragon" to Special Summon "Blue-Eyes Toon Dragon" or "Manga Ryu-Ran."
SDK-043	Mysterious Puppeteer	There are two kinds of text for this card, but the text on this file is correct one. When this card is face-up on the field, if you Summoned 1 monster with ATK 1000 points or more, and then your opponent activates "Trap Hole", your monster is destroyed by "Trap Hole" but your Life Points are increased by 500 points because it is considered summoned and then destroyed.
SDK-044	Trap Master	Can be used on yourself or your opponent. If opp has no trap on the field and you have only 1 trap card on the field, your trap should be destroyed (if it is magic card, it is not destroyed but you have to show the card to your opp to prove it).
SDK-045	Sogen	
SDK-046	Hane-Hane	Can be used on you or your opponent. Its effect can be used on itself unless it is destroyed. If you use the effect against Fusion Monsters, the Fusion Monster will return to Fusion Deck. If you return monster cards equipped with Equip Cards, the Equip Card is destroyed when the monster is returned. If this is the only monster when it is flipped, it returns itself to its owner's hand.
SDK-047	Reverse Trap	If another card gave you +100 ATK, you'd have -100 ATK instead for this turn, etc. Applies to both players. This card only affects specific increases or decreases such as +100 or -200, and does not affect "halved", "doubled", "reduced to zero", etc.

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SDK-048	Remove Trap	Can be used on you or your opponent. This Magic Card is a Normal Magic Card, so you cannot use against Normal Trap Card like "Trap Hole" because Normal Magic Card's spell speed is 1 (cannot put it on a chain link).
SDK-049	Castle Walls	Must designate which monster is increased when activating this card. If you activate 2 "Castle Walls" to 1 monster, you can increase 1000 points. You can activate this card before the damage calculation during Damage Step.
SDK-050	Ultimate Offering	Applies to controller of this card only. NOT both players. The 500 is paid for the extra summoned monster only. Also, you can pay more to bring in more at 500 per monster. This card's effect is only activated in your Main Phase or your opponent's Battle Phase (before the Damage Step) ONLY. The monster summoned with this card's effect can be destroyed by "Trap Hole".
LOB-000	Tri-Horned Dragon	
LOB-001	Blue-Eyes White Dragon	
LOB-002	Hitotsu-Me Giant	
LOB-003	Flame Swordsman	
LOB-004	Skull Servant	
LOB-005	Dark Magician	
LOB-006	Gaia The Fierce Knight	
LOB-007	Celtic Guardian	
LOB-008	Basic Insect	
LOB-009	Mammoth Graveyard	
LOB-010	Silver Fang	
LOB-011	Dark Gray	
LOB-012	Trial of Hell	
LOB-013	Nemuriko	
LOB-014	The 13th Grave	
LOB-015	Charubin the Fire Knight	
LOB-016	Flame Manipulator	
LOB-017	Monster Egg	
LOB-018	Firegrass	
LOB-019	Darkfire Dragon	
LOB-020	Dark King of the Abyss	
LOB-021	Fiend Reflection #2	
LOB-022	Fusionist	
LOB-023	Turtle Tiger	
LOB-024	Petit Dragon	
LOB-025	Petit Angel	
LOB-026	Hinotama Soul	
LOB-027	Aqua Madoor	
LOB-028	Kagemusha of the Blue Flame	
LOB-029	Flame Ghost	
LOB-030	Two-Mouth Darkruler	

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LOB-031	Dissolverock	
LOB-032	Root Water	
LOB-033	The Furious Sea King	
LOB-034	Green Phantom King	
LOB-035	Ray & Temperature	
LOB-036	King Fog	
LOB-037	Mystical Sheep #2	
LOB-038	Masaki the Legendary Swordsman	
LOB-039	Kurama	
LOB-040	Legendary Sword	
LOB-041	Beast Fangs	
LOB-042	Violet Crystal	
LOB-043	Book of Secret Arts	
LOB-044	Power of Kaishin	
LOB-045	Dragon Capture Jar	Applies to both players. If "Stop Defense" is activated, the monsters turn to Attack Position but return to Defense Position by this card's effect because this is a Continuous Trap.
LOB-046	Forest	
LOB-047	Wasteland	
LOB-048	Mountain	
LOB-049	Sogen	
LOB-050	Umi	
LOB-051	Yami	
LOB-052	Dark Hole	Both players' monsters on the field are destroyed regardless of the position (face-up/face-down, Attack Position/Defense Position)
LOB-053	Raigeki	Only monsters on your opponent's side of the field are destroyed regardless of the position (face-up/face-down, Attack Position/Defense Position)
LOB-054	Red Medicine	
LOB-055	Sparks	
LOB-056	Hinotama	
LOB-057	Fissure	If there are multiple monsters with the same lowest ATK, the player who activates "Fissure" chooses which to destroy. Fissure works even if your opponent only has 1 face-up monster on his/her side of the field.
LOB-058	Trap Hole	Applies to Normal, Tribute, or Flip Summoned monsters, not Set monsters. Includes if you activate "Ultimate offering" to summon. The activation timing is only when a monster is Summoned. Trap Hole is a card that is considered to specifically designate a monster as a target.
LOB-059	Polymerization	
LOB-060	Remove Trap	Can be used on you or your opponent. This Magic Card is a Normal Magic Card, so you cannot use against Normal Trap Card like "Trap Hole" because Normal Magic Card's spell speed is 1(Cannot put it on a chain link).

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LOB-061	Two-Pronged Attack	Either face-up or face-down can be destroyed. Your 2 monsters are NOT a cost. So if your opponent activates "Solemn Judgement", etc., you do not destroy 2 monsters although the effect of this card is negated. You can use this card even during Battle Phase except Damage Step.
LOB-062	Mystical Elf	
LOB-063	Tyhone	
LOB-064	Beaver Warrior	
LOB-065	Gravedigger Ghoul	This can be read as "Select up to 2 Monster Cards". 1 Card is alright, but not 0. So if there is no monster card, you can not activate this card.
LOB-066	Curse of Dragon	
LOB-067	Karbonala Warrior	
LOB-068	Giant Soldier of Stone	
LOB-069	Uraby	
LOB-070	Red-Eyes B. Dragon	
LOB-071	Reaper of the Cards	Can be used on yourself or your opponent. If your opponent has no trap on the field and you have only 1 trap card on the field, your trap should be destroyed (if it is magic card, it is not destroyed but you have to show the card to your opponent to prove it).
LOB-072	Witty Phantom	
LOB-073	Larvas	
LOB-074	Hard Armor	
LOB-075	Man Eater	
LOB-076	M-Warrior #1	
LOB-077	M-Warrior #2	
LOB-078	Spirit of the Harp	
LOB-079	Armaill	
LOB-080	Terra the Terrible	
LOB-081	Frenzied Panda	
LOB-082	Kumootoko	
LOB-083	Meda Bat	
LOB-084	Enchanting Mermaid	
LOB-085	Fireyarou	
LOB-086	Dragoness the Wicked Knight	
LOB-087	One-Eyed Shield Dragon	
LOB-088	Dark Energy	
LOB-089	Laser Cannon Armor	
LOB-090	Vile Germs	
LOB-091	Silver Bow and Arrow	
LOB-092	Dragon Treasure	
LOB-093	Electro-Whip	
LOB-094	Mystical Moon	
LOB-095	Stop Defense	
LOB-096	Machine Conversion Factory	

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LOB-097	Raise Body Heat	
LOB-098	Follow Wind	
LOB-099	Goblin's Secret Remedy	
LOB-100	Final Flame	
LOB-101	Swords of Revealing Light	This card remains on the field and is active until destroyed at the end of your opponent's third turn. However, if your opponent uses "Heavy Storm" or another card with a similar effect, OR "Swords of Revealing Light" is removed from the field before the end of your opponent's third turn (such as with "Giant Trunade"), your opponent may then attack immediately as Swords of Revealing Light is no longer on the field.
LOB-102	Metal Dragon	
LOB-103	Spike Seadra	
LOB-104	Tripwire Beast	
LOB-105	Skull Red Bird	
LOB-106	Armed Ninja	Can be used on yourself or your opponent. If opponent has no Magic Card on the field and you have only 1 Magic Card on the field, your trap should be destroyed (if it is Trap Card, it is not destroyed but you have to show the card to your opponent to prove it).
LOB-107	Flower Wolf	
LOB-108	Man-Eater Bug	Can be used on yourself (even this card) or your opponent. If this is the only card when Flip Summoned, this card is destroyed.
LOB-109	Sand Stone	
LOB-110	Hane-Hane	Can be used on you or your opponent. Its effect can be used on itself unless it is destroyed. If you use the effect against Fusion Monsters, the Fusion Monster will return to Fusion Deck. If you return monster cards equipped with Equip Cards, the Equip Card is destroyed when the monster is returned. If this is the only monster when it is flipped, it returns itself to its owner's hand.
LOB-111	Misairuzame	
LOB-112	Steel Ogre Grotto #1	
LOB-113	Lesser Dragon	
LOB-114	Darkworld Thorns	
LOB-115	Drooling Lizard	
LOB-116	Armored Starfish	
LOB-117	Succubus Knight	
LOB-118	Monster Reborn	Can be used on Level 5+ monsters without offering a Tribute. Destroyed monsters are sent back to the owner's Graveyard. You cannot activate this card if you have 5 monsters on your side of the field. With this card, you CANNOT Special Summon a Fusion Monster or monsters that are summoned by fulfilling the conditions (Like "Gate Guardian") from the Graveyard, unless the monsters have been Special Summoned using the normal/proper method and have been destroyed.

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LOB-119	Pot of Greed	Draw immediately on activation. You do not have to discard any card.
LOB-120	Right Leg of the Forbidden One	
LOB-121	Left Leg of the Forbidden One	
LOB-122	Right Arm of the Forbidden One	
LOB-123	Left Arm of the Forbidden One	
LOB-124	Exodia the Forbidden One	If you and your opponent's hands contain 5 cards at the same time, it is declared a draw.
LOB-125	Gaia the Dragon Champion	
MRD-000	Gate Guardian	You cannot Normal Summon this monster. You cannot Special Summon this card by "Monster Reborn" unless you Special Summon this card correctly and it is then sent from the field to the Graveyard. So if you discard this card from hand to Graveyard, you cannot use "Monster Reborn" to restore it.
MRD-001	Feral Imp	
MRD-002	Winged Dragon, Guardian of the Fortress #1	
MRD-003	Summoned Skull	
MRD-004	Rock Ogre Grotto #1	
MRD-005	Armored Lizard	
MRD-006	Killer Needle	
MRD-007	Larvae Moth	You cannot Normal Summon this monster. You cannot Special Summon this card by "Monster Reborn" if you do not Special Summon this card correctly and this monster is destroyed. So if you discard this card from hand to Graveyard, you cannot use "Monster Reborn" to restore it.
MRD-008	Harpie Lady	
MRD-009	Harpie Lady Sisters	You cannot Normal Summon this monster. You cannot Special Summon this card by "Monster Reborn" if you do not Special Summon this card correctly and this monster is destroyed. So if you discard this card from hand to Graveyard, you cannot use "Monster Reborn" to restore it.
MRD-010	Kojikocy	
MRD-011	Cocoon of Evolution	This card can be used as a monster. However, once it is Summoned or Set as a monster, it is not equipped to that monster. And once this card is equipped with "Ccn.of E.", this card cannot be summoned or set as a monster. Because you can place only 1 monster on the field each turn, if you set or summon 1 monster on the field, you cannot equip this monster during the same turn and vice versa. When this card is equipped, if your opponent use "Heavy Storm", etc., it is destroyed.
MRD-012	Crawling Dragon	
MRD-013	Armored Zombie	
MRD-014	Mask of Darkness	If you flip this card up in your turn, you can Set the Trap Card in the Main Phase of the same turn.
MRD-015	Doma The Angel of Silence	
MRD-016	White Magical Hat	Card randomly picked by opponent.

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MRD-017	Big Eye	You see the card. This action is different from Draw.
MRD-018	B. Skull Dragon	
MRD-019	Masked Sorcerer	This is in addition to card drawn at the beginning of the turn. If this card inflicts damage by being in Defense Position, you also Draw a card. This "damage" means Battle Damage with this monster.
MRD-020	Roaring Ocean Snake	
MRD-021	Water Omotics	
MRD-022	Ground Attacker Bugroth	
MRD-023	Petit Moth	
MRD-024	Elegant Egotist	You cannot activate this card if the only "Harpie Lady" on the field is face-down.
MRD-025	Sanga of the Thunder	A marker may be placed on the card to indicate the effect has been used. The effect is reset when this monster is destroyed or removed from the field. You can use this card's effect even when this card is Set and attacked by your opponent, because this effect is used during the Damage Step. Your opponent will take Damage equal to this monster's ATK or DEF when you activate this effect. The ATK reduction is not permanent and the ATK returns to normal if the attacking monster survives the attack.
MRD-026	Kazejin	A marker may be placed on the card to indicate the effect has been used. The effect is reset when this monster is destroyed or removed from the field. You can use this card's effect even when this card is Set and attacked by your opponent, because this effect is used during the Damage Step. Your opponent will take Damage equal to this monster's ATK or DEF when you activate this effect. The ATK reduction is not permanent and the ATK returns to normal if the attacking monster survives the attack.
MRD-027	Suijin	A marker may be placed on the card to indicate the effect has been used. The effect is reset when this monster is destroyed or removed from the field. You can use this card's effect even when this card is Set and attacked by your opponent, because this effect is used during the Damage Step. Your opponent will take Damage equal to this monster's ATK or DEF when you activate this effect. The ATK reduction is not permanent and the ATK returns to normal if the attacking monster survives the attack.
MRD-028	Mystic Lamp	You can choose which you attack, monster or a player. If you attack a player, your opponent can't defend - attack goes directly against opponent's Life Points.
MRD-029	Steel Scorpion	Only on your opponent's second turn: Attack - Opps turn 1 - Opps turn 2, then destroyed. If the monster having attacked is returned by "Hane-Hane", the effect is reset. The effect is reset if the monster having attacked is removed from the field. However, this effect is still active even if Steel Scorpion is removed from the field.
MRD-030	Ocubeam	

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MRD-031	Leghul	You can choose which you attack, monster or a player. If you attack a player, your opponent can't defend - attack goes directly against opponent's Life Points.
MRD-032	Ooguchi	You can choose which you attack, monster or a player. If you attack a player, your opponent can't defend - attack goes directly against opponent's Life Points.
MRD-033	Leogun	
MRD-034	Blast Juggler	Either player's monsters can be destroyed. They must be face-up. You can NOT destroy this monster itself by this card's effect. If there are less than 3 monster including this monster, you can not activate this card's effect. A player of this card can choose when to activate its effect.
MRD-035	Jinzo #7	You can choose which you attack, monster or a player. If you attack a player, your opponent can't defend - attack goes directly against opponent's Life Points.
MRD-036	Magician of Faith	If you flip this card up in your turn, you can activate or Set the Magic Card in the Main Phase of the same turn.
MRD-037	Ancient Elf	
MRD-038	Deepsea Shark	
MRD-039	Bottom Dweller	
MRD-040	Destroyer Golem	
MRD-041	Kaminari Attack	
MRD-042	Rainbow Flower	You can choose which you attack, monster or a player. If you attack a player, your opponent can't defend - attack goes directly against opponent's Life Points.
MRD-043	Morinphen	
MRD-044	Mega Thunderball	
MRD-045	Tongyo	
MRD-046	Empress Judge	
MRD-047	Pale Beast	
MRD-048	Electric Lizard	The effect is reset if the monster having attacked is removed from the field. However, this effect is still active even when Electric Lizard is removed from the field.
MRD-049	Hunter Spider	
MRD-050	Ancient Lizard Warrior	
MRD-051	Queen's Double	You can choose which you attack, monster or a player. If you attack a player, your opponent can't defend - attack goes directly against opponent's Life Points.
MRD-052	Trent	
MRD-053	Disk Magician	
MRD-054	Hyosube	
MRD-055	Hibikime	
MRD-056	Fake Trap	You can save Trap Cards from "Heavy Storm". However, you cannot use this against "Solemn Judgment" or "Seven Tools of the Bandit" because the spell speed of this card is lower.

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Card #	Card Image	Tournament Ruling
MRD-057	Tribute to The Doomed	Either your or your opponent's monster. If your opponent uses "Solemn Judgment" against this as a chain, you must discard 1 card although 1 monster is not destroyed as this discard is the cost and is paid at activation of "Tribute to the Doomed".
MRD-058	Soul Release	You can mix you and your opponents cards. You must remove at least 1 card.
MRD-059	The Cheerful Coffin	To the graveyard from your hand. If you discard "Sangan" or "Witch of the Black Forest", the effects of these cards are not activated.
MRD-060	Change of Heart	Can be placed in any battle position. However, at the End Phase, you have to return it with the same battle position as yours. Also, if opp's monster has flip effect, you can activate it by Flip Summon. In this case, your opp cannot activate flip effect after you return it. You can use opp's monster as a Tribute Monster for a Tribute Summon or the "Cannon Soldier's effect".
MRD-061	Baby Dragon	
MRD-062	Blackland Fire Dragon	
MRD-063	Swamp Battleguard	
MRD-064	Battle Steer	
MRD-065	Time Wizard	Destroys monsters in face-up and/or face-down position. You can activate this effect only during the Main Phase. A player can choose when to activate this card.
MRD-066	Saggi the Dark Clown	
MRD-067	Dragon Piper	
MRD-068	Illusionist Faceless Mage	
MRD-069	Sangan	You must show your opponent the monster that you move from your Deck to your hand. The effect is activated only when this card is send from the field to the Graveyard. Otherwise, this effect is NOT activated. The effect is activated again if you restore this card from the Graveyard by Monster Reborn, and then send it to the Graveyard again. If you control your opponent's Sangan, your opponent gets the effect when it is sent to his graveyard. If your deck does not contain an appropriate monster, you must show your opponent your deck to prove it. You do not get the effect if the summon of Sangan is negated by Solemn Judgment or Horn of Heaven.
MRD-070	Great Moth	You cannot Normal Summon this monster. You cannot Special Summon this card by "Monster Reborn" if you do not Special Summon this card correctly and this monster is destroyed. So if you discard this card from hand to Graveyard, you cannot use "Monster Reborn" to restore it.
MRD-071	Kuriboh	If this card is already Summoned or Set on the field, the effect cannot be used. If it is brought back from the graveyard to your hand later in the game, the effect CAN be used a second time. This effect is for your Life Point from Battle Damage only, so if the monster is destroyed by damage calculation, you CANNOT save the monster.

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Card #	Card Image	Tournament Ruling
MRD-072	Jellyfish	
MRD-073	Castle of Dark Illusions	You can increase the ATK by 400 points each for up to 2 of these monsters face-up on the field.
MRD-074	King of Yamimakai	
MRD-075	Catapult Turtle	You can inflict Direct Damage even if the Tribute monster is face-down. You can offer this monster itself as a Tribute. You can use this effect anytime during your Main Phase. Even though you have 2 of these monsters on the field, the Damage CANNOT be doubled. You can use opponent's monster as a Tribute if you control it.
MRD-076	Mystic Horseman	
MRD-077	Rabid Horseman	
MRD-078	Crass Clown	Face-up or face-down. You CAN return your monster on the opponent's side of the field to your hand.
MRD-079	Pumpking the King of Ghosts	You CANNOT increase 200 points even if there are 2 "Castle of Dark Illusions".
MRD-080	Dream Clown	Face-up or face-down. You CAN destroy your own monster on the opp's side of the field.
MRD-081	Tainted Wisdom	
MRD-082	Ancient Brain	
MRD-083	Guardian of the Labyrinth	
MRD-084	Prevent Rat	
MRD-085	The Little Swordsman of Aile	A Tribute Monster is only for activation of this effect; it doesn't bring a high level monster for Tribute Summon in. Can only offer your monster on your side of the field as a tribute (face-up or face-down). If you offer 2 monsters as a tribute, you can increase ATK by 1400 points.
MRD-086	Princess of Tsurugi	This effect is regardless of the position of the Magic or Trap Cards (face-up or face-down)
MRD-087	Protector of the Throne	
MRD-088	Tremendous Fire	You can use this card when your Life Points are lower than 500. Then if your opp's Life Points become 0, the Duel is a Draw.
MRD-089	Jirai Gumo	If you have tossed a coin and failed, and your opponent then uses "Ultimate Offering", a replay occurs. However, you have paid the cost and do not get your Life Points back. You do not have to attack in this case. You toss the coin, and pay the life points if required, when you declare the attack.
MRD-090	Shadow Ghoul	Includes the Tribute monster offered to summon this card. If you control opp's "Shadow Ghoul", you can increase the ATK according your own Graveyard.
MRD-091	Labyrinth Tank	
MRD-092	Ryu-Kishin Powered	
MRD-093	Bickuribox	
MRD-094	Giltia the D. Knight	
MRD-095	Launcher Spider	
MRD-096	Giga-Tech Wolf	
MRD-097	Thunder Dragon	

Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
MRD-098	7 Colored Fish	
MRD-099	The Immortal of Thunder	If immediately destroyed after being attacked and turned face up, the result is a loss of 2000 life points. If this card is destroyed face-down by Dark Hole etc., you do not lose 5000 points. If your opponent uses Change of Heart, and takes this card in face-down position, your opponent can gain 3000 Life Points by flipping this card face-up. After that, when this monster is destroyed, you lose 5000 points
MRD-100	Punished Eagle	
MRD-101	Insect Soldiers of the Sky	
MRD-102	Hoshiningen	Applies to both players
MRD-103	Musician King	
MRD-104	Yado Karu	The Deck is not shuffled. There are 2 versions of this card, but the text in this file (" from Attack Position to Defense Position ") is the correct one.
MRD-105	Cyber Saurus	
MRD-106	Cannon Soldier	You can inflict Direct Damage even if the Tribute monster is face-down. You can offer this monster itself as a Tribute. You can use this effect anytime during your Main Phase. Even though you have 2 of these monsters on the field, the Damage CANNOT be doubled. You can use opponent's monster as a Tribute if you control it.
MRD-107	Muka Muka	If your opponent controls this monster by "Change of Heart", etc., your opponent's hand is applied. If you have 2 cards in your hand and if you Summon this monster, it can be destroyed by "Trap Hole" because when you summon this monster, its ATK is more than 1000. If your opponent uses "Reverse Trap", you have decrease this monster's ATK and DEF.
MRD-108	The Bistro Butcher	From their own Deck
MRD-109	Star Boy	Applies to both players
MRD-110	Milus Radiant	Applies to both players
MRD-111	Flame Cerebrus	
MRD-112	Niwatori	
MRD-113	Dark Elf	You have to pay the cost per Attack. You pay the life points when you declare the attack.
MRD-114	Mushroom Man #2	If there are 5 cards on your opponent's side of the field, you cannot shift control of this monster.
MRD-115	Lava Battleguard	

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Card #	Card Image	Tournament Ruling
MRD-116	Witch of the Black Forest	You must show your opponent the monster that you move from your Deck to your hand. The effect is activated only when this card is send from the field to the Graveyard. Otherwise, this effect is NOT activated. The effect is activated again if you restore this card from the Graveyard by Monster Reborn, and then send it to the Graveyard again. If you control your opponent's Witch of the Black Forest, your opponent gets the effect when it is sent to his graveyard. If your deck does not contain an appropriate monster, you must show your opponent your deck to prove it. You do not get the effect if the summon of Witch of the Black Forest is negated by Solemn Judgment or Horn of Heaven.
MRD-117	Little Chimera	Applies to both players
MRD-118	Bladefly	Applies to both players
MRD-119	Lady of Faith	
MRD-120	Twin-Headed Thunder Dragon	
MRD-121	Witch's Apprentice	Applies to both players
MRD-122	Blue-Winged Crown	
MRD-123	Skull Knight	
MRD-124	Gazelle the King of Mythical Beasts	
MRD-125	Garnecia Elefantis	
MRD-126	Barrel Dragon	The controller of this card chooses which monster is destroyed (face-up/face-down). If all 3 results are Heads, you still get the effect.
MRD-127	Solemn Judgment	Round off (if it is equal to or bigger than 0.5, it is 1. If it is smaller than 0.5, it is 0) if Life Points have a decimal. You can negate a Flip Monster's Effect if Flip Summoned. Your opponent has to pay a cost for this action, even though this card negates the effect. You can negate Special Summons (including Fusion Summon & Ritual Summon).
MRD-128	Magic Jammer	You cannot activate this card if you do not have a card in your Hand. Your opp has to pay the cost even though this card negates the effect.
MRD-129	Seven Tools of the Bandit	You cannot activate this card if you do not have enough Life Points. Your opponent has to pay the cost even though this card negates the effect.
MRD-130	Horn of Heaven	You can negate Flip Monster's Effect if Flip Summoned. Your opponent has to pay the cost, even though this card negates the action. You can also negate Special Summons (including Fusion Summon & Ritual Summon).
MRD-131	Shield & Sword	You can use this card with Catapult Turtle. In this case, inflict Direct Damage equal to half of the Tribute monster's DEF to your opponent's Life Points. This card switches the original ATK/DEF only. After this, apply all modifiers to the new ATK/DEF. The effect of this card lasts for your turn only.

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Card #	Card Image	Tournament Ruling
MRD-132	Sword of Deep-Seated	Face-down on top of your Deck. If this card is equipped with "Sangan" or "Witch of the Black Forest" and these monsters are destroyed, the owner of these cards can choose which effect you use first.
MRD-133	Block Attack	
MRD-134	The Unhappy Maiden	This applies to both players' turns.
MRD-135	Robbin' Goblin	A controller of Robbin' Goblin chooses which card is discarded at random. This effect is for Battle Damage ONLY, not for Effect Damage (Cannon Soldier, etc.)
MRD-136	Germ Infection	The subtraction is halted when ATK reaches 0.
MRD-137	Paralyzing Potion	You can inflict Direct Damage with "Catapult Turtle", etc., using their effect.
MRD-138	Mirror Force	If you chain Dragon Capture Jar to the activation of Mirror Force, your Dragon-type Monsters will be in Defense Position when Mirror Force resolves, and will not be destroyed.
MRD-139	Ring of Magnetism	The subtraction is halted when ATK reaches 0. All monster (including a monster which attacks a player directly like "Mystic Lamp" must attack the monster equipped with this card.
MRD-140	Share the Pain	No monsters are summoned by this Tribute. The player who activates this card is tributing a monster to force their opponent to tribute a monster. To activate this card, there must be monsters on both your and your opponent's side of the field. When you activate this card and your opponent chains "Magic Jammer", "Solemn Judgement", etc., you have to offer 1 monster as a Tribute, because it is a cost. In this case, your opponent does not offer a monster as a tribute.
MRD-141	Stim-Pack	The subtraction is halted when ATK reaches 0.
MRD-142	Heavy Storm	Applies to both players, face-up/face-down
MRD-143	Thousand Dragon	
MRL-000	Blue-Eyes Toon Dragon	The text must read "This monster can only be Special Summoned only when "Toon World" on the field." So the summon of this monster in a normal way is considered as a Special Summon. You can not Set this monster. It must be face-up Attack or Defense Position when it is summoned. You need your OWN Toon World (on your side of the field) to summon this monster. But if any Toon World on the field is destroyed, all Toon Monsters on the field are destroyed. You need 2 Tribute monster to Special Summon this monster in a normal way. You cannot summon this monster by "Ultimate Offering". You can Special Summon by Monster Reborn if it summoned normal way and destroyed but you need Toon World on the field. If it is Special Summoned by Monster Reborn etc., you CANNOT attack in the same turn as its summon. If you or your opponent use "Giant Trunade" and Toon World is returned, this monster is NOT destroyed because it is NOT destroyed. Because summon of this monster is a Special Summon, you can Special Summon multiple Toon monster if you (next page)

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Card #	Card Image	Tournament Ruling
		have enough Tribute Monster. You can control your opponent's Toon monster by Change of Heart ect.as long as Toon World is on the field. This monsetr can be a taken monster of "Relinquished" but in this case the "Relinquished" only apply ATK and DEF and cannot attack directly to your opponent's LP. If this card is flipped face-down by "Darkness Approaches" you cannot flip Summon without Toon World. But if face-down this monster is flipped face-up by attack or effect, this card is NOT destroyed as it is NOT summoned.
MRL-001	Penguin Knight	This effect activates with your opponent's "Gravekeeper's Servant". When this effect is activated and a Fusion Monster is in the Graveyard, it returns the Fusion Monster to Fusion Deck.
MRL-002	Axe of Despair	When "Sangan", "Witch of the Black Forest", "Giant Rat", etc., equipped with this card, is sent to the Graveyard, the controller of these cards can choose which effect will be used first. However, when you use this card's effect and offer a "Sangan" or "Witch of BF" as a Tribute, first, put this card on the top of your Deck, and then apply "Sangan", etc.'s effect. If this card is sent to the Graveyard by Cyber Jar's effect, first, complete Cyber Jar's effect. And then if you use the effect of this card, you can offer the monster Special Summoned by Cyber Jar's effect as a Tribute. You cannot use "Soul Exchange" when you offer a monster as a Tribute because "Soul Exchange"'s effect cannot cut into the effect during the processing of the original effect.
MRL-003	Black Pendant	If this card is set on the field and it is destroyed by "Heavy Storm", etc., this card effect is activated. If your opponent activate a Counter Trap like "Magic Jammer" when you activate this card, because this card is not activated and is considered as not being sent from the field to the Graveyard, this card's effect is not activated.
MRL-004	Horn of Light	When "Sangan", "Witch of the Black Forest", "Giant Rat", etc. equipped with this card is sent to the Graveyard, the controller of these cards can choose which effect will be used first. However, when you use this card's effect and offer a "Sangan" or "Witch of the Black Forest" as a Tribute, first, put this card on the top of your Deck, and then apply "Sangan" etc.'s effect.
MRL-005	Malevolent Nuzzler	When "Sangan", "Witch of the Black Forest", "Giant Rat", etc. equipped with this card is sent to the Graveyard, the controller of these cards can choose which effect will be used first. However, when you use this card's effect and offer a "Sangan" or "Witch of the Black Forest" as a Tribute, first, put this card on the top of your Deck, and then apply "Sangan" etc.'s effect.

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Card #	Card Image	Tournament Ruling
MRL-006	Spellbinding Circle	You can offer a monster designated as a target by this card as a Tribute. In this case, this card remains on the field meaninglessly because the monster was not destroyed. You can designate a Set monster as a target. In this case, the targetted monster cannot be Flip Summoned; however, when your opponent uses Swords of Revealing Light, it will be face-down Defense Position. The position of this card's target can be changed by "Curse of Fiend" or "Stop Defense" etc.. You can use "Change of Heart" on the monster targeted by this card but you cannot change the battle position and cannot attack. When a targeted monster is returned to your hand, this card remains face-up on the field meaninglessly. When the targeted card is taken by "Relinquished", this card remains on the field meaninglessly. When you chain this card to a flip effect, chain link 1 is the flip effect and chain link 2 is this card's effect. In this case, as the flip effect monster is already flipped face-up and activated the flip effect, you cannot keep the monster face-down nor stop the flip effect activation, and Spellbinding Circle's effect is only to make the monster unable to attack and lock the monster's position (face-up Attack Position).
MRL-007	Metal Fish	
MRL-008	Electric Snake	This card's effect is activated by "Delinquent Duo" or "Confiscation", etc. When you try to Summon this monster and your opponent activates "Horn of Heaven" or "Kotodama", etc., the effect of this card is NOT activated as it is considered as not being sent directly from your hand to the Graveyard.
MRL-009	Queen Bird	
MRL-010	Ameba	The effect is triggered when your opponent takes control of this face-up monster, such as with "Change of Heart". This card's effect is NOT activated when this card is taken by "Relinquished". The effect is reset when this card is destroyed or removed from the field or flipped face-down by some card's effect. If your opponent use "Change of Heart" and controls this face-down monster and returns it face-up after a Flip Summon, this card's effect is activated and you will take 2000 Life Points damage.
MRL-011	Peacock	
MRL-012	Maha Vailo	For example, if you use "Axe of Despair" to this monster, the ATK will be 1550(original ATK)+1000(Axe of D.)+500(This card's effect)=3050 points, greater than "Blue-Eyes White Dragon".
MRL-013	Guardian of the Throne Room	
MRL-014	Fire Kraken	
MRL-015	Minar	This card's effect is activated by "Delinquent Duo" or "Confiscation", etc. When you try to Summon this monster and your opponent activates "Horn of Heaven" or "Kotodama", etc., the effect of this card is NOT activated as it is considered as not being sent directly from your hand to the Graveyard.

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Card #	Card Image	Tournament Ruling
MRL-016	Griggle	The effect is triggered when your opponent takes control of this face-up monster, such as with "Change of Heart". This card's effect is NOT activated when this card is taken by "Relinquished". The effect is reset when this card is destroyed or removed from the field or flipped face-down by some card's effect. If your opponent uses "Change of Heart" and controls this monster face-down, then returns it face-up after a Flip Summon, this card's effect is activated and your opponent will gain a 3000 Life Points. If your opponent controls your face-down Griggle and flips it face-up, then returns it at the end of that turn, it is your opponent's Life Points to be increased, not yours.
MRL-017	Tyhone #2	
MRL-018	Ancient One of the Deep Forest	
MRL-019	Dark Witch	
MRL-020	Weather Report	You can perform the Battle Phase twice. But if you enter into Main Phase 2, you cannot. You have to do it continuously. The effect remains even if this card is destroyed. If you use both this card's effect and "Soul Exchange", skip all battle phases. This card destroys multiple "Swords of Revealing Light" with 1 "Weather Report", so when your opponent has 2 "Swords" and you set 2 of this monster on the field and Flip Summon them, first destroy 2 "Swords" by 1 of this monster's Flip Summon. You Flip Summon another "Weather Report" but as all "Swords" have been destroyed already its effect is not activated. So in this case, you can perform Battle Phase twice not 4 times.
MRL-021	Mechanical Snail	
MRL-022	Giant Turtle Who Feeds on Flames	
MRL-023	Liquid Beast	
MRL-024	Hiro's Shadow Scout	If the cards drawn are not Magic Cards, they are added to your hand.
MRL-025	High Tide Gyojin	

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Card #	Card Image	Tournament Ruling
MRL-026	Invader of the Throne	<p>When you activate "Invader of the Throne", its effect works like a continuous "Change of Heart". You select your opponent's monster (regardless of position) and switch it with this card (your opponent's monster is moved onto your side of the field and "Invader of the Throne" goes to your opponent's side of the field). Once "Invader of the Throne" is activated, your opponent's monster remains on YOUR side of the field until it (your opponent's monster) is destroyed or removed from the field (by "Hane-Hane", etc.) . This is even if "Invader of the Throne" is destroyed or removed from play. Also, "Invader of the Throne" remains on YOUR OPPONENT'S side of the field until it ("Invader of the Throne") is destroyed or removed from the field (by "Hane-Hane", etc.). "Invader of the Throne's effect" is misfired (although it is technically activated) if: (1) there is no monster on your opponent's side of the field ("Invader of the Throne" is flipped face-up just like a Normal Monster as a result); or (2) when this card is destroyed</p> <p>before it goes to your opponent's side of the field by "Trap Hole", etc. In either case, no switch of monsters takes place. "Invader of the Throne's Flip Effect" does not activate if it is flipped face-up during the Battle Phase. This is written on the card. So if flipped by an attack, "Invader of the Throne's Flip Effect" does not activate. This effect is a continuous effect. If your opponent uses "Change of Heart" and controls this face-down monster, then flips it face-up, your opponent gets the effect of this card. In this case, the monster your opponent switched (your own monster) remains on your opponent's side of the field and this card ("Invader of the Throne") remains on your side of the field even after that turn (even after the effect of "Change of Heart" ended.). You can use this effect to take control of your opponent's face-down monster.</p>
MRL-027	Whiptail Crow	
MRL-028	Slot Machine	

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Card #	Card Image	Tournament Ruling
MRL-029	Relinquished	<p>Relinquished cannot be Normal Summoned. It can only be Ritual Summoned by "Black Illusion Ritual". The equipped monster is counted as 1 Magic Card (of the owner of "Relinquished"). So if there are 5 cards on your Magic and Trap Card Zone, you cannot activate "Relinquished's effect". You cannot use the effect of the equipped monster as it takes the ATK and DEF only (so you cannot use the effect of "Barrel Dragon", "Witch's Apprentice", "Jinzo", etc. if equipped to "Relinquished"). If the taken monster was equipped with some Equip Magic Card, the Equip Magic Cards are destroyed when the monster is taken. The taken monster can be destroyed by "Heavy Storm" or "De-Spell", etc.. The taken Monster is treated as a monster when it goes to the Graveyard. Both players will get both Attack Damage and Defense Damage (battle damage only) when this card takes the taken monster. If the taken monster is "Sangan" or "Witch of the Black Forest", the effect of these monsters is activated when it is destroyed by "Relinquished's effect". But not for</p> <p>"Giant Rat", etc. because it is not considered destroyed as a result of the battle but destroyed by "Relinquished's effect". You cannot tribute a monster card equipped to "Relinquished" because it is an Equip Magic Card, not a monster. "Relinquished's effect" to equip itself with a monster can only be used during Main Phase 1 or Main Phase 2 of your turn. If "Relinquished" is equipped with a monster, you cannot equip "Relinquished" with another monster. You cannot voluntarily destroy a monster equipped to "Relinquished", but you can destroy it with your own card effects ("De-Spell", etc.).</p>
MRL-030	Red Archery Girl	
MRL-031	Gravekeeper's Servant	<p>If there are 2 of this card on your field, your opponent must send 2 cards from the Deck to the Graveyard. When this card's effect is active, if your opponent sends "Penguin Knight" from Deck to the Graveyard, the "Penguin Knight's effect" is activated. If there are no cards in the opponent's Deck, he/she cannot attack. Even if there are no cards in the Deck the player does not lose. If there is no card to draw (Draw Phase or some effect to draw), he/she loses the duel.</p>
MRL-032	Curse of Fiend	<p>A face-down Defense Position monster is turned to face-up Attack Position. At that time, any Flip Effect is activated. If there are multiple Flip Effect monsters, you (the controller of this card) choose which effect is first. After that your opponent chooses which effect is first. A Continuous Magic or Trap Card that changes monsters' battle positions continuously (like "Dragon Capture Jar", etc.) are above this card. Other than that, the card's effect which activated later is above. For example, if you activate this card and then activate "Stop Defense", "Stop Defense"'s effect, the targeted monster must be Attack Position by "Stop Defense"'s effect.</p>

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Card #	Card Image	Tournament Ruling
MRL-033	Upstart Goblin	The effect "Your opponent gains 1000 Life Points" is not a cost. So if this card's effect is negated by "Magic Jammer" or "Solemn Judgement", your opponent cannot gain 1000 Life Points.
MRL-034	Toll	If there are 2 of this cards on your field, the effect must be doubled. This 500 LP is a cost. So if you or your opponent cannot pay, you cannot attack.
MRL-035	Final Destiny	You or your opponent can save your Trap cards by activating "Fake Trap". These 5 cards are a cost. So you cannot activate this card if you do not have 5 cards.
MRL-036	Snatch Steal	You cannot designate a face-down monster as a target. If you activated this card to your opponent's monster and your opponent activates "Snatch Steal", your opponent can control the monster (the later one takes precedence) and vice-versa. When your opponent controls your own monster with this card, you can use "Change of Heart". In this case, it returns to your opponent's side of the field at the end of the turn. If "Snatch Steal" is destroyed (with "Heavy Storm", etc.) or removed from play ("Giant Trunade", etc.) then control of the stolen monster reverts back to the original controller.
MRL-037	Chorus of Sanctuary	It is applied immediately when the monster is flipped face-up by attack, etc..
MRL-038	Confiscation	You cannot activate this card when there is no card in your opponent's hand.
MRL-039	Delinquent Duo	You cannot activate this card when there are no cards in your opponent's hand. But if he/she has 1 card, you can activate this card. Your opponent does not have to show his/her hand. Your opponent does not select and discard the 2nd card randomly; he gets to choose from his hand which card to discard.
MRL-040	Darkness Approaches	You can use this card to face-up Attack Position monster. In this case, the monster becomes face-down Attack Position. A face-down Attack Position monster that is attacked is flipped to face-up Attack Position (and any flip effect will be activated). You can Flip Summon a face-down Attack Position monster to face-up Attack Position (and any flip effect will be activated). If the monster is flipped face-down, any Equip Magic Cards equipped to that monster are destroyed.
MRL-041	Fairy's Hand Mirror	The target must be a correct one. If not, you cannot activate this card. You can chain this card to an Equip Magic Card when the Equip Magic Card is activated, and change the target of the Equip Magic Card. You cannot use this card if the Equip Magic Card is already activated and on the field, and you did not chain to the activation of the Equip Magic Card. You can designate a face-down monster as a target if the target is correct. If you have only 1 monster on the field and your opponent activates Snatch Steal or change of Heart, you cannot activate Fairy's Hand Mirror because there is no alternate legitimate target. You can chain this card against "Soul Exchange" if a correct alternate target is available.

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Card #	Card Image	Tournament Ruling
MRL-042	Tailor of the Fickle	You can re-target your opponent's Equip Magic Card to your monster if the target is correct.
MRL-043	Rush Recklessly	You cannot use this card on a face-down monster. You can select an opponent's monster as a target.
MRL-044	The Reliable Guardian	You cannot use this card on a face-down monster. You can select an opponent's monster as a target.
MRL-045	The Forceful Sentry	If your opponent has your card in his/her hand and you select your card, it returns to your Deck.
MRL-046	Chain Energy	"Play or Set card" means (1) Normal Summon or Set of a monster; (2) activation of a Magic Card; (3) activation of an Effect Monster from hand (Kuriboh etc); (4) Set of a Magic or Trap Card. A card for Cost or Tribute monster are excluded. When you have Life Points of lower than 500 Life Points and then activate a card to increase your LP (Dian Keto etc.) apply this card's effect first, therefore you do not survive.
MRL-047	Mystical Space Typhoon	This card destroy 1 card but cannot negate the effect even if you chain the card. For example, if you set this card and activate it in your opponent's turn against "Raigeki", all your monsters ARE DESTROYED because the effect of "Raigeki" is NOT NEGATED. In this case you should not use this card as "Raigeki" is destroyed after activation anyway.
MRL-048	Giant Trunade	You can use against your "Sword of Revealing Light". In this case, the effect of "Swords-" is reset once it removes from the field.
MRL-049	Painful Choice	You can choose any 5 cards you want. You must have 5 or more cards in your Deck. Otherwise you cannot activate this card.
MRL-050	Snake Fang	Must designate which monster is decreased when activating this card. If you activate 2 this cards to 1 monster, you can decrease DEF 1000 points. You can activate this card before the damage calculation during Damage Step.
MRL-051	Black Illusion Ritual	You cannot offer any further monster if the condition (of Level Star of the monster) is met.
MRL-052	Octoberser	
MRL-053	Psychic Kappa	
MRL-054	Horn of the Unicorn	If this card is equipped with "Sangan" or "Witch of the Black forest" and these monsters are destroyed, the owner of these cards can choose which effect you use first.
MRL-055	Labyrinth Wall	
MRL-056	Wall Shadow	You must Special Summon from your Deck only, not from your hand. You may Special Summon "Wall Shadow" from the Graveyard by "Monster Reborn", etc., if you Special Summoned the "Wall Shadow" monster in the proper way and it was then destroyed (like "Gate Guardian"). You can Special Summon this monster in the same turn "Labyrinth Wall" is Normal Summoned if you Equip "Magical Labyrinth" to it. You can offer your opponent's "Labyrinth Wall" and/or "Magical Labyrinth" as a Tribute and Special Summon this monster (using "Change of Heart" or "Soul Exchange").

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Card #	Card Image	Tournament Ruling
MRL-057	Twin Long Rods #2	
MRL-058	Stone Ogre Grotto	
MRL-059	Magical Labyrinth	From your Deck only.
MRL-060	Eternal Rest	All monsters on the field. This Equip Cards includes "Relinquished's taken monster" or "Cocoon of Evolution", etc..
MRL-061	Megamorph	You can equip this card with your opponent's monster. This card is not affected by "Reverse Trap" as doubled and halved are considered as not increasing nor decreasing. If you equip 2 of this card, it is the same ATK as when you equip 1 of this card (They do not become 4 times nor 1/4) . If you and your opponent's LP are the same, the original ATK is unchanged.
MRL-062	Commencement Dance	You cannot offer any further monster if the condition (of Level Star of the monster) is met.
MRL-063	Hamburger Recipe	You cannot offer any further monster if the condition (of Level Star of the monster) is met.
MRL-064	House of Adhesive Tape	Applies to Normal, Tribute, or Flip Summoned monsters, not Set monsters. Including if you activate "Ultimate Offering" and Summon. The activation timing is only when monster is Summoned.
MRL-065	Eatgaboon	Applies to Normal, Tribute, or Flip Summoned monsters, not Set monsters. Including if you activate "Ultimate Offering" and Summon. The activation timing is only when monster is Summoned.
MRL-066	Turtle Oath	You cannot offer any further monster if the condition (of Level Star of the monster) is met.
MRL-067	Performance of Sword	You need the Ritual Magic Card "Commencement Dance" to summon this monster. If discarded without being Special Summoned in the proper way and then destroyed, you can not Special Summon from the Graveyard by "Monster Reborn", etc.
MRL-068	Hungry Burger	You need the Ritual Magic Card "Hamburger Recipe" to summon this monster. If discarded without being Special Summoned in the proper way and then destroyed, you can not Special Summon from the Graveyard by "Monster Reborn", etc.
MRL-069	Crab Turtle	You need the Ritual Magic Card "Turtle Oath" to summon this monster. If discarded without being Special Summoned in the proper way and then destroyed, you can not Special Summon from the Graveyard by "Monster Reborn", etc.
MRL-070	Ryu-Ran	

Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
MRL-071	Manga Ryu-Ran	<p>The text must read "This monster can only be Special Summoned only when "Toon World" on the field." So the summon of this monster in a normal way is considered as a Special Summon. You can not Set this monster. It must be face-up Attack or Defense Position when it is summoned. You need your OWN Toon World (on your side of the field) to summon this monster. But if any Toon World on the field is destroyed, all Toon Monsters on the field are destroyed. You must need 2 Tribute monster to Special Summon this monster in a normal way. You cannot summon this monster by "Ultimate Offering". You can Special Summon by Monster Reborn if it summoned normal way and destroyed but you need Toon World on the field. If it is Special Summoned by Monster Reborn etc., you CANNOT attack in the same turn as its summon. If you or your opponent use "Giant Trunade" and Toon World is returned, this monster is NOT destroyed because it is NOT destroyed. Because summon of this monster is a Special Summon, you can Special Summon multiple Toon monster if you have enough Tribute Monster. You can control your opponent's Toon monster by Change of Heart ect. as long as Toon World is on the field. This monster can be a taken monster of "Relinquished" but in this case the "Relinquished" only apply ATK and DEF and cannot attack directly to your opponent's LP. If this card is flipped face-down by "Darkness Approaches" you cannot flip Summon without Toon World. But if face-down this monster is flipped face-up by attack or effect, this card is NOT destroyed as it is NOT summoned.</p>
MRL-072	Toon Mermaid	<p>The text must read "This monster can only be Special Summoned only when "Toon World" on the field." So the summon of this monster in a normal way is considered as a Special Summon. You cannot Set this monster. It must be face-up Attack or Defense Position when it is summoned. You need your OWN Toon World (on your side of the field) to summon this monster. But if any Toon World on the field is destroyed, all Toon Monsters on the field are destroyed. You do not need any Tribute Monster when you Special Summon this monster in a normal way. You cannot summon this monster by "Ultimate Offering". You can Special Summon by Monster Reborn if it summoned normal way and destroyed but you need Toon World on the field. If it is Special Summoned by Monster Reborn etc., you CANNOT attack in the same turn as its summon. If you or your opponent use "Giant Trunade" and Toon World is returned, this monster is NOT destroyed because it is NOT destroyed. Because summon of this monster is a Special Summon, you can Special (next page)</p>

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Card #	Card Image	Tournament Ruling
		Summon multiple Toon monster if you have enough Tribute Monster. This monster cannot Special Summoned by the effect of destroyed "Mother Grizzly", "Last Will" or "Cyber Jar". You can control your opponent's Toon monster by "Change of Heart", etc. as long as Toon World is on the field. This monster can be a taken monster of "Relinquished" but in this case the "Relinquished" only apply ATK and DEF and cannot attack directly to your opponent's LP. But if face-down this monster is flipped face-up by attack or effect, this card is NOT destroyed as it is NOT summoned.
MRL-073	Toon Summoned Skull	The text must read "This monster can only be Special Summoned only when "Toon World" on the field." So the summon of this monster in a normal way is considered as a Special Summon. You can not Set this monster. It must be face-up Attack or Defense Position when it is summoned. You need your OWN Toon World (on your side of the field) to summon this monster. But if any Toon World on the field is destroyed, all Toon Monsters on the field are destroyed. You need 1 Tribute monster to Special Summon this monster in a normal way. You cannot summon this monster by "Ultimate Offering". You can Special Summon by Monster Reborn if it summoned normal way and destroyed but you need Toon World on the field. If it is Special Summoned by Monster Reborn etc., you CANNOT attack in the same turn as its summon. If you or your opponent use "Giant Trunade" and Toon World is returned, this monster is NOT destroyed because it is NOT destroyed. Because summon of this monster is a Special Summon, you can Special Summon multiple Toon monster if you have enough Tribute Monster. You can control your opponent's Toon monster by "Change of Heart", etc. as long as Toon World is on the field. This monster can be a taken monster of "Relinquished" but in this case the "Relinquished" only apply ATK and DEF and cannot attack directly to your opponent's LP. But if face-down this monster is flipped face-up by attack or effect, this card is NOT destroyed as it is NOT summoned.
MRL-074	Jigen Bakudan	First, this monster must be flipped face-up by Flip Summon, being attacked, or some card's effect. Then you must offer this card as a Tribute during your next Standby Phase. You MUST use this monster's effect at that time (You cannot choose not to use it). Total ATK includes increase or decrease of cards' effects due to Equip Magic Cards, etc.
MRL-075	Hyozanryu	
MRL-076	Toon World	1000 Life Points is a cost and is paid at activation of this card. You must pay even if this card is negated and destroyed when this card is activated.

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Card #	Card Image	Tournament Ruling
MRL-077	Cyber Jar	Toon Monsters or Ritual monsters etc. must be added to hand because these monsters must be Special Summoned in a special way. A Turn Player must place (Special Summon) monsters first, then his/her opponent Special Summons. When you Special Summon monsters face-down, you have to show them first but you can shuffle the cards before setting them. If "Sangan" and/or "Witch of the Black Forest" are destroyed by this card's effect, after you Special Summon you apply the effect of "Sangan" and/or "WOTBF". Because it is considered that the picked up cards do not go to the hands, "Chain Energy's" effect is not activated with this card's effect. You cannot change the battle position of the Special Summoned cards this turn because they are considered "Summoned" (meaning you have already decided the battle positions). "Cocoon of Evolution" must be Special Summoned as a monster (It cannot be treated as a Equip Magic Card in this case). If you attack the opponent's Cyber Jar, you can attack with Special Summoned monsters if you have not entered Main Phase 2.
MRL-078	Banisher of the Light	Including Magic and Trap Cards. If this monster is attacked and destroyed, this monster goes to the Graveyard. If this monster and monsters on the field are destroyed by "Dark Hole", all monsters are sent to the Graveyard. "Last Will", "Sangan" and "WOTBF's effects" are NOT activated. "Kuribo" and "Thunder Dragon" is OK because they are DISCARDED, NOT SENT. When this card is on the field, you will not lose 5000 points with the effect of destroyed "The Immortal of Thunder" because it is NOT sent from the field to the Graveyard..
MRL-079	Giant Rat	If this monster is destroyed in your Battle Phase by attacking your opponent's monster with higher ATK, you can special Summon a monster and you can attack with the Special Summoned monster if you do not enter into Main Phase 2. If your opponent controls this monster and it is destroyed in the battle, it is the owner (you) who can Special Summon a monster.
MRL-080	Senju of the Thousand Hands	If this monster is destroyed by "Trap Hole", this monster's effect is chain link 1 and Trap Hole is chain link 2. Although this monster is destroyed but you can add 1 Ritual Magic Card because the effect of this card is not negated.
MRL-081	UFO Turtle	If this monster is destroyed in your Battle Phase by attacking your opponent's monster with higher ATK, you can special Summon a monster and you can attack with the Special Summoned monster if you do not enter into Main Phase 2. If your opponent controls this monster and it is destroyed in the battle, it is the owner (you) who can Special Summon a monster.
MRL-082	Flash Assailant	With "Reverse Trap" you can increase the ATK by 400 points by a card in your hand. If face down this monster is attacked the effect is applied immediately when it is flipped face-up.

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Card #	Card Image	Tournament Ruling
MRL-083	Karate Man	"Reverse Trap's" effect is not applied because "doubled and halved" are not considered as increasing or decreasing. This effect is usable only during Main Phase 1 or Main Phase 2 of your turn.
MRL-084	Dark Zebra	The battle position is changed by the effects of "Curse of Fiend", etc.
MRL-085	Giant Germ	It is the owner of this card to get the effect even if you control your opponent's Giant Germ. Cards of the same name means "Giant Germs". You can choose how many "Giant Germs" you can Special Summon.
MRL-086	Nimble Momonga	It is the owner of this card to get the effect even if you control your opponent's "Nimble Momongas". Cards of the same name means "Nimble Momonga". You can choose how many "Nimble Momongas" you can Special Summon in face-down.
MRL-087	Spear Cretin	You have to flip this monster face-up to get the effect. You can take any monsters from your Graveyard (like Monster Reborn but from your Graveyard only). You can Special Summon in case your opponent does not have a monster and vice versa. If your 5 monster zones are full, only your opponent can Special Summon a monster from his/her Graveyard and vice versa. If this card has been flipped face-up and then destroyed in your Battle Phase, you can attack with the Special Summoned monster if you have not entered into Main Phase 2.
MRL-088	Shining Angel	If this monster is destroyed in your Battle Phase by attacking your opponent's monster with higher ATK, you can special Summon a monster and you can attack with the Special Summoned monster if you do not enter into Main Phase 2. If your opponent controls this monster and it is destroyed in the battle, it is the owner (you) who can Special Summon a monster.
MRL-089	Boar Soldier	If this card is flipped face-up by attack or effects, this card is NOT destroyed. You can Special Summon this card by "Monster Reborn", etc..
MRL-090	Mother Grizzly	If this monster is destroyed in your Battle Phase by attacking your opponent's monster with higher ATK, you can special Summon a monster and you can attack with the Special Summoned monster if you do not enter into Main Phase 2. If your opponent controls this monster and it is destroyed in the battle, it is the owner (you) who can Special Summon a monster.
MRL-091	Flying Kamakiri #1	If this monster is destroyed in your Battle Phase by attacking your opponent's monster with higher ATK, you can special Summon a monster and you can attack with the Special Summoned monster if you do not enter into Main Phase 2. If your opponent controls this monster and it is destroyed in the battle, it is the owner (you) who can Special Summon a monster.
MRL-092	Ceremonial Bell	If you have to discard a card from your hand randomly with some card's effect, temporarily place the cards face-down again so you can discard randomly.

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Card #	Card Image	Tournament Ruling
MRL-093	Sonic Bird	If this monster is destroyed by "Trap Hole", this monster's effect is chain link 1 and Trap Hole is chain link 2. Although this monster is destroyed but you can add 1 Ritual Magic Card because the effect of this card is not negated.
MRL-094	Mystic Tomato	If this monster is destroyed in your Battle Phase by attacking your opponent's monster with higher ATK, you can special Summon a monster and you can attack with the Special Summoned monster if you do not enter into Main Phase 2. If your opponent controls this monster and it is destroyed in the battle, it is the owner (you) who can Special Summon a monster.
MRL-095	Kotodama	When 2 of the same Flip Effect monsters flipped face-up at the same time, the effect is negated as it is considered that summons are negated and destroyed.
MRL-096	Gaia Power	
MRL-097	Umiiiruka	
MRL-098	Molten Destruction	
MRL-099	Rising Air Current	
MRL-100	Luminous Spark	
MRL-101	Mystic Plasma Zone	
MRL-102	Messenger of Peace	The increase or decrease after entering the Battle Phase must be excluded. Paying is optional; you may choose not to pay, in which case this card is destroyed.
MRL-103	Serpent Night Dragon	
PSV-000	Jinzo	Both player's Trap Cards cannot be activated. And both players' effects of face-up Trap Cards are negated. You cannot destroy this monster by Trap Hole because when this monster is on the field, Trap Cards cannot be activated. But you can destroy this monster by "Solemn Judgement" or "Horn of Heaven" because they negate a summon. Waboku vs. this card : Because "Waboku's effect" remains on the field during the turn it is activated, so if your opponent activates Waboku before your summon of this monster, your opponent's damage from your monster becomes 0. If this monster is face-down and this face-down monster must be flipped face-up by some effect, the prior effect happens. When your Jinzo is face-down on the field, if your opponent activates "Acid Trap Hole" or "Ceasefire", these cards' effects occur prior (Jinzo is destroyed by "Acid Trap Hole".)
PSV-001	Steel Ogre Grotto #2	
PSV-002	Three-Headed Geedo	

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Card #	Card Image	Tournament Ruling
PSV-003	Parasite Paracide	<p>The activation of this card is not optional. You have to apply this effect once it is activated. If this card is Special Summoned due to its Flip Effect, your opponent now controls this monster and it is counted toward his 5 monster card limit. You cannot remove this card from your Deck using the effects of "Sangan", "Witch of Black Forest", "Mystic Tomato", "Last Will" or "Painful Choice" because with these card's effects, you can choose your own cards only from your Deck, not your opponent's Parasite Paracide that is in your deck. If this face-down card is destroyed by an attack, this card goes to the Graveyard, it does NOT go to your opponent's Deck because it is DESTROYED. If Parasite Paracide is Flip Summoned and destroyed by "House of Adhesive Tape" or "Eatgaboon", Parasite Paracide does NOT go to your opponent's Deck because it is DESTROYED. If the summon of Parasite Paracide is negated by "Horn of Heaven" or "Solemn Judgement", the flip effect does not happen. If this card is flipped face-up without</p> <p>activating its effect, such as with "Ceasefire" or "Shadow of Eyes", none of this card's effects are activated. If this card is Special Summoned by your opponent, he/she can Normal Summon or Set 1 other monster. If "DNA Surgery" is activated, then Parasite Paracide is activated afterwards, then Parasite Paracide takes priority and all monsters are Insects. If Parasite Paracide is activated, and then "DNA Surgery" is activated (for example, making all monsters Warrior-type), then "DNA Surgery" takes priority. The most recent card is the one whose effect prevails. "Lord of D." vs this card : This card is not the one which specifically designates a target, so Dragon-Type monsters are treated as an Insect-Type even if "Lord of D." is face-up on the field. "Change of Heart" vs. this card : If you Set this card on the field and then your opponent uses "Change of Heart" next turn and flips the card face-up, your opponent gets the effect and Parasite Paracide is put into your own Deck. If you draw this card, you lose 1000 Life Points and this card is Special Summoned to your side (next page)</p>

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Card #	Card Image	Tournament Ruling
		of the field and all your monsters are treated as Insect-Type monsters. "Cyber Jar" vs. this card : "Cyber Jar's effect" says "pick up", not "draw". So if your opponent picks up this card with the effect of "Cyber Jar", this card's effect is not activated and this card is just Special Summoned on your opponent's side of the field. "Gravekeeper's Servant" vs. this card : If this card is in your opponent's Deck because of this card's effect and must be sent to the Graveyard directly from your opponent's Deck due to the effect of your "Gravekeeper's Servant", this card is sent to your own Graveyard and this card's effect is not activated. All the monsters on the field including the monsters which are summoned after this card's Special Summon are treated as an Insect-Type as long as this card remains face-up on the field. The opponent shuffles the deck. To be fair, you should cut the deck with your eyes closed.
PSV-004	7 Completed	You can only equip this card to a Machine-Type monster. If you change the target of this card with "Tailor of the Fickle", you do not choose again whether to increase ATK or DEF.
PSV-005	Lightforce Sword	<p>You cannot destroy the removed card by "Raigeki", "Dark Hole", "Heavy Storm" or "Mystical Space Typhoon" because the target is NOT on the field. When your opponent declares a Tribute Summon and selects a Tribute monster, you cannot use this card. You cannot chain against the Normal Summon itself. But if your opponent uses "Soul Exchange" and Tribute Summons a high level Monster, you can use this card as a chain and stop the Tribute Summon. When your opponent declares a Fusion Summon or Ritual Summon, you can activate this card to "Polymerization" or the Ritual Magic Card. If you remove the Fusion-Material monster or Tribute monster for the Ritual Summon from his hand, your opponent cannot Special Summon the Fusion/Ritual monster. If your opponent's Fusion/Ritual Summon has failed, your opponent must not send the remaining Fusion-Material monsters nor Tribute monsters for the ritual to the Graveyard. When you activate this card, your opponent can re-arrange the cards in his/her hand before you pick which card to remove. This card</p> <p>is immediately destroyed and sent to your Graveyard after the activation (it does not remains on the field like "Swords of Revealing Light"). But the effect remains until the opponent's 4th turn. The removed card is not counted toward your opponent's hand limit. You can activate and select your own Magic card when your opponent uses "Graverobber". In this case, the card which is outside of the field returns to your Graveyard after 4 turns, not your opponent's hand. If your opponent's Standby Phase is skipped due to some card's effect, the card remains outside of the field during the duel.</p>

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Card #	Card Image	Tournament Ruling
PSV-006	Chain Destruction	<p>You can activate this card against either yourself or your opponent. If you use this card against a Fusion Monster, the Fusion monsters of the same name in the Fusion Deck are destroyed and go to the graveyard. A targeted player does not have to show his/her hand when this card is activated (but must declare correctly. If found to be cheating, he/she is disqualified). This card does not destroy the monster that is summoned nor negate the Flip Effect of a Flip Summoned monster. If your "Penguin Knight," "Minar," or "Electric Snake" is sent to your Graveyard from your Deck or hand by your opponent's Chain Destruction (NOT your own "Chain Destruction"), its effect is activated. You cannot activate this card against "Muka-Muka" if its ATK is higher than 2000 when it is summoned. You can activate this card against the face-up monsters that are Special Summoned by "Cyber Jar" or "Spear Cretin", but if they are Special Summoned in face-down Defense Position, you cannot activate this card. Ultimate Offering vs. this</p> <p>card: When your opponent uses this card, you can activate Ultimate Offering (Chain link 2) as a Chain. In this case, you can Summon a card of the same name from your hand to the field before it is destroyed because in this case, Chain link 2 is resolved first.</p> <p>"Lord of D." vs. this card : When "Lord of D." is face-up on the field; if a Dragon-Type monster is summoned, you cannot target the monster because this card specifically designates a target. "Rush Recklessly" vs. this card : you can use "Chain Destruction"'s effect even when your opponent uses "Rush Recklessly" and increase the monster's ATK to more than 2000 (you can destroy opponent's same name card from his/her hand or the field).</p>
PSV-007	Time Seal	<p>If you activate this card before you declare your own turn's end, the next turn means the very next opponent's turn. If you activate this card after you declare your own turn's end, it is considered that you have entered into the next turn of his/hers even before they draw. So in this case, your opponent ends his/her turn and you end your own turn, and then the next turn, your opponent must skip his/her draw phase.</p>

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Card #	Card Image	Tournament Ruling
PSV-008	Graverobber	<p>You can activate this card during your opponent's turn and add your opponent's Magic Card to your hand, but you cannot activate that Magic Card. You can use your opponent's Continuous Magic Card or Equip Magic Card in his Graveyard, and if you activate it (you receive 2000 points damage when you activate), it remains face-up on your side of the field, it does not return to your opponent's Graveyard at the end of the turn until it is destroyed. In this case, it is counted toward your Magic & Trap Card limit. However, if it is returned to the owner's hand by "Giant Trunade", etc., it returns to its owner's hand instead of being sent to the Graveyard. If you just Set your opponent's Magic Card, you do not receive 2000 points damage and the Set card returns to his/her Graveyard at the end of the turn. When you activate this card, first, you have to add your opponent's Magic Card to your hand. Then if you activate it, you have to activate from hand. When you have your opponent's Magic Card in your hand using this card's effect; if by some effect, the</p> <p>chosen opponent's card and your Deck combine (like "Monster Recovery" or "The Forceful Sentry", etc.), the chosen card is not included your Deck, but is sent to your opponent's Graveyard. You may chain this trap to "Magician of Faith's Flip Effect" to take a Magic Card from your opponent's graveyard into your hand. This prevents your opponent from retrieving the card he/she selected with "Magician of Faith". Furthermore, your opponent CANNOT select and retrieve a different Magic Card with "Magician of Faith".</p>
PSV-009	Gift of The Mystical Elf	<p>All monsters (both you and your opponent's monsters) on the field, face-up, face down, even including monster tokens, apply for this card's effect. Monsters absorbed by "Relinquished" are counted as 0 because it is treated as Magic Card. If you chain "Gift of the Mystical Elf" as Chain 2 to Dark Hole (Chain 1), "Gift of the Mystical Elf" resolves first, and you gain life points before "Dark Hole" destroys all monsters on the field. If you chain "Gift of the Mystical Elf" as Chain 2 to "Heavy Storm" (Chain 1), "Gift of the Mystical Elf" resolves first, and you gain life points before "Heavy Storm" destroys all traps on the field.</p>

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Card #	Card Image	Tournament Ruling
PSV-010	The Eye of Truth	<p>When this card is involved in a chain, the question of whether you get to see your opponent's hand depends on the order of the chain. If "The Eye of Truth" is the last step in the chain (and therefore is the first to resolve), you get to see your opponent's hand. This would be the case if "Mystical Space Typhoon" is used on a face-down "The Eye of Truth", and you activate "The Eye of Truth" in response (Chain 2). If "The Eye of Truth" is Chain 1 in the chain (and therefore the last to resolve), you do not get to see your opponent's hand. This would be the case if I activate "The Eye of Truth" (Chain 1) and you respond with "Mystical Space Typhoon" or "Dust Tornado" (Chain 2). "Robbin' Goblin" / "Delinquent Duo" vs. this card : Your opponent can shuffle their hand and does not have to show the hand to you when you activate "Robbin' Goblin" or "Delinquent Duo", etc. You should put the cards face-down temporarily to select a card for "Robbin' Goblin" or "Delinquent Duo". After that your opponent must show his/her hand to you again.</p> <p>If 2 of these cards are active, your opponent gains 2000 Life Points if he/she has a Magic Card in their hand.</p>
PSV-011	Dust Tornado	<p>Like "Mystical Space Typhoon", you cannot stop the activation nor negate the effect of a Magic or Trap Card once the Magic or Trap Card is activated. You can Set 1 Magic or Trap Card from your hand even during your opponent's turn. You cannot activate a newly Set Trap Card until the start of the next turn. But if the Set Card is a Quick-Play Magic card, you can activate it in the same turn. If you activate Dust Tornado during your turn, and set a Normal Magic Card, you may activate that Normal Magic Card that turn. This is what the last part of the card text means. You must destroy 1 Magic or Trap Card on your opponent's side of the field (face-up or face-down) to Set 1 Magic or Trap Card. At that time, even if the destroyed Magic or Trap Card is activated as a chain, you can Set 1 Magic or Trap Card. If you fail to destroy a Magic or Trap Card on your opponent's side of the field, you cannot Set. You can designate a Field Magic Card as a target.</p>

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Card #	Card Image	Tournament Ruling
PSV-012	Call Of The Haunted	<p>The condition of the Special Summon is the same as Monster Reborn. The difference is that this card allows you to Special Summon a monster from YOUR OWN Graveyard IN FACE-UP ATTACK POSITION ONLY. So you can Special Summon a high level monster but cannot Special Summon certain Special Summon-only monsters like "Gate Guardian", Fusion Monsters, Ritual Monsters or Toon Monsters unless they are Special Summoned to the field in the correct way and are then destroyed. "Giant Trunade" vs. this card: If Call of the Haunted is returned to your hand by "Giant Trunade", etc., the monster Special Summoned by Call of the Haunted is destroyed. "Hane Hane" vs. this card: If the target monster of Call of the Haunted is returned to your hand, Call of the Haunted remains face-up on the field meaninglessly until it is destroyed by "Heavy Storm", etc., because the Special Summoned monster was NOT destroyed. "Sangan"/ "Witch of the Black Forest" vs. this card: If "Sangan" / "WOTBF" is Special Summoned from your Graveyard by Call of the Haunted and then destroyed, the effect</p> <p>of "Sangan" / "WOTBF" is activated again. "Mystical Space Typhoon" vs. this card : When you activate Call of the haunted (chain 1), if your opponent activates "Mystical Space Typhoon" (chain 2) etc. to destroy this card as a chain, the monster is NOT Special Summoned to the field, so the effect of "Sangan" or "WOTBF" is NOT activated. "Jinzo" vs. this card : You can Special Summon "Jinzo" from your Graveyard. After "Jinzo" is Special Summoned, Call of the Haunted remains face-up on the field meaninglessly. Call of the Haunted is DESTROYED if "Jinzo" is destroyed. But when Call of the Haunted is destroyed, the Special Summoned "Jinzo" is NOT destroyed. If the Special Summoned monster is removed from play, Call of the Haunted remains face-up on the field meaninglessly (you cannot re-select another monster from the Graveyard with this card) because "remove from play" is NOT "destroyed". If the Special Summoned monster is offered as a Tribute, Call of the Haunted is NOT destroyed because "Offer a monster as a Tribute" is (next page)</p>

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		<p>NOT "destroyed". If the Special Summoned monster is flipped face-down, it is considered that the monster is NOT a target of this card. So, in this case, the monster is NOT destroyed even when Call of the Haunted is destroyed and Call of the Haunted remains face-up on the field meaninglessly. You can activate this card any time during you and your opponent's Battle Phase except the Damage Step. If you activate this card in your opponent's Battle Phase, a "replay" occurs because the number of monsters on the defending player's side of the field has changed. If you activate this card in your own Battle Phase, you can attack with the Special Summoned monster if you have not entered into Main Phase 2. If your opponent activates "Monster Reborn", and selects a monster in your Graveyard to revive, and you chain Call of the Haunted to "Monster Reborn", selecting the same monster, then Call of the Haunted resolves first and revives the monster under your control. Your opponent does not get to select a different monster for his/her</p> <p>"Monster Reborn", and "Monster Reborn's effect" disappears.</p>
PSV-013	Solomon's Lawbook	<p>If your Standby Phase is skipped, you do not have to pay costs you normally have to pay during your Standby Phases (like "Mirror Wall" or "Imperial Order", etc). In this case, "Mirror Wall", etc., is not destroyed even though you did not pay the life point cost. "Snatch Steal" vs. this card: If your monster is controlled by your opponent with "Snatch Steal", and you activate this card, you cannot increase your Life Points. You may activate this Trap during your Draw Phase. If you activate this Trap during your opponent's turn, you skip your next Standby Phase.</p>
PSV-014	Earthshaker	<p>If there are no monsters or only face-down monster(s), you cannot activate this card. "Lord of D." does not protect Dragons against the effect of "Earthshaker."</p>
PSV-015	Enchanted Javelin	<p>This card can only be activated during the Battle Phase before the Damage Step). "Lord of D." vs. this card : This card specifically designates a target, so when "Lord of D." is on the field, you cannot activate this card against a Dragon-Type monster.</p>

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Card #	Card Image	Tournament Ruling
PSV-016	Mirror Wall	Paying is optional; you may choose not to pay, in which case this card is destroyed. You can activate this card at any time. "Attacking monsters" means the monsters which actually attack, have attacked, or will attack during the same turn this card is activated and the following turns until this card is destroyed. It does not mean monsters in Attack Position that have not actually attacked. Lord of D. vs. this card: This card is NOT a card which specifically designates a target, so Dragon-Type monster's ATKs are affected. This card is NOT affected by "Reverse Trap" because "Reverse Trap's effect can only be used against cards which show actual Points. The halving effect of Mirror Wall continues beyond the duration of the attack, and lasts as long as Mirror Wall remains face-up on the field. So if Summoned Skull attacks, and Mirror Wall is used, Summoned Skull's ATK remains at 1250 ATK as long as Mirror Wall remains face-up on the field.
PSV-017	Gust	"Heavy Storm" vs. this card : You cannot activate this card against opponent's "Heavy Storm" because if you Chain against "Heavy Storm", the timing is not correct. By the time you attempt to activate "Gust", all Magic and Trap Cards have been destroyed and are in the graveyard. If a monster equipped to "Relinquished" is destroyed by "Mystical Space Typhoon", etc., you can activate "Gust". But if the monster equipped to Relinquished is destroyed due to the attack of opponent's monster, you cannot activate "Gust". You can destroy a monster equipped to "Relinquished" with this card's effect.
PSV-018	Driving Snow	"Heavy Storm" vs. this card : You cannot activate this card against opponent's "Heavy Storm" because if you Chain against "Heavy Storm", the timing is not correct. By the time you attempt to activate "Driving Snow", all Magic and Trap Cards have been destroyed and are in the graveyard. You can destroy a monster equipped to "Relinquished" with this card's effect.

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Card #	Card Image	Tournament Ruling
PSV-019	Armored Glass	You cannot activate this card unless an Equip Magic Card is activated. "Relinquished" vs. this card : "Relinquished's effect" is NOT negated because its ATK and DEF is created by "Relinquished's effect", not by taken monster's effect. "Sword Hunter" vs. this card: "Sword Hunter's effect" IS negated because its ATK and DEF is created by the Equip Magic Card(s). "Snatch Steal" vs. this card : Monster controlled returns to its original field during the turn this card is activated. "Maha Vailo" vs. this card : Although Equip Magic Card's effects are negated, the effect that increases "Maha Vailo's ATK" by 500 points per equipped card is NOT negated. "Premature Burial" vs. this card : You cannot activate "Premature Burial" after this card is activated. If you activate "Premature Burial" before the activation of this card, the Special Summoned monster and "Premature Burial" still remain on the field during the turn this card is activated. But if "Premature Burial" is destroyed during the turn this card is activated, the Special Summoned monster is NOT destroyed because in this "Premature Burial" is equipped meaninglessly.
PSV-020	World Suppression	You cannot activate this card unless a Field Magic Card is activated.
PSV-021	Mystic Probe	You cannot activate this card unless a Continuous Magic Card is activated. Toon monster vs. this card: Even though "Toon World"'s effect is negated, you can Special Summon Toon Monsters if there is "Toon World" on your side of the field.
PSV-022	Metal Detector	You cannot activate this card unless a Continuous Trap Card is activated. "Ultimate Offering" vs. this card : A player who activates "Ultimate Offering" loses 500 Life Points even though they cannot do an extra Normal Summon or Set.
PSV-023	Numinous Healer	This card can only be activated when you take damage from an attack (including your own attack) or from your opponent's card effect ("Ookazi" or "Cannon Soldier", etc.) Paying a cost or losing Life Points are different from taking damage. So you cannot activate this card in such cases ("Imperial Order", or The "Immortal of Thunder", etc). If your Life Points reach 0 by your opponent's attack or some cards effect, you cannot activate this card. If you have 2 of these cards on the field, the effect will be doubled.

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Card #	Card Image	Tournament Ruling
PSV-024	Appropriate	<p>The text on this card 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." You can Draw 2 cards each time your opponent draws a card or cards. For example, "Pot of Greed" is considered 1 draw. Not 2 draws. So In this case, Draw is different from "See" or "Pick up". So "Morphing Jar #2" or "Cyber Jar's effect" is NOT considered as a Draw. When you and your opponent activate this card at the same time, respectively, you both must draw card's until one of you cannot draw (it becomes an infinite loop). The first player who cannot draw a card from their Deck is declared the loser. Or if it is an Exodia Deck, the first player who has 5 Exodia parts in his/her hand is declared a winner. If you have 2 of these cards face-up on the field, draw 4 cards for every 1 time of your opponent's draw (the effect is doubled in this case). "The Bistro Butcher" vs. this card : If "The Bistro Butcher's effect" of Drawing</p> <p>is activated during the Damage Step due to attack, you cannot activate this card because a Trap Card cannot be activated in the Damage Step. But if you have already activated this card, you can draw cards with this card's effect even when "The Bistro Butcher's effect" is activated during the Damage Step.</p>
PSV-025	Forced Requisition	
PSV-026	DNA Surgery	<p>The monsters summoned after this card's activation are also affected. This card vs. another D.N.A. Surgery: If you and your opponent both play this card, the later one's effect takes priority. If the later one is destroyed, the first one is applied. Equip Magic Card vs. this card : You can equip Equip Card that designates Type or Attribute with the monsters if the target is correct with this card. But if this card is destroyed and the target monster of Equip Magic Card is incorrect, the Equip Magic Card is destroyed at that time.</p>
PSV-027	The Regulation of Tribe	<p>Tributing is optional; you may choose not to tribute, in which case this card is destroyed. If your opponent already declared "attack", you cannot stop that attack with activation of this card. If you activate this card during Standby Phase, you must offer 1 monster as a Tribute in that Standby Phase.</p>

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Card #	Card Image	Tournament Ruling
PSV-028	Backup Soldier	<p>You can return Fusion Monsters with no effect to your Fusion Deck. When you have only 5 monsters in your Graveyard, if you activate 2 Backup Soldiers as a chain, you can return these 5 cards to your hand because the timing is correct (If you activate 1 by 1, you cannot use the later one because there must be less than 5 monsters). If you activate Backup Soldier, and then chain a second Backup Soldier to it before the first Backup Soldier resolves, you can do this because the eligibility of a card to be activated is checked when the card is activated, not when it resolves. But if you activate Backup Soldier, and allow it to resolve, and you then have less than 5 Monsters in your graveyard, you cannot activate a second Backup Soldier. If all monsters in your Graveyard are Effect Monsters, you cannot activate this card. If you have eight Effect Monsters and two non-Effect Monsters in your graveyard (for example), you can activate this card because it says "up to 3 Monster Cards." If you Chain against "Delinquent Duo" and activate this card and if you have all Exodia parts, after you have resolved this card's effect, you are declared the winner. In other words, if you have 5 Exodia parts after resolving one effect, you are a winner even if it is in the middle of a chain link. (But, if it is in the middle of effect, you must complete the effect first. Let's say if you use "Graceful Charity". When you draw 3 cards even if you have 5 Exodia parts, you are NOT a winner. You must resolve all effects first. After you discard 2 cards with this or due to another? card's effect, and you still have 5 Exodia parts, then you are declared the winner.)</p>
PSV-029	Major Riot	<p>This card can only be activated when 1 or more of your monsters are returned from the field to your hand BY YOUR OPPONENT'S CARD EFFECT. Each player MUST SHOW his/her hand to their respective opponent. "The same number of Monster Cards" does not include your (a) monster(s) that is/are returned by your opponent. You cannot Set high level monsters (5 or higher) nor Special Summoned monsters (like "Gate Guardian"). A Monster Token is NOT included in the number of monsters returned although it is removed from the field.</p>

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Card #	Card Image	Tournament Ruling
PSV-030	Ceasefire	<p>The text of the first sentence on this card should read, Flip all face-down Defense Position Monster Cards on the field face-up (Flip Effects are not activated). If the monster is a face-down Defense Position monster, it is flipped into face-up Defense Position with this effect. Face-down Attack Position monsters are NOT affected by this card. Flipped cards remain face-up after the activation of Ceasefire. Mysterious Puppeteer vs. this card: It is considered "NOT summoned" when the monster is flipped face-up with this card. So you cannot increase your Life Points when you have Mysterious Puppeteer on the field. You cannot activate this card when (1) there is no monster on the field, (2) there are no face-down defense position monsters and all monsters are face-up Normal monsters. So you can activate this card even if all monsters on the field are face-up, as long as at least 1 effect monster is on the field. If a Flip Effect Monster has been Flip Summoned already, you cannot negate the activation and effect of the Flip Effect by this card. Face-down "Jinzo" vs. this card : If a Set "Jinzo" is flipped face-up by this card's effect, the flipped "Jinzo" cannot stop the activation and effect of this card. The damage from Ceasefire is applied. After resolving the effect of this card, "Jinzo's effect" is applied. You cannot activate this card during the Damage Step.</p>
PSV-031	Light of Intervention	<p>You can activate this card anytime you like. This effect is applied to both players. Monsters that were Set in previous turns are not affected by Light of Intervention. So do not flip monsters Set in previous turns face-up. They should remain face-down if they are not summoned after this card's activation. However, you may flip them face-up if you choose, following the normal rules. "Trap Hole" vs. this card : While this card is active on the field, if your opponent Summons a monster in face-up Defense Position whose ATK is 1000 or higher, you can destroy it by activating "Trap Hole" because it is considered Summoned. So if you have "Mysterious Puppeteer", increase your Life Points if a player summons in face-up Defense Position. "Major Riot", "Nimble Momonga", or "Cyber Jar", etc. vs. this card : This card's effect occurs prior to "Major Riot", "Nimble Momonga", "Cyber Jar", etc. so you must Special Summon in face-up defense position instead of face-down defense position. "Darkness Approaches" vs. this card : You cannot activate "Darkness Approaches" when this card is active on the field.</p>

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Card #	Card Image	Tournament Ruling
PSV-032	Respect Play	You can activate this card anytime you like. This effect is applied to both players. When your opponent activates "Mystical Space Typhoon" and designates this face-down card on your side of the field, if you activate this card as a chain (although it is destroyed finally), your opponent must show his/her hand to you first because the card of Chain 2 (this card) must be resolved first. And then this card is destroyed by "Mystical Space Typhoon"(Chain1) and your opponent does not have to show the cards any more.
PSV-033	Magical Hats	<p>If you do not have enough space in your Monster Card Zone, you cannot activate this card. If you activate this card, your opponent can choose the attack target again (replay is triggered). You must show your opponent the selected 2 non-Monster Cards before you Set them. You can shuffle these 3 cards (1 monster + 2 non monster cards) you Set. As the 2 non-monster cards are treated as monsters, they can be a target of "Just Desserts" or "Gift of the Mystical Elf". When "Light of Intervention" is active, you must place all three cards in FACE-UP Defense Position. "Black Pendant" and this card: If the non-monster card is "Black Pendant", you can inflict direct damage when "Black Pendant" is sent from the field to the Graveyard at the end of the Battle Phase of this turn. You can return the 2 non-Monster Cards to your hand by the effect of "Hane-Hane", etc. You can use a non-monster card as a Tribute monster when you summon a high level monster by the effect of "Ultimate Offering". If the designated monster (which will be Set</p> <p>by this card's effect) of this card is equipped with an Equip Magic Card, the Equip Magic Card is destroyed when the monster is Set. You can designate a Monster Token as a target of this card, but your opponent will easily know which is a monster and which is not. You can activate "The Reliable Guardian", etc. to the non-Monster Card and increase its DEF. If you or your opponent activates "Ceasefire", these 3 cards must be flipped face-up.</p>
PSV-034	Nobleman of Crossout	You can use this card against your own face-down card. You must show your Deck to your opponent when you remove Flip Effect Monster Cards from your Deck. You and your opponent must both do this. The targeted face-down monster cannot activate its Flip Effect even if it has a Flip Effect and is removed from play. If you have the same name cards in your hand or on the field, they are NOT removed from play if the target is a Flip Effect monster. The monster is removed from the field and is placed directly out of play, it does not go to the Graveyard in the process. So "Witch of the Black Forest" & "Sangan" do NOT activate their effect.

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PSV-035	Nobleman of Extermination	You can use this card against your own face-down card. You must show your Deck to your opponent when you remove the Trap Cards from your Deck. You and your opponent must both do this. If you have the same name cards in your hand or on the field, they are NOT removed from play if the target is a Trap Card. If you absorb a face-down monster with "Relinquished", the face-down monster is destroyed and removed by this card. Your opponent can chain against this card and activate the targeted card. If the timing is correct, the targeted card is activated first. This card does not have an effect that negates the effect, so you cannot stop the effect of the targeted card. In addition, when you resolve Chain 1(this card), there is no more face-down card, so as a result, this card's effect goes away (the effect disappears) and the targeted card goes to the Graveyard instead of being removed from play. Also, if it is a Trap Card, other copies of that card are not removed from the players' decks.
PSV-036	The Shallow Grave	The Condition of the card Special Summoned is the same as "Monster Reborn" (regarding high level monsters and Special Summoned monsters.) If there is "Light of Intervention" on the field, you and your opponent must Special Summon each monster in face up defense position. You cannot activate "The Shallow Grave" if either player already has 5 monsters in the field. You cannot activate "The Shallow Grave" if either player does not have a monster in his graveyard. You cannot use "Fairy's Hand Mirror" to force your opponent to choose a different monster.
PSV-037	Premature Burial	You cannot activate "Tailor of the Fickle" to this card. If this card is returned by "Giant Trunade", etc., the target monster is NOT destroyed and still remains on the field because this card is not destroyed. The condition of the card Special Summoned is the same as "Monster Reborn" (high level monster and Special Summoned monster). If you Special Summon "Maha Vailo" and equip it with this card, its ATK is increased by 500 points by "Maha Vailo"'s effect. If your opponent uses "Imperial Order" as a chain, when you activate this card, this card's effect is negated and this card is destroyed without Special Summoning a monster. However you still must pay the 800 Life Points. After activation of this card, if "Imperial Order" is activated (not chain) by the opponent and remains face-up on the field, it is considered that "Premature Burial" remains face-up on the field meaninglessly, so the monster equipped with "Premature Burial" is not destroyed when "Premature Burial" is destroyed but "Premature Burial" is destroyed when the monster is destroyed (next page)

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		because this card is an Equip Magic Card. If you activate this card (Chain 1) and your opponent activates "Mystical Space Typhoon" (Chain 2) as a chain, the monster is NOT Special Summoned on the field, so "Sangan" or "Witch of the Black Forest's effect" is not activated. You still must pay the 800 life points. "Armored Glass" vs. this card : After you activate this card, then "Armored Glass" is activated, during the turn, even if this card is destroyed, the Special Summoned monster is NOT destroyed because the effect of this card is negated. You cannot activate this card while "Armored Glass" is active. If the Special Summoned monster is flipped face-down by "Darkness Approaches", etc., this card is destroyed but the flipped face-down monster is NOT destroyed. You cannot use "Fairy's Hand Mirror" to force your opponent to choose a different monster.
PSV-038	Inspection	
PSV-039	Prohibition	A declared card cannot be Set, nor summoned, nor activated. A card such as "Kuriboh" cannot be used from your hand. A declared card CAN be set, summoned, or activated from the graveyard using "Monster Reborn", etc., because it is not considered "played". However, an effect monster played in this way while "Prohibition" applies to that monster will have no effect text while in play and is treated like a normal monster. Also that monster cannot attack. Cards that were on the field before "Prohibition" was played are excluded. A monster can be special summoned using "Cyber-Jar" or "Morphing Jar #2", but is treated as a normal monster and has no effect text. Also that monster cannot attack. You cannot play a card that is prohibited using "Magical Hats".
PSV-040	Morphing Jar #2	This card's effect is not considered as a draw. "Pick up" is different from "Draw". High level monsters or Special Summoned monsters (like "Gate Guardian") are discarded when contained in the cards picked up but they are counted as a monsters. So as a result, the number of monster that you special summon is decreased if high level or Special Summoned monsters are picked up. When your 6 monsters return to your Deck(by the effect of "Monster Reborn" or "Snatch Steal", etc.), you have to pick up until 6 monsters come out of your Deck, then the first 5 monsters are Special Summoned face-down on the field, and the last monster is discarded to the Graveyard. If "Light of Intervention" is active on the field, you must Special Summon in face-up defense Position. Fusion monster vs. this card: When a Fusion Monster is on the field, if this card's effect is activated, return the Fusion Monster to the Fusion Deck. But since the Fusion Monster is not returned to your "Deck", it is NOT counted as the number you have to pick up. If this face-down monster is destroyed by opponent's (next page)

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		attack, activate this monster's effect. As this monster is destroyed, this monster is NOT returned to your Deck. When this card is activated, Monster Tokens are removed from the field and are not returned to your Deck, and are not counted in the number you have to pick up.
PSV-041	Flame Champion	
PSV-042	Twin-Headed Fire Dragon	
PSV-043	Darkfire Soldier #1	
PSV-044	Mr. Volcano	
PSV-045	Darkfire Soldier #2	
PSV-046	Kiseitai	
PSV-047	Cyber Falcon	
PSV-048	Flying Kamakiri #2	
PSV-049	Harpie's Brother	
PSV-050	Buster Blader	"Reverse Trap" vs. "Buster Blader" : The effect of "Reverse Trap" is applied to this card (500 points down/Dragon-Type monster). "DNA Surgery" vs. this card : If you declare Dragon-Type when you use "DNA Surgery", you can apply this card's effect and increase this card's ATK. "DNA Surgery" does not apply to cards in the graveyard however.
PSV-051	Michizure	You cannot activate this card when you tribute a monster. "Lord of D." will protect Dragon-Type monsters from this card.
PSV-052	Minor Goblin Official	This card is still active when you activate this card with your opponent's Life Points are 3000 or less, then your opponent increase his/her Life Points by "Dian Keto" ,etc. If you activate 2 of these cards, you can double the effect (1000 points damage at one time). "Snatch Steal" vs. this card : When these two cards are on the field, the player who is taking his turn must select which effect is resolved first. You can activate this card anytime your opponent's Life Points are 3000 or less. You inflict 500 points Direct Damage to your opponent's Life Points immediately when you activate this card during your opponent's Standby Phase.
PSV-053	Gamble	You can activate 2 or 3 of these cards. But if you call it wrong, only your next turn is skipped. When you draw several cards with this card, it is considered as one draw for purposes of "Appropriate", "Solemn Wishes", etc.
PSV-054	Attack and Receive	This card can only be activated when you take damage from an attack (including your own attack) or from an opponent's card's effect (Ookazi or Cannon Soldier, etc.) Paying a cost or losing Life Points are different from taking damage. So you cannot activate this card in such cases as "Imperial Order", or The Immortal of Thunder", etc. If your Life Points reach 0 by your opponent's attack or some card s effect, you cannot activate this card. You lose the duel. If you have 2 of these cards on the field, the effect will be doubled.

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PSV-055	Solemn Wishes	"Pot of Greed", etc. are considered as drawing 2 cards at 1 TIME. So, you increase 500 points with "Pot of Greed". If 2 of these cards are on the field, the effect is doubled. You would gain 1,000 Life Points.
PSV-056	Skull Invitation	All cards sent from the field, hand, Deck, Fusion Deck are the target of this card. It includes the card discarded due to the 6-card limit of hand. It includes destroyed, discarded, tributed, etc. If 2 of these cards are on the field, the effect is doubled. If this card is destroyed by "Heavy Storm", etc., its effect is no longer active and both players do not get the damage of this card. When this card is active and both player's life points reach 0 by the effect of "Dark Hole", etc., it is declared a DRAW.
PSV-057	Bubonic Vermin	Chain Destruction vs. this card : When you Flip Summon this monster, if your opponent activate "Chain Destruction", the effect of "Chain Destruction" is applied first as it is Chain link 2. Because there will be no more "Bubonic Vermin" by the effect of "Chain Destruction", as a result, "Bubonic Vermin's" effect disappears. (Note: Your opponent cannot "Chain Destruction" during Damage Step.)
PSV-058	Dark Bat	
PSV-059	Oni Tank T-34	
PSV-060	Overdrive	
PSV-061	Burning Land	You can destroy a face-down Field Magic Card with this card. You cannot activate this card when there is no Field Magic Card. You take 500 points of damage at your Standby Phase and your opponent takes 500 points of damage at his/her Standby Phases.
PSV-062	Cold Wave	In your turn, if you activate another Magic Card or Summon or Set a monster, you cannot activate this card. You must activate this card at the beginning of Main Phase 1 before you do anything else. When this card is activated, if this card is destroyed by "Dust Tornado", you cannot activate a card that you Set with the effect of "Dust Tornado" because of "Cold Wave's effect". You cannot use the effect of continuous Magic or Trap Cards like "Ultimate Offering" when this card is activated.
PSV-063	Fairy Meteor Crush	You cannot double the effect even if you Equip 2 card's on one monster. "Kuriboh"/"Waboku" vs. this card : "Kuriboh"/"Waboku" can stop the damage of this card's effect because this damage is treated as Battle Damage.
PSV-064	Limiter Removal	You can double the effect of this card if you activate 2 of these cards. This card's effect is applied for face-up monsters only. The monsters Summoned after this card's activation are NOT affected (excluded). "The ATK" means the original ATK plus all modifiers, such as Field Magic Cards and Equip Magic Cards. These cards effects are also doubled. If the monsters affected by this card are returned to your hand before they are destroyed, they are not destroyed.

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Card #	Card Image	Tournament Ruling
PSV-065	Rain of Mercy	You can use this card against a Fusion Monster. In this case, Fusion Monster returns to Fusion Deck. If you use this card against your opponent's monster that you control, return the targeted monster to your opponent's Deck, and then you combine your hand and your Deck. And then both you and your opponent shuffle your respective Decks and you draw the same number of cards that were in your hand, but your opponent does not draw cards. You cannot activate this card during the Damage Step. You use this card during the Battle Step before the Damage Step. In this case, the replay is triggered because the number of monsters on the field is changed. You can activate this card whenever 1 monster is on your side of the field. You cannot activate this card if there are no monsters on your side of the field. You can activate this card and save the card affected by "Limiter Removal" from being destroyed. You can designate a monster token as this card's target.
PSV-066	Monster Recovery	"Mirror Force" vs. this card: when you attack and your opponent activates "Mirror Force", you can chain against "Mirror Force" and activate this card. The target of this card is not destroyed but your other Attack Position monsters are destroyed by "Mirror Force".
PSV-067	Shift	"Lord of D." vs. this card : This is a card which specifically designates a target, so if "Lord of D." is on the field, you cannot select a Dragon.
PSV-068	Insect Imitation	You cannot Special Summon a Special Summoned monster like "Great Moth" or "Larva Moth" with this card.
PSV-069	Dimensionhole	If your next Standby Phase is skipped, your monster that was removed is not returned to the field for the rest of the duel. The effect of effect monsters or the effect of Magic or Trap Cards affecting a monster is reset when the monster is removed and returns to the field. You can change the battle position of the target monster once after the monster returns on the same turn that it returns. If the monster is removed with this card's effect, the targeted monster is not affected by the effect of "Just Dessert" or "Ceasefire", etc. The monster is not on the field. If you use this card against your opponent's monster which is controlled by you, the targeted monster returns to your opponent's side of the field during your next Standby Phase. Equip Magic Cards on the monster are destroyed.

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Card #	Card Image	Tournament Ruling
PSV-070	Ground Collapse	<p>"Cyber Jar / Morphing Jar #2" vs this card : If this card is active, with the effect of "Cyber Jar" or Morphing Jar #2", you pick up more monsters than you can Special Summon, the monster(s) which you cannot Special Summon are destroyed and sent to the Graveyard (the player can choose which monsters are Special Summoned and which are destroyed.) But in this case, "Sangan" and "Witch of the Black Forest" cannot be activated because it is considered as being sent from the Hand to the Graveyard. "Imperial Order" vs. this card : When this card is active and then "Imperial Order" is activated and active on the field, you can put your monster on the 2 monster card zone which you could not use. In this case, if you put a monster on the Monster Card Zone which you cannot use and then "Imperial Order" is destroyed, the monster you put is NOT destroyed. However, if the monster is destroyed, you cannot use the Monster Card Zone once again. When you have only one monster card zone space, you cannot activate this card. You cannot designate the monster Card Zone which</p> <p>is already designated by the other "Ground Collapse" with new "Ground Collapse". If your opponent uses "Change of Heart" to take control of one of your monsters, and then activates "Ground Collapse" such that the monster has no space to return to your side of the field at the end of the turn, the monster is destroyed at the end of the turn instead.</p>
PSV-071	Magic Drain	<p>You can stop the Ritual Summon or Fusion Summon by destroying the Ritual Magic Card or Polymerization with this card. You cannot use this card when your opponent Sets a Magic Card. If your opponent discards 1 magic card, after that you cannot activate "Magic Jammer" or "Solemn Judgement", etc. because you cannot cut in by other card's activation when you resolving the effect of the chain. You can activate this card during the Damage Step.</p>
PSV-072	Infinite Dismissal	<p>The monster summoned before this card's activation is destroyed if the monster is summoned during the same turn that this card is activated. This card includes Flip Summons. If "Infinite Dismissal" is active and you summon a level 3 or lower monster, and use "Dimensionhole" to remove the monster from play, the monster is not destroyed.</p>
PSV-073	Gravity Bind	<p>All monsters Level 4 or higher on the field cannot attack. You can stop the attack from Level 4 or higher monster when you activate this card during the Battle Phase, but you cannot activate during Damage Step. If your opponent activates Mirror Force when you attack, even if you chain Gravity Bind to Mirror Force, and stop the attack, Mirror Force s effect still activates and your monsters are destroyed. If Gravity Bind and Ring of Magnetism are both active, Level 4+ monsters still do not attack.</p>

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Card #	Card Image	Tournament Ruling
PSV-074	Type Zero Magic Crusher	You cannot double the effect when you have two of these cards. You activate this card's effect by voluntarily discarding from your hand. If you have to discard because of "Robbin' Goblin", etc., this card's effect does not happen.
PSV-075	Shadow of Eyes	The monster flipped face-up is not considered as "Summoned". You can use this effect against 1 monster which is Special Summoned in face-down defense position by the effect of "Cyber Jar".
PSV-076	The Legendary Fisherman	This monster is not affected by "Umi". So there is no increase of ATK nor DEF. This monster is not destroyed by any magic card like "Raigeki" or "Dark Hole" when "Umi" is on the field. When "Umi" is on the field, you can use "Change of Heart" against this face-down monster of your opponent. However if you flip it face-up, it returns to your opponent's side of the field immediately because of this card's effect (unaffected by any Magic Card). When "Umi" is on the field, you CAN Special Summon this monster from the Graveyard by "Monster Reborn" or "Premature Burial" because this monster is unaffected when this monster is on the field. After the Special Summon, even if the "Premature Burial" is destroyed, this monster is NOT destroyed. If "The Legendary Fisherman" is your only monster, and "Umi" is in play, your opponent may attack your life points directly.
PSV-077	Sword Hunter	The monster equipped to this monster is counted as a Magic Card for the controller of this monster. If you control your opponent's "Sword Hunter" and destroy a monster and equip it to this monster, it is counted as your Magic Card even when the control switches back after that. You can equip as many monsters as you like if you have space in your Magic and Trap Card Zone. If "Imperial Order" is on the field, the effect "increase ATK of this monster by 200 points" is negated.
PSV-078	Drill Bug	You cannot choose your opponent's "Parasite Paracide".
PSV-079	Deepsea Warrior	This monster is not affected by "Umi". So there is no increase of ATK nor DEF. This monster is not destroyed by any magic card like "Raigeki" or "Dark Hole" when "Umi" is on the field. When Umi is on the field, you can use "Change of Heart" against this face-down monster of your opponent. However if you flip it face-up, it returns to your opponent's side of the field immediately because of this card's effect (unaffected by any Magic Card). When "Umi" is on the field, you CAN Special Summon this monster from the Graveyard by "Monster Reborn" or "Premature Burial" because this monster is unaffected when this monster is on the field. After Special Summon, even if the "Premature Burial" is destroyed, this monster is NOT destroyed.

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Card #	Card Image	Tournament Ruling
PSV-080	Bite Shoes	You can use this effect with this monster itself unless it is destroyed. You can choose your own monster as a target of this monster's effect. If a monster's position has been changed that turn, or if it has attacked, its position cannot be changed with "Bite Shoes". If you change a monster's position during the Battle Phase to defense position, that monster cannot attack during that Battle Phase.
PSV-081	Spikebot	
PSV-082	Invitation to a Dark Sleep	You can select a face-down monster.
PSV-083	Thousand-Eyes Idol	
PSV-084	Thousand-Eyes Restrict	If there are 2 of these monsters face-up on the field, no monsters, including this monster, can attack. Even if there is "Imperial Order" on the field, the effect that "this monster can take on the ATK and DEF" is NOT negated. "Thousand-Eyes Restrict" is protected just like "Relinquished": If "Thousand-Eyes Restrict" attacks a monster in defense position, and the attacking player takes damage as a result, the defending player also takes damage. If "Thousand-Eyes Restrict" attacks a monster in attack position, and "Thousand-Eyes Restrict" is destroyed, destroy the equipped monster instead, and the defending player takes equal damage. If "Thousand-Eyes Restrict" is destroyed because of "Dark Hole", "Fissure", "Raigeki", etc., then "Thousand-Eyes Restrict" is destroyed. If "Thousand-Eyes Restrict" is face-up on the field, you may use an effect such as "Bite Shoes" to change the position of a monster.
PSV-085	Girochin Kuwagata	
PSV-086	Hayabusa Knight	You do not have to attack twice if you do not want to. If your opponent uses "Kuriboh" only the 1st attack of Hayabusa Knight has the damage reduced to 0. The 2nd attack of Hayabusa Knight that turn still does full damage. Similarly, with Magic Cylinder, only the 1st attack is negated and Hayabusa Knight may still use its 2nd attack.
PSV-087	Bombardment Beetle	
PSV-088	4-Starred Ladybug of Doom	
PSV-089	Gradius	
PSV-090	Red-Moon Baby	The monster destroyed is Special Summoned on the controller's side of the field. The monster destroyed by this monster can be Special Summoned even when this monster is destroyed by some effect. You cannot Special Summon if the destroyed monster is removed from play. Any equip cards on the monster, "Red-Moon Baby" destroys are destroyed.
PSV-091	Mad Sword Beast	You can use "Kuriboh" or "Waboku" against this card to stop receiving damage.
PSV-092	Skull Mariner	
PSV-093	The All-Seeing White Tiger	

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Card #	Card Image	Tournament Ruling
PSV-094	Goblin Attack Force	Change of Heart vs. this card : You cannot change the battle position of this Defense Position monster owned by your opponent even if you control it by "Change of Heart" until this monster's effect is over. "Kuriboh"/"Waboku" vs. this monster: When you attack with this monster and your opponent uses "Kuriboh" or "Waboku", you must apply this monster's effect because the attack of this monster is NOT negated. But if the attack is negated by "Gravity Bind", etc, the battle position of this monster is NOT changed by this monster's effect.
PSV-095	Island Turtle	
PSV-096	Wingweaver	
PSV-097	Science Soldier	
PSV-098	Souls of the Forgotten	
PSV-099	Dokuroyaiba	
PSV-100	The Fiend Megacyber	The summon of this monster using its effect is considered a Special Summon. This effect is optional; you may also summon "The Fiend Megacyber" as a Normal Summon by paying tribute. You can use this monster's effect only during main phase.
PSV-101	Gearfried the Iron Knight	You can Special Summon this monster with "Premature Burial" BUT when it is Special Summoned, "Premature Burial" is immediately destroyed and this monster is also destroyed.
PSV-102	Insect Barrier	
PSV-103	Beast of Talwar	
PSV-104	Imperial Order	Paying is optional; you may choose not to pay, in which case this card is destroyed. You can destroy this card by "Mystical Space Typhoon" with a Chain. But if you do not Chain, because of the effect of this card, "Mystical Space Typhoon's effect" is negated. You must count the turn even if the effect is negated (for "Swords of Revealing Light", etc.). You can negate a Magic Card by activating this card as a Chain. If your opponent activates "Raigeki", "Monster Reborn" or "Heavy Storm", you can negate the effect of these cards by activating this card as a Chain. Equip Magic Card vs this card : When this card is active on the field, it is considered that Equip Magic Card is equipped with no effect. You may still summon Toon Monsters using Toon World even if Imperial Order is active.
LON-000	Gemini Elf	
LON-001	The Masked Beast	Like all Ritual Monsters, this monster cannot be revived with Monster Reborn, etc. unless properly summoned first. You cannot discard 3 monsters, levels 4 + 4 + 3, because that is an unnecessarily high number of monsters.
LON-002	Swordsman of Landstar	
LON-003	Humanoid Slime	
LON-004	Worm Drake	
LON-005	Humanoid Worm Drake	

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Card #	Card Image	Tournament Ruling
LON-006	Revival Jam	If you use "Change of Heart" to control "Revival Jam", and it is sent to the graveyard, the owner gets to use the effect and pay 1000 life points to Special Summon it under his control. The last sentence is a reminder; it applies to all monsters. You pay the 1000 life points when this monster is sent to the Graveyard, not during your next Standby Phase. If you activate "Call of the Haunted" after paying 1000 life points, the 1000 points are lost, and if you want to revive the "Revival Jam" again you have to pay again (you can't say, "I paid before and didn't get anything, so now I can Special Summon "Revival Jam" without paying.") You CAN change the battle position with an effect ("Bite Shoes", etc.)
LON-007	Flying Fish	
LON-008	Amphibian Beast	
LON-009	Shining Abyss	
LON-010	Gadget Soldier	
LON-011	Grand Tiki Elder	
LON-012	Melchid the Four-Face Beast	
LON-013	Nuvia the Wicked	If "Light of Intervention" is in play, and this monster is set, this monster is destroyed because it must be Normal Summoned instead due to "Light of Intervention's effect". "Nuvia's ATK" is recalculated constantly.
LON-014	Chosen One	You may Special Summon a high-level monster with this effect, but not "Gate Guardian", "Ritual Monsters", etc. Toon Monsters may be Special Summoned with "Chosen One" if "Toon World" is on the field. You cannot get the effect of "Electric Snake" with this card because this card is your effect, not your opponent's, even though he chooses. If "Eye of Truth" is in play your opponent does not look at the cards and must choose randomly without seeing the cards. If your opponent chains "Lightforce Sword", and you are now incapable of carrying out "Chosen One's effect", "Chosen One's effect" does not happen.
LON-015	Mask of Weakness	This card's effect must be activated between the declaration of attack and the Damage Calculation step.
LON-016	Curse of the Masked	
LON-017	Mask of Dispel	If "Giant Trunade" is activated, this card is returned to your hand. The player who's turn it is chooses which effect activates first if he loses & gains at the same time (example: "Marie the Fallen One" vs. "Mask of Dispel").

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Card #	Card Image	Tournament Ruling
LON-018	Mask of Restrict	If you chain to a Ritual Magic Card, the Ritual Magic Card's effect disappears and the Ritual Magic Card goes to the Graveyard. You cannot chain this card to a tribute summon such as "Dark Magician". Fusion Material Monsters are not a tribute. You can chain to the activation of "Toon World", but not to a tribute summon of a Toon Monster if "Toon World" is already active. If you chain this card to your opponent's "Share the Pain", your opponent still tributes because that is a cost of "Share the Pain", but you do not tribute a monster. If you chain to your opponent's "Soul Exchange", the effect of "Soul Exchange" disappears.
LON-019	Mask of the Accursed	You can chain "Fairy's Hand Mirror", "Shift", or "Tailor of the Fickle" to re-target this to the activating player's monster, in which case the controller of "Mask of the Accursed" takes the damage. "You" in "your standby phase" is the controller of "Mask of the Accursed".
LON-020	Mask of Brutality	Paying is optional; you may choose not to pay. DEF cannot go below zero. If you use "Fairy's Hand Mirror", "Shift", or "Tailor of the Fickle", the owner of "Mask of Brutality" can choose not to pay, in which case this card is destroyed.
LON-021	Return of the Doomed	You can activate this card during main phase 1 or 2, like "Last Will". If "Banisher of the Light" is on the field, a monster would be removed from play so you cannot get it back with "Return of the Doomed".
LON-022	Lightning Blade	The effect will be doubled if you have 2 of this card on a monster. If you chain "DNA Surgery" to activation of this card, and make the Warrior another type, "Lightning Blade" is destroyed. If you activate "DNA Surgery" on a following turn, "Lightning Blade" is destroyed. General rule: if the target of an Equip Magic Card is no longer correct, the Equip Magic card is destroyed.
LON-023	Tornado Wall	You can set "Tornado Wall" if "Umi" is not on the field, but cannot activate it. This card's effect is like "Kuriboh". Monsters would be destroyed but no life point damage is taken. You may apply this card's effect even if "Imperial Order" is active and negating "Umi"'s effect. This card's effect applies only to battle damage, not to "Ookazi", or costs. "Tornado Wall" will protect you against damage when you attack (if you attack "Labyrinth Wall", etc.)
LON-024	Fairy Box	The ATK returns to normal during main phase 2. Paying 500 Life Points is optional; if you choose not to pay, this card is destroyed. If you have 2 "Fairy Boxes", you may flip twice but only have to call 1 correctly to reduce the ATK to zero. You can also activate this card during the Battle Phase. The ATK cannot increase above zero due to Trap Cards or Quickplay Magic Cards. The entire ATK is reduced, including Equip Magic Cards, etc. "Fairy Box" does not designate a specific target so "Lord of D." does not protect against "Fairy Box".

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Card #	Card Image	Tournament Ruling
LON-025	Torrential Tribute	You cannot activate "Torrential Tribute" when "Jinzo" is summoned. Token monsters are considered summoned so you can use this when "Scapegoat" is played. You can activate this card when monsters are special summoned with "Cyber Jar" or "Morphing Jar #2". If you chain this to a Flip Summon, the Flip Effect is still activated even though the Flip Summoned monster is destroyed. You can activate this card when you summon a monster.
LON-026	Jam Breeding Machine	If you have two "Jam Breeding Machines", you cannot summon anything, including "Slime Tokens". If this card is removed from the field or destroyed, the "Slime Tokens" are not destroyed. You cannot activate "Scapegoat" if this card is on the field. If "Cyber Jar" or "Morphing Jar #2" is flipped, you pick up the cards and the monster cards you would normally summon are sent to the graveyard because you cannot special summon them. (But a "Blue-Eyes White Dragon" or "Relinquished" picked up with "Cyber Jar" would be placed in your hand as normal.) You can activate this card after you perform a summon that turn. You CAN set a monster each turn, even if you have "Jam Breeding Machine" on the field. You cannot name "Slime Token" with "Prohibition" because it is not a card name.
LON-027	Infinite Cards	If this card is destroyed, you discard during your End Phase as normal, not immediately when "Infinite Cards" is destroyed.
LON-028	Jam Defender	If you have two "Revival Jams" on your side of the field, you choose which one is attacked. If you have a monster equipped with "Ring of Magnetism", so your opponent attacks the monster with the "Ring of Magnetism", you can change the attack's target with "Jam Defender". If you have a Toon Monster, and your opponent attacks it with his own Toon Monster, you can change the attack's target to "Revival Jam" with "Jam Defender".
LON-029	Card of Safe Return	You're drawing a card so you would gain 500 life points with "Solemn Wishes", etc. If your opponent Special Summons a monster in your Graveyard, this card's effect is applied. You do not have to draw.
LON-030	Lady Panther	Face-up Attack or Defense Position. You can use this effect during Main Phase 1 or 2, like "Last Will".
LON-031	The Unfriendly Amazon	Paying the tribute is optional; if you do not tribute, this card is destroyed. If you have 2 "Unfriendly Amazons" in play, you may tribute one to save the other. If this monster is face-down you do not tribute.
LON-032	Amazon Archer	You may offer this monster as tribute to itself, like "Cannon Soldier". You must offer 2 monsters when you tribute to use this monster's effect.
LON-033	Crimson Sentry	Face-up attack or defense position. You can use this effect during main phase 1 or 2, like "Last Will".

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Card #	Card Image	Tournament Ruling
LON-034	Fire Princess	If you have 2 "Solemn Wishes" and "Fire Princess", and draw a card, "Fire Princess" does 1000 damage. If you have 2 "Marie the Fallen One" cards in your graveyard, "Fire Princess" does 1000 damage in your Standby Phase. If you have two "Fire Princess" cards on the field, each gets its effect. (2 "Solemn Wishes" + 2 "Fire Princess" = 2000 damage when you draw a card). If "Mysterious Puppeteer" is on the field and you summon "Fire Princess", "Fire Princess" does damage to your opponent from the summon due to "Mysterious Puppeteer's effect".
LON-035	Lady Assailant of Flames	You must use this effect when this monster is flipped. If this monster is Flip Summoned, and "Solemn Judgment" is used, the flip effect not activated so you do not remove 3 cards. If you have fewer than 3 cards in your deck, this Flip Effect does not activate.
LON-036	Fire Sorcerer	You must use this effect when this monster is flipped. If this monster is Flip Summoned, and "Solemn Judgment" is used, the flip effect is not activated so you do not remove 2 cards from your hand. If you have fewer than 2 cards in your hand, this Flip Effect does not activate.
LON-037	Spirit of the Breeze	
LON-038	Dancing Fairy	
LON-039	Fairy Guardian	You may only activate this card's effect during Main Phase 1 or 2 of your turn. If your opponent negates your Magic Card with "Magic Jammer", you may retrieve the Magic Card with "Fairy Guardian". You may use this card's effect to retrieve an Equip Magic Card your opponent destroyed with "Mystical Space Typhoon". You cannot use this monster on "Painful Choice" because it was not your opponent's card effect that placed the Magic Card in the graveyard.
LON-040	Empress Mantis	
LON-041	Cure Mermaid	
LON-042	Hysteric Fairy	You may offer this monster as tribute to itself, like "Cannon Soldier". You must offer 2 monsters when you tribute to use this monster's effect.
LON-043	Bio-Mage	
LON-044	The Forgiving Maiden	Face-up attack or defense position. You can use this effect during Main Phase 1 or 2, like "Last Will".
LON-045	St. Joan	
LON-046	Marie the Fallen One	Multiple copies of "Marie the Fallen One" in your graveyard are cumulative.
LON-047	Jar of Greed	

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Card #	Card Image	Tournament Ruling
LON-048	Scroll of Bewitchment	If you switch the target with "Tailor of the Fickle", you do not select a new Attribute, it turns the new target into the same Attribute selected when this card was activated. Also, the original target of "Scroll of Bewitchment" reverts to its original Attribute. If a monster is targeted with an Equip Magic Card that is no longer appropriate, the Equip Magic Card is destroyed. (Example, "Sword of Dark Destruction" on "Jinzo", and then "Jinzo" is changed to Light by "Scroll of Bewitchment".)
LON-049	United We Stand	Monster tokens count. A monster that was targeted with "Dimensionhole" does not count for "United We Stand".
LON-050	Mage Power	Includes Field Magic Cards. Face-up or Face-down cards. Mage Power does count itself as one Magic/Trap card.
LON-051	Offerings to the Doomed	If negated by "Magic Jammer", you do not skip your next Draw Phase. Skipping your Draw Phase is not a cost.
LON-052	The Portrait's Secret	
LON-053	The Gross Ghost of Fled Dreams	
LON-054	Headless Knight	
LON-055	Earthbound Spirit	
LON-056	The Earl of Demise	
LON-057	Boneheimer	
LON-058	Flame Dancer	
LON-059	Spherous Lady	
LON-060	Lightning Conger	
LON-061	Jowgen the Spiritualist	Neither player may Special Summon. If "Jowgen" is special summoned by "Cyber Jar", all monsters summoned by that "Cyber Jar" are successfully summoned. You cannot activate "Scapegoat" if "Jowgen" is on the field. You cannot activate "Magical Hats" if "Jowgen" is on the field. You do need to remember which monsters were Special Summoned because they can later be destroyed with "Jowgen's effect". You cannot activate "Monster Reborn", "Call of the Haunted", "Premature Burial", etc. while "Jowgen" is on the field.
LON-062	Kycoo the Ghost Destroyer	You do not have to remove cards from the Graveyard; it is optional.

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Card #	Card Image	Tournament Ruling
LON-063	Summoner of Illusions	The tributed monster is a cost. If your opponent uses "De-Fusion", the Fusion Monster is returned to the Fusion Deck and is not destroyed. If your opponent uses "De-Fusion" on the Fusion Monster, you do not get the Fusion Material components back. You cannot use "Monster Reborn" on a Fusion Monster that was summoned using "Summoner of Illusions". You must use "Summoner of Illusion"'s effect when it is flipped. "Summoner of Illusion"'s effect activates even if it is attacked. If there are no monsters in your Fusion Deck, this card's effect does not activate and you do not tribute. If you use "Dimensionhole" on the Fusion Monster, it is returned to the field during your next Standby Phase and is NOT destroyed. If you use "Darkness Approaches" to flip the Fusion Monster face-down, the Fusion Monster is NOT destroyed at the end of the turn because flipping a monster face-down resets all effects.
LON-064	Bazoo the Soul-Eater	If you use "Change of Heart" on "Bazoo the Soul Eater", the controller removes the cards from his graveyard, not the original owner's graveyard. If your opponent uses Bazoo's effect, and you "Change of Heart" it on your next turn, you may also use Bazoo's effect to raise the ATK again.
LON-065	Dark Necrofeare	You cannot Normal Summon this monster. You may only summon this monster by removing 3 Fiends from your Graveyard. If this monster is successfully summoned to the field, and then sent to the graveyard, you may use "Monster Reborn" on it without removing another 3 Fiends from your Graveyard. If "Imperial Order" is active, you must equip "Dark Necrofeare" to an opponent's monster, but you do not gain control of the monster because "Imperial Order" negates the effect. If "Banisher of the Light" is active, "Dark Necrofeare" is removed from play and is not equipped to an opponent's monster. If "Dark Necrofeare" is destroyed, you may use "Monster Reborn" to Special Summon it to the field (as a monster) from the Graveyard that same turn before it becomes an Equip Magic Card; the effect of "Dark Necrofeare" is reset when Special Summoned like this before becoming an Equip Magic Card. If your Magic/Trap Card Zone is full you cannot activate this card's effect and the effect disappears. If your opponent uses "Solemn Judgment" against the summon of (next page)

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Card #	Card Image	Tournament Ruling
		this monster, you can equip it to your opponent's monster because "Dark Necrofear" was destroyed by your opponent's card effect. If "Dark Necrofear" is discarded by "Delinquent Duo", "Confiscation", or "Card Destruction", this card's effect is NOT activated because it is not destroyed, it is discarded. You can use "Tailor of the Fickle" on "Dark Necrofear" while it is an equip magic card. You CANNOT use "Fairy's Hand Mirror" or "Shift" against "Dark Necrofear" when "Dark Necrofear" becomes an Equip Magic Card. If Dark Necrofear is an Equip Magic Card, and is destroyed by your opponent's "Heavy Storm", "Mystical Space Typhoon", etc., then Dark Necrofear was destroyed "by your opponent's card effect" and returns at the end of the turn as an Equip Magic Card. But if Dark Necrofear is an Equip Magic Card and is sent to the Graveyard because the monster it was equipped to is destroyed or removed from the field, then Dark Necrofear does not return as an Equip Magic Card.
LON-066	Soul of Purity and Light	If you have 2 of this card on the field, both cards get the effect and your opponent's monsters lose 600. The ATK penalty is only for the battle phase and the ATK returns to normal in Main Phase 2.
LON-067	Spirit of Flames	If this card is picked up with "Cyber Jar", it is placed in your hand and is not summoned. The ATK returns to normal during Main Phase 2.
LON-068	Aqua Spirit	If this card is picked up with "Cyber Jar", it is placed in your hand and is not summoned. You may use a card effect to change the battle position ("Bite Shoes", etc.)
LON-069	The Rock Spirit	If this card is picked up with "Cyber Jar", it is placed in your hand and is not summoned. The ATK returns to normal during Main Phase 2.
LON-070	Garuda the Wind Spirit	If this card is picked up with "Cyber Jar", it is placed in your hand and is not summoned.
LON-071	Gilasaurus	If you Special Summon "Gilasaurus" using "Monster Reborn" or "Cyber Jar", this card's effect does not activate. It only activates if you choose to convert the Normal Summon to a Special Summon. If your opponent has no monster in his Graveyard, you can use this card's effect and convert the Normal Summon to a Special Summon.
LON-072	Tornado Bird	You can return your own cards to your hand using this card. You must return 2 cards. If there is only 1 magic/trap card on the field, this card's effect is not activated.

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Card #	Card Image	Tournament Ruling
LON-073	Dreamsprite	You must use this card's effect if the conditions are appropriate. "Dreamsprite's effect" is activated even if attacked while Set. If the new target is a face-down monster the new target is flipped face-up and the Flip Effect is activated. If there are 2 of this monster on the field, and one is attacked, and you switch the attack to the other "Dreamsprite", you cannot re-target the attack again because "Dreamsprite" forces you to calculate damage on the new target. If "Dreamsprite" is equipped with "Ring of Magnetism" and is attacked, you choose a new target for the attack. If "Dreamsprite" is attacked, you CAN shift the attack to "The Legendary Fisherman" even if "Umi" is on the field, because "The Legendary Fisherman" is not the target of the attack, it is the target of "Dreamsprite"'s effect.
LON-074	Zombyra the Dark	If this monster is flipped face-down the effect is reset. You can damage your opponent's Life Points when this monster attacks another monster, but cannot attack your opponent's Life Points directly when they have no monsters. The ATK adjustment occurs immediately after the opposing monster is destroyed. This card attacks the Life Points directly if "Dark Spirit of the Silent" make this monster attack and there is no monster on the field.
LON-075	Supply	The monsters must be in your Graveyard. You cannot return your opponent's monster in your opponent's Graveyard even if you used your opponent's monster as a Fusion-Material monster using "Change of Heart" or "Snatch Steal". If you have 1 Fusion-Material monster in your Graveyard, you cannot use this card's effect and this card's effect disappears. If you Fusion Summon 2 Fusion Monsters, you can return 1 Fusion-Material monster from each of them (they do not have to be 1 set of Fusion-Material monsters from the same Fusion monster.)
LON-076	Maryokutai	This card is a Multi-Trigger Effect so it is Spell Speed 2. You can use this against a Quick-Play Magic Card. During the Battle Phase, if this monster does not attack and is not attacked, you can activate this card's effect during the Damage Step to negate the effects of "Rush Recklessly," etc..
LON-077	The Last Warrior from Another Planet	This card's effect is activated when this monster is Special Summoned with "Monster Reborn", "Premature Burial", etc. If this card is removed and comes back to the field (with "Dimensionhole", etc.), it is not a Special Summon, so all monsters on your side of the field are not destroyed. You CAN set monsters while "The Last Warrior From Another Planet" is on the field. You cannot activate "Magical Hats", "Scapegoat", etc. "Parasite Paracide" is NOT Special Summoned if it is in your opponent's Deck and is drawn; it is just destroyed and there is no damage to your opponent's Life Points. You can offer this monster to Tribute Summon a high level monster.

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Card #	Card Image	Tournament Ruling
LON-078	Collected Power	<p>Monsters equipped to "Relinquished" or "Thousand-Eyes Restrict" cannot move to a Normal Monster and the equipped monsters are destroyed in that case. If "Relinquished", equipped with a monster, is equipped with a second monster due to "Collected Power", the second monster is destroyed but the monster originally equipped to "Relinquished" remains. You CAN move a monster from "Relinquished" to "Thousand-Eyes Restrict" or vice-versa using this card. If an equipped monster is moved from "Relinquished" to "Sword Hunter", or vice-versa, the equipped monster is destroyed. If "Premature Burial" is moved with this card, "Premature Burial" is destroyed along with the monster that was revived with "Premature Burial". You may move "Snatch Steal" to a different monster with "Collected Power", and "Snatch Steal"'s effect is re-applied (if you move your "Snatch Steal" to a different opponent's monster, the old monster reverts to the original controller and the new monster falls under your control). If Equip Cards are shifted to "Gearfried the Iron Knight", they are destroyed. "Metalmorph" is treated as an Equip Magic Card so it would be moved with "Collected Power". If Kisetai is moved with "Collected Power", the new target is not correct because it is not the monster that attacked "Kisetai", so "Kisetai" is destroyed. If you Chain against "Premature Burial" with this card and change the target to another monster, the monster that is in the Graveyard is not put on the field (so the effects of "Sangan", etc. is not activated).</p>
LON-079	Dark Spirit of the Silent	<p>If your opponent does not have 2 or more monsters, you cannot activate this card's effect. If you force "Zombyra the Dark" to attack, and you have no monsters on the field, "Zombyra the Dark" still attacks your Life Points directly. A target of "Spellbinding Circle" or a monster that has already attacked during the same turn still attacks with this card's effect. "Dark Elf" attacks without paying its cost. If you use "Dark Spirit of the Silent" to force your opponent's "Crass Clown" to attack, and change the position from defense position to attack position by doing so, the "Crass Clown"'s effect is activated. If you use this card to have "Hayabusa Knight" attack instead of a monster, "Hayabusa Knight" only attacks once, not twice, for that attack. (This does not prevent "Hayabusa Knight" from attacking twice with its normal effect that same turn.)</p>
LON-080	Royal Command	<p>You cannot activate this card during the damage step, so you cannot stop the activation of a Flip Effect of a monster that is flipped because of an attack. You CAN Flip Summon a monster, but the Flip Effect is not activated. You can chain Royal Command to the activation of a Flip Effect that occurs from a Flip Summon, negating the Flip Effect.</p>

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Card #	Card Image	Tournament Ruling
LON-081	Riryoku Field	You cannot use this card against "Fissure", "Monster Reborn", or "Premature Burial". You can activate this card during the Damage Step to negate the effect of "Rush Recklessly" etc..
LON-082	Skull Lair	You can use this card's effect as many and as few times as you want. You can use this card's effect as long as you can pay the cost of this card (like "Cannon Soldier"). You may activate this card or use its effect at any time except during the Damage Step of the Battle Phase. You cannot destroy a face down monster because you cannot check the number of Level Stars.
LON-083	Graverobber's Retribution	If you have 2 of this card on the field, the effect will be doubled. A card that is outside of the field by "Lightforce Sword" is not considered as "removed from play".
LON-084	Deal of Phantom	A monster added to your Graveyard after this card is activated does not increase the ATK bonus from this card. You must apply the number of monsters in your Graveyard when this card is activated for the turn. Even if the number is increased or decreased, the applied points are not changed.
LON-085	Destruction Punch	If the monster is destroyed by this card's effect, it is considered that is destroyed by this card's effect, not "as a result of battle." If a monster attacks "Wall of Illusion", and you activate this card, "Wall of Illusion"'s effect is activated first and the attacking monster goes back to the owner's hand because this card's effect is applied during the Damage Step but the attacking monster is returned to the owner's hand first, so "Destruction Punch"'s effect disappears.
LON-086	Blind Destruction	You must roll a die every turn. Face-down monsters are not affected because you cannot check their level. If you have 2 of this card on the field, roll the die twice (once for each "Blind Destruction").
LON-087	The Emperor's Holiday	If your opponent activates "Premature Burial", and you chain "The Emperor's Holiday", you can negate and destroy the "Premature Burial". But if you activate this card afterwards and do not chain, then the "Premature Burial" is not affected and the monster remains on the field. This card is just like "Imperial Order", except only for Equip Magic Cards, not all Magic Cards. "Relinquished" still gets the ATK/DEF, "Maha Vailo" still gets +500 ATK per Equip card, etc.

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Card #	Card Image	Tournament Ruling
LON-088	Destiny Board	<p>If you have 2 of this card, the effect is doubled. "The proper order" means F-I-N-A-L in that sequence. It refers to the chronological order you place the cards, not the zones they occupy on the field. So the message can read F-I-N-L-A from left to right and you still win. If you have a trap/magic card set, you cannot finish the message and you must wait until that zone is freed before continuing in the opponent's next End Phase. You cannot place Spirit Messages in your opponent's magic/trap card zones. If one player finishes the message and his opponent has some, but not all, of the message, only the player who completed the message wins. If either the Destiny Board or any of the Spirit Messages is destroyed or removed from the field, such as with "Tornado Bird" or "Mystical Space Typhoon", all of that player's remaining "Destiny Board" and Spirit Messages remaining on the field go to the Graveyard, but not any "Destiny Board" or Spirit Messages returned to the hand. When you or your opponent activates</p> <p>"Giant Trunade", all cards on the field return to the owner's hand without being destroyed. If one player's "Destiny Board" or Spirit Message is removed from the field, only his messages are affected, not the opponent's. If "Imperial Order" is active on the field, it has no effect on these cards and "Destiny Board" can still move them from your deck or hand to the field, and if you have all 5 pieces you win. If you have a "Spirit Message" in your hand, you cannot activate it during your turn, you can move it only at the end of your opponent's turn. You cannot use "Magic Jammer"/"Magic Drain"/"Solemn Judgment" against a "Spirit Message". If "Jinzo" is on the field, this card's effect is negated and you cannot move "Spirit Message" to the field. When "Jinzo" is on the field, all messages are not sent to the Graveyard when one of them is destroyed or removed from the field.</p>
LON-089	Spirit Message "I"	When "Imperial Order" is on the field, you still move all messages because these cards are moved by the effect of "Destiny Board". And even when "Imperial Order" is on the field, if you have the complete message on the field, you win.
LON-090	Spirit Message "N"	
LON-091	Spirit Message "A"	
LON-092	Spirit Message "L"	
LON-093	The Dark Door	"Hayabusa Knight" may attack twice. If "Dark Spirit of the Silent" is activated, you can attack with the second monster selected by the opponent. If "Weather Report" is used to gain a second Battle Phase, you may attack twice, with one monster in each Battle Phase.

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Card #	Card Image	Tournament Ruling
LON-094	Spiritualism	Face-up or face-down Magic or Trap Card. "Imperial Order", "Magic Jammer", "Magic Drain" cannot stop this card's activation. But If "Prohibition" or "Cold Wave"'s effect is active on the field, you cannot activate this card's effect. The Magic or Trap Card goes to the owner's hand, even if it is equipped to "Relinquished", etc.
LON-095	Cyclon Laser	This bonus only applies to the "Gradius" that this card is equipped to.
LON-096	Bait Doll	<p>If Bait Doll is activated, and targets "Solemn Judgment", "Magic Jammer", "Magic Drain", "Imperial Order", etc.: 1. You *CAN* chain the SJ/MJ/MD/IO to Bait Doll. This negates Bait Doll (or Bait Doll's effect, in the case of Imperial Order) as normal. Bait Doll does NOT return to the deck in this case. OR 2. If you choose NOT to chain the SJ/MJ/MD/IO to Bait Doll, the "timing is incorrect" and the Trap Card is destroyed WITHOUT paying the cost. So you do not pay half your life for "Solemn Judgment", and you do not have to discard for "Magic Jammer". In this case, Bait Doll returns to its owner's deck as written on the Bait Doll card. You cannot chain against a Trap Card that is forced to activate by Bait Doll's effect because an existing chain is already being resolved. If the target is a Magic Card, return it to its original position without activating it. If you force the</p> <p>activation of a Normal Trap or Counter-Trap Card while "Jinzo" is on the field, the Trap Card is negated and destroyed. If you force the activation of a Continuous Trap Card while "Jinzo" is on the field, the Trap Card remains face-up on the field meaninglessly.</p>
LON-097	De-Fusion	You do not have to Special Summon a set of Fusion-Material monsters if you do not want to. The Fusion Monster is returned to the owner's Fusion Deck. If only one of the Fusion Material Monsters is in your Graveyard, you can activate "De-Fusion" and return the Fusion Monster to the Fusion Deck, but you cannot Special Summon any Fusion Material Monsters. You may use "De-Fusion" to Special Summon "Goddess With the Third Eye," "Versago the Destroyer," etc.
LON-098	Fusion Gate	The monster Fusion Summoned is considered Summoned correctly, so you can restore it if it is destroyed.

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Card #	Card Image	Tournament Ruling
LON-099	Ekibyo Drakmord	If there is "Imperial Order" during the end of the 2nd turn, the monster is not destroyed but "Ekibyo Drakmord" is still equipped until "Ekibyo Drakmord" is destroyed. As long as this card is equipped to the monster, the monster cannot attack. If "Ekibyo Drakmord" is destroyed or removed from the field, the monster it was equipped to will no longer be destroyed at the end of the 2nd turn. If "Dark Spirit of the Silent" is used on a monster equipped with "Ekibyo Drakmord", the monster must attack. If "Ekibyo Drakmord" is equipped to "The Legendary Fisherman," and then "Umi" is activated afterwards, "Ekibyo Drakmord" is equipped meaninglessly to "The Legendary Fisherman," just like if "Imperial Order" was activated. If control of a monster equipped with "Ekibyo Drakmord" changes while the count-down is in effect (through "Change of Heart," etc.) then you must start the count-down over from scratch once again at that point.
LON-100	Miracle Dig	This card's effect does not include a card that is outside of the field by "Lightforce Sword". When "Banisher of the Light" is on the field, you cannot activate this card. If you use "Miracle Dig" on a monster under the effect of "Dimensionhole," the monster is placed in the Graveyard and the effect of "Dimensionhole" disappears.
LON-101	Dragonic Attack	"Dragonic Attack" vs "DNA Surgery": Apply the later effect. If you activate this card and attempt to equip it to a non-Warrior-Type monster, this card is destroyed. If "Lord of D." is in play, and "Dragonic Attack" is equipped to a Warrior, "Dragonic Attack" is still equipped normally and its effect is applied normally. If a Warrior-type monster is equipped with "Dragonic Attack," it is now Dragon-type so you cannot equip it with a second "Dragonic Attack."
LON-102	Spirit Elimination	The condition must be the same (If you Special Summon "Dark Necrofear" the monsters removed from the field must be Fiend-Type monsters.) You can use this card's effect as many times as you want during the same turn if you want to. After this card's activation, if you use "Soul Release", etc., monsters on your side of the field are removed instead. After the activation of this card, when you Special Summon "Dark Necrofear", etc., you must remove the cards from the field only during that turn (Not some from the field and others from the Graveyard). You may remove face-down monsters as long as there is no condition, but if there is a condition, such as "Dark Necrofear" or "Soul of Purity and Light," the card removed from the field must be face-up.
LON-103	Vengeful Bog Spirit	"Dark Spirit of the Silent" can make a monster attack even if this card is active.

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Card #	Card Image	Tournament Ruling
LON-104	Magic Cylinder	The monster's attack is negated but it cannot attack again and you cannot change the battle position because it is considered as having attacked. A face-down monster that is attacked is not flipped face-up if the attack is negated. This card is one that specifically designates a monster as a target. Vs "Hayabusa Knight": "Hayabusa Knight" can attack again even if the first attack is negated by this card. Vs "Goblin Attack Force": "Goblin Attack Force"'s effect (change its position to defense position) is applied after damage calculation, and "Magic Cylinder" negates the attack, so "Goblin Attack Force" is not changed to Defense Position. The Direct Damage includes increases and decreases of the ATK. But if you chain against opponent's "Rush Recklessly", you can only inflict the damage of ATK before "Rush Recklessly" is activated because this card is Chain Link 2. Vs "Gravity Bind": "Gravity Bind"'s effect stops the attack (damage step) but it cannot stop the attack declaration, and the effect of "Magic Cylinder", so "Magic Cylinder"'s effect is applied.
CS	Graceful Dice	You can activate this card during Battle Phase before Damage Step.
CS	Skull Dice	You can activate this card during Battle Phase before Damage Step.
CS	Exchange	You can use your opponent's Kuriboh when you have opponent's Kuriboh by this card's effect. You cannot activate Exchange if either player has no other cards in his/her hand.
DDS-004	Seiyaryu	
DDS-005	Acid Trap Hole	The Flip Effect is activated with this card even though the targeted monster's DEF is more than 2000. MukaMuka is not destroyed if the DEF is more than 2000. Hane-Hane's Effect can be activated with this card's effect but it cannot return itself because it is destroyed. Face-Down Jinzo is destroyed by this card's effect.
DDS-006	Salamandra	FIRE monster only
MP1-001	Millennium Shield	
MP1-002	Cosmo Queen	
MP1-003	Goddess of Whim	This card's effect can only be used during your own Main Phase. Double or halve the ATK of increase or decrease of Equip Card, etc.
MP1-004	Frog The Jam	
MP1-005	Yaranzo	
MP1-006	Takriminos	
MP1-007	Stuffed Animal	
MP1-008	Megasonic Eye	
MP1-009	Yamadron	
MP1-010	Three-Legged Zombies	
MP1-011	Flying Penguin	
MP1-012	Fairy's Gift	
MP1-013	Ushi Oni	

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Card #	Card Image	Tournament Ruling
MP1-014	Turtle Bird	
MP1-015	Dark-Piercing Light	The position will be face-down Defense Position to face-up Defense Position. All Flip Effects are activated with this card.
FMR-001	Red-Eyes Black Metal Dragon	You cannot Special Summon this monster from your hand. The rule for this card and Monster Reborn is the same as "Gate Guardian".
FMR-002	Harpie's Pet Dragon	ATK is increased by your opponent's "Harpie Lady", too. This monster's effect is not affected by "Lord of D".
FMR-003	Metalmorph	You can equip this card to all kinds of monster. The effect is doubled when you equip 2 of this card to 1 monster. The effect that "you can further increase its ATK by an amount equal to half the ATK of your target" is not applied when this monster is attacked. "Reverse Trap" affect the effect "increases its ATK and DEF by 300 points" however do not affect the effect "you can further increase its ATK by an amount equal to half the ATK of your target".
SDJ-022	Penguin Soldier	<p>You can make yourself and your opponent return their monsters from the field to the respective player's hand by a number of 0-2. The number of cards (from 0 to 2) is your choice. You have to select monsters to return at the same time. If some effects activate at the same time, the effect of the player taking his/her turn must be Step 1 of the Chain. You can return your own "Penguin Soldier" if it is not destroyed. If "Penguin Soldier" returns monsters with Equipped Magic Cards the Equipped Magic Cards are sent to the respective owner's Graveyard. If the effect of a Trap Card destroyed your "Penguin Soldier" (such as House of Adhesive Tape or Offerings to the Doomed), you cannot return "Penguin Soldier" itself to your hand but its Flip Effect still resolves and you may return other monsters on the field. You still can return other monsters even if your "Penguin Soldier" is destroyed by an effect of a Trap Card. You can return Monster Tokens, too, but they are not sent to the Graveyard, they just disappear. When monsters</p> <p>return to hand by the effect of "Penguin Soldier", they return to their respective owner's hand. Your opponent cannot activate "Major Riot" when your "Penguin Soldier" returns Monster Tokens to the hand. Even if "Spiritual Energy Settle Machine" is in effect, "Penguin Soldier" can return monsters to the hand.</p>

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Card #	Card Image	Tournament Ruling
SDJ-041	Scapegoat	<p>You can activate this card only when there are 4 or more vacant Monster Zones on your side of the field. Monsters Special Summoned by the effect of "Cyber Jar" are sent to your Graveyard, when you have no Monster Zones to place them in. The same is true for "Morphing Jar #2", but count the monster as 1 of your Monster Card picks. When the effect of "Cyber Jar" activates during the same turn you activated "Scapegoat", Level 4 & lower monsters picked up are sent from your Deck to your Graveyard. When your opponent chains "Magic Jammer" to your "Scapegoat", you can still Summon (including Flip Summon & Special Summon) this turn because "Magic Jammer" negates the activation of "Scapegoat". However, when your opponent chains "Imperial Order" to your "Scapegoat", you cannot Summon, Flip Summon or Special Summon because "Imperial Order" negates only the 'effect' of a Magic Card. When you activate "Scapegoat", you cannot Summon, Flip Summon or Special Summon during the same turn. When your opponent chains "Scapegoat" to your "Fissure", "Scapegoat" resolves first, and if there is no other</p> <p>monster with ATK of 0 on your opponent's side of the field, select 1 "Sheep Token" and destroy it. You can offer Sheep Tokens as a Tribute to Special Summon a Toon Monster Level 5 or higher, because it is not a Normal Summon (Tribute Summon). After activating "Scapegoat", you cannot activate an effect like "Giant Rat" which Special Summons a monster that same turn; nor do you pick up a monster from your Deck in such a case. As a chain to "Scapegoat", "Royal Oppression" negates the Special Summon of "Sheep Tokens", but you still cannot Summon, Flip Summon, or Special Summon when the effect of "Scapegoat" is negated, because its activation is not negated. If you summon a monster, you cannot activate Scapegoat the same turn. If you Special Summoned using Cyber Jar, etc., then you cannot activate Scapegoat the same turn. If you activate Scapegoat, you cannot summon that turn. If you activate Scapegoat, and then Cyber Jar is activated, you still pick up cards, and all monsters you could normally summon (next page)</p>

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Card #	Card Image	Tournament Ruling
		(level 4 or less, no Special Summon requirements) are placed in your Graveyard; other cards (level 5+, Ritual, Trap Cards, etc.) that would normally be added to your hand are still added to your hand. You CAN set a monster even after activating Scapegoat that turn. You CAN use Sheep Tokens for Cannon Soldier, or tribute them for Summoner of Illusions' effect, or for a Ritual Summon tribute, or to Special Summon a Toon Monster. You CANNOT tribute Sheep Tokens to Set a high-level monster (Labyrinth Wall, Sanga of the Thunder, etc.). If your opponent uses Change of Heart on 1 of your 2 monsters, and you activate Scapegoat to fill your Monster Card Zone with monsters, the monster that your opponent took control of is destroyed at the end of his/her turn if there is no empty Monster Card Zone on your side of the field.
SDP-040	Graceful Charity	<p>You cannot Special Summon a Special Summon Monster by the effect of "Monster Reborn" which was discarded by the effect of "Graceful Charity". To bring back a Special Summon Monster, it has to be in your Graveyard after being Special Summoned through the right process and then being sent from the field to the Graveyard. You can Special Summon monsters high Level monsters without special requirements (Dark Magician, etc.) with "Monster Reborn", even if they were discarded by the effect of "Graceful Charity" are were not on the field. Effects that activate when those cards are sent to the Graveyard do not activate when they discarded by "Graceful Charity"; they have to be sent from the field to the Graveyard. If you take your opponent's "Parasite Paracide" from your Deck by the effect of "Graceful Charity", you have to place it on your side of the field when you draw it. You finish the process of "Graceful Charity" by discarding 2 cards, and you place the "Parasite Paracide" on your side of the field. If you</p> <p>take 2 "Parasite Paracide"s, then you discard 1 card, and Special Summon both "Parasite Paracides". After you use "Graceful Charity", your opponent cannot activate his/her "Appropriate", because the effect of "Graceful Charity" includes not only drawing but discarding. However, if your opponent has already activated his/her "Appropriate" and it is in effect, he/she can draw 2 cards after you use "Graceful Charity". You cannot activate the effect of "Thunder Dragon" when you discard it by the effect of "Graceful Charity", because in this case, you're not discarding "Thunder Dragon" to activate its effect. When your "Solemn Wishes" is in effect, and you use "Graceful Charity", increase your Life Points by 500 points after drawing 3 cards and discarding 2 cards. When "Solemn Wishes" and "Skull Invitation" are in effect, if you use "Graceful Charity", you increase your Life Points by "Solemn Wishes", and decrease it by "Skull Invitation". You can discard cards which you got by the effect of "Graverobber" when you use "Graceful Charity". Those (next page)</p>

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Card #	Card Image	Tournament Ruling
		discarded cards return to the respective owner's Graveyard. If you collect all the parts of "Exodia" by using "Graceful Charity" while "Skull Invitation" is in effect and you have only 300 Life Points, you discard 2 cards, and the effect of "Skull Invitation" is applied. If you still have any Life Points, you win! If not, you lose. When "Thunder Dragon" is declared by "Prohibition", you still can discard "Thunder Dragon" by using "Graceful Charity", but you cannot activate its effect. When you have all the "Exodia" parts by using "Graceful Charity", you win, however, if you have other cards to discard twice beside "Exodia", you cannot win at that time; you must fulfill all instructions on "Graceful Charity" and resolve all of its effects before you can win. You cannot force your opponent to use the effect of your "Graceful Charity".
SDP-050	Gryphon Wing	You can chain "Fake Trap" to "Gryphon Wing". You cannot chain "Gryphon wing" to your opponent's "Gryphon Wing". You can chain it to "Harpie's Feather Duster". You cannot activate your "Gryphon Wing" in the middle of a chain.
LOD-000	Yata-Garasu	If a Spirit Monster is destroyed, it does not return to your hand at the end of the turn. Spirit Monsters are Effect Monsters, just like Toons. If Yata-Garasu is in face-down defense position and is attacked by an ATK 0 monster, then Yata-Garasu's effect is activated. If the Battle Damage is reduced to 0 with Waboku or Kuriboh, Yata-Garasu's effect is not activated. If Hino-Kagu-Tsuchi and Yata-Garasu both inflict Battle Damage to your opponent's Life Points, the Draw Phase is skipped, so Hino-Kagu-Tsuchi's effect is resolved during the beginning of the Standby Phase. If the Standby Phase is also skipped, Hino-Kagu-Tsuchi's effect resolves at the beginning of Main Phase 1.
LOD-001	Dark Ruler Ha Des	Dark Ruler Ha Des is a Fiend so he benefits from his own effect. When Dark Ruler Ha Des is on the field, and Fiend-Type Monsters (including Dark Ruler Ha Des) on your side of the field destroy a Sinister Serpent on your opponent's side of the field, Sinister Serpent will not be returned to the hand from the Graveyard. This negation continues even if Dark Ruler Ha Des is destroyed afterward. This also applies to Witch of the Black Forest, Sangan, Marie the Fallen One, Man-Eater Bug, Nimble Momonga, Mystic Tomato, Giant Rat, etc. The negated effects of the monsters are negated as long as they remain in the Graveyard. But when they are Special Summoned, or returned to your Hand or Deck, you can use their effect again. When Dark Ruler Ha Des or one of your other Fiends attacks Relinquished and its equipped monster is destroyed, the equipped monster card can activate its effect (Sangan, etc.) because it is not destroyed by the attacking Fiend-type monster, it is destroyed by the effect of Relinquished. When Dark Ruler Ha Des attacks a Wall of Illusion, (next page)

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Card #	Card Image	Tournament Ruling
		<p>the Wall's effect is not applied. When Dark Ruler Ha Des or one of your other Fiends destroys a Flip Effect monster, the Flip Effect is negated. If a monster destroyed by Dark Ruler Ha Des is removed from the Graveyard, and then restored with Miracle Dig, this effect resets and the card's effect can be activated again. This negation effect applies to monsters that increase your Life Points in the Graveyard, such as Marie the Fallen One. When your Dark Ruler Ha Des destroys your opponent's Tyrant Dragon, he/she still has to offer a Dragon-Type Monster on his/her side of the field to Special Summon Tyrant Dragon from the Graveyard. (This is a "condition" and is not negated. It is different from an "effect".) You cannot Special Summon Dark Ruler Ha Des to your side of the field face-down using the effect of Shallow Grave or Spear Cretin because they Special Summon a monster from the Graveyard. Even if Dark Ruler Ha Des is destroyed by a Fiend monster or another Dark Ruler Ha Des, you cannot Special Summon your Dark Ruler Ha Des</p> <p>from your Graveyard. A Spirit Monster destroyed by Dark Ruler Ha Des cannot be Special Summoned from the Graveyard. (Again, these are "conditions" not "effects".) You can return your Dark Ruler Ha Des which is destroyed during the turn to your hand by activating Return of the Doomed. Fiber Jar will return Dark Ruler Ha Des from the Graveyard to your deck.</p>
LOD-002	Dark Balter the Terrible	<p>You cannot use substitute monsters like Goddess with the Third Eye to Fusion Summon Dark Balter the Terrible. You can summon Dark Balter the Terrible with Summoner of Illusions. Can only negate Normal Magic Cards, not Quick-Play, Equip, Field, Ritual, or Continuous Magic Cards. If Dark Balter the Terrible negates a Magic Card, and another card is chained to this effect to destroy Dark Balter the Terrible (such as Offerings to the Doomed), Dark Balter the Terrible still negates the Magic Card even though he is destroyed. Dark Balter the Terrible negates the effect of a Magic Card, not the activation of the card itself, so Swords of Revealing Light still remains on the field for 3 turns but its effects are negated for all 3 turns, even if Dark Balter the Terrible is destroyed first. Dark Balter the Terrible's negation effect is spell speed 2 (multi-trigger). Dark Balter the Terrible negates a Flip Effect if he destroys a Flip Effect Monster. When Dark Balter the Terrible destroys Witch of the Black Forest, Sangan, Sinister Serpent, etc., the effects are negated. The last sentence on Dark Balter the Terrible is continuous, you do not pay for it.</p>

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Card #	Card Image	Tournament Ruling
LOD-003	Lesser Fiend	<p>Magic & Trap Cards played with Magical Hats are treated as Monster Cards so they are removed from play if destroyed by Lesser Fiend. A monster destroyed by Lesser Fiend is removed from play and is not sent to the Graveyard or via the Graveyard. So Witch of the Black Forest, Sangan, etc. do not get their effect, and Kycoo the Ghost Destroyer does not prevent Lesser Fiend's effect. Damage Calculation is still performed and Flip Effects still activate, even if Lesser Fiend will remove the monster from play after destroying it. If Lesser Fiend attacks a face-down Man-Eater Bug, and Man-Eater Bug destroys Lesser Fiend with its effect, Man-Eater Bug is still removed from play; resolve Lesser Fiend's effect before the effect of the monster it destroys. This is because the determination of whether or not to remove the destroyed monster from play is done when the monster is destroyed. You can return a monster destroyed by Lesser Fiend with Miracle Dig, and cards like Marie the Fallen One & Sinister Serpent will have their effect applied once again.</p> <p>When Lesser Fiend attacks an equipped Relinquished, the equipped Monster Card is not removed from play as it was destroyed by the effect of Relinquished. But if Lesser Fiend destroys an unequipped Relinquished, that Relinquished is removed from play. If Lesser Fiend battles a monster with equal ATK, the other monster is destroyed but not removed from play because Lesser Fiend is considered to be a Continuous Effect Monster and a Continuous Effect Monster's effect is no longer active and disappears if it is destroyed or not on the field.</p>
LOD-004	Possessed Dark Soul	<p>You can take control of all monsters level 3 or lower on your opponent's side of the field. If there is not enough space to take control of all of them, you select which monsters you take control of and the rest of the monsters are destroyed. You maintain control over each monster until it is destroyed, removed from the field, or returned to the owner's hand. If the monster is turned face-down after you take control of it, you still keep control of the monster. But you cannot take control of a face-down card on your opponent's side of the field because you cannot verify the number of Level Stars. If there is no space to take control of Griggle or Ameba, they are destroyed before control switches, so their effects do not activate. Tributing is a cost and is resolved first, so if this is your only monster and you tribute it for its effect, you can take control of all 5 of your opponent's monsters (if appropriate), meaning that Possessed Dark Soul is no longer occupying a Monster Card Zone when you determine how many monsters you can take control of.</p>

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Card #	Card Image	Tournament Ruling
LOD-005	Winged Minion	The target monster will have increased ATK/DEF as long as it remains face-up on the field. If it is flipped face-down this effect resets and the bonus is lost. If DNA Surgery, etc., changes the monster's type, the effect of Winged Minion is still active even if the Type is changed. If you have 2 of this card applied to a monster, the effect is doubled (+1400 ATK/DEF).
LOD-006	Skull Knight #2	<p>If you Tribute Summon a Fiend and your opponent activates Torrential Tribute, step 1 of the chain is your activation of Skull Knight #2's effect, and step 2 is your opponent's Torrential Tribute. Torrential Tribute resolves first, and it destroys the level 5+ Fiend monster that you Tribute Summoned. Then Skull Knight #2's effect resolves, and you special Summon Skull Knight #2 from your deck. However, if your opponent uses Torrential Tribute in response to the Special Summon of Skull Knight #2, then it will be destroyed along with all other monsters. If Solemn Judgment/Horn of Heaven negate the Tribute Summon of the level 5+ fiend, then Skull Knight #2's effect is not activated and you do not Special Summon a Skull Knight #2 from your deck. If you offer Skull Knight #2 as a Tribute to Special Summon a Fiend (including Ritual Monster, Dark Necrofear, etc.) then the effect of Skull Knight #2 is not activated. If you use Soul Exchange and then tribute your opponent's Skull Knight #2 as a tribute</p> <p>to Tribute Summon a Fiend-Type monster, neither player can Special Summon a Skull Knight #2 because it remains on the opponent's side of the field at all times. But if you use Change of Heart and tribute your opponent's Skull Knight #2 to summon a level 5+ fiend, then YOU get to use its effect and Special Summon a Skull Knight #2 from your deck. If you SET a high-level Fiend-Type Monster by tributing Skull Knight #2, this card's effect IS activated. You do NOT have to show the set monster to your opponent to verify that it is a Fiend.</p>
LOD-007	Ryu-Kishin Clown	You can apply this card's effect to itself. If this monster is Special Summoned in face-down defense position such as with Shallow Grave, Ryu-Kishin Clown's effect is not activated. "Change its battle position" means attack vs defense, not face-up vs face-down. You CAN change the position of a monster you could not normally change the position of, such as Goblin Attack Force, or if Thousand-Eyes Restrict is on the field.
LOD-008	Twin-Headed Wolf	It's negated until the monster is returned to hand/Deck/field or removed from play. So if the Flip Effect Monster is Special Summoned in face-down defense position, the Flip Effect Monster will get the Flip Effect once again. If this monster attacks a face-down attack position monster with equal ATK to Twin-Headed Wolf, both monsters are destroyed, and the Flip Effect is still negated because this is a Trigger Effect, not a Continuous Effect.

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Card #	Card Image	Tournament Ruling
LOD-010	Bark of Dark Ruler	<p>This card can only be activated between the Battle Step and the damage calculation of the Damage Step. The target of the effect of this card is the monster which is in battle with a Fiend-type monster on your side of the field. This card specifically designates a target. You have to pay your Life Points when you activate this card because it is a cost. You can activate this card during your opponent's Battle Phase or your own Battle Phase. The maximum you can pay is the higher of the target monster's ATK/DEF, so you can pay 1800 to reduce a ATK 1800 / DEF 700 monster to ATK 0 / DEF 0 even though the DEF was only 700. You can only pay in multiples of 100 and cannot over-pay, so when attacking Mechanicalchaser, the maximum you can pay is 1800 to lower the ATK to 50. You can pay over 1000 life points.</p>
LOD-011	Fatal Abacus	<p>Even if "Fatal Abacus" is in effect, players take no damage if a Magic Card or a Trap Card which is treated as a monster (due to Magical Hats, etc.) is sent to the Graveyard. Even if "Fatal Abacus" is in effect, players take no damage if a monster that is an Equip Magic Card (equipped to Relinquished, etc.) is sent to the Graveyard. While "Fatal Abacus" is in effect, if a monster is destroyed, the owner of the monster card takes the 500 points damage. While multiple "Fatal Abacus" are in effect, their effects are cumulative (so 2 "Fatal Abacus" does 1000 damage). "Sent from the field to the Graveyard" includes "destroy," "offer as a tribute," and "sent from the field to the Graveyard". For "Banisher of the Light" & "Nobleman of Crossout", the monster is directly removed from play rather than sent to the Graveyard and then removed from play, so it does not apply to Fatal Abacus. Monster Tokens do not trigger this card's effect, they are removed from the field.</p>
LOD-012	Life Absorbing Machine	<p>For example, if you pay 700 life points for Imperial Order, you gain 350 points from Life Absorbing Machine in your next turn's Standby Phase. Multiples of this card are cumulative, so if you have 2 Life Absorbing Machines, you would gain 700 points for paying for that 1 Imperial Order on your last turn. You gain these life points in each of your Standby Phases. You gain even if this card was not active when you paid, so you can pay 700 points in your Standby Phase, then activate Life Absorbing Machine in your opponent's turn, and you would gain 350 points in your next Standby Phase. Life Absorbing Machine only gives you Life Points from costs you paid, not from damage. The "last turn" means from the Draw Phase to the End Phase of your previous turn. When "Fire Princess" is on your side of the field, and "Life Absorbing Machine" is in effect, the effect of "Fire Princess" inflicts damage to your opponent equal to the number of times you paid a cost x 500 points because this card increases your Life Points multiple times. Costs paid for "Chain Energy" do apply for Life Absorbing Machine.</p>

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Card #	Card Image	Tournament Ruling
LOD-013	The Puppet Magic of Dark Ruler	This follows the general rule so the monster is summoned in face-up attack or face-up defense position. Removing monsters from the game to activate "The Puppet Magic of Dark Ruler" is not a cost. So you have to confirm that your opponent is not chaining to negate this card or its effects before you remove monsters from the game. You can remove face-down monsters to activate "The Puppet Magic of Dark Ruler". You have to Special Summon a Fiend-Type Monster exactly the same Level as the removed monsters.
LOD-014	Soul Demolition	If your opponent destroys your "Soul Demolition" with Mystical Space Typhoon, etc., in a chain, the effect of "Soul Demolition" disappears. You can use the effect of "Soul Demolition" more than twice during the same Chain Link. When you activate "Soul Demolition", you do not have to use the effect of it. Only the controller of "Soul Demolition" can use its effect. Paying 500 life points for Soul Demolition's effect is a cost. When players select monsters in the Graveyards for the effect of "Soul Demolition", the controller of "Soul Demolition" selects first. When your opponent activates an effect as a Chain to "Soul Demolition" that destroys all your Fiend-Type Monsters, the effect of "Soul Demolition" is not negated. You cannot activate "Soul Demolition" if either player has no monsters in the Graveyard. When "Kycoo the Ghost Destroyer" is on the field, you cannot activate Soul Demolition. You have to select a monster to remove from play when you activate Soul Demolition's effect. If you chain to Monster Reborn and remove the monster from play that was selected to be revived, then Monster Reborn's effect disappears.
LOD-015	Double Snare	You can use this card to destroy Jinzo, Tyrant Dragon, Fiend Skull Dragon, or The Dragon's Bead because they have effects that negate Trap Cards' effects. You cannot use it on Ryu Senshi because his effect protects him against Magic Cards that specifically designate him as a target. You cannot use it on Reaper of the Cards because it does not negate Trap Cards' effects, it destroys Trap Cards. You can only destroy face-up cards with the effect of "Double Snare". You cannot destroy "Jinzo" with Double Snare if Jinzo is an Equip Magic Card equipped to Relinquished.

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Card #	Card Image	Tournament Ruling
LOD-016	Freed the Matchless General	<p>You can Special Summon "Freed the Matchless General" from your Graveyard by activating "Monster Reborn", because Freed's effect is not applied while he is in the Graveyard. You can use "Premature Burial" to Special Summon Freed. Freed then negates the effect of Premature Burial and destroys it, so "Freed the Matchless General " remains on the field without "Premature Burial". Your opponent can take control of your face-down "Freed the Matchless General " by activating "Change of Heart", and if Freed is then flipped, control of Freed still remains with your opponent for the rest of the turn. Freed can be destroyed by Fissure because it does not specifically designate a target. A face-down "Freed the Matchless General " cannot negate the effects of "Nobleman of Crossout", "Change of Heart" and "Tribute to the Doomed" so all of these cards will work on him if he is face-down. You can use specifically-targeted Magic Cards on "Freed the Matchless General", but the Magic Cards are negated and destroyed by his effect. The effect of "Freed the Matchless General"</p> <p>cannot negate "Raigeki", because "Raigeki" does not specifically designate a target. If you equip "Fusion Sword Murasame Blade" to "Freed the Matchless General", "Fusion Sword Murasame Blade" is negated and destroyed by Freed's effect. The effect of "Freed the Matchless General " cannot negate "Creature Swap", because "Creature Swap" does not specifically designate a target. Even if you have 2 copies of "Freed the Matchless General" in play, you can only place 1 Warrior-Type Monster in your hand instead of drawing. Freed only lets you search by forfeiting your normal draw; you cannot play "Pot of Greed" and choose to use Freed's effect instead of drawing 2 cards for Pot of Greed. Your opponent can chain to Freed's effect of adding a Warrior to your hand. You can still choose to Draw even if you control "Freed the Matchless General" on the field. If you attempt to use Freed's effect, and find that you do not have a Warrior-Type Monster Level 4 or below in your deck, you have already forfeited your draw and you cannot instead</p> <p>Draw in your Draw Phase. When effects of "Maharagi" and "Freed the Matchless General " are activated at the same time, you apply the effect of "Freed the Matchless General " first.</p>
LOD-017	Throwstone Unit	<p>"This monster" means Throwstone Unit. When you activate the effect of "Throwstone Unit", the current ATK of Throwstone Unit and the current DEF of the selected monster are applied, not the original ATK & DEF. You can offer "Throwstone Unit" itself as a Tribute to itself to activate its effect. You cannot destroy face-down monsters with the effect of "Throwstone Unit".</p>

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Card #	Card Image	Tournament Ruling
LOD-018	Marauding Captain	<p>When you have "Marauding Captain" on your side of the field, and another Warrior-Type Monster equipped with "Ring of Magnetism", your opponent has to attack the monster equipped with Ring of Magnetism if he/she chooses to attack. When there are 2 "Marauding Captains" on your side of the field, your opponent cannot attack any Warrior-Type Monster on your side of the field, nor can your opponent attack your life points in this case. He/she still can perform a Battle Phase, though for purposes of card effects. Also, he/she could still attack your Life Points directly with a monster that has that ability (Toons, Rainbow Flower, etc.). When your "Marauding Captain" is out of play, such as with Dimensionhole, your opponent can attack your other Warriors. Your opponent can attack face-down monsters on your side of the field, even you control "Marauding Captain". If there are 2 "Marauding Captains", and 1 is equipped by "Ring of Magnetism", your opponent cannot attack either one. When you control "Patrician of Darkness", "Marauding Captain" and other Warrior-Type Monsters, your opponent can only attack "Patrician of Darkness" or "Marauding Captain". The effect of "Marauding Captain" cannot summon a Special Summon-only Monster. If you Flip Summon or Special Summon "Marauding Captain", his effect to Special Summon another Warrior is not activated. When you Normal Summon "Marauding Captain", and your opponent activates "Trap Hole", the effect of "Marauding Captain" is Chain Link 1, and the effect of "Trap Hole" is Chain Link 2, because the player taking their turn has priority and activates his effects first. So the effect of "Trap Hole" destroys "Marauding Captain" first, and then the effect of "Marauding Captain" Special Summons a Warrior. Your opponent can activate "Royal Oppression" as a chain to your "Marauding Captain" and negate its effect. The monster Special Summoned by Marauding Captain is Special Summoned in face-up attack or face-up defense position.</p>

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Card #	Card Image	Tournament Ruling
LOD-019	Ryu Senshi	<p>You can Special Summon "Ryu Senshi" by the effect of "Monster Reborn", because the effect of "Ryu Senshi" is not applied while it is in the Graveyard (but only if Ryu Senshi was Fusion Summoned by a proper method, as usual for Fusion Monsters). Ryu Senshi's effect can only negate Normal Trap Cards. The effect of "Ryu Senshi" cannot negate the effect of a Trap Card that is treated as an Equip Magic Card. You can activate the effect of "Ryu Senshi" several times in a same Chain Link. You can use Ryu Senshi's effect to negate a Trap Card during your opponent's turn (this is a Multi-trigger Effect). Ryu Senshi can be destroyed with "Fissure", because "Fissure" does not specifically designate a target. You can designate "Ryu Senshi" with the effect of a Magic Card, but the Magic Card is negated and destroyed by the effect of "Ryu Senshi". If you equip "Fusion Sword Murasame Blade" to "Ryu Senshi", "Fusion Sword Murasame Blade" is negated and destroyed by the effect of "Ryu Senshi". The effect of "Ryu Senshi" cannot negate "Creature Swap", because "Creature Swap" does not specifically designate a target.</p>
LOD-021	Mysterious Guard	<p>Monsters are selected at the time of activation of this Flip Effect, not at resolution of the Flip Effect. If "Serpentine Princess" is returned to the top of the Deck by the effect of "Mysterious Guard", the effect of "Serpentine Princess" is activated.</p>
LOD-022	Frontier Wiseman	<p>The effect of "Frontier Wiseman" cannot negate "Toll" or "Gravekeeper's Servant", because they do not specifically designate a target. When "Frontier Wiseman" is on your side of the field, you can equip Equip Magic Cards to your Warriors, but the Equip Magic Card has its effects negated and is destroyed by the effect of "Frontier Wiseman". When your opponent activates the effect of "Fissure" while "Frontier Wiseman" is on your side of the field, the effect of "Fissure" is not negated because it does not specifically designate a target, and if a Warrior has the lowest ATK on your side of the field, it is still destroyed. The effect of "Frontier Wiseman" cannot negate "Array of Revealing Light" even if your opponent designates Warrior because it does not specifically designate a target. If you equip "Fusion Sword Murasame Blade" to a Warrior when "Frontier Wiseman" is on your side of the field, "Fusion Sword Murasame Blade" is negated and destroyed by the effect of "Frontier Wiseman".</p> <p>The effect of "Frontier "Creature Swap", because "Creature Swap" does not specifically designate a target.</p>

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Card #	Card Image	Tournament Ruling
LOD-023	Exiled Force	If "Exiled Force" was offered as a Tribute for a Tribute Summon, or for another card's effect, Exiled Force's effect does not activate. You cannot activate the effect of "Exiled Force" if there is no target on the field. This is not a multi-trigger effect. Offering this card as a tribute is a cost. If you summon Exiled Force, and your opponent uses Trap Hole, because of priority, Exiled Force's effect is Step 1 of the chain, and Trap Hole is Step 2 of the chain, so Exiled Force still resolves its effect (destroy 1 monster) and Trap Hole's effect would disappear. In this case, Trap Hole could not be activated because Exiled Force was no longer on the field to be destroyed. So Trap Hole remains on the field as it was not activated.
LOD-024	The Hunter with 7 Weapons	The effect of "The Hunter with 7 Weapons" is not activated if it is Flip Summoned or Special Summoned. Fairy Box vs. this card: after the ATK becomes 0, then the +1000 ATK is applied, so this monster will have an ATK of 1000. Mirror Wall vs. this card: after the ATK is halved, apply the +1000 bonus (because the bonus is added during Damage Calculation).
LOD-025	Shadow Tamer	You cannot take control of a face-down Fiend with the effect of "Shadow Tamer".
LOD-026	Dragon Manipulator	You cannot take control of a face-down Dragon with the effect of "Dragon Manipulator".
LOD-027	The A. Forces	Multiple copies of "The A. Forces" are cumulative.
LOD-028	Reinforcement of the Army	You must show your opponent the monster that you moved from your Deck to your hand. You can activate the effect of "Reinforcement of the Army" even if there is no Warrior Level 4 or below in your Deck, but you still shuffle your Deck after looking through it, and you must show your deck to your opponent in this case.
LOD-029	Array of Revealing Light	You declare the Type of monster when you activate "Array of Revealing Light", not when "Array of Revealing Light" resolves. Also, you cannot change the Type once it is declared. If the Type of a monster on your opponent's side of the field is changed during the turn it is Summoned (such as with DNA Surgery), the monster can attack. When "Frontier Wiseman" is on the field, and you declare Warrior-Type by the effect of "Array of Revealing Light", "Array of Revealing Light" is not negated because "Array of Revealing Light" does not specifically designate a target.
LOD-030	The Warrior Returning Alive	You can place a Special Summon Monster to your hand with the effect of "The Warrior Returning Alive". You can return a Fusion Monster to your Fusion Deck Zone by the effect of "The Warrior Returning Alive", not to your hand.

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Card #	Card Image	Tournament Ruling
LOD-031	Ready for Intercepting	<p>If you activate the effect of "Ready for Intercepting" on a monster you control after your opponent's attack declaration, there is no replay and your opponent continues to attack the designated monster. If you activate the effect of "Ready for Intercepting" on a monster which is attacking and it is flipped to face-down, the monster cannot attack and the attack ends. If "Thousand-Eyes Restrict" is flipped face-down by "Ready for Intercepting", you can attack the face-down Thousand-Eyes Restrict, and the attack will resolve even after Thousand-Eyes Restrict is flipped face-up in the Damage Step and Thousand-Eyes Restrict is destroyed if the ATK of the attacking monster is greater than zero. While "Light of Intervention" is in effect, you cannot activate "Ready for Intercepting". You can use the effect of "Ameba" or "Griggle" again if they are flipped face-down by "Ready for Intercepting". If you activate "Ready for Intercepting" and flip a monster with an Equip Magic Card, the Equip Magic Card is destroyed and sent to the Graveyard.</p> <p>When you chain "Ready for Intercepting" to "Fissure", first "Ready for Intercepting" resolves, then "Fissure" resolves; the determination of which monster has the lowest ATK occurs when "Fissure" resolves, not when it is activated, so the monster that was flipped face-down by "Ready for Intercepting" cannot be destroyed by the effect of "Fissure". When you activate the effect of "Ready for Intercepting" to flip a monster equipped with "Smoke Grenade of the Thief" face-down, the effect of "Smoke Grenade of the Thief" is negated, because it is not destroyed directly.</p>
LOD-032	A Feint Plan	<p>When "A Feint Plan" is in effect, if you control only face-down monsters your opponent cannot attack your Life Points directly either. If you activate the effect of "A Feint Plan" after your opponent declares an attack on a face-down monster, the attack resolves. Afterward, he/she cannot attack other face-down monsters.</p>
LOD-033	Emergency Provisions	<p>You can activate Raigeki, then chain Emergency Provisions to it and discard Raigeki as a cost; then you gain 1000 Life Points for Emergency Provisions and send Raigeki to the Graveyard, but Raigeki was already activated and Raigeki's effect still resolves. You CAN send multiple cards to the Graveyard at 1 time with Emergency Provisions. If your opponent activates Heavy Storm, you can chain Emergency Provisions to it and send your cards to the Graveyard; lets say you send your 4 set Trap Cards to the graveyard; you gain 4000 life points. Fire Princess counts Emergency Provisions as 1 source, so in the previous example where you gain 4000 Life Points, your Fire Princess does only 500 damage. In a chain, if you chain Just Desserts to Heavy Storm, THEN chain Emergency Provisions and send Just Desserts to the Graveyard, you gain 1000 Life Points AND do damage for Just Desserts. But because discarding Just Desserts for Emergency Provisions is a cost, (next page)</p>

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		<p>it is performed at activation of Emergency Provisions. This means that if you chain Emergency Provisions to Heavy Storm, without chaining Just Desserts, you then send Just Desserts to the Graveyard at that time, and Just Desserts is no longer on the field so you cannot chain it to Emergency Provisions. (If you perform the activations in the right order, you do get both effects. But if you perform them in the wrong order, you have lost your chance to use Just Desserts.) In the case of Magic Reflector & Magic Counters with Emergency Provisions, Magic Cards are NOT destroyed, they are "sent to the graveyard", by Emergency Provisions, so the Magic Token does not help in that case because it only prevents a Magic Card from being "destroyed". So a Magic Card with a Magic Counter is still sent to the Graveyard if used as a cost for Emergency Provisions. If you use Emergency Provisions to send a Magic Card equipped to Woodland Sprite to the Graveyard, Woodland Sprite's effect is NOT activated (because you are using the Magic Card for a different effect, just like Cannon Soldier). If you activate Premature Burial, and then try to chain Emergency Provisions, Premature Burial is paid as a cost and never revives a monster because it is no longer on the field at resolution. But if you use Premature Burial, THEN use Emergency Provisions later (not as a chain) then your monster revived with Premature Burial is not destroyed because Premature Burial was not destroyed. You can activate "Emergency Provisions" as a chain to your own activation of a Magic Card or Trap Card. When you send "Toon World" to the Graveyard as an activation cost for "Emergency Provisions", Toon Monsters on the field are not destroyed, because "Toon World" is not destroyed. If you send a Magic Card or a Trap Card to the Graveyard as a cost to activate "Emergency Provisions", you cannot activate the Magic Card or the Trap Card as a chain. You can send "Fusion Sword Murasame Blade" to the Graveyard to activate "Emergency Provisions". If you send "Smoke Grenade of the Thief" to the Graveyard to activate "Emergency Provisions", the effect of "Smoke Grenade of the Thief" is not activated, because it is not treated as being destroyed. If you send "Blast with Chain" as an Equip Magic Card to the Graveyard to activate "Emergency Provisions", the effect of "Blast with Chain" is not activated, because it is not treated as being destroyed. If "Imperial Order" is in effect, you can send "Imperial Order" to the Graveyard as a cost to activate "Emergency Provisions". When you send "Black Pendant" to the Graveyard to activate "Emergency Provisions", the effect of "Black Pendant" activates. When "Banisher of the Light" is face-up on the field, you cannot activate the effect of "Emergency Provisions".</p>

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Card #	Card Image	Tournament Ruling
LOD-034	Tyrant Dragon	<p>The first sentence means that if, immediately after Tyrant Dragon's attack, there is still a monster on your opponent's side of the field, Tyrant Dragon can immediately attack again. In other words, Tyrant Dragon can attack twice in a row IF there is still a monster after its first attack. Tyrant Dragon does not have to make the first attack of your Battle Phase to use this effect. Tyrant Dragon must attack twice in a row to use its effect; another monster cannot attack in-between. "Tyrant Dragon" can attack twice using its effect even if "The Dark Door" is active. If there is no monster on your opponent's side of the field, "Tyrant Dragon" cannot do its second attack. "Tyrant Dragon" can use its second attack on a monster that was Special Summoned by the effect of "Call of the Haunted". When you activate the effect of "Last Turn", you can select "Tyrant Dragon", because "Last Turn" does not specifically designate a target. If your opponent activates "Bottomless Trap Hole" when you Summon, Flip Summon or Special Summon</p> <p>"Tyrant Dragon", Tyrant Dragon is destroyed because "Bottomless Trap Hole" does not specifically designate a target. Your opponent can activate "Trap Hole" when you Summon (Flip Summon) "Tyrant Dragon", but the effect of "Trap Hole" is negated and destroyed. You can activate the effect of "Call of the Haunted" to Special Summon "Tyrant Dragon" from the Graveyard. "Call of the Haunted" will then have its effects negated and be destroyed by the effect of "Tyrant Dragon", and "Tyrant Dragon" remains on the field without it. Your opponent can activate the effect of a Trap Card like "Enchanted Javelin" when your "Tyrant Dragon" attacks, but the Trap Card has its effect negated and is destroyed. When "Tyrant Dragon" attacks, your opponent can activate "Mirror Force" and "Mirror Force" is not negated or destroyed, because "Mirror Force" does not specifically designate a target. When you summon "Tyrant Dragon", your opponent can activate the effect of "Torrential Tribute" and all monsters are (next page)</p>

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		<p>destroyed, because "Torrential Tribute" does not specifically designate a target. When you activate the effect of "Two-Pronged Attack", if one of the targets is "Tyrant Dragon", "Two-Pronged Attack" has its effects negated and is destroyed. When you Summon (or Flip Summon) "Tyrant Dragon", your opponent can activate "Horn of Heaven" or "Solemn Judgment" to negate and destroy "Tyrant Dragon" (just like you can negate the summon of Jinzo). When "Tyrant Dragon" attacks, your opponent can activate the effect of "Shift" to change the attack target to another monster, because the target of Shift is the target that it is shifted TO, not that it is shifted FROM. Also, if your opponent's Wingweaver attacks your Dark Magician, you cannot use Shift to change the target of the attack to Tyrant Dragon. Also, your opponent can activate "Shift" as a chain to a Trap Card to change the target to "Tyrant Dragon", but "Shift" is then negated and destroyed</p> <p>by the effect of "Tyrant Dragon" so the target does not change. If Player A uses Monster Reborn on Player B's Tyrant Dragon in Player B's Graveyard, then Player A must tribute a Dragon; if Player A has no Dragon to tribute he cannot Special Summon his opponent's Tyrant Dragon. Lord of D. does not eliminate the need to Tribute in order to Special Summon Tyrant Dragon. The effect of "Tyrant Dragon" does not give you any special ability to Special Summon it from the Graveyard; it refers to your use of "Monster Reborn" etc. to Special Summon it. If you Special Summon "Tyrant Dragon", you offer a monster as a Tribute at the time you resolve the effect of the Magic Card or Trap Card. When you activate the effect of "Monster Reborn" to Special Summon "Tyrant Dragon", and your opponent activates the effect of "Imperial Order" to negate the effect of "Monster Reborn", you do not have to offer a Dragon-Type Monster as a Tribute, because "Tyrant Dragon" is not Special Summoned. Even if "Tyrant Dragon" is destroyed by "Dark Ruler Ha Des", you still have to offer a Dragon-Type Monster on your side of the field to Special Summon "Tyrant Dragon". When you Special Summon "Tyrant Dragon" by the effect of "Monster Reborn" etc., you can offer a face-down Dragon-Type Monster as a Tribute.</p>

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Card #	Card Image	Tournament Ruling
LOD-035	Spear Dragon	<p>When your "Spear Dragon" inflicts Battle Damage to your opponent's Life Points using its effect, you can activate the effect of "Robbin' Goblin". When your "Spear Dragon" inflicts Battle Damage to your opponent's Life Points using its effect, and your opponent lowers the damage to 0 points by activating the effect of "Kuriboh", "Waboku", etc., the Battle Position of "Spear Dragon" is still changed to Defense Position. When "Spear Dragon" attacks, if its ATK is changed by an effect, the current ATK is applied to inflict Battle Damage to your opponent's Life Points. Even if "Spear Dragon" attacks a monster in face-up Attack Position, its Battle Position is still changed to Defense Position. You can change the Battle Position of "Spear Dragon" after the turn it attacked (unlike Goblin Attack Force). When "Spear Dragon" inflicts Battle Damage to your opponent's Life Points using its effect, you cannot inflict additional damage using "Dragon's Rage". While "Robbin' Goblin" is in effect, and "Spear Dragon"</p> <p>attacks a face-down Defense Position monster and inflicts Battle Damage to your opponent's Life Points with its effect, then first your opponent discards a card from his/her hand for the effect of "Robbin' Goblin", and then apply the effect of Flip Effects. If you have Lord of D. in play, Spear Dragon still changes to Defense Position after attacking.</p>
LOD-036	Spirit Ryu	<p>You get this effect when you discard for the specific purpose of increasing the ATK and DEF of Spirit Ryu. When you send 1 Dragon-Type Monster to the Graveyard, the ATK of only 1 "Spirit Ryu" is increased by 1000 points even if there are 2 "Spirit Ryu" on the field. When you discard a card by the effect of "Spirit Ryu", you cannot activate the effect of "Forced Requisition". You cannot use the effect of "Spirit Ryu" as a chain to your opponent's Trap Card or Quick-Play Magic Card. You can use the effect of "Spirit Ryu" for multiple times towards 1 attack, but if your opponent chains to this effect, you cannot continue to discard Dragon-type monsters from your hand for this effect, because the spell speed of this effect is only 1. Also you cannot start a new chain, so if your opponent chains to Spirit Ryu's effect, you cannot continue to use Spirit Ryu's effect during that attack. When "Banisher of the Light" is face-up on the field, you cannot activate the effect of "Spirit Ryu", because if you discard it is removed from the game instead of being sent to the Graveyard. You cannot activate the effect of "Spirit Ryu" when another monster attacks. You cannot activate the effect of "Spirit Ryu" before your attack declaration.</p>

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Card #	Card Image	Tournament Ruling
LOD-039	Fiend Skull Dragon	<p>You cannot use substitute monsters like Goddess with the Third Eye to Fusion Summon Fiend Skull Dragon. When you Special Summon "Fiend Skull Dragon" with the effect of "Summoner of Illusions", "Fiend Skull Dragon" negates the Flip Effect of "Summoner of Illusions" and "Fiend Skull Dragon" remains on the field and is not destroyed at the end of the turn. While "Fiend Skull Dragon" is in effect, if your opponent Flip Summons a Flip Effect monster and destroys "Fiend Skull Dragon" by chaining Offerings to the Doomed to the Flip Effect, the Flip Effect is not negated because Fiend Skull Dragon's Continuous Effect is no longer in play. You can activate the effect of "Call of the Haunted" to Special Summon "Fiend Skull Dragon" from the Graveyard. "Call of the Haunted" will then have its effects negated and be destroyed by the effect of "Fiend Skull Dragon", and "Fiend Skull Dragon" remains on the field without it. Your opponent can activate the effect of a Trap Card like "Enchanted Javelin" when your "Fiend Skull Dragon" attacks,</p> <p>but the Trap Card has its effect is negated and is destroyed. When "Fiend Skull Dragon" attacks, your opponent can activate "Mirror Force" and "Mirror Force" is not negated or destroyed, because "Mirror Force" does not specifically designate a target. When you Summon "Fiend Skull Dragon", your opponent can activate the effect of "Torrential Tribute" and all monsters are destroyed, because "Torrential Tribute" does not specifically designate a target. When you activate the effect of "Two-Pronged Attack", if one of the target is "Fiend Skull Dragon", "Two-Pronged Attack" has its effects negated and is destroyed. Your opponent can activate "Trap Hole" when you Flip Summon a Set "Fiend Skull Dragon", but the effect of "Trap Hole" is negated and destroyed. When "Fiend Skull Dragon" attacks, your opponent can activate "Shift" to change the attack target to another monster. Also, your opponent can activate "Shift" as a chain to a Trap Card to change the target to "Fiend Skull Dragon", but "Shift" is then negated and destroyed by the effect of "Fiend Skull Dragon" so the target does not change. When you activate the effect of "Last Turn", you can select "Fiend Skull Dragon", because "Last Turn" does not specifically designate a target. You can chain Call of the Haunted to a Flip Effect (such as Big Eye) to Special Summon Fiend Skull Dragon from your Graveyard and negate the Flip Effect.</p>
LOD-040	Cave Dragon	<p>If there is only 1 "Cave Dragon" and no other Dragons, it cannot attack, but if there are 2 "Cave Dragon", they can both attack. You can Set, Flip Summon, and Special Summon "Cave Dragon" if there is another monster on your side of the field.</p>

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Card #	Card Image	Tournament Ruling
LOD-041	Gray Wing	Discarding a card to activate the effect of "Gray Wing" is a cost. You can activate the effect of "Gray Wing" only once per turn. You cannot apply the effect of "Gray Wing" to other monsters. When "Weather Report" is in effect, you can attack 4 times with "Gray Wing". You do not have to use the second attack, even if you activated the effect.
LOD-043	The Dragon's Bead	If your opponent destroys your The Dragon's Bead with Mystical Space Typhoon, etc., as a chain, the effect of "The Dragon's Bead" is negated. You cannot activate the effect of "The Dragon's Bead" as a chain to your opponent's activation of "Call of the Haunted", because "The Dragon's Bead" only applies to Trap Cards that specifically designate a face-up Dragon-Type Monster on the field. You cannot activate the effect of "The Dragon's Bead" during the Damage Step. When you flip "The Dragon's Bead", you do not have to activate its effect at that time. If The Dragon's Bead is already face-up on the field, you can pay the cost and use the effect in a chain, and you can use it multiple times in the same chain link. But you cannot flip this card face-up and pay its cost to use its effect in the same chain. You cannot activate the effect of "The Dragon's Bead" as a chain to a Trap Card which is in effect.
LOD-044	A Wingbeat of Giant Dragon	You can designate a Fusion Monster to activate the effect of "A Wingbeat of Giant Dragon"; the Fusion Monster is then returned to the Fusion Deck Zone. Returning a Dragon-Type Monster on your side of the field to the hand to activate "A Wingbeat of Giant Dragon" is not a cost, it is an effect. If you do not have a Level 5+ Dragon-Type Monster on your side of the field, you cannot activate "A Wingbeat of Giant Dragon". You cannot return a face-down monster to activate the effect of "A Wingbeat of Giant Dragon". When you activate the effect of "A Wingbeat of Giant Dragon", you can designate a monster you control which is owned by your opponent. If Lord of D. is on the field, you cannot use this card because this card specifically designates a monster as a target. If your opponent chains DNA Surgery to this card and changes your Dragons into Rocks, the effect of this card disappears as it cannot resolve. If your opponent chains Offerings to the Doomed to destroy your only Dragon, this card's effect does not resolve.
LOD-045	Dragon's Gunfire	When you activate the effect of "Dragon's Gunfire", you select the effect and designate a monster to destroy at the time of its activation.
LOD-046	Stamping Destruction	If you activate "Stamping Destruction", and your opponent then destroys the designated Magic Card or Trap Card before "Stamping Destruction" resolves, you cannot inflict the 500 damage to your opponent. If your opponent destroys all the Dragon-Type Monsters on your side of the field after your activation of "Stamping Destruction", the effect of "Stamping Destruction" is not negated because its conditions were valid at the time it was activated.

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LOD-047	Super Rejuvenation	<p>When you use the effect of "Super Rejuvenation", you Draw cards equal to the combined number of Dragon-Type Monsters which were discarded from your hand to the Graveyard and offered as Tributes this turn. When you use "Super Rejuvenation", count Dragons offered as Tribute from your hand and from your side of the field. This includes Dragons sent to the Graveyard for a Ritual Magic Card. It also includes those offered for Tribute by "Soul Exchange". Do not count Dragons that you discarded because you had too many cards in your hand during the End Phase of your turn. You apply the effect of "Super Rejuvenation" during the End Phase, but you can activate the card any time except the Damage Step. When you use the effect of "Super Rejuvenation", you do not count the Dragons discarded or Tributed by your opponent. You can draw cards for "Super Rejuvenation" only during the End Phase of the turn you activated it. When you activate multiple "Super Rejuvenations", the effects are cumulative. When you discard a</p> <p>Dragon after you draw for the effect of "Super Rejuvenation", you can draw again. While "Solemn Wishes" is in effect, you can increase your Life Points by the number of cards you draw by the effect of "Super Rejuvenation" x 500 points. When you use the effect of "Super Rejuvenation", you do count Dragon-Type Monster Cards which were changed by the effect of "DNA Surgery". (So if I have Goblin Attack Force on the field, with DNA Surgery turning it into a Dragon, and I tribute the Goblin Attack Force for Jinzo, and activate Super Rejuvenation, I draw a card for tributing Goblin Attack Force.)</p>
LOD-048	Dragon's Rage	<p>When your "Spear Dragon" or Dragon equipped with "Fairy Meteor Crush" inflicts damage to your opponent's Life Points using those effects, you cannot inflict more damage using "Dragon's Rage". When "Lord of D." and "Dragon's Rage" are in effect, the effect of "Dragon's Rage" is still applied to Dragon-Type Monsters, because "Dragon's Rage" does not specifically designate a target. Apply the current ATK of the Dragon that you offer as a Tribute. You can offer a face-down Dragon-Type Monster as a Tribute. However the effect of a Field Magic Card would not apply to the face-down Dragon for determining its ATK.</p>
LOD-049	Burst Breath	<p>When you use "Burst Breath", you can offer a Dragon-Type Monster on your opponent's side of the field with the effect of "Soul Exchange".</p>

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Card #	Card Image	Tournament Ruling
LOD-056	Fiber Jar	The effect of "Fiber Jar" sends Fusion Monsters on the field and in the Graveyard to the Fusion Deck Zone. The cards on the field, in hand, and in the Graveyard are shuffled into the Deck of the respective owning players. The effect of "Fiber Jar" does not end the Battle Phase. When you place "Serpentine Princess" from the field into your Deck with the effect of "Fiber Jar", the effect of "Serpentine Princess" is activated; apply the effect of "Serpentine Princess" after the effect of "Fiber Jar". When the effect of "Fiber Jar" is activated, the "Fiber Jar" itself is sent to your Deck. Even if "Twin-Headed Behemoth" is placed in the Deck and later returned to the field by the effect of "Fiber Jar", you cannot activate the effect of "Twin-Headed Behemoth" again if you already used it once. When the effect of "Fiber Jar" is activated, cards removed from the game do not return to the Decks. When the effect of "Fiber Jar" is activated, "Parasite Paracide" remains in your opponent's Deck and it still has its effect. The effect of "Fiber Jar" activates even if there are no cards on the field, in hands, or in the Graveyards. When the effect of "Fiber Jar" is activated, Monster Tokens are destroyed. If Fiber Jar is attacked and destroyed, it is also shuffled into the new Deck.
LOD-057	Serpentine Princess	You cannot Special Summon a Special Summon-only Monster. When you place "Serpentine Princess" from the field into your Deck with the effect of "Fiber Jar", the effect of "Serpentine Princess" is activated; apply the effect of "Serpentine Princess" after the effect of "Fiber Jar". When "Serpentine Princess" is returned to the deck by an effect in a chain, the effect of "Serpentine Princess" is a new Chain after resolving all current Chain Steps.
LOD-058	Patrician of Darkness	When you activate the effect of "Patrician of Darkness", your opponent cannot activate "Shift", because "Shift" can only be activated when a monster is designated as being attacked. When you have "Patrician of Darkness" and a monster equipped with "Ring of Magnetism" on your side of the field, your opponent must designate the monster equipped with "Ring of Magnetism" as a target of attack and you cannot select a different monster for your opponent to attack. When you control "Patrician of Darkness", "Marauding Captain" and other Warrior-Type Monsters, your opponent can only attack "Patrician of Darkness" or "Marauding Captain". When "Patrician of Darkness" is on your side of the field, and you designate a monster as a target of your opponent's attack, and the number of monsters on your side of the field is increased or decreased by a Trap Card or Quick-Play Magic Card, a replay occurs. In this case, your opponent can continue attacking or stop. If he/she continues to attack, you (next page)

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		<p>designate a monster as a target again. When "Patrician of Darkness", "Umi" and "The Legendary Fisherman" are on your side of the field, you cannot designate "The Legendary Fisherman" as a target, because of its effect. Even if "Patrician of Darkness" is on your side of the field, you cannot designate a monster on your opponent's side of the field as a target of your opponent's attacks. When "Patrician of Darkness" is on your side of the field, and "Jinzo #7" or Toon Monsters on your opponent's side of the field attack, you designate a monster on your side of the field or your Life Points as a target. However, if "Inaba White Rabbit" on your opponent's side of the field attacks in the same situation, "Inaba White Rabbit" directly attacks your Life Points, because "Inaba White Rabbit" can only attack your Life Points even if there is a monster on your side of the field. When "Lord of D." is on the field, and a Dragon-Type Monster and "Patrician of Darkness" are on your side of the field, you can designate the Dragon-Type Monster as a target. Even if there are multiple "Patricians of Darkness" on your side of the field, the effect is not repeated.</p>
LOD-059	Thunder Nyan Nyan	<p>When "Thunder Nyan Nyan" is on your side of the field, and you take control of a monster whose Attribute is not Light, "Thunder Nyan Nyan" is destroyed. You can Set "Thunder Nyan Nyan" even if a non-Light monster is on your side of the field. When face-down "Thunder Nyan Nyan" is attacked and flipped, if a non-Light monster is on your side of the field, "Thunder Nyan Nyan" is destroyed. When "Thunder Nyan Nyan" is on your side of the field, and a face-down non-Light monster is flipped on your side of the field, "Thunder Nyan Nyan" is destroyed. You can Special Summon "Thunder Nyan Nyan" by the effect of "Cyber Jar". However, you have to place either "Thunder Nyan Nyan" or your non-Light monsters face-down or your "Thunder Nyan Nyan" will be destroyed. When "Thunder Nyan Nyan" is temporarily removed by "Dimensionhole" and returned to the field on your next Standby Phase, if a non-Light monster is on your side of the field, "Thunder Nyan Nyan" is destroyed. You can Summon, Flip Summon and Special Summon "Thunder Nyan Nyan" when there are only face-down monsters and it will not be destroyed by its effect. When your opponent takes control of "Thunder Nyan Nyan" and there is a non-Light monster on your opponent's side of the field, "Thunder Nyan Nyan" is destroyed.</p>

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LOD-060	Gradius' Option	<p>You can Special Summon "Gradius' Option", but you have to select a "Gradius" on your side of the field to do so. If "Gradius" is not on your side of the field, you cannot Special Summon "Gradius' Option". The ATK/DEF of "Gradius' Option" is the same as "Gradius". Gradius' Option has the current ATK/DEF of Gradius, not the original ATK/DEF. So if you change the ATK/DEF of Gradius (with Axe of Despair, Reinforcements, Mirror Wall, etc.), you also change the ATK/DEF of Gradius' Option. You can equip an Equip Magic Card to "Gradius' Option" to change its ATK/DEF. If "Gradius" is flipped face-down by an effect, a "Gradius' Option" that selected that "Gradius" is destroyed. You cannot place "Gradius' Option" in your hand by the effect of "Witch of the Black Forest" or "Sangan", because the ATK/DEF of "Gradius' Option" are uncertain. The ATK/DEF of "Gradius' Option" is not changed by the effect of "Luminous Spark". "Gradius' Option" selects "Gradius" when "Gradius' Option" is Special Summoned. When your</p> <p>opponent takes control of "Gradius' Option" on your side of the field, "Gradius' Option" does not select a "Gradius" again. The ATK/DEF of this card is the same as "Gradius". When "Gradius" is removed by the effect of "Dimension Hole", "Gradius' Option" is destroyed. When you pick up "Gradius' Option" with the effect of "Cyber Jar", you cannot Special Summon "Gradius' Option" and you place it in your Hand. Even if you pick up "Gradius" and "Gradius' Option" at the same time for Cyber Jar, you cannot Special Summon "Gradius' Option" and you place it in your Hand. When you pick up "Gradius' Option" by the effect of "Morphing Jar #2", you cannot Special Summon "Gradius' Option" and you send it to the Graveyard. When a "Gradius' Option" which is removed temporarily by the effect of "Dimension Hole" returns to the field, "Gradius' Option" selects a "Gradius" again. When you Special Summon multiple "Gradius' Option", they can select the same "Gradius".</p>

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LOD-061	Woodland Sprite	<p>This effect is similar to Cannon Soldier, except it only works for Equip Magic Cards equipped to this monster. You can only activate the effect of "Woodland Sprite" during your Main Phase. Woodland Sprite gives you the ability to send Equip Magic Cards equipped to it to the Graveyard. Sending them to the Graveyard for this specific purpose is the only way to activate the effect and do 500 damage to your opponent. You can activate the effect "Woodland Sprite" multiple times during 1 turn. If you send "Smoke Grenade of the Thief" to the Graveyard, the effect of "Smoke Grenade of the Thief" is not activated, because it is not treated as being destroyed. If you send "Blast with Chain" to the Graveyard, the effect of "Blast with Chain" is not activated, because it is not treated as being destroyed. You can activate "Premature Burial" to Special Summon "Woodland Sprite", and then send "Premature Burial" to the Graveyard to activate the effect of "Woodland Sprite", and "Woodland Sprite" will not be destroyed, because "Premature Burial" was not destroyed. When your opponent takes control of "Woodland Sprite" with "Snatch Steal", he/she can activate the effect of "Woodland Sprite" to send "Snatch Steal" to the Graveyard. Control of "Woodland Sprite" would then return to you. If you send "Axe of Despair" or "Malevolent Nuzzler" on the field to the Graveyard to activate the effect of "Woodland Sprite", you cannot activate the effect of "Axe of Despair" or "Malevolent Nuzzler". If you send "Black Pendant" to the Graveyard to activate the effect of "Woodland Sprite," the effect of Black Pendant DOES activate.</p>
LOD-062	Airknight Parshath	<p>You can draw a card with the effect of "Airknight Parshath" every time "Airknight Parshath" inflicts Battle Damage to your opponent's Life Points. You do not draw when your other monsters inflict Battle Damage, even if you control "Airknight Parshath". When "Airknight Parshath" attacks a face-down monster, the Flip Effect is applied after applying the effect of "Airknight Parshath". If your opponent uses Kuriboh, etc., you do not draw.</p>

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LOD-063	Twin-Headed Behemoth	<p>Each copy of this card gets its effect once per duel. So even if I have used its effect to Special Summon it from the Graveyard, my opponent can still get the effect from his copy of Twin-Headed Behemoth .</p> <p>When you offer "Twin-Headed Behemoth" as a Tribute, the effect of "Twin-Headed Behemoth" does not activate. When you Special Summon "Twin-Headed Behemoth" by its own effect, and you equip "Megamorph" to it, then the original ATK of "Twin-Headed Behemoth" is doubled (or reduced by half) so the ATK/DEF is 3000/2400 (or 750/600). The ATK of a "Twin-Headed Behemoth" Special Summoned by its own effect is not changed by the effect of "Reverse Trap". The ATK/DEF of "Twin-Headed Behemoth" which is Special Summoned by its own effect is already changed to 1000 points when it is Special Summoned, so your opponent cannot use "Bottomless Trap Hole". When "Twin-Headed Behemoth" is Special Summoned by its own effect, you can activate the effect of "Card of Safe Return" and draw 1 card. If you use "Dimensionhole" on a "Twin-Headed Behemoth" that has been Special Summoned by its own effect, when it returns to the field, the ATK/DEF of "Twin-Headed Behemoth" is returned to the original 1500/1200 points. However, the effect of Special Summoning itself is not reset and cannot be applied again. When a face-down "Twin-Headed Behemoth" is destroyed by a Magic Card, "Twin-Headed Behemoth" is Special Summoned by its own effect with 1000 ATK/DEF. When "Twin-Headed Behemoth" is sent to the Graveyard or returned to your Hand after applying its own effect, if "Twin-Headed Behemoth" is returned on the field, the ATK/DEF is returned to the original points (ATK 1500/DEF 1200). When you Special Summon "Twin-Headed Behemoth" by the effect of "Monster Reborn", etc., if the effect of "Twin-Headed Behemoth" has not been used, you can still apply the effect of "Twin-Headed Behemoth" when it is destroyed and sent to the Graveyard. When you cannot Special Summon "Twin-Headed Behemoth" by its own effect because of effects like "Scapegoat", or because you have no available (next page)</p>

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		<p>Monster Zones, it is still treated as if you applied the effect, so it cannot be used again in the current Duel. When your opponent takes control of your "Twin-Headed Behemoth" and it is destroyed, it is Special Summoned with 1000 points of ATK/DEF on your side of the field and you decide its Battle Position. When your "Twin-Headed Behemoth" is destroyed while equipped to "Relinquished" or "Thousand-Eyes Restrict", you get the effect and "Twin-Headed Behemoth" is Special Summoned by its effect on your side of the field. "Twin-Headed Behemoth's" effect cannot be reset. If it was Special Summoned by its own effect once in this Duel, it cannot be Special Summoned with its effect again even if "Twin-Headed Behemoth" is removed temporarily by "Dimension Hole" and then returned to the field, or placed in the Deck by "Fiber Jar" and later returned to the field, or placed in your hand with "Penguin Soldier" after being Special Summoned with its own effect, or flipped face-down.</p>
LOD-064	Maharaghi	<p>If a Spirit Monster is destroyed, it does not return to your hand at the end of the turn. Spirit Monsters are Effect Monsters, just like Toons. When you activate the effect of "Maharaghi" and you have "Freed the Matchless General" on your side of the field, apply the effect of "Freed the Matchless General" first, then apply the effect of "Maharaghi". If 2 Maharaghis have their effects activated in the same turn, during your next Draw Phase you get to see 2 cards, but you must resolve the 2 effects 1 at a time (so see 1 card and decide where to place it, then the other).</p>
LOD-065	Inaba White Rabbit	<p>If a Spirit Monster is destroyed, it does not return to your hand at the end of the turn. Spirit Monsters are Effect Monsters, just like Toons. If "Patrician of Darkness" is on your side of the field, "Inaba White Rabbit" directly attacks your Life Points, because "Inaba White Rabbit" can only attack your Life Points even if there is a monster on your side of the field. However, if there is a monster equipped with "Ring of Magnetism", "Inaba White Rabbit" has to attack that monster, not your opponent's Life Points.</p>
LOD-066	Susa Soldier	<p>If a Spirit Monster is destroyed, it does not return to your hand at the end of the turn. Spirit Monsters are Effect Monsters, just like Toons. When "Susa Soldier" inflicts Damage to your opponent either by attacking a monster or attacking your opponent's Life Points directly, the Damage is reduced by half. So if Susa Soldier attacks Gemini Elf, Gemini Elf is destroyed and your opponent takes 50 points of damage. The Damage Points are rounded up when there is a fraction.</p>
LOD-067	Yamata Dragon	<p>If a Spirit Monster is destroyed, it does not return to your hand at the end of the turn. Spirit Monsters are Effect Monsters, just like Toons. If you activate the effect of "Yamata Dragon" and draw 5 cards, and you control "Solemn Wishes", you gain only 500 Life Points.</p>

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LOD-068	Great Long Nose	If a Spirit Monster is destroyed, it does not return to your hand at the end of the turn. Spirit Monsters are Effect Monsters, just like Toons. Your opponent can use the effect of "Soul Exchange" even if you skip his/her Battle Phase due to "Great Long Nose".
LOD-069	Otohime	If a Spirit Monster is destroyed, it does not return to your hand at the end of the turn. Spirit Monsters are Effect Monsters, just like Toons. Otohime can only change the battle position of a face-up monster on your opponent's side of the field. When "Otohime" is attacked and flipped, the effect of "Otohime" is activated after Damage Calculation, before being sent to the Graveyard.
LOD-070	Hino-Kagu-Tsuchi	If a Spirit Monster is destroyed, it does not return to your hand at the end of the turn. Spirit Monsters are Effect Monsters, just like Toons. When your "Hino-Kagu-Tsuchi" inflicts Battle Damage to your opponent's Life Points, he/she discards their hand before drawing in their Draw Phase next turn. If their Draw Phase is skipped, they discard their hand at the start of the Standby Phase. If the Draw Phase and Standby Phase are skipped, they discard their hand at the start of Main Phase 1. Your opponent cannot first activate an effect when he/she must discard their hand by the effect of "Hino-Kagu-Tsuchi".
LOD-071	Asura Priest	If a Spirit Monster is destroyed, it does not return to your hand at the end of the turn. Spirit Monsters are Effect Monsters, just like Toons. When "The Dark Door" is in effect, "Asura Priest" can attack multiple times. "Asura Priest" cannot inflict Direct Damage to your opponent's Life Points after attacking a monster. Also, "Asura Priest" cannot attack a monster after "Asura Priest" inflicts Direct Damage to your opponent's Life Points. "Asura Priest" cannot attack a monster which is Special Summoned (such as with "Call of the Haunted") after "Asura Priest" attacked another monster. "Asura Priest" does not have to attack more than once. When "Asura Priest" attacks a "Giant Rat", "Asura Priest" can attack a monster that is Special Summoned by the effect of "Giant Rat". "Asura Priest" can inflict Direct Damage to your opponent's Life Points when there is no monster on your opponent's side of the field if "Asura Priest" did not attack a monster this turn. When "Gravekeeper's Servant" is in effect, you have to pay for each time "Asura Priest" attacks. Asura Priest attacks 1 at a time like Hayabusa Knight. After Asura Priest attacks, only Asura Priest is prevented from attacking your opponent directly, not other monsters like Dark Magician that you control. Example: your opponent has 4 Sheep Tokens. You use Asura Priest to destroy all 4, Asura Priest now cannot attack again, but your Dark Magician can attack your opponent's life points directly.
LOD-072	Fushi No Tori	If a Spirit Monster is destroyed, it does not return to your hand at the end of the turn. Spirit Monsters are Effect Monsters, just like Toons.

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Card #	Card Image	Tournament Ruling
LOD-073	Super Robolady	You can only activate the effect of "Super Robolady" during Main Phase 1 or 2 of your turn. You can return your "Super Robolady" to your Fusion Deck, and Special Summon "Super Roboyarou" in face-up Attack Position or face-up Defense Position on your side of the field. A "Super Robolady" or "Super Roboyarou" which is Special Summoned using this effect is not considered to be "properly summoned", so if you use "Super Robolady" to Special Summon "Super Roboyarou" from your Fusion Deck, and "Super Roboyarou" is destroyed, you cannot use "Monster Reborn" on "Super Roboyarou". You cannot use this effect as a chain to another card or effect (for example, you cannot chain to Offerings to the Doomed or Torrential Tribute to move your Super Robolady out of danger).
LOD-074	Super Roboyarou	You can only activate the effect of "Super Roboyarou" during Main Phase 1 or 2 of your turn. You can return your "Super Roboyarou" to your Fusion Deck, and Special Summon "Super Robolady" in face-up Attack Position or face-up Defense Position on your side of the field. A "Super Robolady" or "Super Roboyarou" which is Special Summoned using this effect is not considered to be "properly summoned", so if you use "Super Robolady" to Special Summon "Super Roboyarou" from your Fusion Deck, and "Super Roboyarou" is destroyed, you cannot use "Monster Reborn" on "Super Roboyarou". You cannot use this effect as a chain to another card or effect (for example, you cannot chain to Offerings to the Doomed or Torrential Tribute to move your Super Roboyarou out of danger).
LOD-075	Fengsheng Mirror	You can activate the effect of "Fengsheng Mirror" even if there are no Spirit Monsters in your opponent's hand.
LOD-076	Spring of Rebirth	While "Spring of Rebirth" is in effect, you gain 500 Life Points each time a Spirit Monster returns to its owner's hand by its own effect; so if 4 Spirit Monsters return, you gain 2000 Life Points. Only the Life Points of the controller of "Spring of Rebirth" are increased. When you are the controller of "Spring of Rebirth", you can even increase your Life Points when a monster on your side of the field returned to your opponent's hand. While "Spring of Rebirth" is in effect, and multiple cards are returned to the hand by the effect of cards like "Penguin Soldier", you increase your Life Points by only 500 points, because the returning is one event. Multiple "Springs of Rebirth" are cumulative.

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Card #	Card Image	Tournament Ruling
LOD-077	Heart of Clear Water	<p>When you equip "Heart of Clear Water" to a monster whose ATK is raised over 1300 points, "Heart of Clear Water" is destroyed. A monster equipped with "Heart of Clear Water" can be destroyed by the effect of a Magic Card which does not specifically designate a target like "Raigeki" or "Fissure". When a monster in attack position is equipped with "Heart of Clear Water", and is attacked by a monster with higher ATK, your Life Points are still decreased even though the equipped monster is not destroyed. But if you have Heart of Clear Water equipped to a defense position monster, the monster cannot be destroyed by an attack and you take no life points from the attack (unless the opponent uses Spear Dragon, Fairy Meteor Crush, Mad Sword Beast, etc.). You can offer a monster equipped with "Heart of Clear Water" as a Tribute for "Cannon Soldier's" effect. If "Imperial Order" is active, a monster equipped with "Heart of Clear Water" can be destroyed. A monster equipped with "Heart of Clear Water" cannot be destroyed by the effect of a card which</p> <p>specifically designates a target, such as "Tribute to the Doomed". When you Special Summon a monster by the effect of "Premature Burial" or "Call of the Haunted" and you equip "Heart of Clear Water" to the monster, the monster is not destroyed if "Premature Burial" or "Call of the Haunted" is destroyed. When the ATK of a monster which is equipped with "Heart of Clear Water" is increased over 1300 points in the Damage Step, "Heart of Clear Water" is destroyed. When "The Unfriendly Amazon" is equipped with "Heart of Clear Water", if you do not offer a monster as a Tribute, "The Unfriendly Amazon" is destroyed. When "Relinquished" or "Thousand-Eyes Restrict" is equipped with "Heart of Clear Water", and equipped with a monster ATK higher than 1300 points, "Heart of Clear Water" is destroyed.</p>
LOD-078	A Legendary Ocean	<p>You can have 3 cards total in your deck between "A Legendary Ocean" and "Umi", because this card is treated as "Umi". So you cannot have 3 copies of "Umi" and 3 copies of "A Legendary Ocean" in your deck. When "Infinite Dismissal" and "A Legendary Ocean" are activate after Summoning a Level 4 Water monster, the monster is destroyed, because the Level is changed to 3 by the effect of "A Legendary Ocean". When "Gravity Bind" and "A Legendary Ocean" are in effect, and "A Legendary Ocean" is destroyed, Water monsters return to their original Levels, so a Level 4 Water monster would again be unable to attack. When "A Legendary Ocean" is active, you can activate the effect of "Tornado Wall", because "A Legendary Ocean" is treated as "Umi". When "A Legendary Ocean" is active, "The Legendary Fisherman" does not receive the ATK/DEF bonus or the -1 Level Star effect while on the field. You can summon "The Legendary Fisherman" from your hand without offering Tribute while "A Legendary (next page)</p>

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		<p>Ocean" is active. A Water monster's level cannot go below 1 due to "A Legendary Ocean". "A Legendary Ocean" will activate "The Legendary Fisherman's" effects rendering him immune to Magic Cards. While "A Legendary Ocean" is active, you can summon a Level 5 Water monster without offering Tribute. If "Imperial Order" is in effect, "A Legendary Ocean" is still treated as "Umi". "A Legendary Ocean" is always treated as "Umi" anywhere for all purposes. The effect of "A Legendary Ocean" is applied to both players. When "A Legendary Ocean" is in effect, you do not have to show your opponent a Level 5 Water monster you Set without offering Tribute. "A Legendary Ocean" does not have "Umi's" effect of increasing and decreasing ATK/DEF for specific Types of monsters. Your opponent cannot declare "A Legendary Ocean" for the effect of ""Prohibition". When your opponent declares "Umi" for "Prohibition", you cannot play "A Legendary Ocean" either. When "A Legendary Ocean" is active, you cannot Special Summon a Level 5 Water monster with "Cyber Jar", because the effect of "A Legendary Ocean" is not applied to cards in the Deck. Even if "A Legendary Ocean" is in effect, the Level of monsters in the Deck is not reduced.</p>
LOD-079	Fusion Sword Murasame Blade	<p>"Fusion Sword Murasame Blade" is not destroyed by the effect of a card that destroys 1 Magic or Trap Card on the field, like "Mystical Space Typhoon" or "Dust Tornado". "Fusion Sword Murasame Blade" is not destroyed by the effect of "Gryphon Wing". When "Fusion Sword Murasame Blade" is Set face-down, your opponent can destroy it by the effect of "De-Spell" etc. When you activate "Fusion Sword Murasame Blade", your opponent can chain a card which negates the activation of a Magic Card, like "Magic Jammer", to negate and destroy "Fusion Sword Murasame Blade". If you equip "Fusion Sword Murasame Blade" to "Freed the Matchless General" or "Ryu Senshi", "Fusion Sword Murasame Blade" is negated and destroyed by the monster's effect. If you equip "Fusion Sword Murasame Blade" to a Warrior-Type Monster when "Frontier Wiseman" is on your side of the field, "Fusion Sword Murasame Blade" is negated and destroyed by the effect of "Frontier Wiseman". While "Light of Intervention" is active, (next page)</p>

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Card #	Card Image	Tournament Ruling
		<p>if you Special Summon Fusion Sword Murasame Blade with "Magical Hats", your opponent can use "Chain Destruction". If a monster equipped with "Fusion Sword Murasame Blade" is flipped face-down, "Fusion Sword Murasame Blade" is destroyed. Your opponent can send your "Fusion Sword Murasame Blade" from your hand to the Graveyard with the effect of "Confiscation", etc. You can equip "Fusion Sword Murasame Blade" to "Gearfried the Iron Knight". You can return "Fusion Sword Murasame Blade" to the hand by activating "Giant Trunade". When "Imperial Order" is active, "Fusion Sword Murasame Blade" can be destroyed, by "Dust Tornado" etc. When your opponent chains "Mystical Space Typhoon" to the activation of "Fusion Sword Murasame Blade", "Fusion Sword Murasame Blade" is destroyed before applying its effect. If a monster's Type is changed to Warrior-Type with DNA Surgery, you can equip it with Fusion Sword Murasame Blade. If a Warrior's Type is changed to non-Warrior, then Fusion Sword Murasame Blade is destroyed.</p>
LOD-080	Smoke Grenade of the Thief	<p>"Smoke Grenade of the Thief" must be destroyed directly to activate its effect, such as with Mystical Space Typhoon, Heavy Storm, or the effect of Gearfried the Iron Knight. When you equip "Smoke Grenade of the Thief" to "Gearfried the Iron Knight", and "Smoke Grenade of the Thief" is destroyed by the effect of "Gearfried the Iron Knight", the effect of "Smoke Grenade of the Thief" IS activated. When "Smoke Grenade of the Thief" is destroyed by the effect that you activated, the effect of "Smoke Grenade of the Thief" IS activated. When a monster equipped with "Smoke Grenade of the Thief" is flipped face-down, "Smoke Grenade of the Thief" is destroyed and its effect is not activated. When your opponent negates and destroys "Smoke Grenade of the Thief" with "Magic Jammer", the effect of "Smoke Grenade of the Thief" is not activated. If you send "Smoke Grenade of the Thief" to the Graveyard to activate the effect of "Woodland Sprite", the effect of "Smoke Grenade of the Thief" is not activated, because it is not treated as (next page)</p>

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Card #	Card Image	Tournament Ruling
		<p>being destroyed. When your opponent chains "Mystical Space Typhoon" or "Dust Tornado" to your activation of "Smoke Grenade of the Thief", "Smoke Grenade of the Thief" is negated and destroyed and its effect is not activated. When a monster equipped with "Smoke Grenade of the Thief" is destroyed or flipped face-down, the effect of "Smoke Grenade of the Thief" is negated. When a monster is destroyed that was Special Summoned with "Premature Burial" or "Call of the Haunted" and also equipped with "Smoke Grenade of the Thief", and was destroyed because Premature Burial or "Call of the Haunted" was destroyed, the effect of "Smoke Grenade of the Thief" is negated and destroyed because Smoke Grenade of the Thief was not destroyed directly. When a monster equipped with "Smoke Grenade of the Thief" is destroyed, the effect of "Smoke Grenade of the Thief" is negated. When a monster equipped with "Smoke Grenade of the Thief" is destroyed by the effect of a Magic Card like "Raigeki", the effect of "Smoke Grenade of the Thief" is negated. When a monster equipped with "Smoke Grenade of the Thief" is offered as a Tribute, the effect of "Smoke Grenade of the Thief" is not activated. When "Imperial Order" is in effect, the effect of "Smoke Grenade of the Thief" is negated even if it is destroyed with "Dust Tornado", etc.</p>
LOD-081	Creature Swap	<p>The monsters are chosen when "Creature Swap s" effect resolves, not when "Creature Swap" is activated. If you chain "Offerings to the Doomed" and destroy the only monster of the player who activates "Creature Swap", then "Creature Swap s" effect disappears. To activate "Creature Swap", both players must have at least 1 monster on their side of the field. Battle positions of the monsters switched by the effect of "Creature Swap" can be changed by the effect of Magic or Trap Cards. Control of monsters switched by the effect of "Creature Swap" does not return at the end of the turn. Both players can designate a face-down monster for "Creature Swap". The effect of "Creature Swap" is negated if your opponent destroys all the monsters on the field in a chain to the activation of "Creature Swap". You can change the battle position of a monster which you took over with "Creature Swap" on your next turn. When you activate "Creature Swap", and your opponent chains "Magic Jammer" or "Imperial Order", the effect of "Creature Swap" is (next page)</p>

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Card #	Card Image	Tournament Ruling
		<p>negated and you CAN change the battle position of monsters. Your opponent cannot chain "Fairy's Hand Mirror", "Riryoku Field", or "Shift" to "Creature Swap", because it does not specifically designate a target. Nor can the effect of "Freed the Matchless General", "Ryu Senshi", or "Frontier Wiseman" negate "Creature Swap", because it does not specifically designate a target. You can designate a monster which already changed its battle position this turn. You can designate a monster equipped with "Snatch Steal", and the opponent of the controller of "Snatch Steal" will still increase his/her Life Points by 1000 in his/her Standby Phases. (Example: My opponent steals my monster with Snatch Steal; I take it back with Creature Swap; I still gain 1000 Life Points each of my Standby Phases as long as Snatch Steal remains on my opponent's side of the field.) When you activate "Creature Swap", you can designate a Monster Token. When you activate "Creature Swap" and you designate a Spirit Monster, the Spirit Monster</p> <p>returns to the original owner's hand in the End Phase. When you activate "Creature Swap" and you designate a monster that you took control of by the effect of "Change of Heart", the control of that monster is not changed at the end of the turn as the original controller retains control in that case. If you use Change of Heart first, then use Creature Swap to give the monster back to the original controller, then the monster you just swapped remains. (Example: I use Change of Heart to take control of my opponent's Dark Magician, then use Creature Swap to exchange it for my opponent's Blue-Eyes. I keep control of Blue-Eyes after the end of the turn.) Creature Swap is NOT a card that specifically designates a target. So when "Lord of D." is on the field, you can still activate "Creature Swap" to exchange the control of Dragon-Type Monsters. You can designate a monster which is Special Summoned by the effect of "Call of the Haunted" or "Scapegoat" chained to the activation of "Creature Swap".</p>
LOD-082	Spiritual Energy Settle Machine	<p>You can discard a card for "Spiritual Energy Settle Machine" that you took control of with "Graverobber", but you pay 2000 Life Points to do so due to "Graverobber's" effect. While this card is active, your opponent can still use effects such as "Raigeki", "Penguin Soldier" or "Dimension Hole" against your Spirit Monsters. When "Spiritual Energy Settle Machine" is in effect, Spirit Monsters on both sides of the field remain. You can choose not to discard a card to keep "Spiritual Energy Settle Machine" on the field, in which case it will be destroyed instead. If "Spiritual Energy Settle Machine" is destroyed in the End Phase, Spirit Monsters still return to hands. You have to continue discarding a card to keep "Spiritual Energy Settle Machine" on the field, but (like Imperial Order) you may choose not to discard, in which case Spiritual Energy Settle Machine is destroyed.</p>

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Card #	Card Image	Tournament Ruling
LOD-083	Second Coin Toss	<p>The effect of "Second Coin Toss" applies when you toss a coin, not your opponent. You can apply the effect of "Second Coin Toss" to "Barrel Dragon" and you perform all 3 tosses again. You apply the effect of "Second Coin Toss" when you apply the effect of tossing a coin. You can use Second Coin Toss for the coin flip of Jirai Gumo. Even if multiple "Second Coin Toss" cards are activated, the effect is not repeated. You can apply the effect of "Second Coin Toss" to "Fiend Comedian". Even if you win a coin toss, you can activate the effect of "Second Coin Toss".</p>
LOD-084	Convulsion of Nature	<p>When you activate the effect of "Convulsion of Nature", the Decks are placed upside-down and you can see the card front of the card now on top. If "Convulsion of Nature" is destroyed, the Decks are returned to the original position, but you do not shuffle. If there is "Parasite Paracide" face-up in the Deck, "Paraside Parasite" is flipped face-down by the effect of "Convulsion of Nature", but when you draw the "Paraside Parasite", it is Special Summoned as normal. When you cut or shuffle Decks while "Convulsion of Nature" is in effect, you cut or shuffle Decks face-down.</p>
LOD-085	The Secret of the Bandit	<p>You cannot activate the effect of "The Secret of the Bandit" during Main Phase 2. Your opponent randomly discards a card from his/her hand by the effect of "The Secret of the Bandit". You designate a monster when you activate "The Secret of the Bandit". When you inflict Direct Damage to your opponent's Life Points, you can still use the effect of "The Secret of the Bandit" and your opponent must discard. You can designate a monster on your opponent's side of the field when you activate this card, and if you take control of the monster, the effect of "The Secret of the Bandit" is applied. But the monster has to inflict battle damage to your opponent's life points, so if you use this card on your opponent's monster, and attack with a weaker monster, so that you take damage from your own attack, this card's effect is not activated. Your opponent discards at Damage Calculation in the Damage Step. Even if you activated "The Secret of the Bandit" multiple times, your opponent discards just 1 card. You apply the effect of an Effect Monster or Flip Effect Monster after applying the effect of "The Secret of the Bandit". You can chain "Riryoku Field" to "The Secret of the Bandit". You can designate a face-down monster for "The Secret of the Bandit".</p>

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Card #	Card Image	Tournament Ruling
LOD-086	After Genocide	<p>A monster such as "Sanga of the Thunder" would be destroyed by the effect of "After Genocide" even if it used its ability to lower ATK to zero. Even if the Battle Damage is made zero, "After Genocide's" effect still applies. You cannot activate "After Genocide" during Main Phase 2. When "After Genocide" is in effect, and a monster on your opponent's side of the field inflicts Direct Damage to your Life Points, the monster is destroyed by the effect of "After Genocide". If Waboku is used, or some other method to reduce Battle Damage to 0, the effect of After Genocide is still applied even if Battle Damage is 0.</p>
LOD-087	Magic Reflector	<p>If you place a counter on SORL, it is still destroyed at the end of your opponent's 3rd turn. You can put 2 or more counters if you use more than 1 Magic Reflectors. When it is destroyed, remove the counters 1 by 1. You CAN place a counter on a monster equipped to Relinquished, and if the equipped monster would be destroyed, remove the 1 counter instead. If Imperial Order is activated after the activation of Magic Reflector, and a card with a counter would be destroyed by Dust Tornado, the counter is removed instead (Imperial Order does not negate the function of Magic Reflector's counters). If Messenger of Peace has a counter on it, and you choose not to pay the life points, Messenger of Peace is still destroyed. If one player has a Field Magic Card with a counter, and the other player plays a Field Magic Card, the Field Magic card with the counter is still destroyed.</p>
LOD-088	Blast with Chain	<p>This card specifically designates 1 monster as a target. If you use Emergency Provisions, it sends Magic & Trap Cards to the Graveyard, it does not destroy them, so if you send this card to the Graveyard with Emergency Provisions, this card's effect will not be activated. The same applies to Woodland Sprite. If you attach this card to Gearfried the Iron Knight, then this card's effect will be activated because it was destroyed by a card effect. When this card is negated by Solemn Judgment or 7 Tools of the Bandit, this card is negated and destroyed and the effect does NOT activate. You can activate this card during the Damage Step because it specifically modifies ATK. First you activate this card, then select a monster, and then turn this card into an Equip Magic Card and equip it to the monster. So when you designate a target, this card is still a Trap Card. So you cannot target Tyrant Dragon with this card and if you attempt to, then this card is negated and destroyed, and you do NOT get</p> <p>the effect of this card. When cards such as this change from being a Trap Card to an Equip Magic Card, it is a Magic Card only and not a Trap Card, so it could be destroyed (while equipped) by Armed Ninja, but not by Trap Master or Reaper of the Cards.</p>

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Card #	Card Image	Tournament Ruling
LOD-089	Disappear	<p>When Magician of Faith, Mask of Darkness, or Monster Reborn is activated, you designate the target at activation of those cards. So you can chain Disappear to them, and remove the selected card from the game, so the effect of Monster Reborn, etc. disappears. The same applies to The Shallow Grave because you and your opponent select targets when The Shallow Grave is activated, not when it resolves. If you chain Disappear to your own Shallow Grave, you can Special Summon a monster and prevent your opponent from Special Summoning a monster by removing the monster he had selected with Disappear. The same applies if you chain Disappear to the effect of Spear Cretin. If you chain Disappear to your opponent's Backup Soldier, then 1 card is removed but the remaining cards the opponent selected (2) are still returned to the opponent's hand. If you chain Disappear to De-Fusion, and remove 1 of the Fusion Material Monsters from play, then De-Fusion's second effect disappears and no monsters are special summoned, although De-Fusion's 1st effect still happens and the Fusion Monster is still returned to the Fusion Deck. If you try to chain to the effect of Bazoo the Soul-Eater, the monster was removed from the Graveyard as a cost (at activation of Bazoo's effect) and therefore is no longer in the Graveyard to chain Disappear to. So Disappear cannot be chained to Bazoo's effect to stop the increase to ATK from happening.</p>
LOD-090	Bubble Crash	<p>The text of this card should read "6 or more" so you can activate this card when EITHER player has 6 cards or more in his combined hand and on the field. You can select Monster Tokens as a target of this card's effect. If both players have 5 or fewer cards in their hand & on the field, then you cannot activate this card. This effect applies to BOTH players. If Premature Burial is equipped to a monster on the field, and you send the Premature Burial to the Graveyard, Premature Burial was NOT destroyed and the monster it was equipped to is NOT destroyed. If you send Toon World to the Graveyard with Bubble Crash, then Toon Monsters on the field are NOT destroyed because Toon World was NOT destroyed. If you send Call of the Haunted to the Graveyard with Bubble Crash, the Special Summoned monster IS destroyed. If Witch of the Black Forest or Sangan is sent to the Graveyard with Bubble Crash, the effect of that card IS activated. You cannot select Bubble Crash itself as a target of this card's effect; Bubble Crash is not included in its effect. Cards are sent all at once by both players, not 1 by 1 (important for Banisher of the Light).</p>

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Card #	Card Image	Tournament Ruling
LOD-092	Bottomless Trap Hole	This card works against a monster or monsters. You can remove multiple monsters at once from play with Bottomless Trap Hole. So if Cyber Jar is activated, and your opponent summons 2 Gemini Elves and 1 7 Colored Fish, you can activate Bottomless Trap Hole and all 3 monsters are destroyed and removed from play. But your monsters are not destroyed, nor are any face-down monsters Special Summoned by your opponent. Bottomless Trap Hole can also be used to destroy both Dragons summoned by The Flute of Summoning Dragon. Because this card can destroy multiple monsters automatically without designating 1, this card does not specifically designate 1 monster as a target. This card is the same as Trap Hole for Muka Muka, etc. so the current ATK is counted at the moment the monster is summoned. You can only activate this card when your opponent Flip/Normal/Special Summons a monster; you cannot activate it at other times. When Twin-Headed Behemoth is summoned using its effect, with 1000 ATK, you cannot use Bottomless Trap Hole against it. You cannot use Bottomless Trap Hole against Jinzo.
LOD-093	Bad Reaction to Simochi	If Player A activates Dian Keto the Cure Master, Player B chains Bad Reaction to Simochi, Player A chains Mystical Space Typhoon, Bad Reaction to Simochi is destroyed and Player A gains 1000 life points because the effect of Bad Reaction to Simochi disappears. If you use this card in combination with Snatch Steal, your opponent LOSES 1000 life points in each of his/her Standby Phases and you get his monster. If you have 2 copies of Bad Reaction to Simochi on the field, the effect is NOT cumulative. If combined with Rain of Mercy, you gain 1000 life points and your opponent takes 1000 Life Points damage. Nutrient Z vs this card: Nutrient Z can only be activated during your opponent's Damage Step, and Bad Reaction to Simochi cannot be activated in response during the Damage Step, but if Bad Reaction to Simochi is already face-up then the effect of Bad Reaction to Simochi does apply to Nutrient Z's effect.
LOD-094	Ominous Fortunetelling	Your opponent must reveal the card. If you have 2 Ominous Fortunetelling, the effect is doubled and you select 1 card per Ominous Fortunetelling. This card vs. Eye of Truth/Ceremonial Bell: you turn the hand face-down, mix up the hand, and select a card; you do not get to look at the cards face-up when you select.
LOD-095	Spirit's Invitation	This card is like Imperial Order; you do not have to pay, but this card is destroyed if you do not. This effect is applied when a Spirit Monster is returned to your hand by Penguin Soldier or other effects.

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Card #	Card Image	Tournament Ruling
LOD-096	Nutrient Z	This card can only be activated during your opponent's Damage Step in the "Calculate and Apply Damage" portion, or at any point in the Damage Step prior to that. This card only applies to Battle Damage from ONE monster's attack. So if 2 ATK 1800 monsters attack one after the other, Nutrient Z has no effect. It would work against monsters like Summoned Skull, Buster Blader, and similar monsters that do 2000+ damage from 1 attack. Hayabusa Knight's attack is NOT affected by Nutrient Z; the damage must come from 1 attack in 1 Damage Step. You cannot use Kuriboh and Nutrient Z in the same Damage Step. If you chain Kuriboh to Nutrient Z, then Kuriboh reduces the damage to zero and then Nutrient Z's effect does not resolve because you are no longer taking damage; so you cannot chain Kuriboh to Nutrient Z and gain any benefit. You can chain 2 Nutrient Z cards to the same attack to gain 8000 life points.
LOD-097	Drop Off	This card vs. Penguin Knight: the card is considered discarded from your HAND to the Graveyard, not from your Deck, so Penguin Knight's effect does not activate. But Minar's effect or Electric Snake's effect WILL activate. The card discarded is discarded from your hand. This card can only be activated AFTER your opponent draws during the Draw Phase. You are not chaining to the draw. If the drawing player drew a Quick-Play Magic Card, he may chain that Quick-Play Magic Card to Drop Off, and Drop Off's effect will disappear because the Quick-Play Magic Card resolves and is no longer in the drawing player's hand to be discarded. If a player draws the last piece of Exodia, that player wins, before Drop Off's effect resolves. (You can win with Exodia in-between steps of a chain, but not during the middle of 1 step e.g. Graceful Charity).
LOD-099	Last Turn	Only Battle Damage dealt to the players is treated as 0. If your opponent's monster is Mystic Tomato, Twin-Headed Behemoth, etc., and you get a monster, then both players still have a monster on the field after the attack and the result is a DRAW. You can use the effect of Sanga of the Thunder, etc. during the attack caused by this card's effect. If you control Jowgen the Spiritualist and activate Last Turn, you win because your opponent cannot Special Summon a monster. Your opponent can use Injection Fairy Lily's effect if he Special Summons her as his monster. If your opponent's monster is Witch of the Black Forest, and he gets a card in his hand using that monster's effect, and summons the monster in his Main Phase 2, then the result is a DRAW. Your opponent cannot get Gate Guardian, etc. If you activate Last Turn, and your opponent chains Offerings to the Doomed to destroy your only monster, then your opponent wins if he can Special Summon a monster. The player who activates Last Turn chooses his monster at resolution of Last Turn, not at activation,(next page)

Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
		<p>so your opponent will not know which monster to target with Offerings to the Doomed if you have multiple monsters. The effect of Rush Recklessly, etc., activated before Last Turn remains in effect during the effect of Last Turn. This card "sends cards to the Graveyard," it does not destroy them, for purposes of Toon World / Premature Burial (monsters remain) & Call of the Haunted (monsters are destroyed). With Last Will, Spear Cretin, and similar effects that get monsters, then the duel is a DRAW. If your opponent has no monsters in his deck that he can Special Summon, you win. If Waboku was activated before Last Turn, then your monster is safe from the attack (possibly a draw if your opponent Special Summons a stronger monster). If you control Dark Necrofear and activate Last Turn, even if your opponent destroys your Dark Necrofear (by Special Summoning Blue-Eyes White Dragon, etc.), your Dark Necrofear returns at the end of the turn as an Equip Magic Card, takes control of your opponent's monster, and you now have the only monster on the field at the end of the turn and win the game.</p>
LOD-100	Injection Fairy Lily	<p>You can activate this card's effect during both players' Damage Steps (at Damage Calculation). You can use this card's effect multiple times during the same Battle Phase but only once per Damage Step. You cannot increase this card's ATK by 6000 points by paying 4000. The maximum ATK is normally 3400 without other modifiers. The increase to ATK only lasts for that 1 Damage Step, but if Injection Fairy Lily is being attacked again that same turn you may boost her (to 3400) for that attack as well. This effect can only be activated for the Damage Step. Using Injection Fairy Lily's effect does NOT trigger a replay. You can attack your opponent's Life Points directly if your opponent has no monsters, and use Injection Fairy Lily's effect in the attack. If both players have Injection Fairy Lily fighting, the player taking his turn must decide first whether to use his Lily's effect, then the opponent decides. If both increase Injection Fairy Lily's ATK so that ATK are equal, both Injection Fairy Lily cards are destroyed. If you equip Heart of</p> <p>Clear Water to Injection Fairy Lily, and increase her ATK, then Heart of Clear Water is destroyed immediately. Injection Fairy Lily vs. Sanga of the Thunder: the player taking his turn always has priority, so an attacking Injection Fairy Lily's effect is Step 1 of the chain, and the opponent's Sanga of the Thunder is Step 2; Sanga's effect resolves first and reduces Lily's ATK to 0, then Lily increases her ATK by +3000; Sanga is destroyed and Sanga's controller takes 400 damage. Sanga's effect is NOT permanent, so Lily's ATK after the attack is again 400 ATK.</p>

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SDD-001	Valkyrior the Magna Warrior	<p>You can Special Summon "Valkyrior the Magna Warrior" by offering 3 monsters ("Alpha", "Beta", and "Gamma") all from your hand, all from your side of the field, or your hand and the field. You can Special Summon "Valkyrior the Magna Warrior" only during the Main Phase 1 or 2 of your turn. Also, you can Special Summon "Alpha", "Beta" and "Gamma" from your Graveyard to the field using Valkyrior's effect only during your Main Phase in your turn. When your opponent uses "Snatch Steal" or "Change of Heart" and gets the control of your "Valkyrior the Magna Warrior", he/she can use its effect to Special Summon "Alpha", "Beta" and "Gamma" to the field if he/she has them in his/her Graveyard. You cannot activate the effect of "Valkyrior the Magna Warrior" if there is only 2 or less monster zone vacancy. Your opponent cannot negate the effect of your "Valkyrior the Magna Warrior" by activating the effect of "Solemn Judgment". "Solemn Judgment" cannot break into the Special Summon of some activation. Your</p> <p>opponent can activate "Lightforce Sword" as a chain when you offer monsters as a Tribute to Special Summon "Valkyrior the Magna Warrior". Also your opponent can declare "Valkyrior the Magna Warrior" in your hand by "Lightforce Sword", and you cannot then Special Summon "Valkyrior the Magna Warrior". You cannot Special Summon "Valkyrior the Magna Warrior" if your opponent declares "Valkyrior the Magna Warrior" by "Prohibition". Even if you use "Card of Safe Return", you can draw only 1 card when you Special Summon using "Valkyrior the Magna Warrior". When you Special Summon "Alfa", "Beta" and "Gamma" by the effect of "Valkyrior the Magna Warrior" and your opponent activates "Bottomless Trap Hole", "Beta" and "Gamma" are destroyed because their ATK is higher than 1500 points.</p>
SDD-002	Sinister Serpent	<p>You do not have to activate this effect, it is optional. Even if "Sinister Serpent" is destroyed in your Standby Phase, you can return it to your hand in the same Standby Phase. If your opponent wants to activate "Inspection": Priority of any action belongs to you when you are the player taking their turn. If you give up your priority temporarily and give it to your opponent, he/she can activate "Inspection". But you do not have to give up priority and you can activate the effect of "Sinister Serpent" before your opponent's "Inspection". You can still activate the effect of "Sinister Serpent" when it is destroyed by "Bombardment Beetle". You cannot activate Sinister Serpent's effect to place it in your hand if Prohibition is on the field with Sinister Serpent named as the prohibited card. Exception: If your Sinister Serpent is on the field when your opponent activates Prohibition and names Sinister Serpent, if Sinister Serpent is placed in the Graveyard, you may use its effect once to return it to your hand. (next page)</p>

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		<p>But as long as Prohibition remains on the field, you cannot summon nor Set the Sinister Serpent, and if you discard it from your hand you cannot again activate its effect to place it in your hand because it is then treated as a monster that was not on the field when Prohibition was activated. When "Dark Ruler Ha Des" is on your opponent's side of the field and his/her Fiend-Type monster (including "Ha Des") destroys your "Sinister Serpent", you cannot activate the effect of "Sinister Serpent" even if "Ha Des" is then destroyed. You cannot activate the effect of "Sinister Serpent" when your opponent's "Dark Balter the Terrible" destroys it.</p>
SDD-003	Harpie's Feather Duster	<p>Even if you activate the effect of "Harpie's Feather Duster", your opponent can save his/her Trap Cards by activating the effect of "Fake Trap", and "Fake Trap" is destroyed instead of his other Trap Cards. Your opponent will have to show those Trap Cards on his/her side of the field, and then return them face-down. When "Swords of Revealing Light" is in effect on your opponent's side of the field, you can activate the effect of "Harpie's Feather Duster" to negate and destroy the "Swords of Revealing Light". Even if you activate the effect of "Harpie's Feather Duster", you do not destroy Equip Magic Cards on your side of the field that are equipped to monsters on your opponent's side of the field. When you activate "Harpie's Feather Duster", your Equip Magic Cards which are equipped to your monster taken control of by "Snatch Steal" on your opponent's side of the field, are not destroyed because your opponent takes control of your Monster Card but not Magic Cards and the Magic Cards remain on your side of the field.</p> <p>When you activate the effect of "Harpie's Feather Duster", your opponent cannot activate the effect of "Ultimate Offering" because "Ultimate Offering" can only be activated to Special Summon a monster during his/her Main Phase or your Battle Phase (except the Damage Step). When you activate "Harpie's Feather Duster", and your opponent chains "Gryphon Wing", and you chain "7 Tools of the Bandit", your opponent does not get the effect of "Gryphon Wing". If there are no Magic/Trap Cards on your opponent's side of the field, you cannot activate "Harpie's Feather Duster". When you activate "Harpie's Feather Duster" to destroy "Black Pendant" on your opponent's side of the field, your Life Points are decreased by 500 points by the effect of "Black Pendant". When you activate "Harpie's Feather Duster", your opponent can chain cards such as "Waboku", "Reinforcements", and "Reverse Trap". When you activate "Harpie's Feather Duster", your opponent cannot activate the (next page)</p>

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		effect of a Magic/Trap Card like "Driving Snow" because all Magic/Trap Cards including "Driving Snow" are destroyed at the same time. When "Skull Invitation" is in effect on your opponent's side of the field, and you activate the effect of "Harpie's Feather Duster", the "Skull Invasion" is sent to the Graveyard and the effect is not activated.