

# 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	You CANNOT use Equip Magic Card against an incorrect target. If you use it wrongly, it returns to your hand, it is not destroyed.
SDY-021	Book of Secret Arts	You CANNOT use Equip Magic Card against an incorrect target. If you use it wrongly, it returns to your hand, it is not destroyed.
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.
SDY-027	Trap Hole	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.
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.
SDY-030	Monster Reborn	Can be used on Level 5+ monsters w/out offering a Tribute. Destroyed opp's monster are sent back to their Graveyard. You cannot activate this card if you have 5 monsters on 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 normally and have been destroyed.

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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	If this monster is attacked, it is returned to the owner's hand, not the controller. If this monster in Attack position is attacked by a monster with less ATK than this monster, the monster is destroyed, not returned to 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 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..
SDY-040	Waboku	This applies to only Battle Damage by opp's monster. Not including monster's effect ("Cannon Soldier", etc.). This card is applied to your Life Points and your monster. When you activate this card your monsters are not destroyed but flipped face-up when attacked if face-down. In this case, any Flip Effect is activated.
SDY-041	Soul Exchange	Face-up OR face-down monster can be used. You cannot activate this card after your Battle Phase (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.
SDY-042	Card Destruction	The discarded card is not the cost.
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	Applies to both players
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.

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SDY-047	Reverse Trap	If another card gave you +100 ATK, you'd have -100 for this turn, etc. Applies to both players.
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	
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	You CANNOT use Equip Magic Card against an incorrect target. If you use incorrectly, it returns to your hand, it is not destroyed. You can equip either player's monster.
SDK-021	Invigoration	You CANNOT use Equip Magic Card against an incorrect target. If you use incorrectly, it returns to your hand, it is not destroyed. You can equip either player's monster.
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	

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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.
SDK-033	Trap Hole	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.
SDK-034	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.
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 w/out offering a Tribute. Destroyed opp's monster sent back to their Graveyard. You cannot activate this card if you have 5 monsters on the field. With this card, you CANNOT Special Summon a Fusion Monster or monsters which must be summoned by fulfilling the conditions (Like "Gate Guardian") from the Graveyard, unless the monsters have been Special Summoned normally and have been destroyed.
SDK-037	The Inexperienced Spy	The player who activates this card can choose.
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", "Trap Hole", "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.

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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	Soqen	Applies to both players
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.
SDK-047	Reverse Trap	If another card gave you +100 ATK, you'd have -100 for this turn, etc. Applies to both players.
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	

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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	
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	You CANNOT use Equip Magic Card against an incorrect target. If you use wrongly, it returns to your hand, not destroyed. You can equip either player's monster.
LOB-041	Beast Fangs	You CANNOT use Equip Magic Card against an incorrect target. If you use wrongly, it returns to your hand, not destroyed. You can equip either player's monster.
LOB-042	Violet Crystal	You CANNOT use Equip Magic Card against an incorrect target. If you use wrongly, it returns to your hand, not destroyed. You can equip either player's monster.
LOB-043	Book of Secret Arts	You CANNOT use Equip Magic Card against an incorrect target. If you use wrongly, it returns to your hand, not destroyed. You can equip either player's monster.
LOB-044	Power of Kaishin	You CANNOT use Equip Magic Card against an incorrect target. If you use wrongly, it returns to your hand, not destroyed. You can equip either player's monster.
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	This applies to both players
LOB-047	Wasteland	This applies to both players
LOB-048	Mountain	This applies to both players
LOB-049	Sogen	This applies to both players
LOB-050	Umi	This applies to both players
LOB-051	Yami	This applies to both players
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)

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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.
LOB-058	Trap Hole	Applies to Normal, Tribute, or Flip Summoned monsters, not Set monsters. Including activation of "Ultimate Offering" and Summon. The activation timing is only when monster is Summoned.
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 can not use against Normal Trap Card like "Trap Hole" because a Normal Magic Card's spell speed is 1 (cannot put it on a chain link).
LOB-061	Two-Pronged Attack	Either face-up or face-down monsters 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 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 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).
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	You CANNOT use Equip Magic Card against an incorrect target. If you use incorrectly, it returns to your hand, it is not destroyed. You can equip either player's monster.

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LOB-089	Laser Cannon Armor	You CANNOT use Equip Magic Card against an incorrect target. If you use incorrectly, it returns to your hand, not destroyed. You can equip either player's monster.
LOB-090	Vile Germs	You CANNOT use Equip Magic Card against an incorrect target. If you use incorrectly, it returns to your hand, not destroyed. You can equip either player's monster.
LOB-091	Silver Bow and Arrow	You CANNOT use Equip Magic Card against an incorrect target. If you use incorrectly, it returns to your hand, not destroyed. You can equip either player's monster.
LOB-092	Dragon Treasure	You CANNOT use Equip Magic Card against an incorrect target. If you use incorrectly, it returns to your hand, not destroyed. You can equip either player's monster.
LOB-093	Electro-Whip	You CANNOT use Equip Magic Card against an incorrect target. If you use incorrectly, it returns to your hand, not destroyed. You can equip either player's monster.
LOB-094	Mystical Moon	You CANNOT use Equip Magic Card against an incorrect target. If you use incorrectly, it returns to your hand, not destroyed. You can equip either player's monster.
LOB-095	Stop Defense	
LOB-096	Machine Conversion Factory	You CANNOT use Equip Magic Card against an incorrect target. If you use incorrectly, it returns to your hand, not destroyed. You can equip either player's monster.
LOB-097	Raise Body Heat	You CANNOT use Equip Magic Card against an incorrect target. If you use incorrectly, it returns to your hand, not destroyed. You can equip either player's monster.
LOB-098	Follow Wind	You CANNOT use Equip Magic Card against an incorrect target. If you use incorrectly, it returns to your hand, not destroyed. You can equip either player's monster.
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, your opponent may then attack.
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 opp 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 opp 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	



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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 the Fusion Deck. If you return a monster card equipped with Equip Card, the Equip Card is destroyed when the monster is returned.
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 w/out offering a Tribute. Destroyed opp's monster sent back to their Graveyard. You cannot activate this card if you have 5 monsters on the field. With this card, you CANNOT Special Summon a Fusion Monster or monsters which must be summoned by fulfilling the conditions (Like "Gate Guardian") from the Graveyard, unless the monsters have been Special Summoned normally and have been destroyed.
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" 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-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	

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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.
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 a "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 opp. Your opp will get Damage of this monster's ATK or DEF when you activate this effect.
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 opp. Your opp will get Damage of this monster's ATK or DEF when you activate this effect.
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 opp. Your opp will get Damage of this monster's ATK or DEF when you activate this effect.
MRD-028	Mystic Lamp	You can choose which you attack, monster or a player. If you attack a player, your opp can't defend - attack goes directly against opp's Life Points.

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MRD-029	Steel Scorpion	Only on your opp'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 when this monster is removed from the field.
MRD-030	Ocubeam	
MRD-031	Leghul	You can choose which you attack, monster or a player. If you attack a player, your opp can't defend - attack goes directly against opp's Life Points.
MRD-032	Ooguchi	You can choose which you attack, monster or a player. If you attack a player, your opp can't defend - attack goes directly against opp's Life Points.
MRD-033	Leogun	
MRD-034	Blast Juggler	Either player's monsters can be destroyed. They can be face-up only. You canNOT destroy this monster itself by this card's effect. If there is 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.
MRD-035	Jinzo #7	You can choose which you attack, monster or a player. If you attack a player, your opp can't defend - attack goes directly against opp'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 opp can't defend - attack goes directly against opp'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 this monster 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 opp can't defend - attack goes directly against opp's Life Points.
MRD-052	Trent	
MRD-053	Disk Magician	
MRD-054	Hyosube	
MRD-055	Hibikime	

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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.
MRD-057	Tribute to The Doomed	Both you and your opp's monster. If your opp use "Solemn Judgment" against this as a chain, you must discard 1 card although 1 monster is not destroyed as this discard is the cost.
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. You can Special Summon the discarded monster by "Monster Reborn".
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	The effect is activated only when this card is send from "field" to "Graveyard". Otherwise, this effect is NOT activated. The effect is activated when you restore this from Graveyard by "Monster Reborn" after this card is destroyed and sent to the Graveyard.
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.
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	

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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 opp's side of the field to your hand.
MRD-079	Pumpkin 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 (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 opp then activates "Ultimate Offering", replay occurs. However, you have to pay the cost by all means if you have tossed a coin. You do not have to attack in this case.
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	
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 opp uses "Change of Heart", and takes this card in face-down position, your opp can get 3000 points LP by flipping this card up. After that this monster is destroyed, and you lose 5000 points
MRD-100	Punished Eagle	
MRD-101	Insect Soldiers of the Sky	
MRD-102	Hoshinigen	Applies to both players

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
MRD-103	Musician King	
MRD-104	Yado Karu	Deck is not shuffled
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 opp's hand is applied. If you have 2 cards in your hand and if you Summon this monster, it is 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
MRD-114	Mushroom Man #2	If there are 5 cards on your opp's side of the field, you cannot shift this monster.
MRD-115	Lava Battleguard	
MRD-116	Witch of the Black Forest	The effect is activated only when this card is send from "field" to "Graveyard". Otherwise, this effect is NOT activated. The effect is activated when you restore this from the Graveyard by "Monster Reborn" and this card is destroyed.
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	Controller of this card chooses which monster is destroyed (face-up/face-down).
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 Flip Monster's effect of Flip Summon. Your opp has to pay a cost for this action, even though this card negates the action. You can negate Special Summons (including Fusion Summon & Ritual Summon).
MRD-128	Magic Jammer	You cannot activate this card if you do not have cards in your Hand. Your opp has to pay the cost even though this card negates the activation.
MRD-129	Seven Tools of the Bandit	You cannot activate this card if you do not have cards in your Hand. Your opp has to pay the cost even though this card negates the activation.
MRD-130	Horn of Heaven	You can negate Flip Monster's effect of Flip Summon. Your opp has to pay the cost when in action, even though this card negates the action. You can also negate Special Summons (including Fusion Summon & Ritual Summon).

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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.
MRD-132	Sword of Deep-Seated	Face-down on top of 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	This applies to both players' turns.
MRD-134	The Unhappy Maiden	
MRD-135	Robbin' Goblin	A controller of "Robbin' Goblin" chooses which monster 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 use chain and "Dragon Capture Jar", your Dragon Monster is not 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. To activate this card, there must be monsters on both your and your opp's side of the field. When you activate this card and your opp uses "Magic Jammer" or "Solemn Judgement", etc., as a chain, you have to offer 1 monster as a Tribute, because it is a cost. In this case, your opp 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 can summon this monster even with opponent's "Toon World", 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 (next page)

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
		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. 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 activate with your opponent's "Gravekeeper's Servant". When this effect is activated and a Fusion Monster is in the Graveyard, it returns to Fusion Deck.
MRL-002	Axe of Despair	When "Sangan", "Witch of B.F.", or "Giant Rat", etc., equipped with this card is sent 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 first, and then apply "Sangan", etc.'s effect. If this card is sent 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 B.F.", or "Giant Rat", etc., equipped with this card is sent 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 first, and then apply "Sangan", etc.'s effect.
MRL-005	Malevolent Nuzzler	When "Sangan", "Witch of B.F.", or "Giant Rat", etc., equipped with this card is sent 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 first, and then apply "Sangan", etc.'s effect.



# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
MRL-006	Spellbinding Circle	<p>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 is not destroyed. You can designate Set monster as a target. In this case, the targeted 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" to 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 meaninglessly. When the targeted card is taken by "Relinquished", the monster is not treated as not being targeted by this card and this card remains on the field meaninglessly. When you chain this card to the flip effect, chain link 1 is the flip effect and the chain link 2 is this card's effect. In this case, as the flip effect monster is already flipped</p> <p>face-up and activated the flip effect, you cannot keep the monster face-down nor stop the activation and this card's effect is only to make the monster unable to attack and lock the monster's position (face-up Attack Position).</p>
MRL-007	Metal Fish	
MRL-008	Electric Snake	<p>This card's effect is activated by "Delinquent Duo" or "Confiscation" ect. 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.</p>
MRL-009	Queen Bird	
MRL-010	Ameba	<p>This card's effect is activated when this card is taken by "Relinquished". The effect is reset when this card is destroyed or removed from field or flipped face-down by some card's effect. If your opponent use "Change of Heart" and controls face-down this monster and return it in face-up after flip Summon, this card's effect is activated and you will take a damage of 2000 Life Points.</p>
MRL-011	Peacock	
MRL-012	Maha Vailo	<p>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".</p>
MRL-013	Guardian of the Throne Room	
MRL-014	Fire Kraken	
MRL-015	Minar	<p>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.</p>

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
MRL-016	Griggle	This card's effect is activated when this card is taken by "Relinquished". The effect is reset when this card is destroyed or removed from field or flipped face-down by some card's effect. If your oponent use "Change of Heart" and controls face-down this monster and return it in face-up after flip Summon, this card's effect is activated and your opponent will gain a 3000 Life Points. If your opponet controls your face-down this monster and flip it face-up and return it at the end of that turn, it is your opponent' 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 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 phase. This card destroys multiple "Swords of Revealing Light"s by 1 of this card, so when your opponent has 2 "Sword-" and you sets 2 of this monster on the field and Flip Summon them, first destroy 2 "Sword-" by 1 of this monster's Flip Summon. You Flip Summon another this card but as all "Swords-" are destroyed already its effect is not activated. So in this case, you can perform Battle Phase twice not 4th.
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	
MRL-026	Invader of the Throne	This effect is continuous effect. Even though this card is destroyed, the control of the selected monster is yours until it is destroyed. If your opponent uses "Change of Heart" and controls face-down this monster and flips it face-up, your opponent get 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 remains on your field even after that turn (even after the effect of "Change of Heart" ended.). You can use this effect to your opponent's face-down monster. When this monster is destroyed by "Trap Hole", this card effect cannot be activated.
MRL-027	Whiptail Crow	
MRL-028	Slot Machine	

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
MRL-029	Relinquished	This monster cannot be Normal Summoned. It can only be Ritual Summoned by "Black Illusion Ritual". The taken 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 this card's effect. You cannot use the effect of the taken monster as it takes ATK and DEF only. If the taken monster equipped with some Equip Magic Card, the Equip Magic Cards are destroyed when the monster is taken. The taken monster is destroyed by "Heavy Storm" or "De-Spell", etc.. The taken Monster is treated as a monster when it goes to the Graveyard. Both player 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 BF", the effect of these monster is activated when it is destroyed with this card's effect. But not for "Giant Rat", etc. because it is considered destroyed as a result of the battle but destroyed by this card's effect.
MRL-030	Red Archery Girl	
MRL-031	Gravekeeper's Servant	If there are 2 of this cards 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 send "Penguin Knight" from Deck to the Graveyard, the "Penguin Knight"'s effect is activated. If there is no cards in the opponent's Deck, he/she cannot attack. Even if there is no card in the Deck the player does not lose. If there is no card to draw (Draw Phase or some effect to draw), he/she is declared as a loser.
MRL-032	Curse of Fiend	The face-down Defense Position monster turned to face-up Attack Position. At that time, flip effect is activated. If there are multiple Flip Effect monsters, you (the controller of this card) choose which effect is the first. After that your opponent choose which effect is first. The continuous Magic or Trap Cards that change monster's battle position 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.
MRL-033	Upstart Goblin	The effect "Your opponent gains 1000 Life Points" is not the 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.

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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 activate "Snatch Steal", your opponent can control the monster (The later one is above) and vice-versa. When your opponent control 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.
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 is no card in your opponent's hand But if he/she has 1 card, you can activate. Your opponent do not have to show his/her hand.
MRL-040	Darkness Approaches	You can use this card to face-up Attack Position monster. In this case, the monster become face-down Defense Position. If the monster is flipped face-down, Equip Magic Card equipped with that monster is destroyed.
MRL-041	Fairy's Hand Mirror	The target must be correct one. If not, you cannot activate this card. You can use this card to a Equip Magic Card when the Equip Magic Card is activated Equip Magic Card with a chain. You cannot use this card if the Equip Magic Card is already activated and you did not chain. You can designate face-down monster as a target if the target is correct. If you have only 1 monster on the field and your opponent activate "Snatch Steal" or "Change of Heart", you cannot activate this card because there is no newly targeted monster. You can activate this card against "Soul Exchange" if the target is correct.
MRL-042	Tailor of the Fickle	You can use your opponent's Equip Magic Card to your monster if the target is correct.
MRL-043	Rush Recklessly	You cannot activate this card to face-down monster. You can select opponent's monster as a target.
MRL-044	The Reliable Guardian	You cannot activate this card to face-down monster. You can select opponent's monster as a target.
MRL-045	The Forceful Sentry	If your opponent have 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 of a monster (2) activation of a Magic Card (3) activation of a Effect Monster from hand ("Kuriboh", etc.) (4) Set of a Magic and 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.

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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 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 cleared.
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 Special Summon from the Graveyard by "Monster Reborn", etc., if you Special Summon this monster in a normal way and 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 opponent's "Labyrinth Wall" and/or "Magical Labyrinth" as a Tribute and Special Summon this monster (using "Change of Heart" or "Soul Exchange").
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, you must apply original ATK.
MRL-062	Commencement Dance	You cannot offer any further monster if the condition (of Level Star of the monster) is cleared.
MRL-063	Hamburger Recipe	You cannot offer any further monster if the condition (of Level Star of the monster) is cleared.

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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 cleared.
MRL-067	Performance of Sword	You need Ritual Magic Card to summon this. If discarded without Special Summon in regular way and destroyed, you can not Special Summon by "Monster Reborn", etc. from the Graveyard.
MRL-068	Hungry Burger	You need Ritual Magic Card to summon this. If discarded without Special Summon in regular way and destroyed, you can not Special Summon by "Monster Reborn", etc. from the Graveyard.
MRL-069	Crab Turtle	You need Ritual Magic Card to summon this. If discarded without Special Summon in regular way and destroyed, you can not Special Summon by "Monster Reborn", etc. from the Graveyard.
MRL-070	Ryu-Ran	
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 can summon this monster even with opponent's "Toon World", 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</p> <p>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. 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>

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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 can summon this monster even with opponent's "Toon World", 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 Summon multiple Toon monster if you have enough Tribute Monster.</p> <p>This monster cannot be 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.</p>
MRL-073	Toon Summoned Skull	<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 can summon this monster even with opponent's "Toon World", but if any "Toon World" on the field is destroyed, all Toon Monsters on the field are destroyed. You must 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 (next page)</p>

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
		have enough Tribute Monster. You can control your 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 or being attack or some card's effect. Then you must offer this card as a Tribute during next your own Standby Phase. You must use this monster's effect by all means during ( You cannot choose the timing). Total ATK includes increase or decrease of cards' effects.
MRL-075	Hyozanryu	
MRL-076	Toon World	1000 Life Points are the cost. You must pay if this card is negated and destroyed when this card is activated
MRL-077	Cyber Jar	<p>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 in face-down, you have to show then but you can shuffle the cards before set them. If "Sangan" and/or "WOTBF (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 are not go to the hands, "Chain Energy"'s effect is not activated with this card's effect. You cannot change the battle position of all Special Summoned cards 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 opponent's Cyber Jar, you can attack with Special Summoned monsters if you have not entered to Main Phase 2.</p>
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 alright 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..



# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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.
MRL-083	Karate Man	"Reverse Trap"'s effect is not applied because "doubled and halved are considered as not increasing or decreasing.
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 card. Cards of the same name means "Giant Germ". You can choose how many "Giant Germ" 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 card. Cards of the same name means "Nimble Momonga". You can choose how many "Nimble Momonga" 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 zone is 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.

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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, discard a card randomly during the effect is resolved.
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	This applies to both players
MRL-097	Umiiiruka	This applies to both players
MRL-098	Molten Destruction	This applies to both players
MRL-099	Rising Air Current	This applies to both players
MRL-100	Luminous Spark	This applies to both players
MRL-101	Mystic Plasma Zone	This applies to both players
MRL-102	Messenger of Peace	The increase or decrease after entering the Battle Phase must be excluded.
MRL-103	Serpent Night Dragon	

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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	
PSV-003	Parasite Paracide	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 activating its effect, such as with "Ceasefire" or (next page)

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
		<p>"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 of the field</p> <p>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.</p>
PSV-004	7 Completed	<p>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.</p>

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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 remain 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>
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 card: When (next page)</p>

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Card #	Card Image	Tournament Ruling
		<p>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.</p> <p>"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>
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 &amp; 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" to take a Magic Card from your opponent's graveyard into your hand. This prevents your opponent from retrieving that card with "Magician of Faith". However, your opponent may retrieve a different Magic Card with "Magician of Faith". If your opponent only had one Magic Card in his graveyard, "Magician of Faith" s Flip Effect fails.</p>

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
PSV-009	Gift of The Mystical Elf	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.
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>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. 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.</p>

# Yu-Gi-Oh! Tournament Card Ruling

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 allow 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 Summoned 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 destroyed. "Giant Trunade" vs. this card: If this card is returned to your hand by "Giant Trunade", etc., the monster Special Summoned by this card is destroyed. "Hane Hane" vs. this card: If the target monster of this card is returned to your hand, this card remains face-up on the field meaninglessly until it is destroyed by "Heavy Storm", etc., because the Special Summoned monster is NOT destroyed. "Sangan"/ "Witch of the Black Forest" vs. this card: If Sangan / Witch is Special Summoned from your Graveyard by this card and then destroyed, the effect of Sangan/Witch is activated again.</p> <p>"Mystical Space Typhoon" vs. this card : When you activate this card (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 Witch is NOT activated. "Jinzo" vs. this card : You can Special Summon "Jinzo" from your Graveyard. After "Jinzo" is Special Summoned, this card remains face-up on the field meaninglessly. This card is DESTROYED if "Jinzo" is destroyed. But when this card is destroyed, the Special Summoned "Jinzo" is NOT destroyed. If the Special Summoned monster is removed from play, this card 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, this card is NOT destroyed because "Offer a monster as a Tribute" is 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 this card is destroyed and this card remains face-up on the field meaninglessly. You can activate this card any time during you and your opponent's Battle Phase except Damage Step. This would trigger a replay. If you activate this card in your opponent's Battle Phase, a "replay" occurs because the number of monsters 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.</p>



# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
PSV-013	Solomon's Lawbook	If your Standby Phase is skipped, you do not have to pay the cost you 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.
PSV-014	Earthshaker	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."
PSV-015	Enchanted Javelin	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.
PSV-016	Mirror Wall	The final two sentences of this card should read: If you control this card, you must pay 2000 Life Points during each of your Standby Phases or 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 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.
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.

# Yu-Gi-Oh! Tournament Card Ruling

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 case "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 your opponent's attack or 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.

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
PSV-024	Appropriate	<p>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 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>The final two sentences of this card should read: If you control this card, you must offer 1 monster from the field as a Tribute during each of your Standby Phases or 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>

# Yu-Gi-Oh! Tournament Card Ruling

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 cards of this 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 <b>BY YOUR OPPONENT'S CARD EFFECT</b>. Each player <b>MUST SHOW</b> 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>

# Yu-Gi-Oh! Tournament Card Ruling

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. If a Flip Effect Monster has been Flip Summoned already, you cannot negate the activation and effect of the Flip Effect Monster by this card. Face-down "Jinzo" vs. this card : If a Set "Jinzo" is flipped face-up by this card's effect, the</p> <p>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>
PSV-032	Respect Play	<p>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.</p>

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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	<p>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.</p>

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
PSV-035	Nobleman of Extermination	<p>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.</p>
PSV-036	The Shallow Grave	<p>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.</p>
PSV-037	Premature Burial	<p>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)</p>

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
		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)



# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
		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 your opponent's attack or 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.
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.

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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.
PSV-065	Rain of Mercy	

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
PSV-066	Monster Recovery	<p>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 your 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.</p> <p>"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".</p>
PSV-067	Shift	<p>"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.</p>
PSV-068	Insect Imitation	<p>You cannot Special Summon a Special Summoned monster like "Great Moth" or "Larva Moth" with this card.</p>
PSV-069	Dimensionhole	<p>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.</p>

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
PSV-070	Ground Collapse	"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 is already designated by the other "Ground Collapse" with new "Ground Collapse".
PSV-071	Magic Drain	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.
PSV-072	Infinite Dismissal	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.
PSV-073	Gravity Bind	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, you do not attack.
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.

## Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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.
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.

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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.
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	
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	

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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	This applies to both players
PSV-103	Beast of Talwar	This applies to both players
PSV-104	Imperial Order	The final two sentences of this card should read: If you control this card, you must pay 700 Life Points during each of your Standby Phases or 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	
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	

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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").
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".



# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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".
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.

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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".
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	

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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	
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	

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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. You cannot activate "Nobleman of Crossout" when "Kycoo the Ghost Destroyer" is on the field.
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.

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
LON-065	Dark Necrofeare	<p>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 this monster.</p> <p>you can equip it to your opponent's monster because "Dark Necrofeare" was destroyed by your opponent's card effect. If "Dark Necrofeare" 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 Necrofeare" while it is an equip magic card. You CANNOT use "Fairy's Hand Mirror" or "Shift" against "Dark Necrofeare" when "Dark Necrofeare" becomes an Equip Magic Card.</p>
LON-066	Soul of Purity and Light	<p>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.</p>
LON-067	Spirit of Flames	<p>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.</p>
LON-068	Aqua Spirit	<p>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.)</p>
LON-069	The Rock Spirit	<p>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.</p>
LON-070	Garuda the Wind Spirit	<p>If this card is picked up with "Cyber Jar", it is placed in your hand and is not summoned.</p>
LON-071	Gilasaurus	<p>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.</p>

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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.
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..

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
LON-077	The Last Warrior from Another Planet	<p>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.</p>
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>

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
LON-079	Dark Spirit of the Silent	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.)
LON-080	Royal Command	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.
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.



# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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.
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 "Giant Trunade",</p> <p>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"	

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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.
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	You cannot chain against the Trap Card that is forced to activate. If the card activated is "Imperial Order", "Magic Jammer", or "Magic Drain", this card's effect is not negated and this card returns to your Deck. If the target is a Magic Card, return it to its original position without activating it. If you force the 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.
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.

# Yu-Gi-Oh! Tournament Card Ruling

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.

# Yu-Gi-Oh! Tournament Card Ruling

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.
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	
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".

# Yu-Gi-Oh! Tournament Card Ruling

Card #	Card Image	Tournament Ruling
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".