

UDE Tournament Appendix

Appendix A: Yu-Gi-Oh! TCG Policies

Valid until March 1, 2007

A-1. How to Use This Document

Appendix A is used as an addendum to the Upper Deck Entertainment (UDE) Tournament Policy. This appendix contains additional policies that apply specifically to **Yu-Gi-Oh!** Trading Card Game (TCG) tournaments, while the UDE Tournament Policy contains overall rules and procedures that apply to all UDE games.

A-2. Appendix A Version Information

- This version of Appendix A was updated on September 1, 2006.
- The next update for this document will be published before March 1, 2007.
- The most up-to-date version of this document can be found at ude.com/policy.
- Destroy older versions of this document to avoid confusion.

A-3. Yu-Gi-Oh! Tournament Formats

There are four different tournament formats for **Yu-Gi-Oh!** TCG tournaments:

- **Traditional Constructed Deck Format**—Players bring their own Decks that they have built following Deck construction rules in this policy document. Traditional Constructed Deck Format has no Forbidden cards and uses only the Limited and Semi-Limited lists from Sections A-21 and A-22.
- **Advanced Constructed Deck Format**—Players bring their own Decks that they have built following Deck construction rules in this policy document. Advanced Constructed Deck Format uses the Forbidden, Limited, and Semi-Limited lists from Sections A-23, A-24, and A-25.
- **Sealed Deck Format**—Players open several **Yu-Gi-Oh!** TCG packs and build a Deck from the cards they open.
- **Booster Draft Format**—Players open several **Yu-Gi-Oh!** TCG packs and pass the packs around the table, picking cards to add to their Decks.

A-4. **Yu-Gi-Oh! Tournament Rankings**

In each official **Yu-Gi-Oh!** TCG tournament, players can win Matches to increase their UDE ratings. Each player's rating affects his or her worldwide ranking and allows a player to compare his or her tournament performance to that of other players. Each player begins with a rating of 2500 in each rating category.

There are two rating categories for the **Yu-Gi-Oh!** TCG:

- **Constructed Deck Rating**—There is currently only one rating for both Constructed Deck formats. More may be added in the future.
- **Sealed Pack Rating**—This includes the Sealed Deck and Booster Draft formats.

In addition, each player has an Overall **Yu-Gi-Oh!** TCG Rating, which is the average of his or her Constructed Deck Rating and Sealed Pack Rating.

A-5. **Legal Cards: Overview**

Yu-Gi-Oh! TCG cards become tournament-legal around the world at the same time. When a set becomes legal in North America, it also becomes legal in Latin America, Europe, Australia, and other areas outside of Asia.

When using a card that is not in a local language, a local-language version of the card or an accurate card translation must be available outside of the Deck to show to any opponent. This will help ensure that both players understand exactly what the card does.

Japanese, Chinese, Korean, and “Asian-English” cards are not legal for tournaments. The English “Egyptian God” cards are not official **Yu-Gi-Oh!** TCG cards and are not legal for use in Decks. They have no effect on games and cannot be Summoned to the field.

A-6. Legality of Sets

Yu-Gi-Oh! TCG card sets become legal for premier event tournament play at set dates. Premier events include Regional Tournaments, National Championships, and Shonen Jump Championships. UDE will update this list regularly at ude.com/policy.

For all tournaments other than premier events, **Yu-Gi-Oh!** TCG card sets are legal for play upon their release.

Yu-Gi-Oh! TCG promotional cards become legal for all tournaments upon their release.

Currently Legal Sets: *Legend of Blue Eyes White Dragon, Yugi and Kaiba Starter Decks, Metal Raiders, Magic/Spell Ruler, Pharaoh's Servant, Joey and Pegasus Starter Decks, Labyrinth of Nightmare, Legacy of Darkness, Pharaonic Guardian, Magician's Force, Dark Crisis, Yugi and Kaiba Evolution Decks, Invasion of Chaos, Ancient Sanctuary, Soul of the Duelist, Dark Beginning 1, Rise of Destiny, Flaming Eternity, Dark Revelation 1, The Lost Millennium, Dragon's Roar, Zombie Madness, Blaze of Destruction, Fury from the Deep, Dark Beginning 2, Cybernetic Revolution, Elemental Energy, Dark Revelation 2, Warrior's Triumph, Spellcaster's Judgment, Duelist Pack Jaden Yuki, Duelist Pack Chazz Princeton, Yu-Gi-Oh! TCG Starter Deck (2006), Shadow of Infinity, Invincible Fortress, Lord of the Storm, Enemy of Justice, Power of the Duelist.*

Promo Cards: BPT, CMC, CP01, CT1, CT2, CT03, DBT, DDS, DMG, DL1, DL2, DL3, DL4, DL5, DL6, DL7, DL8, DL9, DPK, DOD (excluding "The Winged Dragon of Ra"), DOR, EDS, EP1, FL1, FMR, GSE, GX1, GX02, HL1, HL2, HL03, IOC-SE, JMP (excluding "Obelisk the Tormentor"), MC1, MC2, ML01, ML02, ML03, MOV, MP1, NTR, PCJ, PCK, PCY, PT1, PT02, RDS-ENSE, ROD, SDD, SJC, SOI-ENSE, SP1, SP2, TFK, TLM-ENSE, TP1, TP2, TP3, TP4, TP5, TP6, TP7, TP8, TSC, UE02, WC4, WC5, WC6, WCS, YSD

Upcoming dates for premier event card set legality:

- *Dinosaur's Rage* becomes legal for premier events upon its release.
- *Cyberdark Impact* becomes legal for premier events on December 1, 2006.
- *Machine Re-Volt* becomes legal for premier events upon its release.
- *Strike of Neos* becomes legal for premier events on March 1, 2007.

A-7. Counterfeit or Fake Cards

Counterfeit or fake cards are illegal and are never allowed in **Yu-Gi-Oh!** TCG tournaments. Photocopied cards, sometimes called "proxies," are not allowed in tournaments and are considered fakes.

It is illegal to buy or sell fake cards. Players should be careful when buying or trading cards to ensure the cards they are getting are genuine cards made by UDE. If

a player finds fake or counterfeit cards, he or she should bring them to a parent or tournament official. That player should also send details to the UDE Fraud Investigation Team at fit@upperdeck.com.

There are several ways to identify a fake card:

- Real cards have a square hologram in the bottom right corner of the card. The hologram has the Eye of Anubis logo and the words "**Yu-Gi-Oh!**" on it. Fake cards may be missing some of these elements.
- The corner hologram should be so thin that you cannot feel it if you run your finger across it. If you can feel the hologram, then the card may be fake. The sticker may have been glued onto the card.
- On the back of the card, real cards have the Konami logo on the upper left corner and the **Yu-Gi-Oh!** Trading Card Game logo in the lower right corner. Fake cards may be missing these or may have them in the wrong places.
- Fake cards may be printed on paper that is of a different quality than real cards, and they may appear thin or shiny or feel like wax.
- Fake cards may have fuzzy text that is not professionally printed. They may also have colors that are different from those on real cards.
- Fake super rare or ultra rare cards will sometimes have a dull picture, or the foil may be dull. Real cards will have a sharp picture.
- There is no such thing as an authentic Chinese **Yu-Gi-Oh!** card. They have never been printed, except as fakes.
- People may offer cards that are fuzzy or have bad colors, saying that they are "rare, defective cards." Don't buy cards like this—they are probably fakes.

A-8. Tournament Match Structure

In each round of a tournament, a player will play one Match against an opponent. Most Matches are played best two out of three games, which means the first player to win two games is the winner of the Match. Matches may last longer than three games. If two players have drawn a game, and each player then wins a game, the players will need to play additional games until one of them wins two games in the Match.

When reporting Match results, only the winner of each Match is recorded. No record is made of the winner of individual games within the Match. There are no provisions to draw Matches in UDE tournaments, so there will always be a Match winner.

A-9. Time Limits

The normal time limit for a round is 40 minutes.

When building a Sealed Deck, players normally have 15 minutes after they receive their cards to register the cards and build their Decks.

When playing in a Booster Draft tournament, players normally have 10 minutes to build and register their Decks after the draft is complete.

Individual tournament organizers may change time limits for a tournament only if absolutely necessary and only if the time limit change is clearly announced before the tournament begins.

A-10. End-of-Match Procedure

This procedure went into effect on July 1, 2005.

When time is called at the end of a round, the current turn of each game that's still in progress is completed. If a winner is not determined by the end of that turn, play will continue for an additional three turns, starting the count with the opponent's turn. After the additional three turns, play will stop, and the Match winner will be determined by the following process:

- If a winner has not been determined by the end of the additional three turns, the player with the greater Life Point total wins the game. If both players' Life Points are equal, play continues until the first change in Life Points. **Always resolve all effects that are already on the chain before comparing the players' Life Points.**
- After the winner of the game in progress has been determined, a player wins the Match if he or she has more game wins than the opponent. If both players have an equal number of game wins, they will start a new game. This game will last for a maximum of four turns, two for each player. **Side Decks may not be used before starting this game.** At the end of the fourth turn, the player with the greatest Life Point total wins the Match. If the Life Point totals are equal, continue play until the first change in Life Points. **Always resolve all effects that are already on the chain before comparing the players' Life Points.**
- If players are between games when time is called, and one player has a greater number of game wins, that player wins the Match.

Example 1: Time is called at the end of a round. Two players are still in the middle of game 1. Robert is at 2000 Life Points, and Kelly is at 3000 Life Points. Robert finishes the turn and manages to reduce Kelly's Life Points to 1000. Kelly takes her next turn and reduces Robert's Life Points to 0. Kelly wins the game, and she thus wins the Match because time was called during game 1.

Example 2: Time is called during game 2. David has already won game 1. The current turn is completed, and during the three additional turns, Emanuel wins the game. A third game is immediately started (Side Decks are not used), and at the end of the fourth turn, David has the higher Life Point total. David wins the Match.

Example 3: Time is called between games 1 and 2. Mark won game 1, so he wins the Match.

Example 4: Time is called after game 2 has concluded but prior to the beginning of game 3. Each player has one game win. Since the players are in between games and may have already started to use their Side Decks, they may continue to Side Deck as normal. The players start a new game, which will last for a maximum of four turns, two for each player. At the end of the fourth turn, the player with the greater Life Point total wins the Match. If Life Points are equal, play continues until the first change in Life Points.

Example 5: Time is called during game 3. Michelle and Danny have each won a game in the Match. Michelle finishes her turn, and she and Danny complete three additional turns with their Life Points tied at 4000 each. They continue playing until the next Life Point change. Danny plays “Poison of the Old Man” to gain Life Points. Michelle chains “Secret Barrel.” Danny takes 200 points of damage and then gains 1200 Life Points. Danny is now 1000 points ahead on Life Points, so he is the winner of the game and therefore the Match.

A-11. Side Decks

When playing in **Yu-Gi-Oh!** TCG tournaments, each player is allowed to bring a Side Deck to the tournament in addition to his or her regular Deck. The Side Deck is only used for games after the first game of a Match. If game 1 was not played because of a tournament penalty, players may still use their Side Decks for game 2. At the beginning of a Match, each player must revert his or her Deck back to its original state, undoing all changes that were made using the Side Deck during the previous Match.

Before the start of each Match, a player must place his or her Side Deck face down on the table. The opponent may count to ensure that a Side Deck contains fifteen cards. Players may not look at their Side Decks during a game.

When a player registers for a Constructed tournament, he or she may choose to register a Side Deck of exactly fifteen cards, or he or she may decide not to register a Side Deck at all.

Side Decks must always be fifteen cards—no more, no less. If a player uses a Side Deck between games, he or she must exchange cards on a one-for-one basis so that the Side Deck always contains fifteen cards. A player has three minutes between games to use his or her Side Deck, shuffle, and present his or her Deck to the opponent.

All Deck construction rules apply to the Deck, Fusion Deck, and Side Deck combined. For example, only one total copy of “Heavy Storm” is allowed between the Deck and Side Deck because it is a Limited card. If a player has “Heavy Storm” in his or her Deck, that player can't have it in the Side Deck.

If time is called for the round between games, players are *not* allowed to use their Side Decks for the next game. If players have already begun to Side Deck when time is called, they may finish Side Decking and then play the four allowed turns.

A-12. Shuffling Face-Down Cards

A player is not allowed to shuffle his or her face-down cards unless a game effect specifically instructs or allows him or her to do so. This includes both face-down monsters and face-down spell or trap cards. When multiple cards are placed face down on the field simultaneously after the opponent has looked at them (such as with “Cyber Jar”), the controller may shuffle them to change the order before they are placed on the field. Players may shuffle their hands unless a card effect specifically prohibits it.

A-13. Shuffling the Graveyard

A player is not allowed to shuffle or alter the order of his or her Graveyard in any way. A player’s Graveyard is public information, except in specific cases when a card effect (such as “Question”) prohibits a player from viewing the opponent’s Graveyard.

A-14. Search Effects

If a game effect instructs a player to retrieve a card from the Graveyard or search for a card in his or her Deck with specific parameters regarding which card that player may select (based on Level, card type, ATK/DEF, and so on), that player is usually required to reveal the card that he or she searched for to the opponent. Whenever a player reveals a card, he or she must show the entire card face to the opponent. If a player searches his or her Deck, he or she must shuffle it afterward.

Example 1: “The Shallow Grave” is activated. Each player must show the opponent the card that he or she has chosen before the Spell Card resolves. The chosen cards are then Special Summoned to the Monster Card Zone in face-down Defense Position.

Example 2: When a player uses “Different Dimension Capsule,” he or she does not have to reveal the card to the opponent, since “Different Dimension Capsule” does not require the player to select a card based on any parameters. It just reads, "Select 1 card from your Deck . . . "

A-15. Fusion Monster Deck Rules

When playing in **Yu-Gi-Oh!** TCG tournaments, each player is allowed to bring a Fusion Monster Deck to the tournament in addition to his or her regular Deck. There is no limit to the size of the Fusion Monster Deck as long as it contains no more than three copies of any Fusion Monster and adheres to the Forbidden and Limited lists.

As with the main Deck, cards in the Fusion Deck cannot be changed, added, or removed during the course of the tournament. Before the start of the Match, a player must place his or her Fusion Monster Deck face down on the field where it can be

clearly viewed. Players should keep Fusion Monsters of the same name together in the Fusion Deck to assist in Deck checking.

A-16. Game Loops

In the event that a game enters a loop, the player controlling the loop must demonstrate it once. That player then chooses a number, and unless the opponent wants to stop the loop at any time to play something in the middle, the loop goes through the chosen number of cycles.

Example: Kevin has “Butterfly Dagger - Elma,” “Gearfried the Iron Knight,” and “Royal Magical Library” in play. He demonstrates the loop once, equipping “Butterfly Dagger - Elma” to “Gearfried the Iron Knight,” causing “Butterfly Dagger - Elma” to be sent to the Graveyard and then to his hand. He also adds a Spell Counter to “Royal Magical Library” because he has played a Spell Card. He states that he wants to perform this loop 600 times and will draw his whole Deck unless his opponent does something. Robert has no effects to stop the loop, so Kevin is able to draw all the cards in his Deck.

A-17. Note Taking

Taking notes during a duel is generally not permitted. Only two forms of note-taking are allowed. First, a player may keep a numerical tracking of Life Points (tracking on paper is encouraged for this). Second, a player may make a notation next to each life point change, attributing the 1 card that was responsible for the life point change. (In the case of attacks, it is permitted to write the name of the attacking monster and the name of the defending monster.) Third, when specific card effects are activated players may keep track of numbers that relate to them. Examples include the number of turns that have passed for “Final Countdown”, the number of counters on a card, or the current ATK/DEF of a monster such as “Megarock Dragon”. No other forms of note-taking are permitted.

A-18. Sealed Pack Formats

An interesting and fun way to play the **Yu-Gi-Oh!** TCG is using one of the Sealed Pack formats. These formats are called "Sealed Pack" because players open a limited number of packs and build their Decks with those cards. This requires a slightly different type of skill and allows players to experience playing different cards than they normally would in a Constructed format tournament.

There are many creative ways to play using sealed packs, but only the following two formats may be used in official UDE tournaments:

- Sealed Deck
- Booster Draft

Both formats involve opening packs and choosing at least twenty of the opened cards to build a Deck. The difference between the two formats is the method of obtaining the pool from which to construct a Deck.

In a Sealed Deck tournament, players open packs and build their Decks with cards from those packs. In a Booster Draft tournament, players open packs, select two cards from each, and pass the packs around the table, selecting cards from each pack.

Players receive fifteen minutes to build their Decks once they receive their cards. If decklists are being used, players should receive twenty total minutes for Deck registration to ensure that they accurately record the contents of their Decks on their decklists.

A-19. Life Total Rule for Sealed Pack Tournaments

Players have 8000 Life Points at the start of each game in Sealed Pack tournaments. A player loses if he or she is unable to draw a card.

A-20. Sealed Deck–Specific Rules

These rules apply in addition to the Sealed Pack rules in sections A-17 to A-18.

Each player opens three or more booster packs and chooses at least twenty of those cards to make up a Deck. Cards are not drafted or exchanged in any way. Any cards not used in the Deck will serve the same function as a Side Deck.

A player may not trade cards with other players and may not add cards from his or her personal collection. Only the cards opened in the booster packs may be used to create the Decks.

Sealed Deck is the easiest Sealed Pack tournament format to learn.

A-21. Yu-Gi-Oh! Booster Draft–Specific Rules

These rules apply in addition to the Sealed Pack rules in section A-17 to A-18.

Each player starts with three or more sealed booster packs of cards. Players may use more than three packs as long as every player has the same number of packs. The tournament organizer will decide the number of packs used and which expansion the packs will come from. The packs may be from different expansions.

When playing in a Booster Draft tournament, players will be separated into "draft pods." Each draft pod will be four or more players seated around a table. A tournament official will pass out an equal number of packs to each player.

The following steps are taken to draft:

(a) Each player opens his or her first and second booster packs and combines them. This will typically result in each player having eighteen total cards to pick from.

If two booster packs of the same expansion are involved in the draft, they should be opened together first. This will provide the best chance for players to choose cards that work well together. For example, if a player is drafting with two packs of *Pharaonic Guardian* and one pack of *Magician's Force*, he or she should open the two packs of *Pharaonic Guardian* first.

(b) Each player selects *two* cards and passes the rest of the cards to the player on the left. The two cards should be placed in a single, face-down pile in front of the player who selected them. This pile becomes the draft pile for the player.

(c) Once all players have picked their first two cards and passed the rest of the cards to the left, they pick up the next stack that was just passed to them. The next stack should have sixteen cards remaining to choose from. Players will take two cards from this pack and add them to the face down piles in front of them. There should now be four cards in each player's face-down pile and fourteen cards remaining to be passed to the player on the left.

(d) Once all players are done with their selections and the cards have been passed, each player then selects another two cards from the booster and places them in the face-down stack. Players continue picking two cards and passing the boosters until all of the cards have been drafted from the first two boosters.

(e) If players are drafting with three packs, each player simply opens the last pack and selects two cards from it. If players are drafting with four or more packs, each player opens two packs and combines the cards like he or she did in step (a) above.

(f) Once players have selected two cards and added them to the draft piles in front of them, they pass the rest of the booster, this time passing to the right.

(g) Drafting continues until there are no cards left in the booster pack. If only three booster packs were used, then the last person to draft from the third pack will only receive one card.

Once the draft is finished, all players should have the same number of cards in their draft piles. If 3 packs of 9 cards were used, then each player should have 27 cards with which to build his or her Deck. When building a Booster Draft Deck, players are not limited by the "maximum of three of any one card" rule.

Example: Kevin drafts five "Exodia the Forbidden One" cards. He may choose to play all of them in his draft Deck.

A-22. Traditional Format Yu-Gi-Oh! Limited Card List

Powerful cards are restricted to one copy each per Deck and Side Deck combined. This list is updated several times a year and is only used for Traditional format tournaments. The most up-to-date list can be found at ude.com/policy.

The Limited list as of September 1, 2006:

BLACK LUSTER SOLDIER - ENVOY OF THE BEGINNING	MIRROR FORCE
BOOK OF MOON	MONSTER REBORN
BREAKER THE MAGICAL WARRIOR	MORPHING JAR
BUTTERFLY DAGGER - ELMA	MYSTICAL SPACE TYPHOON
CALL OF THE HAUNTED	NIGHT ASSAILANT
CARD DESTRUCTION	NOBLEMAN OF CROSSOUT
CEASEFIRE	PAINFUL CHOICE
CHANGE OF HEART	POT OF AVARICE
CHAOS EMPEROR DRAGON - ENVOY OF THE END	POT OF GREED
CHAOS SORCERER	PREMATURE BURIAL
CONFISCATION	PROTECTOR OF THE SANCTUARY
CYBER JAR	RAIGEKI
D. D. ASSAILANT	RIGHT ARM OF THE FORBIDDEN ONE
D. D. WARRIOR LADY	RIGHT LEG OF THE FORBIDDEN ONE
DARK HOLE	RING OF DESTRUCTION
DARK MAGICIAN OF CHAOS	SACRED PHOENIX OF NEPHTHYS
DELINQUENT DUO	SANGAN
EXCHANGE OF THE SPIRIT	SCAPEGOAT
EXODIA THE FORBIDDEN ONE	SINISTER SERPENT
FIBER JAR	SNATCH STEAL
FUTURE FUSION	SPIRIT REAPER
GRACEFUL CHARITY	SWORDS OF REVEALING LIGHT
GRAVITY BIND	THE FORCEFUL SENTRY
HARPIE'S FEATHER DUSTER	THOUSAND-EYES RESTRICT
HEAVY STORM	TIME SEAL
IMPERIAL ORDER	TORRENTIAL TRIBUTE
INJECTION FAIRY LILY	TREEBORN FROG
JINZO	TRIBE-INFECTING VIRUS
LAST TURN	TSUKUYOMI
LAST WILL	TWIN-HEADED BEHEMOTH
LEFT ARM OF THE FORBIDDEN ONE	ULTIMATE OFFERING
LEFT LEG OF THE FORBIDDEN ONE	UNITED WE STAND
LEVEL LIMIT - AREA B	VICTORY DRAGON
LIMITER REMOVAL	WITCH OF THE BLACK FOREST
MAGE POWER	YATA-GARASU
MAGIC CYLINDER	
MAGICAL SCIENTIST	
MAGICIAN OF FAITH	
MAKYURA THE DESTRUCTOR	
MASK OF DARKNESS	
METAMORPHOSIS	
MIRAGE OF NIGHTMARE	

A-23. Traditional Format Yu-Gi-Oh! Semi-Limited Card List

Strong cards are restricted to *two* copies each per Deck and Side Deck combined. This list is updated several times a year and is only used for Traditional format tournaments. The most up-to-date list can be found at ude.com/policy.

The Semi-Limited list as of September 1, 2006:

APPRENTICE MAGICIAN	MANTICORE OF DARKNESS
CREATURE SWAP	RECKLESS GREED
DECK DEVASTATION VIRUS	REINFORCEMENT OF THE ARMY
EXILED FORCE	UPSTART GOBLIN
GIANT TRUNADE	WALL OF REVEALING LIGHT
GOOD GOBLIN HOUSEKEEPING	

A-24. Advanced Format Yu-Gi-Oh! Forbidden Card List

Very powerful cards are forbidden in Advanced format tournament play. These cards make up the Forbidden list. A player may not use these cards in his or her Deck or Side Deck. This list is updated several times a year and is only used for Advanced format tournaments. The most up-to-date list can be found at ude.com/policy.

The Forbidden list as of September 1, 2006:

BLACK LUSTER SOLDIER - ENVOY OF THE BEGINNING
BUTTERFLY DAGGER - ELMA
CHANGE OF HEART
CHAOS EMPEROR DRAGON - ENVOY OF THE END
CHAOS SORCERER
CYBER JAR
DARK HOLE
DELINQUENT DUO
EXCHANGE OF THE SPIRIT
FIBER JAR
HARPIE'S FEATHER DUSTER
IMPERIAL ORDER
LAST TURN
MAGICAL SCIENTIST
MAKYURA THE DESTRUCTOR
MIRAGE OF NIGHTMARE
MONSTER REBORN
PAINFUL CHOICE
POT OF GREED
RAIGEKI
SINISTER SERPENT
SNATCH STEAL
THE FORCEFUL SENTRY
THOUSAND-EYES RESTRICT
TIME SEAL

TRIBE-INFECTING VIRUS
TSUKUYOMI
WITCH OF THE BLACK FOREST
YATA-GARASU

A-25. Advanced Format Yu-Gi-Oh! Limited Card List

Powerful cards are restricted to one copy each per Deck and Side Deck combined. This list is updated several times a year and is only used for Advanced format tournaments. The most up-to-date list can be found at ude.com/policy.

The Limited list as of September 1, 2006:

BOOK OF MOON	MASK OF DARKNESS
BREAKER THE MAGICAL WARRIOR	METAMORPHOSIS
CALL OF THE HAUNTED	MIRROR FORCE
CARD DESTRUCTION	MORPHING JAR
CEASEFIRE	MYSTICAL SPACE TYPHOON
CONFISCATION	NIGHT ASSAILANT
D. D. WARRIOR LADY	NOBLEMAN OF CROSSOUT
D. D. ASSAILANT	POT OF AVARICE
DARK MAGICIAN OF CHAOS	PREMATURE BURIAL
EXODIA THE FORBIDDEN ONE	PROTECTOR OF THE SANCTUARY
FUTURE FUSION	RIGHT ARM OF THE FORBIDDEN ONE
GRACEFUL CHARITY	RIGHT LEG OF THE FORBIDDEN ONE
GRAVITY BIND	RING OF DESTRUCTION
HEAVY STORM	SACRED PHOENIX OF NEPHTHYS
INJECTION FAIRY LILY	SANGAN
JINZO	SCAPEGOAT
LAST WILL	SPIRIT REAPER
LEFT ARM OF THE FORBIDDEN ONE	SWORDS OF REVEALING LIGHT
LEFT LEG OF THE FORBIDDEN ONE	TORRENTIAL TRIBUTE
LEVEL LIMIT - AREA B	TREEBORN FROG
LIMITER REMOVAL	TWIN-HEADED BEHEMOTH
MAGE POWER	ULTIMATE OFFERING
MAGIC CYLINDER	UNITED WE STAND
MAGICIAN OF FAITH	VICTORY DRAGON

A-26. Advanced Format Yu-Gi-Oh! Semi-Limited Card List

Strong cards are restricted to *two* copies each per Deck and Side Deck combined. This list is updated several times a year and is only used for Advanced format tournaments. The most up-to-date list can be found at ude.com/policy.

The Semi-Limited list as of September 1, 2006:

APPRENTICE MAGICIAN
CREATURE SWAP
DECK DEVASTATION VIRUS
EXILED FORCE
GIANT TRUNADE
GOOD GOBLIN HOUSEKEEPING
MANTICORE OF DARKNESS
RECKLESS GREED
REINFORCEMENT OF THE ARMY
UPSTART GOBLIN
WALL OF REVEALING LIGHT

A-27. Yu-Gi-Oh! National Championships

Players must be eligible to participate in sanctioned Yu-Gi-Oh! TCG tournaments in order to participate in the Yu-Gi-Oh! TCG National Championships. A specific country's National Championship could be open to any registrant, or it could be limited only to invited players. Please see specific country detail listings on Yugioh-card.com for more information on your country's policy. Players may only participate in one National Championship tournament per year. Players must be able to provide proof of identity in order to be eligible to compete.

A-28. Contact Information

For the most recent information about tournament policies and for other language versions of the document, please visit ude.com/policy.

For general questions regarding UDE programs, please email ude@upperDeck.com.

For local inquiries:

- Oceania: australia@upperdeck.com
- Europe: europa@upperdeck.com
 - Germany, Austria, Switzerland: kundendienst@upperdeck.nl
 - France: renseignements@upperdeck.nl
 - Italy: servizio_clienti@upperdeck.nl
 - Spain, Portugal: preguntas@upperdeck.nl
 - U.K., Ireland: enquiries@upperdeck.nl
- Latin America: preguntas@upperdeck.com
- North America: ude@upperdeck.com

For specific judge certification questions, please email judge@upperdeck.com.

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