

UDE Netrep Rulings File 3.0

Contents

Card Rulings
Game Mechanics and Miscellaneous Questions

How To Use This File

This document is designed for judges and players of sanctioned Upper Deck Entertainment Yu-Gi-Oh! TCG tournaments and is a weekly supplement to the primary Netreps Ruling File issued at the first of each month. The entries found in this file should be considered the latest ruling. Always use the ruling in the file with the newest date.

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

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

Disclaimer

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

File Credits

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Card Rulings

Card Name	Collected Rulings
A Cat of Ill Omen	<p>Q: If "Necrovalley" is not active on the field when resolving the effect of "A Cat of Ill Omen", does the card being placed on top of the Deck have to be revealed to the opponent? A: You must reveal the selected card to your opponent to verify that it is a legal choice. <i>Curtis Schultz, 02/12/2004</i></p>
A Deal with Dark Ruler	<p>Q: I have a "Black Skull Dragon" summoned by "Summoner of Illusions", so it will be destroyed in the End Phase. Could I activate "A Deal with Dark Ruler" to Special Summon "Berserk Dragon" after "Black Skull Dragon" is destroyed? A: You may activate Quick-Play Spell Cards from your hand and you may activate any Set Traps or Quick-Play Spell Cards you have had Set from a previous turn. You would be to activate the "A Deal with Dark Ruler" during your End Phase in this situation. Keep in mind that the Special Summoned "Berserk Dragon" would have to resolve its effect during that same End Phase. (reducing its attack by 500) <i>Curtis Schultz, 01/12/2004</i></p> <p>Q: Is there anytime when it would be legal to chain "A Deal with Dark Ruler" to another card effect? A: You cannot activate "A Deal with Dark Ruler" until after an 8 Level Star monster on your side of the field has been sent to the Graveyard. You would not be able to activate "A Deal with Dark Ruler" in a chain with an effect that would destroy a Level 8 or higher monster if one has not already been destroyed. You can use "A Deal with Dark Ruler" in a Chain, but you would need to have had a Level 8 monster already been sent to the Graveyard during the turn. <i>Curtis Schultz, 01/17/2004</i></p> <p>Q: If my opponent uses "Mirror Force" on my "Blue Eyes White Dragon," can I special summon "Berserk Dragon" (via "A Deal with Dark Ruler") and continue my Battle Phase? A: "A Deal with Dark Ruler" is a quick-play Spell Card, so it can be activated from your hand during your Battle Phase. You can use it to Special Summon the "Berserk Dragon" after the "Blue Eyes White Dragon" is destroyed by "Mirror Force." Your Battle Phase may then continue and "Berserk Dragon" may attack. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: If I have a "Valkyrion the Magna Warrior" on the field and I use its effect to special summon "Alpha the Magnet Warrior," "Beta the Magnet Warrior," and "Gamma the Magnet Warrior" from the graveyard, can I use "A Deal with Dark Ruler" to special summon "Berserk Dragon?" A: Yes. The 8 star monster under your control only needs to be sent from the field to the Graveyard. <i>Curtis Schultz, 12/23/2003</i></p>
A Feint Plan	<p>Q: If you have only face-down monsters does "A Feint Plan" stop your opponent from attacking during the turn or would an attack go through directly to your Life Points? A: Your opponent may not attack your Life Points directly if all you have is face-down monsters on your side of the field and "A Feint Plan" has been activated. <i>bishop, 02/03/04</i></p>
A Legendary Ocean	<p>...also see <i>Umi</i> ...and Roulette Barrel see <i>Roulette Barrel</i></p> <p>Q: Is the 'treated as "Umi"' part of "A Legendary Ocean's" effect? A: "A Legendary Ocean" is considered to be "Umi" for all purposes. This is not something that can be negated. <i>Curtis Schultz, 01/22/2004</i></p> <p>Q: Is it possible to have a combination of "A Legendary Ocean" and "Umi" cards that makes more than 3 (2x "Umi" and 2x "A Legendary Ocean" for example), since the text on "A Legendary Ocean" says the card name is 'treated as "Umi".' A: For ALL intents and purposes, treat "A Legendary Ocean" as if it were actually the "Umi" card. This includes during deck construction. In other words, you can have "A Legendary Ocean" and "Umi" in your deck, but the total number altogether cannot exceed 3.</p> <p>Example: 1 "Umi" and 2 "A Legendary Ocean" is legal. 2 "Umi" and 1 "A Legendary Ocean" is also legal. However, 2 "Umi" and 2 "A Legendary Ocean" is NOT legal, because that would be the equivalent of having 4 "Umi" in your deck. As you know, you may only have 3 copies of a single card in your deck (assuming it isn't on the restricted list). <i>Steve Okegawa, 01/21/04</i></p> <p>... and Cyber Jar Q: If "A Legendary Ocean" is on the field and "Cyber Jar" is flipped, and I get a Level 5 WATER monster from the effect, like "The Legendary Fisherman", is that monster considered to be in my hand, thus getting "A Legendary Ocean's" effect and being able to be Special Summoned right then from "Cyber Jar's" effect. A: The cards picked-up from the effect of "Cyber Jar" are not treated as being in the hand, so the WATER-Attribute monsters you pick up from the effect of "Cyber Jar" will be at their stated Level Stars. This means you could not Set or Special Summon "The Legendary Fisherman" from "Cyber Jar's" effect. <i>Curtis Schultz, 01/22/2004</i></p>
A Man with Wdjat	<p>Q: Can the effect of "A Man with Wdat" be activated during each Standby Phase after it is Flip Summoned or Special Summoned? A: The effect of "A Man with Wdjat" only activates if the monster is Normal Summoned. The effect will not activate if "A Man with Wdjat" is Flip-Summoned or Special Summoned. <i>Curtis Schultz, 02/14/2004</i></p>
A Wingbeat of Giant Dragon	<p>Q: Is returning a face-up Level 5 or higher Dragon-Type monster a cost for activating "A Wingbeat of Giant Dragon" or part of the resolution of the effect?</p>

	<p>A: It is not a cost of activation. <i>Curtis Schultz, 02/01/2004</i></p>
Acid Trap Hole	<p>Q: If "Acid Trap Hole" is activated in a Chain, at what point does its target Flip Effect resolve? Is it immediately DURING the Chain or immediately AFTER the Chain?</p> <p>A: After the chain. <i>bishop, 01/28/04</i></p>
Adhesion Trap Hole	<p>...and Zombyra the Dark <i>see Zombyra the Dark</i></p>
After Genocide	<p>Q: If a player's monster is destroyed during their opponent's turn, can they activate "After Genocide" on their turn to destroy their opponent's monster?</p> <p>A: The only monsters that would be affected by "After Genocide" are the ones that are involved in damage calculation during the same turn the "After Genocide" was activated. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: If a monster attacks their opponent's Life Points directly, would that monster still be destroyed by "After Genocide's" effect?</p> <p>A: The monster was still involved with damage calculation and would still be destroyed. It does not matter that the damage calculation did not involve another monster. The monster that had attacked directly would be destroyed by the effect of "After Genocide." <i>Curtis Schultz, 01/25/2004</i></p>
Airknight Parshath	<p>... and Fairy Box <i>see Fairy Box</i></p>
Altar for Tribute	<p>...and Physical Double <i>see Physical Double</i></p> <p>...and Soul Exchange <i>see Soul Exchange</i></p> <p>...and Dark Necrofear</p> <p>Q: If Player A takes control of Player B's "Dark Necrofear" and uses "Altar for Sacrifice" to send it to the graveyard, will "Dark Necrofear's" effect activate?</p> <p>A: The text on "Altar for Tribute" states: "Select 1 monster on your side of the field and send it to the Graveyard." "Dark Necrofear" would not be considered "destroyed" so its effect would not activate. <i>Curtis Schultz, 01/14/2004</i></p> <p>...and Snatch Steal</p> <p>Q: Player A activates "Snatch Steal" and selects an opponent's monster. Player B chains with "Altar for Tribute" and selects the same monster. Would Player B increase his/her Life Points by the ATK of the selected monster and "Snatch Steal" resolve with no target?</p> <p>A: That is how the chain would resolve. <i>Curtis Schultz, 12/20/2003</i></p>
Amazoness Archers	<p>...and Jinzo <i>see Jinzo</i></p> <p>...and Gravity Bind</p> <p>Q: If "Amazoness Archers" is activated while "Gravity Bind" is active, do all monsters still attack?</p> <p>A: Normally in these situations the "Can't" or "Cannot" wins. In the case of "Gravity Bind" vs. "Amazoness Archers" the 4 or more Level Star monsters will still not be able to attack due to "Gravity Bind's" effect. <i>Curtis Schultz, 01/27/2004</i></p> <p>...and The Dark Door</p> <p>Q: If my opponent has more than one monster on the field and "The Dark Door" is active, when I activate "Amazoness Archers" do all monsters on my opponent's side of the field still attack?</p> <p>A: "The Dark Door" says that only 1 monster attack during each player's Battle Phase. "Amazoness Archers" cannot override this. Only one of the opponent's must attack. Any remaining monster will not be allowed to attack (because of "The Dark Door"). <i>Curtis Schultz, 12/08/2003</i></p> <p>...and Thousand Eyes Restrict</p> <p>Q: If "Amazoness Archers" is activated while "Thousand Eyes Restrict" is on the field, do all monsters still attack?</p> <p>A: In the case of "Thousand Eyes Restrict" vs. "Amazoness Archers" the "Thousand Eyes Restrict" is the only monster that could attack due to its effect. <i>Curtis Schultz, 01/27/2004</i></p>
Amazoness Blowpiper	<p>Q: Can "Amazoness Blowpiper's" effect be used more than once per turn?</p> <p>A: As per the card text, it says you use the effect once during each of your Standby phases. That is the only time the effect is used. <i>Curtis Schultz, 12/08/2003</i></p>
Amazoness Fighter	<p>This card has errata: The ATK of this card was mis-printed. The ATK should be 1500 ATK.</p> <p>Q: Recently some players have had a dispute over the meaning of "Amazoness Fighter" and whether or not it's a creature with an in-built "Kuriboh" or a creature which prevents all battle damage during a battle like a "Waboku."</p> <p>A: "Amazoness Fighter" only protects you from the Life Point loss that would result from a battle she was involved in. That's where her protection stops. She does not protect herself. <i>Curtis Schultz, 12/08/2003</i></p>
Amazoness Swords Woman	<p>...and Barrel Behind the Door <i>see Barrel Behind the Door</i></p> <p>Q: Is it correct to say that when "Amazoness Swords Woman" is attacked, the Damage that went through goes to the opponent as battle damage and not to the owner of the "Amazoness Swords Woman?"</p> <p>A: The person controlling the "Amazoness Swords Woman" will not lose Life Points from a battle she is involved in. The opponent will be the one who receives that Battle Damage to their Life Points instead. The "Amazoness Swords Woman" does not protect herself from Battle Damage though, so she would still be destroyed if attacked by a monster with a higher attack. <i>Curtis Schultz, 12/26/2003</i></p>

	<p>Q: If a player uses "Amazoness Swords Woman" with an Equip Spell Card that increases its ATK to attack their opponent's "Amazoness Swords Woman", who will take the Battle Damage from the attack? A: The controller of the "Amazoness Swords Woman" with the higher ATK would receive the Battle Damage due to "Amazoness Swords Woman's" effect. <i>Curtis Schultz, 01/12/2004</i></p> <p>Q: Will the effect of "Amazoness Swords Woman" activate if she attacks an opponent's monster with a higher ATK than hers and is the effect activated during the Damage Step? A: Yes the effect of "Amazoness Swords Woman" would still activate. The effect can activate in the Damage Step during damage calculation after determining how many Life Points the controller of the "Amazoness Swords Woman" would receive from the battle. <i>Curtis Schultz, 01/20/2004</i></p> <p>Q: If "Amazoness Swords Woman" is in Defense Position when an opponent's monster with a higher ATK attacks, will the opponent take damage from the attack? A: The battle damage would be done to the attacking player only if the attacking monster was "Spear Dragon," or a card with a similar "ATK > DEF" effect. (e.g. "Aitsu" equipped with "Koitsu," a monster equipped with "Fairy Meteor Crush," a monster equipped with "Big Bang Shot," etc.) If a monster like "Archfiend Soldier" were to attack a Defense Position "Amazoness Swords Woman," no battle damage would be done to the controller of the "Archfiend Soldier." <i>Curtis Schultz, 02/09/2004</i></p> <p>...and Dark Ruler Ha Des Q: If "Dark Ruler Ha Des" attacks an "Amazoness Swords Woman", will the controller of "Dark Ruler Ha Des" still take the Battle Damage? A: The Battle Damage would be done to the controller of the "Dark Ruler Ha Des." <i>Curtis Schultz, 01/25/2004</i></p> <p>...and Reflect Bounder Q: What would happen if "Amazoness Swords Woman" attacks "Reflect Bounder", who would take damage and how much? A: First, before damage calculation "Reflect Bounder's" effect would do 1500 points of damage to the controller of "Amazoness Swords Woman" Next, damage calculation would occur. Due to the effect of "Amazoness Swords Woman" the controller of "Reflect Bounder" would take 200 points of Battle Damage. "Amazoness Swords Woman" will be destroyed due to battle. "Reflect Bounder" will be destroyed due to its effect. <i>Curtis Schultz, 01/20/2004</i></p> <p>...and Tornado Wall Q: Is the redirected damage from "Amazoness Swords Woman" stopped by "Tornado Wall"? A: It is considered Battle Damage (since you can use "Waboku" against it), so damage from "Amazoness Swords Woman" would be stopped by "Tornado Wall". <i>bishop 02/22/04</i></p> <p>...and Waboku Q: If the controller of "Amazoness Swords Woman" uses "Waboku" to protect the creature, does this also reduce the overflow damage to zero, or does the damage still get redirected to the opponent who needs to "Waboku" the damage themselves, or take it on the chin? A: The opponent will not take any battle damage because the battle damage was reduced to 0 by "Waboku." The "Amazoness Swords Woman" would then be redirecting 0 damage, so the attacking player would receive 0 battle damage to their Life Points. <i>Curtis Schultz, 12/29/2003</i></p>
<p>Amazoness Tiger</p>	<p>Q: What would happen if a second "Amazoness Tiger" is flipped due to an attack? A: The second one would be destroyed after Damage Calculation in the Damage Step, even if it survives the attack. <i>Curtis Schultz, 12/10/2003</i></p> <p>...and Cyber Jar Q: If you pick up 2 "Amazoness Tigers" with "Cyber Jar," what happens? A: If you pick up 2 "Amazoness Tigers" with "Cyber Jar," you must place both face-down, or place 1 face-up and 1 face-down. <i>bishop, 12/08/03</i></p> <p>...and Raregold Armor Q: Will having an "Amazoness Tiger" and an Amazoness equipped with "Raregold Armor" on the field create a condition where no monster can attack the player that has them out? A: Yes. It will. <i>bishop, 12/08/03</i></p>
<p>Anti-Spell Fragrance</p>	<p>Q: Will chaining "Anti-Spell Fragrance" to the activation of a Spell Card prevent it from activating? A: The activated Spell Card will still resolve properly. "Anti-Spell Fragrance" prevents Spell cards from being activated after it has resolved. The Spell card it was chained to was already activated so it cannot be stopped by the effect of the "Anti-Spell Fragrance." <i>Curtis Schultz, 12/21/2003</i></p> <p>Q: If a Spell Card such as "Raigeki" was Set on the field during a turn prior to the activation of "Anti-Spell Fragrance", can "Raigeki" be activated without waiting another turn? A: Since "Raigeki" had been set for a turn, it was acceptable for it to be activated while the "Anti-Spell Fragrance" was active on the field. <i>Curtis Schultz, 02/09/2004</i></p>

	<p>Q: How do you play Field Spell Cards while "Anti-Spell Fragrance" is active on the field? A: The controller would need to Set the Field Spell Card for a turn. The controller could then activate the Set Field Spell Card during their next turn. Field Spell Cards are Set in the Field Spell Card Zone. <i>Curtis Schultz, 02/09/2004</i></p>
Apprentice Magician	<p>Q: If "Apprentice Magician" is Special Summoned face down, does its effect of giving a counter to other relevant cards activate? A: The effect would activate when a face-down "Apprentice Magician" is flip-summoned. <i>Curtis Schultz, 01/31/2004</i></p> <p>Q: Does "Apprentice Magician" need to be sent to the Graveyard when destroyed in battle to get its effect? A: No, it does not need to go to the Graveyard to get its effect. For example, if "Banisher of the Light" is in play, you will still get the effect of "Apprentice Magician" if it is destroyed in battle even though it is sent out of play rather than to the Graveyard. <i>bishop 02/21/04</i></p>
Appropriate	<p>This card has errata: The text should read: You can activate this card when your opponent draws a card outside of his/her Draw Phase. After that, each time your opponent draws cards outside of his/her Draw Phase, you draw 2 cards.</p> <p>Q: Let's say both players have previously activated "Appropriates" face-up on field, and one of them plays "Pot of Greed". This causes both "Appropriates" to continuously activate the other one, and making it a loop that cannot stop. What happens in this situation? A: The current ruling is that when both players activate "Appropriate" it creates an infinite loop and they both continue to draw until one of them can no longer draw and loses. <i>bishop, 02/16/04</i></p>
Aqua Spirit	<p>...and Gravity Axe – Grarl <i>see Gravity Axe - Grarl</i></p>
Archfiend's Oath	<p>Q: Is "Archfiend's Oath" considered an Archfiend card? A: Yes it is. It really only works with "Falling Down" in terms of being an Archfiend card. <i>Curtis Schultz, 02/02/2004</i></p> <p>Q: Can a player have more than 1 "Archfiend's Oath" active on the field and can they use the effect of each one during the same turn? A: You would be able to activate the effect of "Archfiend's Oath" once for each individual "Archfiend's Oath" you control. So if I had two active on the field, I could pay 500 Life Points to activate the effect of one, then after resolving the first one I could pay another 500 Life Points to activate the other. Naturally I could only activate the effect of each of the "Archfiend's Oath" cards once during that turn. <i>Curtis Schultz, 02/04/2004</i></p>
Archfiend's Roar	<p>...and Fiend Skull Dragon <i>see Fiend Skull Dragon</i></p> <p>...and Book of Moon ...and Interdimensional Matter Transporter</p> <p>Q: Once brought back via "Archfiend's Roar," if the Archfiend is turned face down via "Book of Moon" or removed from the field and returned via "Interdimensional Transport Device," is it still bound by the "destroyed at the end of the turn, cannot be tributed" text? A: The Archfiend removed from play by the "Interdimensional Matter Transporter" or turned face-down by "Book of Moon" will be severed from the effects of "Archfiend's Roar." You would be able to use the monster as a tribute and it would not be sent to the Graveyard during the end phase. They are usually pretty specific about using "tribute." <i>Curtis Schultz, 12/23/2003</i></p>
Armor Exe	<p>...and Skill Drain <i>see Skill Drain</i></p>
Asura Priest	<p>...and Staunch Defender <i>see Staunch Defender</i></p> <p>Q: "Asura Priest's" card text reads: 'You cannot attack your opponent's Life Points directly if you attack a monster first.' Does this mean none of your other monsters can attack directly or just "Asura Priest"? A: The text only applies to "Asura Priest". You could still attack directly with other monsters. <i>bishop, 02/03/04</i></p>
Attack and Receive	<p>Q: Can "Attack and Receive" be activated in the Damage Step? A: This card is activated when you take damage from an attack. So that would make it legal during the Damage Step. <i>bishop, 12/11/03</i></p> <p>Q: Can "Attack and Receive" be chained to your own card effect that does damage to your Life Points such as "Dark Snake Syndrome" or "Ring of Destruction"? A: The damage would need to have come from an opponent's card effect or from a monster attack in which you took Life Point damage. (Direct attack or from battle with another monster) Your own card effect would not count. <i>Curtis Schultz, 01/29/2004</i></p>
Autonomous Action Unit	<p>...and Interdimensional Matter Transporter</p> <p>Q: If an opponent's monster is Special Summoned to my side of the field by the effect of "Autonomous Action Unit" and then "Interdimensional Matter Transporter" is activated to remove the monster from play, which side of the field will the monster return to during the End Phase? A: When you removed the opponent's monster equipped with "Autonomous Action Unit" from play with the effect of "Interdimensional Matter Transporter," the "Autonomous Action Unit" is sent to the Graveyard.</p>

	<p>After the monster is returned to your side the field during the End Phase, the monster is returned to its owner's control.</p> <p>If you use "Dimensionhole," during the Standby Phase when the monster is returned, after placing it back onto your side of the field (onto the zone it has occupied when removed by the effect of "Dimensionhole") the monster is returned to its original owner's control. <i>Curtis Schultz, 2/24/04</i></p>
<p>Axe of Despair</p>	<p>...and Lord of D. <i>see Lord of D.</i></p> <p>... is considered to be an Archfiend</p> <p>Q: What do they mean "Axe of Despair" is an Archfiend? A: "Axe of Despair" is treated as an Archfiend for the purpose of card effects, such as "Falling Down." <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: If "Axe of Despair" is an Archfiend, can it be retrieved with "Pandemonium's" effect? Can it be powered up with "Infernalqueen Archfiend"?? A: From "Pandemonium's" text: '... for Archfiend monsters.' From "Infernalqueen Archfiend's" text: '... ATK of 1 Archfiend monster ...' "Axe of Despair" does not meet either qualification. <i>bishop, 01/08/04</i></p> <p>Q: Because "Axe of Despair" is an Archfiend, can I summon "Terrorking Archfiend" to the field with "Axe of Despair" on the field? A: From the Terrorking Archfiend text: '... unless you have an Archfiend Monster Card ...' It's quite specific. <i>bishop, 01/09/04</i></p> <p>Q: May you tribute your opponent's monsters for the effect of "Axe of Despair" when it is sent to the graveyard? A: No, you may not. <i>bishop, 12/05/2003</i></p> <p>Q: With "Axe of Despair", can you offer a monster to activate the second effect during your opponents turn? A: Yes you can active the "return to top of deck" effect of "Axe of Despair" during your opponent's turn when "Axe of Despair" is sent from the field to the Graveyard. <i>Curtis Schultz, 01/19/2004</i></p> <p>...and Witch of the Black Forest</p> <p>Q: If "Witch of the Black Forest" is equipped with "Axe of Despair" and destroyed, which effect will go first? A: When "Sangan", "Witch of the Black Forest", "Giant Rat", etc., equipped with "Axe of Despair", is sent to the Graveyard, the controller of these cards can choose which effect will be used first.</p> <p>However, when you use "Axe of Despair's" effect and offer a "Sangan" or "Witch of the Black Forest" as a Tribute, first, put this card on the top of your Deck, and then apply "Sangan", etc.'s effect. <i>bishop 02/20/04</i></p>
<p>B. Skull Dragon</p> <p>Bait Doll</p>	<p>... is considered to be an Archfiend</p> <p>Q: If I Set "Cyber Jar" and "Acid Trap Hole" and activate "Bait Doll" on "Acid Trap Hole", will "Bait Doll" allow me to use "Acid Trap Hole" against "Cyber Jar" even though I just Set all these cards? A: "Acid Trap Hole" would be destroyed since it was activated illegally. A Trap Card cannot be activated on the same turn it was Set. <i>bishop, 01/26/04</i></p> <p>Q: If "Bait Doll" targets a face-down Trap Card, does the controller have to pay the activation cost of their Trap Card being forced to activate by "Bait Doll"?? A: You do NOT have to pay the activation cost of the Trap card that was forced to activate by the effect of "Bait Doll." This would include cards like "Magic Jammer," "Solemn Judgement," "Seven Tools of the Bandit," "Spell Shield Type-8," "Spell Vanishing," etc. Just as a side note, a "Solemn Judgement" forced to activate by the effect of "Bait Doll" would be an illegal activation, as it would also be for the previous cards I listed. <i>Curtis Schultz, 01/26/2004</i></p> <p>...and Exchange</p> <p>Q: If your "Bait Doll" is in the opponent's hand via "Exchange" and is played, whose deck does it return to? A: It goes back to the owner of the card. <i>bishop, 02/20/04</i></p> <p>...and Jinzo</p> <p>Q: Is it possible to activate "Bait Doll" with "Jinzo" on the field? A: If you force the activation of a Normal Trap or Counter-Trap Card with the effect of "Bait Doll" 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. <i>bishop, 01/19/04</i></p> <p>Q: If "Jinzo" is face-up on the field and I target a face-down Continuous Trap Card with "Bait Doll", will it be destroyed? A: It would actually activate but remain on the field meaninglessly. You can activate the Continuous Trap Card because "Bait Doll" says you can, similar to how you can change the position of a monster by a card effect while "Thousand-Eyes Restrict" is on the field. The timing is always correct when a Continuous Trap Card is targeted by "Bait Doll". <i>bishop, 01/26/04</i></p>

	<p>...and Statue of the Wicked Q: If "Bait Doll" targets "Statue of the Wicked", will "Statue of the Wicked" get its effect? A: "Bait Doll" would activate (flip face-up) "Statue of the Wicked" on the field it would be destroyed. It would not get its effect. <i>bishop 02/22/04</i></p>
<p>Banisher of the Light</p>	<p>...and D.D. Warrior Lady <i>see D.D. Warrior Lady</i></p> <p>Q: If "Banisher of Light" is face up and a non-targeting monster removal Card is activated, in what order do the Monsters get destroyed. A: If "Banisher of the Light" is destroyed at the same time as any other monster, they would go to the Graveyard. If "Banisher of the Light" would remain face-up on the field when the other monster is destroyed, that monster would be removed from play. <i>Curtis Schultz, 01/6/2004</i></p>
<p>Banner of Courage</p>	<p>Q: Does the effect of "Banner of Courage" permanently increase the ATK of all monsters during the Battle Phase or does the ATK return to its previous values at the end of the Battle Phase? A: The increase in ATK is 200 and only during your own Battle Phase. The increase would disappear after the Battle Phase. When your next Battle Phase comes around, the increase in ATK would still be only 200. <i>Curtis Schultz, 01/25/2004</i></p>
<p>Barrel Behind the Door</p>	<p>...and Princess of Tsurugi <i>see Princess of Tsurugi</i> ...and Judgment of Anubis <i>see Judgment of Anubis</i> ...and Just Desserts <i>see Just Desserts</i> ...and Reflect Bounder <i>see Reflect Bounder</i> ...and Shinato, King of a Higher Plane <i>see Shinato, King of a Higher Plane</i> ...and Time Wizard <i>see Time Wizard</i></p> <p>DEFINITIVE RULING: Barrel Behind the Door can only be used against an effect that inflicts damage to YOUR Life Points. Barrel Behind the Door cannot be used against Costs such as Imperial Order or Graverobber. Barrel Behind the Door cannot be used against "losing Life" effects such as Immortal of Thunder. Barrel Behind the Door cannot be used against effects that "switch" damage such as Barrel Behind the Door. You can use Barrel Behind the Door against the effects of Cannon Soldier, Lava Golem, Giant Germ, and Ameba. You can use Barrel Behind the Door against Ring of Destruction (for example, if Ring of Destruction is used against Blue-Eyes White Dragon, and you chain Barrel Behind the Door, your opponent takes 6000 damage). You cannot chain Barrel Behind the Door against the Flip Effect of Dice Jar because you never know if damage is inflicted until the effect of Dice Jar has resolved. You CAN chain Barrel Behind the Door to a Flip Effect activated during the Damage Step, such as Princess of Tsurugi, because Barrel Behind the Door is a Counter Trap. If the chain is interrupted, then Barrel Behind the Door cannot be activated. For example, if I activate Ring of Destruction and intend to chain Barrel Behind the Door, but my opponent chains Mystical Space Typhoon to Ring of Destruction instead, I cannot chain Barrel Behind the Door to Mystical Space Typhoon because a Counter Trap can only be chained to the immediately preceding card. You cannot activate Barrel Behind the Door against a Continuous Effect such as Gravekeeper's Vassal.</p> <p>...and Amazoness Swords Woman Q: Why can you Chain "Barrel Behind the Door" to the effect of "Reflect Bounder", why not the effect "Amazoness Swords Woman", aren't they both considered Battle Damage? A: You cannot Chain "Barrel Behind the Door" to Battle Damage. On the "Amazoness Swords Woman" it is Battle Damage and "Barrel Behind the Door" cannot be chained the effect. But with "Reflect Bounder", it is considered Effect Damage. "Barrel Behind the Door" may be used. <i>bishop, 01/30/04</i></p> <p>...and Ceasefire Q: Can "Barrel Behind the Door" be used against "Ceasefire"? A: "Barrel Behind the Door" can be used against "Ceasefire". <i>bishop, 01/28/04</i></p> <p>...and Lava Golem Q: Could you explain what the difference between a Triggered Effect and a Continuous Effect is and how they relate to "Barrel Behind the Door"? A: A Triggered Effect has a Trigger that sets it off. A Continuous Effect has an effect that is always 'on.' "Lava Golem" is triggered by the Standby Phase. "Wave-Motion Cannon" is always 'on' and, therefore, Continuous. <i>bishop, 01/13/04</i></p> <p>...and Magic Cylinder Q: Can you chain "Barrel Behind the Door" to "Magic Cylinder"? A: Yes you can. <i>bishop 01/01/2004</i></p> <p>...and Wave Motion Cannon Q: Can I use "Barrel Behind the Door" against "Wave-Motion Cannon"? A: No, "Wave-Motion Cannon" is a continuous Spell card, "Barrel Behind the Door" cannot be used against continuous effects. <i>bishop, 12/06/2003</i></p>

<p>Barrel Dragon</p>	<p>Q: Since the effect of "Barrel Dragon" only destroys a monster if the coin toss is successful, is "Barrel Dragon" considered a targeting effect? A: Yes it is a targeting effect. You decide which monster you will attempt to destroy with the effect at the time you activate it. <i>Curtis Schultz, 01/31/2004</i></p> <p>...and Second Coin Toss Q: Can the effect of "Second Coin Toss" be used with "Barrel Dragon" and does the controller select 1 coin toss to redo or all 3? A: The player controlling both "Barrel Dragon" and "Second Coin Toss" can redo the coin tosses with the effect of "Second Coin Toss." They would redo all three coin tosses, not just one of them. <i>Curtis Schultz, 02/09/2004</i></p>
<p>Bazoo the Soul-Eater</p>	<p>This card has errata: The text should read: You can remove up to 3 monster cards in your Graveyard from play to increase the ATK of this monster by 300 points for each card removed from play until the end of your opponent's next turn. This effect can only be used once during your turn.</p>
<p>Beast of Talwar</p>	<p>... is considered to be an Archfiend</p>
<p>Berserk Dragon</p>	<p>...and Skill Drain <i>see Skill Drain</i></p> <p>Q: If "Berserk Dragon" is removed from the field and returned is its ATK returned to 3500? What about it if it is flipped facedown and back to face-up? A: The ATK would reset to its base, 3500. <i>Curtis Schultz, 01/6/2004</i></p> <p>Q: Can "Berserk Dragon" (or "Exodia Necross" or "Dark Paladin") be flipped facedown and then Flip Summoned? A: It is alright to Flip-Summon them. <i>Curtis Schultz, 01/6/2004</i></p> <p>Q: Can "Berserk Dragon" be Special Summoned from the Graveyard with cards like "Monster Reborn" or "Call Of The Haunted" after it has been successfully summoned using "A Deal with Dark Ruler"? A: "Berserk Dragon" can only be Special Summoned by the effect of "A Deal with Dark Ruler." <i>Curtis Schultz, 02/12/2004</i></p> <p>...and Pyramid Turtle Q: Can I special summon a "Berserk Dragon" using a "Pyramid Turtle?" A: "Pyramid Turtle" cannot be used to Special Summon "Berserk Dragon". <i>Curtis Schultz, 12/22/2003</i></p>
<p>Big Bang Shot</p>	<p>Q: If a monster is equipped with "Big Bang Shot," when will it be removed from play by the effect of "Big Bang Shot?" A: If "Big Bang Shot" itself is destroyed or removed from the field, the monster it was equipped to is removed from play. If the monster equipped with "Big Bang Shot" is destroyed and sent the Graveyard the "Big Bang Shot" goes to the Graveyard as well and the monster will remain in the Graveyard. You have to remove the "Big Bang Shot" itself to get the effect to work. <i>Curtis Schultz, 12/10/2003</i></p>
<p>Black Pendant</p>	<p>...and Last Turn <i>see Last Turn</i></p> <p>Q: Does "Black Pendant" have to be equipped in order for its effect (when sent from the field to the Graveyard) to be used? A: "Black Pendant's" effect is based on being sent to the graveyard from the field, not being equipped to a monster. <i>bishop, 12/19/2003</i></p> <p>Q: If I attack with a monster, can my opponent activate "Black Pendant" and equip it to one of their monsters? A: No. "Black Pendant" cannot be used in the Battle Phase. <i>bishop, 02/07/04</i></p>
<p>Blast Held by a Tribute</p>	<p>...and Lava Golem <i>see Lava Golem</i> ...and Vampire Lord <i>see Vampire Lord</i></p> <p>Q: Can you activate "Blast Held by a Tribute" when you Set a monster, as in Normal Summon, or can it only activate when a monster is Tribute Summoned? A: You can only activate this card when your opponent declares an attack with a monster on his/her side of the field that has been Tribute Summoned or Tribute Set. <i>bishop, 12/21/2003</i></p> <p>Q: If a monster that was previously Tribute Summoned is Special Summoned from the Graveyard, can "Blast Held by a Tribute" be activated when that monster attacks? A: No. The monster's most recent Summon to the field must have been via a Tribute Summon. <i>Curtis Schultz, 01/29/2004</i></p> <p>Q: If a monster such as "Dark Ruler Ha Des" is Tribute Summoned to the field and the controller does not choose to attack, when can "Blast Held by a Tribute" be activated? A: As long as that "Dark Ruler Ha Des" still remains on the field, the next time an attack is declared with that monster "Blast Held By a Tribute" could be activated in response. <i>Curtis Schultz, 01/19/2004</i></p> <p>Q: Can you use "Blast Held By A Tribute" on a Special Summoned monster? A: A Special Summon by using Tributes is not the same as a Tribute Summon or Tribute Set. <i>Curtis Schultz, 01/20/2004</i></p>
<p>Blast with Chain</p>	<p>...and Spell Cancellor <i>see Spell Cancellor</i></p>

	<p>Q: If I attack a monster equipped with "Blast with Chain" and destroy it, does the effect of "Blast with Chain" activate? A: No. "Blast with Chain" states that it must be destroyed by a card's effect. An attack is not an effect; therefore "Blast with Chain's" second effect is not activated. <i>bishop, 12/11/03</i></p> <p>Q: Does "Blast with Chain" have to be equipped to a monster when it's destroyed to activate the effect? A: "Blast With Chain" must be equipped to a monster when it is destroyed in order for the "destroyed by the effect of another card" portion to work. It will not work if destroyed while Face-Down. <i>Curtis Schultz, 12/06/2003</i></p> <p>Q: Can "Blast with Chain" be chained to a card that targets it so it can be equipped to a monster before it is destroyed? A: Yes, that would work. <i>Curtis Schultz, 12/06/2003</i></p> <p>...and Gearfried the Iron Knight Q: If a face-down "Gearfried the Iron Knight" is attacked with a "Blue-Eyes White Dragon," when it is turned face-up during Damage calculation, can the controller of "Gearfried the Iron Knight" activate "Blast with Chain" on "Gearfried the Iron Knight" and have it be destroyed and activate the second effect to destroy the "Blue-Eyes White Dragon?" A: Yes, this scenario would work. <i>bishop, 12/05/2003</i></p> <p>...and Jinzo Q: If I have a "Blast with Chain" equipped to my monster, does "Jinzo" negate its effect even though it's now considered a Equip Spell card? A: After it has resolved the "Blast with Chain" is treated as an Equip Spell Card. "Jinzo" would not be able to negate its effect while its being treated as an Equip Spell Card. <i>Curtis Schultz, 12/28/2003</i></p>
<p>Blindly Loyal Goblin</p>	<p>...and Change of Heart Q: What happens when I set "Blindly Loyal Goblin" in face-down defense position, and my opponent plays "Change of Heart" on it? A: When a face-down "Blindly Loyal Goblin's" control is taken by "Change of Heart," and it is flipped face-up during that same turn, the control of "Blindly Loyal Goblin" does not return. <i>bishop, 12/20/2003</i></p> <p>...and Creature Swap Q: I was wondering if they had a "Blue-Eyes White Dragon" and you played "Blindly Loyal Goblin" as your only monster on your turn, could you play "Creature Swap," in essence, taking their "Blue-Eyes White Dragon" and not giving them anything due to "Blindly Loyal Goblin's" effect? A: If "Blindly Loyal Goblin" is face-up it would not be a valid choice for "Creature Swap" due to its effect. In this situation, neither player could activate a "Creature Swap." <i>Curtis Schultz, 12/28/2003</i></p>
<p>Book of Life</p>	<p>Q: Can my opponent play "Book of Life" if I have no monsters in my graveyard? A: No. "Book of Life" requires that the opponent has at least 1 monster card in the Graveyard to remove. If this condition cannot be met, then "Book of Life" cannot be activated. <i>Steve Okegawa, 12/07/2003</i></p> <p>Q: Is "Book of Life" restricted to only removing monsters from play for its secondary effect in the same way that "Skull Lair," "Kycoo the Ghost Destroyer" and "Bazoo the Soul Eater" are restricted? A: According to the text on Book of Life: "...and remove 1 monster in your opponent's Graveyard from play." <i>Curtis Schultz, 12/22/2003</i></p> <p>Q: Is "Book of Life" eligibility determined at activation, resolution or both? A: At the moment, we are ruling that "Book of Life" only needs legal targets (1 Zombie-Type Monster in your Graveyard and 1 monster in your opponent's Graveyard) during activation. If something happens to remove one of the monsters before then, "Book of Life" will do whatever it still can. Example: "Book of Life" is activated, and you choose to Special Summon "Spirit Reaper," and remove the opponent's "Jinzo" in the Graveyard from play. In response, the opponent activates their "Call of the Haunted" to Special Summon their "Jinzo." Now, by the time "Book of Life" resolves, the "Jinzo" can no longer be removed from play. No problem, you just don't do that part of the effect (since you cannot choose a new monster), and your "Spirit Reaper" is still Special Summoned. <i>Steve Okegawa, 01/07/2004</i></p> <p>...and Kycoo the Ghost Destroyer Q: Is "Book of Life" completely negated while "Kycoo the Ghost Destroyer" is face up on the field, or just the Graveyard removal aspect? A: You cannot activate "Book of Life" if "Kycoo the Ghost Destroyer" is active on your opponent's side of the field. <i>bishop, 12/18/2003</i></p>
<p>Book of Moon</p>	<p>...and Archfiend's Roar <i>see Archfiend's Roar</i> ...and Change of Heart <i>see Change of Heart</i> ...and Dark Necrofear <i>see Dark Necrofear</i> ...and Great Maju Garzett <i>see Great Maju Garzett</i> ...and Lord of D <i>see Lord of D</i> ...and Magical Scientist <i>see Magical Scientist</i> ...and Mirage Knight <i>see Mirage Knight</i> ...and Physical Double <i>see Physical Double</i> ...and Ring of Destruction <i>see Ring of Destruction</i></p>

...and Slate Warrior *see Slate Warrior*

...and Spirit Reaper *see Spirit Reaper*

...and Swords of Revealing Light *see Swords of Revealing Light*

...and The Flute of Summoning Dragon *see The Flute of Summoning Dragon*

...and Tribe Infecting Virus *see Tribe Infecting Virus*

DEFINITIVE RULING:

A monster that has its battle position changed by Book of Moon cannot be Flip Summoned or otherwise have its battle position changed "manually" that turn.

When you use Book of Moon on your defending monster, the attack resolves as normal; no replay occurs because the number of monsters on your side of the field did not change.

When you use Book of Moon on your opponent's attacking monster, the attack stops. No replay is triggered because the number of monsters on the defending player's side of the field did not change.

The monster that was attacking cannot attack again. The monster that was attacking cannot change its battle position in Main Phase 2 (so it cannot be Flip Summoned in Main Phase 2).

When you chain Book of Moon to your opponent's Mirror Force, your attacking monster is not destroyed because it is face-down Defense Position.

When you chain Book of Moon to your opponent's Magic Cylinder, the effect of Magic Cylinder disappears.

When you chain Book of Moon to Ring of Destruction to flip the targeted monster face-down, the effect of Ring of Destruction disappears.

When you use Book of Moon on a monster that had its ATK doubled with Limiter Removal, the monster is not destroyed at the end of the turn.

When you chain Book of Moon to Trap Hole, the Summoned monster is not destroyed and Trap Hole's effect disappears.

When you chain Book of Moon to Bottomless Trap Hole, the monster flipped face-down is not destroyed, but any other monsters Summoned at the same time (such as with Cyber Jar) are still destroyed by Bottomless Trap Hole.

When you use Book of Moon on a monster stolen with Snatch Steal, Snatch Steal is destroyed but the monster remains where it is and does not revert to the original controller.

When a monster such as Lava Golem is flipped face-down by Book of Moon, its effect dealing damage every turn is not active while it is face-down.

If Sanga of the Thunder, etc., uses its effect, and is then flipped face-down, it can use its effect again after it is flipped face-up.

When you use Book of Moon on Dream Clown, Dream Clown's effect is NOT activated.

When you use Book of Moon on Spirit Reaper, Spirit Reaper is NOT destroyed.

When you chain Book of Moon to the activation of a Flip Effect such as Fiber Jar or Man-Eater Bug, Book of Moon flips the monster face-down, and then the Flip Effect resolves as normal.

You cannot flip Monster Tokens face-down with Book of Moon because Monster Tokens are always face-up.

You cannot activate Book of Moon while Light of Intervention is active.

Q: Can "Book of Moon" be used in the Damage Step?

A: "Book of Moon" cannot be activated during the Damage Step. *Steve Okegawa, 01/15/2004*

Q: When an opponent flips a flip-effect monster (ex: "Cyber Jar") then I chain to the effect with "Book of Moon" will the Flip Effect activate or would I prolong it with "Book of Moon" until the next turn?

A: "Book of Moon" will not stop a Flip Effect from occurring. *bishop, 12/06/2003*

...and Ceasefire

Q: If "Book of Moon" chains to "Ceasefire" and targets a face down monster, what happens?

A: "Book of Moon" can only target a face-up monster.

The activation of "Book of Moon" was illegal in this situation. *Curtis Schultz, 01/31/2004*

...and Guardian Sphinx

Q: Will activating "Book of Moon" in response to the Summon of "Guardian Sphinx", "Swarm of Scarabs", or "Swarm of Locusts" negate their effect?

A: The effect would still resolve.

You would need to use "Skill Drain" or negate the Summon with "Horn of Heaven" or "Solemn Judgment."
Curtis Schultz, 01/27/2004

...and Premature Burial

Q: If I use "Book of Moon" on a monster equipped with "Premature Burial," is the monster destroyed?

A: No, when it is placed face-down, it is "reset." *bishop, 12/04/2003*

...and Mirror Force

Q: What happens to your other monsters in attack position if you activate "Book of Moon" on the attacking monster in response to your opponent activating "Mirror Force?"

A: If any other monsters are on your side of the field in face-up attack position the "Mirror Force" will destroy them. *Curtis Schultz, 12/28/2003*

...and Reflect Bounder

	<p>Q: Can "Book of Moon" be chained to the effect of "Reflect Bounder" to prevent its effect from resolving? A: "Book of Moon" cannot be activated during the Damage Step. So it could not be activated in response to the effect of "Reflect Bounder." <i>Curtis Schultz, 01/31/2004</i></p> <p>...and Snatch Steal Q: If I chain "Book of Moon" to the activation of "Snatch Steal" selecting the same target, will "Snatch Steal" resolve with no effect? A: Yes it would. When the chain resolves "Snatch Steal" would be trying to Equip to a face-down Monster card, which it cannot do. "Snatch Steal" would be sent to the Graveyard as a result. <i>Curtis Schultz, 01/14/2004</i></p> <p>Q: When you use "Book of Moon" on a monster stolen with "Snatch Steal," since "Snatch Steal" is destroyed, doesn't the control of the monster revert to its owner? A: If the monster is turned face down on the field by "Book of Moon," "Snatch Steal" is destroyed and control of the monster does not revert back to the original controller because the monster has been "reset" by being turned face down. <i>bishop, 12/06/2003</i></p>
<p>Book of Taiyou</p>	<p>...and Guardian Grarl <i>see Guardian Grarl</i></p> <p>Q: If you Set a Flip Effect Monster, can you use "Book of Taiyou" in the same turn to activate the effect? A: Yes you can. <i>Curtis Schultz, 01/25/2004</i></p>
<p>Bottomless Shifting Sand</p>	<p>Q: If I am using "Bottomless Shifting Sand" and my opponent has 3 "Gemini Elves" in Attack mode, what happens at the end of the turn? A: If there are multiple monsters tied with the same ATK value, they are all destroyed by "Bottomless Shifting Sand". <i>bishop 01/02/2004</i></p>
<p>Bottomless Trap Hole</p>	<p>...and Great Maju Garzett <i>see Great Maju Garzett</i></p> <p>Q: Does "Bottomless Trap Hole" designate a target? A: No, it does not. <i>bishop, 12/09/03</i></p> <p>Q: Does "Bottomless Trap Hole" have a lingering effect after it activates? A: No, it does not have a lingering effect. "Bottomless Trap Hole" will only destroy whichever monsters were simultaneously summoned immediately prior to the activation of "Bottomless Trap Hole." Monsters summoned after the resolution of "Bottomless Trap Hole" are unaffected by its effect. <i>Steve Okegawa, 01/16/2004</i></p> <p>Q: Would the Flip Effect of a monster that is Flip Summoned be negated by the activation of "Trap Hole" or "Bottomless Trap Hole"? A: The Flip-Effect will still activate. <i>Curtis Schultz, 02/14/2004</i></p> <p>...and Cyber Jar Q: Can "Bottomless Trap Hole" be chained to "Cyber Jar's" special summoning? A: ALL of the opponent's Special Summoned monsters (in face-up Attack Position) that meet the requirement of 1500 ATK or higher will be destroyed by Bottomless Trap Hole, if activated after "Cyber Jar" summons them to the field. Similarly, the same can be done to the 2 Dragon-Type monsters summoned via "The Flute of Summoning Dragon." <i>Steve Okegawa, 12/06/2003</i> Just a short note to add on to "Cyber Jar": If "Cyber Jar's" effect was activated during the Damage Step, "Bottomless Trap Hole" will not be able to activate. <i>Curtis Schultz, 12/06/2003</i></p> <p>...and Lava Golem Q: Can "Bottomless Trap Hole" be used in response to the Special Summon of "Lava Golem"? A: Yes they can activate "Bottomless Trap Hole" in response to the Special Summon of the "Lava Golem." The "Lava Golem" would be destroyed and removed from play. <i>Curtis Schultz, 01/25/2004</i></p>
<p>Breaker the Magical Warrior</p>	<p>...and Judgment of Anubis <i>see Judgment of Anubis</i></p> <p>Q: When "Breaker the Magical Warrior" is summoned, is his counter being placed on him a sort of free action that is a result of his summons, or must the summoner use their priority to put the counter on "Breaker the Magical Warrior"? A: "Breaker the Magical Warrior's" priority is used up by the placing of the Spell Counter. As such, you may not destroy a Spell or Trap Card with "Breaker the Magical Warrior's" effect before it is "Trap Holed"/etc., because when "Breaker the Magical Warrior" has priority, it doesn't yet have its Spell Counter. <i>Steve Okegawa, 12/09/2003</i></p> <p>Q: Can I put a Spell Counter on "Breaker the Magical Warrior" if I Special Summon, or Flip Summon it? A: No, it only puts a counter on itself if you Normal Summon it. <i>bishop, 12/08/03</i></p> <p>Q: If the Spell Counter is removed from "Breaker the Magical Warrior" for its effect, will "Breaker the Magical Warrior" have an ATK of 1900 or 1600? A: A Spell Counter placed upon "Breaker the Magical Warrior" is what gives the addition 300 ATK due to "Breaker the Magical Warrior's" effect. The ATK of "Breaker the Magical Warrior" is 1600 as stated on the card. <i>Curtis Schultz, 01/21/2004</i></p> <p>Q: If using "Breaker the Magical Warrior's" effect, would you be able to chain "Ring of Destruction," or</p>

	<p>another Spell Speed 2 Card if it was face-down on the field before sending it to the graveyard? A: Yes, you can chain "Ring of Destruction" to "Breaker the Magical Warrior's" effect. <i>bishop, 12/16/2003</i></p> <p>Q: I have a "Breaker The Magical Warrior" on the field with a counter on it and my opponent activates "Snatch Steal" or another Spell Speed 1 Card. Can I use my "Breaker The Magical Warrior's" effect to take off the counter to destroy "Snatch Steal"? A: "Breaker the Magical Warrior's" effect of destroying a Spell or Trap Card is Spell Speed 1. It can only be activated during your Main Phase 1 or 2, and cannot be used in a chain. Since your opponent activates "Snatch Steal" during their turn, you definitely cannot use "Breaker the Magical Warrior's" effect. <i>Steve Okegawa, 01/16/2004</i></p> <p>Q: My opponent Summoned "Breaker the Magical Warrior" and I activated "Bottomless Trap Hole", removing "Breaker the Magical Warrior" from the game, and he said that before "Breaker the Magical Warrior" leaves he uses his effect to destroy one of my traps, is this right? A: "Breaker the Magical Warrior" cannot use its effect if it is removed from play via "Bottomless Trap Hole." <i>Steve Okegawa, 02/19/04</i></p>
<p>Buster Rancher</p>	<p>Q: If the ATK of a monster equipped with "Buster Rancher" goes over 1000 ATK, what happens to "Buster Rancher"? A: If the equipped monster's ATK is raised above 1000 points, by any effect other than Buster Rancher's own effect, Buster Rancher is destroyed. This includes during the Damage Step. <i>bishop 02/21/04</i></p>
<p>Butterfly Dagger – Elma</p>	<p>...and Gearfried the Iron Knight <i>see Gearfried the Iron Knight</i> ...and Guardian Ceal <i>see Guardian Ceal</i> ...the Emperor's Holiday <i>see The Emperor's Holiday</i></p> <p>Q: If "Butterfly Dagger – Elma" is equipped to a monster and the monster is destroyed in battle or by an opponent's card effect will this cards effect still activate? A: If the monster the "Butterfly Dagger – Elma" is equipped to is destroyed, the "Butterfly Dagger – Elma" will be sent to the Graveyard and will not return to the owner's hand. <i>Curtis Schultz, 12/21/2003</i></p> <p>Q: If a monster is flipped face-down by "Book of Moon", or similar card, while "Butterfly Dagger – Elma" is equipped to it will that trigger the effect? A: The "Butterfly Dagger – Elma" would be sent to the Graveyard and would not return to the owner's hand. <i>Curtis Schultz, 12/21/2003</i></p> <p>Q: If I equip "Butterfly Dagger – Elma" to "Spirit Reaper" causing "Spirit Reaper" to destroy itself, would "Butterfly Dagger – Elma" go back to my hand? If I equip "Butterfly Dagger – Elma" to a Spirit monster and at the end of my phase, my Spirit monster goes back to my hand, causing "Butterfly Dagger – Elma" to be destroyed. Would "Butterfly Dagger – Elma" go back to my hand? A: The answer is no in both situations. "Butterfly Dagger – Elma" must be the card that is destroyed. In each case it was just sent to the Graveyard because the monster it was equipped to was no longer on the field. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: How is a "Butterfly Dagger – Elma" destroyed? By Spell/Trap or if the monster it is equipped to is destroyed? A: "Butterfly Dagger – Elma" has to be destroyed while successfully equipped to a monster. <i>Curtis Schultz, 12/22/2003</i></p> <p>...and Disappear Q: If "Butterfly Dagger – Elma" is destroyed, does it first go to the Graveyard to activate its own effect and can "Disappear" be chained to the activation of its effect? A: Yes, the opponent can chain "Disappear" to the activation of "Butterfly Dagger - Elma's" effect when it triggers in the Graveyard and target the "Butterfly Dagger - Elma." The "Disappear" would resolve first in the chain and remove the "Butterfly Dagger - Elma" from play. <i>Curtis Schultz, 01/28/2004</i></p> <p>...and Imperial Order Q: Does "Butterfly Dagger – Elma" come back to my hand if it is destroyed while "Imperial Order" is active on the field? A: Yes. When "Imperial Order" is on the field, it would still return to the owner's hand, since its effect is activated from the Graveyard, not from the Field. <i>bishop, 12/22/2003</i></p> <p>...and Magic Jammer Q: If I use "Magic Jammer" or "Spell Shield Type 8" on "Butterfly Dagger – Elma" will it return to my opponent's hand? A: Since its activation was negated it will not properly resolve and thus will not activate its effect of returning to the owner's hand. The same is true anytime "Butterfly Dagger – Elma" is destroyed in a chain before it could properly resolve. ("Mystical Space Typhoon" used in a chain, for example) <i>Curtis Schultz, 12/29/2003</i></p> <p>...and Rod of Silence – Kay'est</p>

	<p>Q: If "Butterfly Dagger – Elma" is equipped to a monster that is already equipped with a "Rod of Silence – Kay'est", will the effect of "Butterfly Dagger – Elma" activate returning it to the player's hand?</p> <p>A: - If you have a monster equipped with "Rod of Silence - Kay'est" and you equip "Butterfly Dagger - Elma" to that same monster, the effect of "Butterfly Dagger - Elma" is destroyed but it does not return to your hand. Same deal if you equip it to "Freed the Matchless General." The effect of the "Butterfly Dagger - Elma" would be negated and it would be destroyed. <i>Curtis Schultz, 01/31/2004</i></p> <p>...and Type Zero Magic Crusher</p> <p>Q: If I have "Type Zero Magic Crusher" on the field, can I use "Butterfly Dagger – Elma" over and over again?</p> <p>A: If you discard it for "Type Zero Magic Crusher's" effect it will not return to your hand. <i>Curtis Schultz, 12/22/2003</i></p> <p>...and Woodland Sprite</p> <p>Q: Would "Butterfly Dagger – Elma" return to my hand if I equip it to "Woodland Sprite" and use "Woodland Sprite's" effect to put it in the Graveyard?</p> <p>A: When your "Butterfly Dagger-Elma" is sent to the graveyard by "Woodland Sprite," the effect is NOT activated. <i>bishop, 12/20/2003</i></p>
<p>Byser Shock</p>	<p>Q: If "Byser Shock" is Special Summoned face down with "Spear Cretin," when does it get its effect?</p> <p>A: The effect is written on the card and gives the specific requirements for it being activated (Normal Summon, Flip Summon, Special Summon). A Special Summoned Face Down "Byser Shock" does not have an effect. Also note here that a Flip by an attack meets none of those requirements. <i>bishop, 12/04/2003</i></p>
<p>Call Of The Haunted</p>	<p>...and Gearfried the Iron Knight <i>see Gearfried the Iron Knight</i></p> <p>...and Guardian Sphinx <i>see Guardian Sphinx</i></p> <p>...and Magic Jammer <i>see Magic Jammer</i></p> <p>...and Monster Reborn <i>see Monster Reborn</i></p> <p>...and Mystical Space Typhoon <i>see Mystical Space Typhoon</i></p> <p>...and Neko Mane King <i>see Neko Mane King</i></p> <p>...and Spirit Reaper <i>see Spirit Reaper</i></p> <p>...and Torrential Tribute <i>see Torrential Tribute</i></p> <p>...and Tyrant Dragon <i>see Tyrant Dragon</i></p> <p>...and Vampire Lord <i>see Vampire Lord</i></p> <p>...and Witch of the Black Forest <i>see Witch of the Black Forest</i></p> <p>Q: If I attack my opponent and he uses "Mirror Force," after "Mirror Force," can I use my face-down "Call of the Haunted" to Special Summon a monster in ATK mode and attack with it?</p> <p>A: Yes, as long as it is done while inside the Battle Phase and not inside the Damage Step. <i>bishop, 12/16/2003</i></p> <p>Q: When I activate "Call of the Haunted" or "Premature Burial," do I have to tell my opponent right away what I'm going to pick, or do I wait until he doesn't chain anything to the activation of the card?</p> <p>A: "Call of the Haunted" and "Premature Burial" both constitute targeted effects, and targeted effects must be declared when you activate the card. <i>bishop, 12/27/2003</i></p> <p>Q: If "Call of the Haunted" is used to Special Summon a "Troop Dragon" from the Graveyard, then Tributed with some other monster to Summon "Dark Magician", would "Call of the Haunted" remain on the field meaninglessly?</p> <p>A: Yes. <i>bishop, 01/17/04</i></p> <p>Q: If "Call of the Haunted" is used to Special Summon a "Koitsu" or another Union monster and then the effect of the Union Monster is used to equip it to another monster, what happens to "Call of the Haunted"? What happens when the Union Monster is returned to the field as a Monster Card?</p> <p>A: After "Koitsu" resolves its effect and becomes an Equip Spell Card it is severed from the effect of "Call of the Haunted." "Call of the Haunted" will remain on the field meaninglessly. "Call of the Haunted" would no longer have any affect on the "Koitsu," even if "Koitsu" were to become a monster again by its effect. <i>Curtis Schultz, Sun 01/11/2004</i></p> <p>...and Jinzo</p> <p>Q: Player A: Plays "Call of the Haunted" to return "Jinzo." Player B: Chains his "Call of the Haunted" to return his "Jinzo" Now I ruled that only Player B's "Jinzo" would come to the field since his "Call of the Haunted" resolves in the chain first and than "Jinzo" negated Player A's "Call of the Haunted." Was I right?</p> <p>A: You were correct. <i>Curtis Schultz, 12/22/2003</i></p> <p>Q: If "Jinzo" which is equipped with "Call of the Haunted" and "Jinzo" is destroyed by a "Raigeki," does "Call of the Haunted" go the Graveyard because the monster was destroyed and also because "Jinzo" effect not activated anymore?</p> <p>A: Yes, it would go to the graveyard. Just because it is sitting there meaninglessly because of "Jinzo" does not mean that it isn't still attached to "Jinzo." <i>bishop, 12/09/03</i></p> <p>Q: If a player plays "Harpie's Feather Duster" and it is chained with "Call of the Haunted" to bring "Jinzo" out of the graveyard, would "Jinzo" stay summoned after "Call of the Haunted" is destroyed by "Harpie's</p>

	<p>Feather Duster?"</p> <p>A: "Jinzo's" effect begins working as soon as it is summoned. As such, "Jinzo" will remain on the field even after "Harpie's Feather Duster" destroys "Call of the Haunted." <i>Steve Okegawa, 12/08/2003</i></p> <p>Q: Player A: Activates "Call of the Haunted" to Special Summon "Jinzo" from the Graveyard. Player B: Chains with "Mystical Space Typhoon." Does the effect of "Jinzo" negate the effect of "Call of the Haunted" before it's destroyed by "Mystical Space Typhoon?"</p> <p>A: If this chain happens exactly as you have written it, "Jinzo" will not be Special Summoned to the field because "Call of the Haunted" must remain face-up on the field in order to resolve. [It is a continuous effect] <i>Curtis Schultz, 12/04/2003</i></p> <p>Q: If a face-down "Call Of The Haunted" is the target of "Spiritualism", can "Call Of The Haunted" be chained to "Spiritualism" to Special Summon "Jinzo" from the Graveyard?</p> <p>A: Yes you can. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: If "Call of the Haunted" were to target "Jinzo" in a chain to the activation of "Ceasefire" or another Trap Card, would "Ceasefire" be negated?</p> <p>A: Yes "Jinzo" would negate the effect of "Ceasefire." "Call of the Haunted" would resolve first, Special Summoning "Jinzo" to the field. "Jinzo" would then negate the effect of all Trap cards face-up on the field, "Ceasefire" being one of them. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: If I have a "Gemini Elf" on the field and I attack my opponent, and then he activates "Mirror Force", can I activate "Call of the Haunted" to revive "Jinzo" and negate "Mirror Force"?</p> <p>A: Yes, this is possible. "Jinzo" would negate "Mirror Force". <i>bishop, 02/02/04</i></p> <p>Q: Can a player activate "Call of the Haunted" to Special Summon "Jinzo" during their Standby Phase to avoid paying for "Imperial Order"?</p> <p>A: If the player controlling the "Imperial Order" enters their Standby Phase they would have to address "Imperial Order" before being able to play any other cards. They could not chain to "Imperial Order" in this situation. If they want to do the "Call Jinzo-Negate" they will have to activate the "Call of the Haunted" during their Draw Phase. <i>Curtis Schultz, 01/28/2004</i></p> <p>...and Royal Decree</p> <p>Q: Player A: Activates "Royal Decree". Player B: Chains with "Call Of The Haunted". Does Player B still Special Summon a monster to the field?</p> <p>A: "Call of the Haunted" will resolve first, allowing the player to Special Summon a monster from their Graveyard. After "Call of the Haunted" has resolved, "Royal Decree" will resolve. <i>Curtis Schultz, 01/20/2004</i></p>
<p>Call of the Mummy</p>	<p>Q: "Call of the Mummy" reads 'once per turn.' My question is whether or not this can be used on the opponent's turn?</p> <p>A: Once per turn in your Main Phase. <i>bishop, 12/21/2003</i></p> <p>Q: Can you Special Summon a Level 5 or higher Zombie-Type monster with the effect of Call of the Mummy?</p> <p>A: Yes you can. Call of the Mummy's effect can only be used during Main Phase 1 and 2 of your turn only. 5+ star level Zombies will not require tributes because they are being Special Summoned, not Tribute Summoned. <i>Curtis Schultz, 12/08/2003</i></p> <p>Q: Player A activates "Call of the Mummy". Player B chains with "Mystical Space Typhoon". Would Player A still be able to summon a Zombie?</p> <p>What if "Call of the Mummy" is already face-up and 'active'. If I activate its effect to Special Summon, can I chain "Mystical Space Typhoon"? Also if I can chain "Mystical Space Typhoon", will I then still be able to Special Summon the Zombie since the effect of Call of the Mummy is already in motion and on the chain block?</p> <p>A: "Call of the Mummy" is a Continuous Spell Card. It must remain on the field in order for its effect to resolve, so if it is destroyed by "Mystical Space Typhoon" no Zombie will be Special Summoned. <i>Curtis Schultz, 01/8/2004</i></p>
<p>Cannon Soldier</p>	<p>...and Last Will <i>see Last Will</i></p> <p>...and Skill Drain <i>see Skill Drain</i></p> <p>Q: It's my understanding that "Torrential Tribute" can only be activated upon a monster being summoned. Would one not activate it upon "Cannon Soldier's" summon, "Cannon Soldier's" effect is allowed to be used once, and "Torrential Tribute" then resolves?</p> <p>A: The Turn Player can activate "Cannon Soldier's" effect at the time of the monster's summon. If they do, you can still activate "Torrential Tribute" because Cannon Soldier's effect was activated at the time of its successful summon. If the Turn Player declines to activate "Cannon Soldier's" effect when it is summoned, you can respond with "Torrential Tribute." The Turn Player would not get to activate "Cannon Soldier's" effect at that time <i>Curtis Schultz, 12/23/2003</i></p>

	<p>Q: Can "Cannon Soldier's" effect be used on your opponents turn? A: No. <i>bishop, 02/03/04</i></p> <p>Q: Can "Cannon Soldier" and "Catapult Turtle" offer themselves for their effect? A: Yes, they can Tribute themselves for their own effect. <i>Curtis Schultz, 02/01/2004</i></p> <p>Q: Is "Cannon Soldier's" effect Spell Speed 1 or 2? A: Spell Speed 1. <i>bishop, 02/04/04</i></p>
Card Destruction	<p>...and Forced Requisition <i>see Forced Requisition</i> ...and Neko Mane King <i>see Neko Mane King</i></p> <p>Q: If "Card Destruction" is played after Player A's monster is forced into Player B's hand (through "Exchange" or similar), what order do the monsters go into the Graveyard? A: Since all of the cards were sent to the Graveyard simultaneously, it will be up to the owner to decide in what order they are stacked on the Graveyard. <i>Curtis Schultz, 02/09/2004</i></p> <p>Q: If you have 7 cards when someone plays "Card Destruction," do you get the same amount since 6 is the limit? A: 6 is only the maximum hand limit during the End Phase of YOUR turn. At any other point, you can have ANY amount of cards in your hand beyond 6. For example, you can have 10 cards in your hand (if some effect makes it happen), as long as you discard to 6 cards during YOUR End Phase. So, to answer your question, you will draw 7 cards, because the limit of 6 cards in your hand does not apply until your End Phase, which doesn't happen until the end of your turn. <i>Steve Okegawa, 12/06/2003</i></p>
Castle of Dark Illusions	<p>Q: How are increases to ATK and DEF applied through the effect of "Castle of Dark Illusions" and are those increases removed when "Castle of Dark Illusions" is removed from the field? A: Castle of Dark Illusions: When it is flipped, any face-up Zombie-type monsters increase their ATK and DEF by 200 points. Then as long as the "Castle of Dark Illusions" remains face-up on the field, during your Standby Phase the ATK and DEF of any face-up Zombie-Type monsters increases by 200 points. The effect will continue until your 4th Standby Phase following the activation of the flip-effect or the "Castle of Dark Illusions" is destroyed: whichever comes first. The increase to the ATK and DEF of the Zombie-Type monsters remains as long as the affected Zombie is still face-up on the field. "Castle of Dark Illusions" does not need to remain face-up on the field for the increase(s) to remain. <i>Curtis Schultz, 02/09/2004</i></p> <p>...and Spirit Reaper Q: Would my face-up "Spirit Reaper" be destroyed if my "Castle of Dark Illusions" was flipped face-up and do Zombie-Type monsters place on the field face-up after "Castle of Dark Illusions" is face-up receive the increase? A: "Castle of Dark Illusion's" effect is not a targetting effect. "Spirit Reaper" will not be destroyed by its effect. Any Zombies brought face-up on the field while "Castle of Dark Illusion's" effect is active will get the increase. It does not matter if the Zombies were face-up on the field when "Castle of Dark Illusions" was flipped. <i>Curtis Schultz, 12/08/2003</i></p>
Catapult Turtle	<p>Question: If the monster used as a Tribute for the effect of "Catapult Turtle" has an ATK that is modified by other card effects, will "Catapult Turtle's" effect use the original ATK or the modified ATK of the monster? Answer: "Catapult Turtle's" effect uses the Tributed monster's total ATK, including all modifiers. So if I Tribute a "Dark Elf" equipped with an "Axe of Despair," the damage dealt by the effect of the "Catapult Turtle" would be 1500 points. <i>Curtis Schultz, 02/23/2004</i></p> <p>... and Jinzo Q: If you select "Jinzo" for the effect of "Catapult Turtle", when is "Jinzo" removed from the field allowing Trap Cards to be activated? A: When you activate the effect of "Catapult Turtle" you Tribute a monster as a cost. The Tributed monster will no longer be on the field. At this time the opponent could respond with a Card Effect of their own. Since "Jinzo" would no longer be on the field they could respond with a Trap. <i>Curtis Schultz, 01/10/2004</i></p>
Cat's Ear Tribe	<p>...and Great Maju Garzett <i>see Great Maju Garzett</i></p>
Cave Dragon	<p>Q: If "Cave Dragon" declares an attack and the opponent activates "Ring of Destruction" on the only other Dragon-Type monster on the field, would the attack end? A: The attack would be stopped during the Battle Step. <i>Curtis Schultz, 01/31/2004</i></p> <p>...and Skill Drain Q: With "Skill Drain" active on the field, does the Summoning restriction still apply to "Cave Dragon" and can it attack if there are no other Dragon-Type monsters on the field? A: The Summoning restriction cannot be negated by "Skill Drain." If "Skill Drain" is active, "Cave Dragon" would be able to attack even if there are no other face-up Dragon-Type monsters on your side of the field. <i>Curtis Schultz, 01/28/2004</i></p>
Ceasefire	<p>...and Barrel Behind the Door <i>see Barrel Behind the Door</i> ...and Book of Moon <i>see Book of Moon</i> ...and Royal Keeper <i>see Royal Keeper</i> ...and Scapegoat <i>see Scapegoat</i> ...and Skill Drain <i>see Skill Drain</i></p>

	<p>Q: Player A: Flip Summons a Flip Effect monster. Player B: Chains with "Ceasefire". Will "Ceasefire" negate the Flip Effect of the monster? A: They can activate "Ceasefire" in response, but "Ceasefire" would not negate the monster's flip-effect. <i>Curtis Schultz, 02/14/2004</i></p> <p>Q: Player A flips "Fiber Jar" or another Flip Effect Monster so in response Player B flips "Ceasefire." Would that "Ceasefire" negate the effect of "Fiber Jar" by working the chain backwards. A: If "Ceasefire" was activated in response to "Fiber Jar's" Flip-Summon it will not be able to stop "Fiber Jar's" effect from resolving. "Ceasefire" only negates the Flip Effects of monsters flipped due to "Ceasefire's" effect. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: If "Fiber Jar" or another Flip Effect monster is flipped, and there are no other face down monsters on the field "Ceasefire" should not be able to be activated. Is that correct? A: "Ceasefire" can be activated if you meet either of the two following criteria: 1- At least one Face-Down monster exists on the field. 2- At least one Face-Up EFFECT monster exists on the field. Even if "Fiber Jar" was the only monster on the field, face-up or face-down, "Ceasefire" could still be activated. <i>Curtis Schultz, 12/20/2003</i></p> <p>...and Jinzo Q: If I use "Book of Moon" on "Jinzo" to turn him into face-down defense, and then I use "Ceasefire," and he flips, would that negate "Ceasefire" since he's on the field again? A: No, because "Ceasefire's" effect must resolve first before "Jinzo's" effect is applied to the field. <i>bishop, 12/20/2003</i></p>
<p>Cestus of Dagla</p>	<p>Q: If the opponent takes control of a "Mudora" (1500ATK) equipped with "Cestus of Dagla" and attacks, does the opponent gain Life Points equal to the amount inflicted for the effect of "Cestus of Dagla"? A: The "your" in the text refers to the controller of "Cestus of Dagla," not the monster it is equipped to. So no one would gain 2000 Life Points. The attack increase is still present though. <i>Curtis Schultz, 01/05/2004</i></p> <p>Q: If a monster equipped with "Cestus of Dagla" attacks the opponent directly, will the controller of the monster gain Life Points? A: If you control both the equipped Fairy-Type monster AND the "Cestus of Dagla," then you will gain Life Points equal to whatever amount of Battle Damage you have done to the opponent's Life Points from that equipped monster's attack. So if I have "Zolga" equipped with "Cestus of Dagla" and it attacks my opponent directly, I would gain 2200 Life Points by the effect of "Cestus of Dagla." <i>Curtis Schultz, 01/29/2004</i></p> <p>Q: If a Fairy-Type monster is under your control and you equip it with two "Cestus of Dagla", does the effect double? A: Yes, the effect doubles. That is, you will gain LP equal to the amount of Battle Damage done for each "Cestus of Dagla" equipped, and your monster will get 500 ATK from each one as well. Example: "Airknight Parshath" is equipped with 2 "Cestus of Dagla," bringing its ATK to 2900. Now, assume you get a direct attack in successfully. You will gain 2900 Life Points for each "Cestus of Dagla" effect, for a total of 5800 Life Points gained. <i>Steve Okegawa, 02/19/04</i></p>
<p>Chain Destruction</p>	<p>...and Dark Necrofear <i>see Dark Necrofear</i> ...and Marauding Captain <i>see Marauding Captain</i></p> <p>Q: What happens if "Chain Destruction" is chained to "Bottomless Trap Hole"? A: "Chain Destruction" resolves first (this is a targeted effect, so pick one and it goes along with duplicates). Then resolve "Bottomless Trap Hole" (the rest that are face up and over 1500ATK go) <i>bishop, 12/10/03</i></p>
<p>Chain Energy</p>	<p>...and Dark Room of Nightmare <i>see Dark Room of Nightmare</i></p> <p>Q: Does "Chain Energy's" text mean that if I already Set a magic card than activate "Chain Energy" I must still pay 500 to activate the Set magic card even though it is on the field. Also I don't understand how activating "Kuriboh" requires me to pay 500 if "Chain Energy" is on the field because "Kuriboh" never hits the field and "Chain Energy" requires payment for cards played from hand to field. If possible could you go a little more into detail about "Chain Energy" and what monster effect require payment when being use like if "Kuriboh" requires payment do other discarding card effects also have to pay like "Tribe Infecting Virus"? A: Activating a previously set Spell Card will not require another payment of 500 Life Points. When you use "Kuriboh's" effect you still played the card. Since you played the card, "Chain Energy" makes you pay for it. The same would go for "Gravekeeper's Watcher" or "Charm of Shabti." <i>Curtis Schultz, 12/20/2003</i></p> <p>Q: If I have only 500 Life Points remaining with "Chain Energy" active on the field, can I activate "Poison of the Old Man" to increase my Life Points before losing the 500 points from the effect of "Chain Energy" and losing the Duel? A: When you play the "Poison of the Old Man" "Chain Energy" will cause you to pay 500 Life Points, reducing your Life Points to 0 before "Poison of the Old Man" can resolve. <i>Curtis Schultz, 01/16/2004</i></p>
<p>Change of Heart</p>	<p>...and Blindly Loyal Goblin <i>see Blindly Loyal Goblin</i> ...and Cobra Jar <i>see Cobra Jar</i> ...and Cyber Jar <i>see Cyber Jar</i></p>

...and **Guardian Tryce** *see Guardian Tryce*
...and **Interdimensional Matter Transporter** *see Interdimensional Matter Transporter*
...and **Mudora** *see Mudora*
...and **Skilled Dark Magician** *see Skilled Dark Magician*
...and **Snatch Steal** *see Snatch Steal*
...and **Spirit Reaper** *see Spirit Reaper*
...and **Toon World** *see Toon World*
...and **United We Stand** *see United We Stand*
...and **Vampire Lord** *see Vampire Lord*

Q: When you play a card like Change of Heart or Monster Reborn, do you select the monster you want when you play the spell or when it resolves?

A: The general rule of thumb is that targeted effects require the target to be declared at activation. Non-targeted effects (ones that select the effect recipient automatically or that allow the opponent to choose the affected card) determine the card affected at resolution. Cards such as Fissure, Last Turn, and Creature Swap fit the definition of a non-targeted effect and therefore select the card affected at resolution.

Q: If I use "Change of Heart" on a monster and at the end of the turn, there is not a free space in the Monster Card Zone for the monster, what happens to it?

A: It is destroyed. *bishop, 12/16/2003*

Q: Can you look at a monster you control with "Change of Heart" without flipping it?

A: When you take control of a face-down monster via "Change of Heart" (or ANY effect that allows you to take control of a face-down monster), you ARE allowed to look at it without Flip Summoning it. In essence, the monster is treated as YOURS when you are in control of it. So, you can do the same things you can do to your own monsters. Tributing it, Flip Summoning it, and yes, even looking at it is legal. In short, there is no ruling stating that you cannot look at your own face-down monsters. As such, you are allowed to look at face-down monsters that you take via "Change of Heart," because it is considered to be your monster. *Steve Okegawa, 12/06/2003*

Q: Does "Change of Heart" return the monster to your opponent in the position you left it in, or does "Change of Heart" return the card back to the opponent in the same position as when it was borrowed.

A: The monster goes back to the owner in the last position that the controller had it before the end of the turn. *bishop, 12/17/2003*

Q: If someone were to "Change of Heart" a Monster, then use "Interdimensional Matter Transporter" it to remove it from the field, would it come back to the Person who played "Change of Heart's" field forever, or go back to the Owners field?

A: During the End Phase the monster will return to the side of the field of the person who played Change of Heart, but will then return to the previous controller. *Curtis Schultz, 12/30/2003*

Q: If I activate "Change of Heart" and my opponent plays "Interdimensional Matter Transporter" (but has 2 or more monsters on his/ her side of the field) Player A would not get the effect of "Change of Heart", or would it cause a Replay and "Change of Heart" could be redirected to another monster for a target?

A: If there is no target, "Change of Heart" would not 'redirect.' It would merely 'resolve without effect.' There would be no Replay. *bishop, 01/11/04*

Q: If the opponent activates "Change of Heart" or "Snatch Steal" with only 3 Monster Zone spaces remaining and you chain with "Ojama Trio", what will happen to the monster the opponent is trying to take control of?

A: When they take control of the monster, if there are no longer any open Monster Zone spaces for the taken monster it will be destroyed. *Curtis Schultz, 01/28/2004*

Q: Can "Change of Heart" or "Snatch Steal" be activated to destroy an opponent's monster if all 5 Monster Zone spaces are full or does it only happen during the resolution of a chain?

A: It is during the resolution of a chain.

If you do not have any empty zones in your Monster Zone you cannot activate "Change of Heart" or "Snatch Steal" to take control of an opponent's monster. *Curtis Schultz, 01/29/2004*

...and **Book of Moon**

Q: If I use "Change of Heart" on a face up monster and then my opponent chains "Book of Moon" to flip his monster face-down, does my "Change of Heart" lose its target or do I get the monster that is now in face-down Defense Position?

A: "Change of Heart" will take control of the monster as normal. "Change of Heart" can be used to take control of a face-up or face-down monster, so using "Book of Moon" doesn't prevent "Change of Heart" from resolving, or the monster from returning at the end of the turn. *Steve Okegawa, 02/11/04*

Q: Say Player A plays "Snatch Steal" on Player B's "Jinzo". Then Player B uses "Change of Heart" on "Jinzo" and then "Book of Moon". What would happen to "Jinzo"?

	<p>A: During the End Phase "Jinzo" would return to the previous controller. Player A, based on your example. <i>Curtis Schultz, 01/18/2004</i></p> <p>...and Dimensionhole</p> <p>Q: If a player takes control of a monster via "Change of Heart" and then uses "Dimensionhole" on it, when it returns to the field, whose side will it be on?</p> <p>A: The monster will return to your opponent's side of the field on your next Standby Phase. <i>bishop 02/21/04</i></p>
Chaos Command Magician	<p>...and Kuriboh <i>see Kuriboh</i></p> <p>...and Wall of Illusion <i>see Wall of Illusion</i></p>
Charm of Shabti	<p>Q: Can "Charm of Shabti" be used on a face-down monster to prevent it from being destroyed by an attack?</p> <p>A: After the Set monster has been flipped from the attack, if it has "Gravekeeper's" in its card name you can discard "Charm of Shabti" to prevent the card from being destroyed in battle. Any damage to your Life Points will still occur. <i>Curtis Schultz, 12/20/2003</i></p>
Checkmate	<p>...and Twin Swords of Flashing Light - Tryce</p> <p>Q: If "Terrorking Archfiend" is equipped with "Twin Swords of Flashing Light - Tryce" and "Checkmate" is activated, would "Checkmate" apply to both attacks or do you have to activate a "Checkmate" for each attack?</p> <p>A: One "Checkmate" is all that would be necessary. This becomes similar to a "Jinzo #7" if it was equipped with the "Twin Swords of Flashing Light - Tryce". <i>Curtis Schultz, 01/6/2004</i></p>
Cobra Jar	<p>...and Change of Heart</p> <p>Q: If my opponent uses "Change of Heart" on my face-down "Cobra Jar," do they keep they token?</p> <p>A: The token would not be bound to "Change of Heart," so they will keep the Monster Token created by the "Cobra Jar's" effect but will return the "Cobra Jar" during the End Phase. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: Scenario: Player A has a "Snake Token" and "Dream Clown" in ATK position. Player B plays "Change of Heart" on the Snake Token and attacks Player B's "Dream Clown", destroying both monsters. Who would take the damage?</p> <p>A: When the "Poisonous Snake Token" is destroyed as a result of battle the opponent of the person whom activated "Cobra Jar's" effect and created the token will take the damage. So even if the opponent had taken control of the "Snake Token" with "Change of Heart", he/she would still receive the damage when the "Snake Token" is destroyed. <i>Curtis Schultz, 01/6/2004</i></p>
Cold Wave	<p>Q: "Cold Wave" negates continuous spell and or trap cards, this includes equipments too, right?</p> <p>A: "Cold Wave" makes it so you can't "play" (activate) or "Set" Spell or Trap Cards, and extends to "activating" effects of Spell/Trap Cards already on the field. But "Cold Wave" will not negate continuous effects of cards like "United We Stand" that were in play BEFORE "Cold Wave" was activated. <i>bishop, 12/08/2003</i></p> <p>Q: Can Quick-Play Spell or Trap Cards be chained to the activation of "Cold Wave?"</p> <p>A: You can respond to "Cold Wave" by chaining any card that would be legal to activate at that time. If you let "Cold Wave" resolve successfully then neither you nor your opponent can play or Set any Spell or Trap cards. If someone activates "Cold Wave" I can respond with "Magic Jammer," for instance. <i>Curtis Schultz, 12/08/2003</i></p> <p>Q: If "Cold Wave" is activated and the activation is negated by "Magic Jammer," are you allowed to immediately activate a second "Cold Wave?"</p> <p>A: No, you cannot. <i>Curtis Schultz, 12/06/2003</i></p>
Collected Power	<p>Q: What I want to know is when I use "Collected Power," is its effect only good for the turn it was activated or do the Equip Spell Cards stay on the monster I chose until it or they are destroyed?</p> <p>A: The Equip Spell Cards will remain on the chosen monster until either the monster or the Equip Spell Cards are destroyed or removed from the field. <i>Steve Okegawa, 12/05/2003</i></p> <p>Q: Does "Collected Power" bring "United We Stand" and/or "Mage Power" to my side of the field. Do they power up my monster or is there no affect since I'm not the owner of the cards?</p> <p>A: They will remain on the side of the field belonging to the person who played them. Treat this like what occurs when you use "Change of Heart" on a monster equipped with either of those two cards. <i>Curtis Schultz, 12/15/2003</i></p> <p>Q: Can "Collected Power" be used to re-equip multiple Union monsters to the same monster at once?</p> <p>A: The card text states that it can only be equipped with one monster at a time, besides Union monsters only affect their appropriate counterparts as listed on the card itself. <i>bishop, 12/10/03</i></p>
Contract with the Abyss	<p>Q: Does "Contract with the Abyss" only work on Ritual Monsters or can it Summon any DARK monster as the card states?</p> <p>A: The card states "Ritual Summon any DARK monster" you cannot Ritual Summon a non Ritual monster. <i>bishop, 12/29/2003</i></p> <p>Q: May I use "Contract with the Abyss," to ritual summon "Relinquished?"</p> <p>A: Yes you may. You will need to offer monsters that total level stars equal to 1, as stated on "Relinquished." "Contract with the Abyss" may be used to Ritual Summon any DARK attribute Ritual monster including: "Dark Master Zorc," "Relinquished," "The Masked Beast," and "Hungry Burger." <i>Curtis Schultz, 12/22/2003</i></p>

	<p>Question: "Contract with the Abyss" states in its text that the Level Stars of the monsters being offered as a Tribute equal that of the Ritual Monster being Ritual Summoned. Can the total of Level Stars being offered be higher than the Ritual Monster or must it be exactly equal?</p> <p>Answer: The total Level Stars of the monster(s) offered as a Tribute for the Ritual Summon using "Contract with the Abyss" must equal the Level Stars of the DARK Ritual Monster you are attempting to Ritual Summon.</p> <p>You cannot go above the Level Stars of the DARK Ritual Monster.</p> <p>So if I want to Ritual Summon "Dark Master - Zorc" using "Contract with Abyss," I must offer monsters whose total Level Stars = 8. I cannot go above 8.</p> <p>I could offer two 4-Level Star monsters and the total would equal 8.</p> <p>I could offer four 2-Level Star monsters, because they would equal 8.</p> <p>I would not be able to offer a 5-Level Star and a 4-Level Star monster because their total Level Stars would equal 9. <i>Curtis Schultz, 02/23/2004</i></p> <p>Q: Can "Contract with the Abyss" card be used to Ritual Summon "Summoned Skull"?</p> <p>A: No, "Summoned Skull" is not a Ritual Monster. From the card text of "Contract with the Abyss": "...of the Ritual Monster you are attempting to Ritual Summon." <i>bishop, 01/22/04</i></p> <p>Q: How does "Contract with the Abyss" Summon a Ritual Monster if the Ritual Monsters require exact Ritual Spell Cards?</p> <p>A: This card allows for such. <i>bishop, 01/22/04</i></p>
<p>Cost Down</p>	<p>Q: When "Cost Down" is activated do I have to tribute for a Level 5-6 monster in order to summon it?</p> <p>A: You would not need to Tribute to summon a Level 5-6 monster if "Cost Down" resolved properly. Remember that they will still be considered your 1 Normal Summon/Set for the turn. <i>Curtis Schultz, 12/18/2003</i></p> <p>Q: Can two "Cost Down's" be activated to Normal Summon a Level 7 higher monster without Tribute?</p> <p>A: Yes you could. The effect of "Cost Down" is cumulative. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: Using "Cost Down," would any monsters summoned to the field, like "Jinzo," be considered a Special Summon?</p> <p>A: No, this does not change the summoning type (e.g., Normal, Tribute, Flip, or Special). It only changes the Level of the monsters in your hand -- which MIGHT, in some case, change a Tribute Summon to a Normal Summon based on the new Level, but it will not reduce the cost for Ritual Monsters. <i>bishop, 12/18/2003</i></p> <p>Q: What would happen if you used "Cost Down," and then you use "Contract with the Abyss" to summon "Relinquished," would it still count as a Level 1 monster, even though it would technically be - 1 Level?</p> <p>A: "Contract with the Abyss" should be written as "This card is used to Ritual Summon any DARK Monster. You must also offer monsters from the field or you hand whose total Level Stars equal the ORIGINAL Level Stars of the Ritual Monster you are attempting to Ritual Summon." <i>bishop, 12/22/2003</i></p> <p>...and Great Maju Garzett</p> <p>Q: Can "Great Maju Garzett" or "Maju Garzett" be summoned after activating "Cost Down" and how will their effects resolve?</p> <p>A: If you use "Cost Down" and lower "Great Maju Garzett's" Level Stars to 4, you would Normal Summon it without offering a Tribute, resulting in the "Great Maju Garzett's" ATK being 0. You need to offer 1 monster as a Tribute for the Tribute Summon of "Great Maju Garzett" in order for its ATK to become twice the base ATK of the Tributed monster. You wouldn't be able to do this if "Cost Down" is active for that turn. (Great Maju Garzett's Level Stars would be 4, so a Tribute Summon wouldn't be possible)</p> <p>"Maju Garzett's" ATK becomes equal to the total base ATK of the two monsters offered in its Tribute Summon. If you were to use "Cost Down" and make "Maju Garzett" a 5 Level Star monster it would not be possible to Tribute Summon the "Maju Garzett" by offering two monsters. Tribute Summoning "Maju Garzett" by offering only 1 monster would result in "Maju Garzett" having 0 ATK. <i>Curtis Schultz, 02/18/2004</i></p> <p>...and Marauding Captain</p> <p>Q: If "Cost Down" is activated, can the effect of "Marauding Captain" Special Summon a monster such as "Jinzo" to the field?</p> <p>A: That is correct. Due to "Cost Down's" effect "Jinzo" would be treated as a 4 star monster for that turn. This would make it legal for "Marauding Captain's" effect. <i>Curtis Schultz, 01/05/2004</i></p> <p>...and Morphing Jar #2</p> <p>Q: If "Cost Down" has been activated before "Morphing jar#2", can "Jinzo" and "Dark Ruler Ha Des" can be Special Summoned face-down?</p> <p>A: "Cost Down" only affects cards that are in your hand. Therefore, "Cost Down" would not affect cards that are picked up by "Morphing Jar #2". <i>bishop, 02/17/04</i></p>
<p>Crass Clown</p>	<p>Q: If "Crass Clown" is in face-down Defense Position and it is Flip Summoned is its effect "triggered?"</p> <p>A: "When this card is changed from Defense Position to Attack Position, return 1 monster on your opponent's side of the field to the owner's hand." This would include Flip Summoning or any other effect that turned</p>

<p>Creature Swap</p>	<p>"Crass Clown" from defense position (face up or face down) to attack position. <i>bishop, 12/10/03</i></p> <p>...and Blindly Loyal Goblin <i>see Blindly Loyal Goblin</i> ...and Last Will <i>see Last Will</i> ...and Pyramid Turtle <i>see Pyramid Turtle</i> ...and The Legendary Fisherman <i>see The Legendary Fisherman</i> ...and Yata-Garasu <i>see Yata-Garasu</i></p> <p>Q: Can you target a face-down monster with "Creature Swap?" A: Yes you can. <i>bishop, 12/05/2003</i></p> <p>Q: "Creature Swap" specifies monsters can not change positions on the turn they are swapped. So if I flip summon a monster, can I afterwards choose to give that monster to my opponent via "Creature Swap" on the same turn? A: You can designate a monster that already changed its battle position on the same turn. <i>bishop, 12/05/2003</i></p> <p>Q: Player A: Activates "Creature Swap" with only 1 monster on each side of the field. Player B: Chains with "Ring of Destruction." Does "Creature Swap" still change control of the remaining monster? A: "Creature Swap" is NOT a targeting effect. Both players choose their monster at resolution. Now, if "Ring of Destruction" were to be activated in response to "Creature Swap" and would leave a player with no monsters, then "Creature Swap" would resolve without effect. Both players need a monster to swap at the time of resolution. <i>Curtis Schultz, 12/04/2003</i></p> <p>Q: Can I use "Creature Swap" if I do not have a monster on my side of the field? A: No, both players must have at least 1 monster on their side of the field in order to use "Creature Swap." <i>bishop, 12/09/03</i></p> <p>Q: Since you must select monsters for the effect of "Creature Swap", why is this card not considered a targeting effect? A: The monsters are chosen when the card resolves, so it is not targeting. Also, you have no control over what monster your opponent will give you control of. You cannot choose your monster and their monster when the effect activates. <i>Curtis Schultz, 01/14/2004</i></p> <p>...and Goblin Attack Force Q: If I activate "Creature Swap" and my opponent gives me their "Goblin Attack Force," and I attack with it in the Battle Phase, does it go to defense position at the end of the Battle Phase? A: Yes. It switches. The "Creature Swap" effect refers to "manual changes," not the changes due to card effects. <i>bishop, 12/15/03</i></p> <p>...and Magical Scientist Q: What happens in this situation? My opponent has a "Jinzo" on the field, I summon "Magical Scientist," then use his effect to special Summon a fusion, lets say "Dark Baltar the Terrible". Now, if I use "Creature Swap" and give my opponent my "Dark Baltar the Terrible", he has to give me his "Jinzo." So, if I were to end my turn, would "Dark Baltar the Terrible" be returned to my Fusion Deck? A: "Dark Baltar the Terrible" would be returned to your Fusion Deck during your End Phase. The opponent will not get to keep it. <i>Curtis Schultz, 12/04/2003</i></p> <p>...and Snatch Steal Q: If I exchange a monster that I control with "Snatch Steal" for the effect of "Creature Swap," does it remain on my opponent's side of the field and does my opponent continue to gain Life Points for "Snatch Steal?" A: Yes you can do this. The monster will remain on the opponent's side of the field and continue to gain LP. The most recent change of control takes priority. This is why you can use "Change of Heart" on a monster being controlled by "Snatch Steal" and gain control of that monster for the duration of the turn. <i>Curtis Schultz, 12/06/2003</i></p>
<p>Curse of Fiend</p>	<p>Q: Does "Curse of Fiend's" effect work on Set monsters and would it be considered a Flip Summon? A: A Set monster would be changed to face-up attack position. It would not be considered Flip-Summoned, because its position was changed by a card effect, but its Flip-Effect would activate if it had one. <i>Curtis Schultz, 01/25/2004</i></p>
<p>Curse of Royal</p>	<p>DEFINITIVE RULING: You can activate Curse of Royal as a chain to a Spell or Trap Card that would destroy 1 (and ONLY 1) Spell or Trap Card. You can use Curse of Royal against Magic Jammer, Seven Tools of the Bandit, Solemn Judgment, Curse of Royal, Mystical Space Typhoon, Dust Tornado, Magic Drain, Riryoku Field, etc. You cannot use Curse of Royal against Heavy Storm or Harpie's Feather Duster. Curse of Royal can only be used against Spell & Trap Cards.</p> <p>Q: Can you flip "Curse of Royal" to negate and destroy "Raigeki" if one of your monsters has an equip card attached that would be destroyed once the monster is destroyed? A: No, because "Raigeki" does not specifically destroy one Spell or Trap card in your Spell and Trap card zone. You can use it against Spell or Trap cards like "Magic Jammer," "Seven Tools of the Bandit," "Solemn Judgment," "Curse of Royal," "Mystical Space Typhoon," "Dust Tornado," "Magic Drain," and</p>

	<p>"Riryoku Field." [It cannot be used against monster's effects] <i>Curtis Schultz, 12/04/2003</i></p> <p>Q: Player A attacks with a 4 star monster. Player B flips "Gravity Bind" Player A activates a set "Raigeki Break," discards a card, and declares "Gravity Bind" as the target. Player B chains with "Curse of Royal" because "Raigeki Break" designated a Spell/Trap as the card to be destroyed. Can this be done? Is "Raigeki Break" a valid card for "Curse of Royal's" criteria? No where does the text on "Raigeki Break" state it should specifically destroy 1 S/T, but it's very possible that the end result would be 1 S/T destroyed.</p> <p>A: If "Raigeki Break" targets a Spell or Trap card then "Curse of Royal" may be activated in response to negate its activation and destroy it. "Raigeki Break" does target one specific card. Since that card was a Trap Card, "Curse of Royal" was able to stop it. <i>Curtis Schultz, 12/04/2003</i></p>
<p>Cyber Jar</p>	<p>... and A Legendary Ocean <i>see A Legendary Ocean</i> ...and Amazoness Tiger <i>see Amazoness Tiger</i> ...and Bottomless Trap Hole <i>see Bottomless Trap Hole</i> ...and Jowgen the Spiritualist <i>see Jowgen the Spiritualist</i> ...and Kaiser Colloseum <i>see Kaiser Colloseum</i> ...and Kaiser Glider <i>see Kaiser Glider</i> ...and Last Will <i>see Last Will</i> ...and Non-Aggression Area <i>see Non-Aggression Area</i> ...and Scapegoat <i>see Scapegoat</i> ...and Senju of the Thousand Hands <i>see Senju of the Thousand Hands</i> ...and Spear Dragon <i>see Spear Dragon</i> ...and Terroring Archfiend <i>see Terroring Archfiend</i> ...and Torrential Tribute <i>see Torrential Tribute</i> ...and Troop Dragon <i>see Troop Dragon</i></p> <p>Q: When attacked, does "Cyber Jar" kill itself, or is it destroyed as a result of battle? A: It is destroyed as a result of battle, provided that the attacking monster's ATK is high enough. <i>bishop, 12/16/2003</i></p> <p>Q: After I've picked up my 5 cards through "Cyber Jar's" effect and shown them to my opponent. May I shuffle the monsters in any order before I summon/set them so that my opponent does not know what monsters are placed where? Or does my opponent have the right to see the monsters as I summon/set them. An example would be if I were to pick up two Spell cards, "a Fiber Jar," "Witch of the Black Forest" and a "Sinister Serpent." After I place the Spell cards in to my hand may I then shuffle the remaining monster cards in any order I please so that my opponent does not have full knowledge of which monsters are set where. A: If you set multiple monsters from "Cyber Jar's" effect you may shuffle them on the field. Once you are finished and you have decided on a monster zone location for them, they will remain in that location. The card you place into your hand may be shuffled into your hand as you wish. Your opponent does not have to know exactly where you placed them. They only need to know that you obtained them from the pick-up effect of "Cyber Jar" (by viewing them before they are taken into the hand). <i>Curtis Schultz, 12/20/2003</i></p> <p>Q: "Cyber Jar" vs. Spirits; what happens to spirits when you pick them up with "Cyber Jar?" A: Toons, Ritual Monsters, etc. are added to your hand, so will spirit monsters. <i>bishop, 12/06/2003</i></p> <p>Q: Do you lose if you have only 3 cards in Deck and "Cyber Jar" is flipped? A: In this situation, the cards are picked up or sent or something other than 'drawn.' You only lose for not having cards in your deck if you are required to draw a card and do not have any remaining in your Deck. <i>bishop, 01/12/04</i></p> <p>Q: Can the monsters Special Summoned by "Cyber Jar's" effect attack during the Battle Phase? A: If "Cyber Jar" is flipped during the Battle Phase any monsters the turn player Special Summons into face-up attack position would be allowed an attack during that same Battle Phase. (Unless a card like "Swords of Revealing Light" would prevent this) <i>Curtis Schultz, 01/06/2004</i></p> <p>Q: When "Cyber Jar" is flipped, which player places their monsters on the field first? A: The Turn Player must place their monsters first. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: If a monster has been previously removed from the field and is forced back after "Cyber Jar's" effect has filled the field of monsters, what happens? A: 1. "Interdimensional Matter Transporter": The monster removed from play would try to return to an open monster slot on your side of the field during the End Phase. If there is no open monster slot for it to return to, the monster will be destroyed. 2. "Different Dimension Gate": The monster would try to return to your side of the field. If no open spot is available the monster will be destroyed instead. 3. "Dimensionhole": The monster zone the removed monster occupied is not available for any other monster to occupy. (Per the text on "Dimensionhole") This should not be an issue for the removed monster. <i>Curtis Schultz, 02/04/2004</i></p>

	<p>...and Change of Heart Q: If "Change of Heart" is activated to take control of an opponent's monster that was just placed on the field in face-down Defense Position by the effect of "Cyber Jar" during that turn, can the player Flip Summon the monster? A: A monster Special Summoned by "Cyber Jar" cannot have its battle position changed manually during the same turn. The player would need to use a card effect in order to change the battle position of the monster they took control of with "Change of Heart." <i>Curtis Schultz, 02/09/2004</i></p> <p>...and Ground Collapse Q: If one of Player A's monster zones is occupied or removed via "Ground Collapse" or similar and "Cyber Jar" is flipped, does Player A get a choice to which monsters are Special Summoned if there is not enough room, or is it the first ones revealed will be Summoned? A: It will be up to Player A. The other monsters that could have been Special Summoned would be sent to the Graveyard instead. <i>Curtis Schultz, 01/31/2004</i></p> <p>...and Witch of the Black Forest Q: When "Cyber Jar" is flip, and "Witch of the Black Forest" or "Sangan" is on the field which effect resolves first? A: "Cyber Jar's" effect must finish before "Witch of the Black Forest/Sangan's" effect can take place. So, you and your opponent pick up 5 cards each for "Cyber Jar's effect," summon the monsters that meet the requirement, and then "Witch of the Black Forest /Sangan's" effect can be used (assuming that "Witch of the Black Forest /Sangan" was on the field when Cyber Jar's effect destroyed all monsters on the field). <i>Steve Okegawa, 12/09/2003</i></p>
<p>D.D. Crazy Beast</p>	<p><i>...see Lesser Fiend</i></p>
<p>D.D. Warrior Lady</p>	<p>...and Interdimensional Matter Transporter <i>see Interdimensional Matter Transporter</i> ...and Sasuke Samurai <i>see Sasuke Samurai</i> ...and Vampire Lord <i>see Vampire Lord</i></p> <p>Q: Is "D.D. Warrior Lady" considered a Multi-Trigger Effect Monster? Since her effect can be used anytime she battles another monster? In other words, If my opponent attacks my "D.D. Warrior Lady" during his turn I could use her effect correct? Thank you for your time and clearing this up for me A: You can activate her effect after damage calculation whenever she is in battle with another monster. It does not matter if she was the attacker or if the opponent's monster was. <i>Curtis Schultz, 12/22/2003</i></p> <p>Q: Does "D. D. Warrior Lady" have to be in face-up Attack Position to activate her effect? A: Anytime "D.D. Warrior Lady" is involved in battle with an opponent's monster, the effect can be activated after the damage calculation. Battle position is not involved in the effect. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: Since the effect of "D. D. Warrior Lady" only targets the attacking monster, would it be considered a targeting effect? A: "D.D. Warrior Lady's" effect is not targeting because you are not choosing anything, the target is selected automatically when the card resolves. <i>Curtis Schultz, 01/6/2004</i></p> <p>Q: Since its my turn don't I have priority in the chain and can allow "D. D. Warrior Lady's" effect to take place first (instead of a flip effect)? A: Turn Priority places your monster's effect first on the chain. It does not mean your monsters effect resolves first. "When your "D. D. Warrior Lady" attacks a Flip Effect Monster, the resolution is as follows; 1) After Damage Calculation, you decide to use its effect or not. 2) If you use it, the effect of "D. D. Warrior Lady" (turn player) is on the Chain Link 1, the effect of Flip Effect Monster is on the Chain Link 2." "Witch of the Black Forest" and "Sangan's" effect do not activate until the "send destroyed monster to the Graveyard" portion of the Damage Step. Due to this, "D.D. Warrior Lady" can remove them from play and prevent their effect from activating. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: If "D. D. Warrior Lady" attacks a monster with a higher ATK, can the effect of "D. D. Warrior Lady" still be activated to remove both monsters from play? A: Yes. <i>Curtis Schultz, 01/10/2004</i></p> <p>...and Banisher of the Light Q: If "D. D. Warrior Lady" is destroyed during damage calculation while "Banisher of the Light" is face-up on the field, will "D. D. Warrior Lady's" effect still resolve? A: Yes it could. The effect would activate and resolve before "D.D. Warrior Lady" would normally have been sent to the Graveyard. [You resolve the monster's effects before sending them to the Graveyard] It is during that time of sending the monster to the Graveyard that the effect of "Banisher of the Light" would normally have removed the "D.D. Warrior Lady" from play, but the "D.D. Warrior Lady" will already be removed from play. <i>Curtis Schultz, 02/03/2004</i></p> <p>...and Dark Ruler Ha Des Q: If "Dark Ruler Ha Des" destroys "D. D. Warrior Lady" in battle, will her effect be negated?</p>

	<p>A: If "Dark Ruler Ha Des," "Dark Baltar the Terrible," "Terrorking Archfiend," or a monster equipped with "Wicked-Breaking Flamberge - Baou" destroys "D.D. Warrior Lady" as a result of battle, the effect of "D.D. Warrior Lady" is negated. <i>Curtis Schultz, 02/09/2004</i></p> <p>...and Fiber Jar</p> <p>Q: Would "Fiber Jar" be put back in deck before "D.D. Warrior Lady" can remove it from play?</p> <p>A: The turn player's "D.D. Warrior Lady" would have her effect placed in link 1 of the chain, with "Fiber Jar" in link 2. "Fiber Jar" would resolve first placing both card into the owner's decks. After "Fiber Jar" has resolved, "D.D. Warrior Lady" will not be able to resolve its effect. <i>Curtis Schultz, 12/22/2003</i></p> <p>...and Spirit Reaper</p> <p>Q: If "D.D. Warrior Lady" attacks a "Spirit Reaper," and you choose to activate her effect, is the "Spirit Reaper" destroyed because it was targeted by her effect, or does it get removed from play?</p> <p>A: "Spirit Reaper" will be removed from play along with the "D.D. Warrior Lady." <i>Curtis Schultz, 12/19/2003</i></p> <p>...and Waboku</p> <p>Q: If the opponent declares an attack with "D. D. Warrior Lady" and I activate "Waboku", will the opponent still be able to activate "D. D. Warrior Lady's" effect?</p> <p>A: Yes, they can still activate the effect of the "D.D. Warrior Lady" after the damage calculation. "Waboku" will reduce the Battle Damage to 0, but there is still damage calculation. (It just gets reduced to 0 by the effect of "Waboku.") <i>Curtis Schultz, 01/31/2004</i></p> <p>...and Wall of Illusion</p> <p>Q: If "D.D. Warrior Lady" attacks a "Wall of Illusion" and chooses to use its effect, what happens?</p> <p>A: When your "D. D. Warrior Lady" attacks "Wall of Illusion", you (turn player) decide to use its effect or not after Damage Calculation. If you use it, "D. D. Warrior Lady" is on the Chain Link 1, "Wall of Illusion" is on the Chain Link 2. So, "D. D. Warrior Lady" is returned to your hand, and only "Wall of Illusion" is removed from play. <i>bishop 02/23/04</i></p> <p>...and Witch of the Black Forest</p> <p>Q: If "D.D. Warrior Lady" attacks a "Witch of the Black Forest," and you choose to activate "D.D. Warrior Lady's" effect, does the "Witch of the Black Forest" go to the graveyard before getting removed from play, or does it go from the field to out of play?</p> <p>A: The "Witch of the Black Forest" would be sent directly out of play along with D.D. Warrior Lady. The effect of the "Witch of the Black Forest" would not activate. <i>Curtis Schultz, 12/19/2003</i></p>
<p>Dark Baltar the Terrible</p>	<p><i>...also see Dark Ruler Ha Des</i></p> <p>Q: If "Dark Baltar the Terrible" attacks a Monster Token, will it negate the effect of that Monster Token?</p> <p>A: It would not stop the effect, because the effect comes from the monster that created the token and not from the token itself. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: Can the effect of "Dark Baltar the Terrible" be used on a Quick-Play Spell Card?</p> <p>A: Only Normal Spell Cards. It will not work against Quick-Play, Continuous, Equip, or Field Spell Cards. <i>Curtis Schultz, 02/01/2004</i></p> <p>...and Spirit Reaper</p> <p>Q: Does "Dark Baltar the Terrible" destroy "Spirit Reaper" because it negates his effect?</p> <p>A: No. It does not. "Spirit Reaper" cannot be destroyed in battle. "Dark Baltar the Terrible" only negates effects of monsters that are destroyed by it in battle. <i>bishop, 02/16/04</i></p> <p>...and Witch of the Black Forest</p> <p>Q: So if "Dark Baltar The Terrible" attacks "Sangan" or "Witch of the Black Forest" will they get their effect?</p> <p>A: No. "Sangan" and "Witch of the Black Forest" will NOT get their effect, because "Dark Baltar the Terrible" is a continuous effect and negates all effect monsters that it destroys. <i>bishop, 12/20/2003</i></p>
<p>Dark Cat with White Tail</p>	<p>Q: When "Dark Cat with White Tail" is activated if there is only one Monster on your opponent's side of the field, or you have no Monsters left after a Flip of this card, do some monsters still get returned to the owners hand?</p> <p>A: You need to be able to satisfy the entire effect of "Dark Cat with White Tail" or the effect will disappear. <i>Curtis Schultz, 01/14/2004</i></p> <p>Q: Is the effect of "Dark Cat with White Tail" optional?</p> <p>A: The effect is not optional. <i>Curtis Schultz, 01/25/2004</i></p>
<p>Dark Coffin</p>	<p>This card has errata: The text should read: "When this face-down card is destroyed and sent to the Graveyard, your opponent must select and execute 1 of the following effects: •Discard 1 card in his/her hand at random. •Select 1 monster on his/her side of the field and destroy it." Q: Does "Dark Coffin" have to be Set for one turn before its effect can activate?</p>

	<p>A: "Dark Coffin" and "Statue of the Wicked" do not need to have been Set a turn in order for their effect to activate. The effects of these two cards activate when they are destroyed while Set and then sent to the Graveyard. <i>Curtis Schultz, 01/19/2004</i></p> <p>Q: If "Dark Coffin" is destroyed face-down and sent to the Graveyard, and the opponent has 2 cards in his/her hand but no monsters on the field, can the opponent choose to destroy one of their monsters on the field even though there is none?</p> <p>A: The opponent must fulfill the requirements of the card. If one is not available, then there is only one option. You cannot choose an option that you cannot do. <i>bishop, 01/29/04</i></p> <p>Question: Can a player chain to "Dark Coffin's" effect with "Call of the Haunted" or a similar Trap Card?</p> <p>Answer: "Dark Coffin's" effect would begin a new chain. The opponent could respond to this with card effect. <i>Curtis Schultz, 02/22/2004</i></p> <p>... and Jinzo</p> <p>Q: Would "Dark Coffin's" effect still trigger when "Jinzo" or "Royal Decree" are face up on the field?</p> <p>A: Yes, because "Dark Coffin" is activated in the Graveyard. <i>bishop, 01/18/04</i></p>
Dark Core	... and Riryoku Field <i>see Riryoku Field</i>
Dark Designator	<p>Q: "Dark Designator" states that I name a Monster Card and if my opponent has this card, it goes to his/her Hand, how do I go about making sure my opponent is telling me the truth? The only way I can see is to actually search their Deck, would this be correct?</p> <p>A: You may verify their Deck by looking at it only if your opponent claims to have no cards of that which was designated. Should he/she have the designated card, they must show it to you prior to putting it in their hand. <i>bishop, 02/03/04</i></p>
Dark Flare Knight	<p>Q: If more than one "Dark Flare Knight" are destroyed in battle at one time, can you still Special Summon more than one "Mirage Knight"?</p> <p>A: 1 "Mirage Knight" would be Special Summoned for each of the destroyed "Dark Flare Knights." <i>Curtis Schultz, 01/25/2004</i></p> <p>...and Dark Ruler Ha Des</p> <p>Q: If "Dark Flare Knight" attacks a "Dark Ruler Ha Des" in Attack Position, will Battle Damage be reduced to 0 and would "Mirage Knight" be Special Summoned to the field?</p> <p>A: "Dark Ruler Ha Des" would destroy the "Dark Flare Knight" as a result of damage calculation. The effect of Special Summoning "Mirage Knight" would be negated when "Dark Flare Knight" is destroyed in battle by "Dark Ruler Ha Des." <i>Curtis Schultz, 02/14/2004</i></p>
Dark Hole	<p>...and Last Turn <i>see Last Turn</i></p> <p>...and Spirit Reaper <i>see Spirit Reaper</i></p>
Dark Jeroid	<p>Q: Does a face-down Defense Position "Dark Jeroid" get his effect when he is attacked?</p> <p>A: "Dark Jeroid" would NOT get its effect if attacked and flipped face up. <i>bishop, 02/08/04</i></p> <p>Q: If "Dark Jeroid" is the only monster on the field when it is Normal Summoned, Flip Summoned, or Special Summoned, does the effect resolve?</p> <p>A: It would have to target itself and thus lower its own attack. <i>Curtis Schultz, 02/01/2004</i></p> <p>...and Spirit Reaper</p> <p>Q: Will selecting a face-up "Spirit Reaper" for the effect of "Dark Jeroid" destroy the "Spirit Reaper"?</p> <p>A: "Dark Jeroid's" effect is a targetting effect. If "Spirit Reaper" is targetted by the effect of "Dark Jeroid" it would be destroyed by its own effect after "Dark Jeroid's" effect has resolved. <i>Curtis Schultz, 01/25/2004</i></p>
Dark Master - Zorc	<p>...and My Body as a Shield <i>see My Body as a Shield</i></p> <p>Q: When is the target for "Dark Master - Zorc" chosen and will the effect be considered targetting if the dice roll is 3, 4, or 5?</p> <p>A: You would have to choose your target during resolution. When you activate the effect of "Dark Master - Zorc," you have no idea what is going to happen. Due to this, the effect cannot declare any target at activation. <i>Curtis Schultz, 02/15/2004</i></p>
Dark Necrofear	<p>...and Altar for Tribute <i>see Altar for Tribute</i></p> <p>...and Last Turn <i>see Last Turn</i></p> <p>...and Soul Exchange <i>see Soul Exchange</i></p> <p>...The Emperor's Holiday <i>see The Emperor's Holiday</i></p> <p>Q: Does "Dark Necrofear's" effect activate if you have a full Monster field?</p> <p>A: If your Monster Zone is full, you cannot activate the effect of "Dark Necrofear" and the effect disappears. <i>bishop 02/23/04</i></p> <p>Q: Can "Dark Necrofear" be Special Summoned from the Graveyard with it's own effect by removing 3 Fiend-Type monsters from the Graveyard?</p> <p>A: Her effect is used to Special Summon her from your hand. If she has been successfully Special Summoned you may use revival cards or other card effect that would allow you to special summon her from the Graveyard, but you cannot use her effect to revive her from the Graveyard. If "Dark Necrofear" was sent to the Graveyard without having been Special Summoned successfully from your hand you will not be able to Special Summon it from the Graveyard. Something to keep in mind with this card. <i>Curtis Schultz, 12/20/2003</i></p>

Q: Can "Dark Necrofeare" target a face down card when it becomes an Equip Spell Card?

A: No, it cannot. *bishop, 12/04/2003*

Q: Can I remove 3 fiends from play on my opponent's turn to special summon "Dark Necrofeare?"

A: No. *bishop, 12/22/2003*

Q: If "Dark Necrofeare" is destroyed as an Equip Spell Card, due to its own effect, will it be able to equip to an opponents monster again?

A: If "Dark Necrofeare" is an Equip Spell Card, and is destroyed by your opponent's "Heavy Storm," "Mystical Space Typhoon," etc., then Dark Necrofeare was destroyed "by your opponent's card effect" and returns at the end of the turn as an Equip Magic Card. But if "Dark Necrofeare" is an Equip Spell Card and is sent to the Graveyard because the monster it was equipped to is destroyed or removed from the field, then "Dark Necrofeare" does not return as an Equip Spell Card. *bishop, 12/06/03*

Q: Is "Dark Necrofeare's" equip effect one that "specifically designates" a target?

A: All equips specifically designate a target. *bishop, 12/12/03*

Q: Can you use Archfiends for "Dark Necrofeare" and can you still use the older cards that they changed to archfiends like "Summoned Skull?"

A: "Dark Necrofeare" goes by the monster type "fiend." If a monster with Archfiend in its card name or that is considered an Archfiend has "fiend" as its monster type it can be used for "Dark Necrofeare's" effect. *Curtis Schultz, 12/23/2003*

Q: When "Dark Necrofeare" triggers in the Graveyard it becomes an Equip Spell card, is it then possible to use cards or effects such as "Dark Paladin," "Spell Shield Type 8," and "Magic Jammer?"

A: "Dark Necrofeare" is not a Spell Card when it activates its effect, so you cannot use "Magic Jammer," "Magic Drain," "Dark Paladin," etc. against it. This is the same reason you cannot use "Magic Jammer" against "Blast with Chain." (Even though it will also become an Equip Spell card.) *Curtis Schultz, 12/23/2003*

Q: When "Dark Necrofeare" takes control of an opponent's monster as an Equip Spell Card, does the equipped monster move to the side of the controller of "Dark Necrofeare"?

A: The equipped monster would be moved to the side of the field of the person who activated the effect of the "Dark Necrofeare" and equipped it to the monster. *Curtis Schultz, 01/25/2004*

Q: If a player takes control of their opponent's "Dark Necrofeare" with a card effect such as "Change of Heart" and then Tribute her to Summon another monster, will the effect of "Dark Necrofeare" be activated?

A: The "Dark Necrofeare's" effect would not activate. *Curtis Schultz, 01/31/2004*

Q: After reading the rulings on "Vampire Lord". If your opponent has control of your "Dark Necrofeare" and you destroy it in battle, will its effect activate and who will have control of it?

A: "Dark Necrofeare" works differently then "Vampire Lord."

If you destroy your "Dark Necrofeare" while it is being controlled by your opponent, the effect of "Dark Necrofeare" will activate during the End Phase and you will be able to equip it to an opponent's monster. This is different then "Vampire Lord," which must be destroyed by an opponent's card effect while it is under your control in order to activate its effect. *Curtis Schultz, 02/18/2004*

Question: When does "Dark Necrofeare's" effect trigger?

Answer: - If your Dark Necrofeare is being controlled by your opponent, and you play "Raigeki," the "Dark Necrofeare" will NOT activate its effect at the end of the turn.

- If your "Dark Necrofeare" is being controlled by your opponent and your opponent activates "Dark Hole," the effect of "Dark Necrofeare" will activate at the end of the turn.

- If your opponent controls your "Dark Necrofeare" and you destroy it in battle, the effect of "Dark Necrofeare" will activate at the end of the turn. *Curtis Schultz, 02/20/2004*

Q: Is it possible to Special Summon a card from your hand (not with "Monster Reborn" or another spell/trap card) inside the Battle Phase? For example, could one Special Summon "Dark Necrofeare" after the opponent destroyed the necessary Fiend-type monsters with "Mirror Force" without ending the Battle Phase? What about "The Fiend Megacyber", if your opponent has two more monsters than you? And if you can do this, can one attack with the new monster as well?

A: Main Phase 1 or 2 of your turn only unless the monster card specifically says to do it at another time.

...and Book of Moon

Q: If "Book of Moon" is activated on a monster being controlled by the effect of "Dark Necrofeare", will the result be the same as the ruling for "Snatch Steal" and "Book of Moon"?

A: Yes, the two would act the same in this situation.

The monster that "Dark Necrofeare" was equipped to (by its effect) would remain face-down on the side field belonging to the controlling player.

So if I use the effect of my "Dark Necrofeare" and take control of my opponent's monster, I can use "Book of Moon" on that monster and change it to face-down Defense Position. The monster would then remain on my

side of the field and "Dark Necrofeare" would be sent to the Graveyard. *Curtis Schultz, 02/04/2004*

... and Chain Destruction

Q: If "Dark Necrofeare's" ATK value is lowered upon summoning and targeted by "Chain Destruction", will the other copies of "Dark Necrofeare", which were destroyed by "Chain Destruction" activate?

A: Yes the "Dark Necrofeares" would activate their effects during the End Phase, since they were destroyed by an opponent's card effect.

Keep in mind that they would not be able to be Special Summoned from the Graveyard as a monster though, since they were never Special Summoned once before via their effect. *Curtis Schultz, 01/21/2004*

...and Double Spell

Q: If I use "Double Spell" or "Graverobber" to activate one of my opponent's Spell Cards that destroys "Dark Necrofeare" while equipped to a monster, will the effect of "Dark Necrofeare" still be activated?

A: If the effect was activated while the card was under your control, then your opponent would consider it to be from an opponent's card effect.

Even if you were not the owner of the card.

So "Dark Necrofeare" in this example would be treated as having been destroyed by an opponent's card effect. *Curtis Schultz, 01/12/2004*

...and Imperial Order

Q: Can "Imperial Order" negate "Dark Necrofeare's" effect while it is equipped to a monster?

A: Yes, it can. "Dark Necrofeare" is like another equip spell at that point. *bishop, 12/17/2003*

Q: If "Dark Necrofeare" is an Equip Spell Card and destroyed while "Imperial Order" or "Spell Cancellor" are active, will it still come back?

A: Yes, "Dark Necrofeare" would still activate the Equip Spell Card effect if destroyed while "Imperial Order" is active.

The effect activates while "Dark Necrofeare" is in the Graveyard. At the time the effect activates "Dark Necrofeare" is treated as an effect coming from a monster. So "Spell Cancellor" will not prevent the effect from activating.

After resolving it becomes an Equip Spell Card. It would be equipped to a monster but the opponent would retain control of the monster "Dark Necrofeare" is equipped to if "Imperial Order" is active or "Spell Cancellor" is face-up on the field. (This is due to "Dark Necrofeare" being treated as a Spell Card at the time) *Curtis Schultz, 01/05/2004*

...and Mask of Restrict

Q: Is "Dark Necrofeare" affected by the trap "Mask of Restrict"? Does the removal of the monsters from the graveyard act as tribute for the "Dark Necrofeare"?

A: No. "Dark Necrofeare" is a special summon, not a tribute summon. *bishop, 12/16/2003*

...and Monster Reborn

Q: Can you use "Monster Reborn" on "Dark Necrofeare" if it was summoned properly?

A: Yes. *bishop, 12/15/03*

...and Premature Burial

Q: If "Dark Necrofeare" is Special Summoned with "Premature Burial" and "Premature Burial" is sent to the Graveyard by "Mystical Space Typhoon", does "Dark Necrofeare" get its effect?

A: No, because it was your "Premature Burial" that destroyed "Dark Necrofeare". *bishop, 01/21/04*

...and Solemn Judgment

Q: If either "Solemn Judgment" or "Horn of Heaven" are successfully used on a properly summoned "Dark Necrofeare," does the "Dark Necrofeare" still gets its effect because it was destroyed by a spell/trap/card effect?

A: Yes, that is the ruling. *bishop, 12/17/2003*

Q: Why does "Dark Necrofeare" get its effect if "Solemn Judgment" or "Horn of Heaven" is used on it?

A: "Horn of Heaven" and "Solemn Judgment" destroy the monster. That is why the effect of "Dark Necrofeare" is satisfied and will activate during the End Phase. *Curtis Schultz, 01/20/2004*

...and Sword Hunter

Q: Does the effect of "Sword Hunter" prevent the effect of "Dark Necrofeare" from activating?

A: If a "Sword Hunter" destroys a "Dark Necrofeare" in battle, the "Dark Necrofeare" will be equipped to the "Sword Hunter" due to the effect of the "Sword Hunter" and will not activate its effect.

The "Dark Necrofeare" would need to have remained in the Graveyard until the End Phase. *Curtis Schultz, 02/09/2004*

Q: If "Dark Necrofeare" destroyed by "Sword Hunter" and equipped, how does its second effect resolve?

A: "Dark Necrofeare" must be in the Graveyard at the end of the turn for its effect to work. Since it is equipped to "Sword Hunter" after being destroyed by it, "Dark Necrofeare" will not be able to use its effect to take control of a monster. *Steve Okegawa, 02/25/04*

Dark Paladin

Q: Can "Dark Paladin" be Special Summoned from the Graveyard after it has been properly summoned to the field like other Fusion Monsters?

	<p>A: His problem is in the text "This card can only be Special Summoned by Fusion Summon." That is it. 1 way only. No other options. <i>Curtis Schultz, 12/20/2003</i></p> <p>Q: Can you use "Metamorphosis" to get "Dark Paladin" from the Fusion deck? A: "Dark Paladin" has the text "This monster can only be Special Summoned by Fusion Summon." This means that you can Fusion Summon "Dark Paladin" from your Fusion Deck using "Polymerization" or "Fusion Gate." You cannot Special Summon "Dark Paladin" from your Fusion Deck using "Magical Scientist" or "Summoner of Illusions" or "Metamorphosis." <i>bishop, 12/16/2003</i></p> <p>Q: Can you use Fusion substitution monsters ("Goddess with the Third Eye," "Versago the Destroyer", etc.) to Fusion Summon "Dark Paladin"? A: Yes, you can use fusion substitutions with "Dark Paladin". <i>bishop, 2/5/04</i></p>
<p>Dark Room of Nightmare</p>	<p>...and Chain Energy ...and Toll</p> <p>Q: Would the opponent receive damage from "Dark Room of Nightmare" when losing Life Points from the effects of "Toll" and "Chain Energy"? A: The effect of "Toll" and "Chain Energy" is not damage, so "Dark Room of Nightmare" will have no involvement in those card's effects. <i>Curtis Schultz, 01/22/2004</i></p>
<p>Dark Ruler Ha Des</p>	<p>...and Amazoness Swords Woman <i>see Amazoness Swords Woman</i> ...and D.D Warrior Lady <i>see D.D. Warrior Lady</i> ...and Dark Flare Knight <i>see Dark Flare Knight</i> ...and Injection Fairy Lily <i>see Injection Fairy Lily</i> ...and Reflect Bounder <i>see Reflect Bounder</i> ...and Sinister Serpent <i>see Sinister Serpent</i> ...and The Immortal of Thunder <i>see The Immortal of Thunder</i> ...and Wall of Illusion <i>see Wall of Illusion</i></p> <p>Q: What effects does "Dark Ruler Ha Des" negate? A: "Dark Ruler Ha Des" will negate the effect of any monster he successfully destroys in battle. The only kind that aren't stopped are conditions: Spirit Monsters "cannot be special summoned", "Tyrant Dragon's" Special Summon restriction, another "Dark Ruler Ha Des" "Can't be Special Summoned from Graveyard", "Helpoemer's" "can't be Special Summoned from the Graveyard" And "Spirit Reaper", due to its effect, "Dark Ruler Ha Des" cannot actually destroy it in battle, so the effect isn't negated. <i>Curtis Schultz, 12/20/2003</i></p> <p>Q: Can "Dark Ruler Ha Des" negate the effects like "Helpoemer," "Marie the Fallen One," and "Sinister Serpent" that activate in the Graveyard long after being destroyed. A: When "Dark Ruler Ha Des" is on the field, and Fiend-Type Monsters (including "Dark Ruler Ha Des") on your side of the field destroy a "Sinister Serpent" on your opponent's side of the field, "Sinister Serpent" will not be returned to the hand from the Graveyard. This negation continues even if "Dark Ruler Ha Des" is destroyed afterward. This also applies to "Witch of the Black Forest," "Sangan," "Marie the Fallen One," "Man-Eater Bug," "Nimble Momonga," "Mystic Tomato," "Giant Rat," etc. The negated effects of the monsters are negated as long as they remain in the Graveyard. But when they are Special Summoned, or returned to your Hand or Deck, you can use their effect again. <i>bishop, 12/28/2003</i></p> <p>Q: Why can "Butterfly Dagger – Elma" return to its owner's hand when there "Imperial Order" in play, and why can't "Sinister Serpent" return to its owner's hand when it get destroyed by "Dark Ruler Ha Des" since both cards negate the effects of these cards and both "Sinister Serpent" and "Butterfly Dagger –Elma" are effects that activate from the Graveyard? A: "Imperial Order" only negates the effects of cards on the field. It has no bearing on cards in the Graveyard. "Dark Ruler Ha Des" negates the effects of cards that it destroys (or destroyed by fiends while Dark Ruler is on the field). Period. <i>bishop, 02/03/04</i></p> <p>Q: When "Fiber Jar" is activated and the duel starts over (except life points), is "Dark Ruler Ha Des's" effect on any cards it destroyed still active or does it restart also? A: Monsters that have had their effects negated by "Dark Ruler Ha Des" will have their effects reset once they return to the deck via "Fiber Jar's" effect. If you draw a particular monster that was destroyed by "Dark Ruler Ha Des," you can use that monster's effect again. <i>Steve Okegawa, 12/15/2003</i></p> <p>Q: If "Dark Ruler Ha Des" attacks a face-down Flip Effect Monster, does the flip effect still activate before it is sent to the Graveyard? A: The flip effect does not activate until after damage calculation has occurred. At that point, if "Dark Ruler Ha Des" has destroyed the monster due to Damage Calculation the flip effect will not activate. <i>Curtis Schultz, 12/08/2003</i></p> <p>Q: I was wondering if "Spirit Reaper" is the only monster that gets its effect after being attacked by "Dark Ruler Ha Des" which would normally be destroyed if not for its effect? A: "Kiseitai" will still equip to "Dark Ruler Ha Des" if attacked while in face-down defense position because "Kiseitai" cancels Damage Calculation. "Reflect Bounder" in attack position will still activate its effect because the effect occurs before Damage Calculation.</p>

	<p>"Spirit Reaper" gets its effect because its effect is that it cannot be destroyed in battle. Since it cannot be destroyed in battle "Dark Rules Ha Des" could not negate its effect. <i>Curtis Schultz, 12/21/2003</i></p> <p>Q: When "Dark Ruler Ha Des" destroys a monster, can the monster be revived with "Monster Reborn" and have its effect back? A: Anytime a monster leaves the Graveyard -- after being destroyed by a fiend while "Dark Ruler Ha Des" is face-up on the field its effect is reset. This includes being removed from play and then returned into play by some means (e.g., "Miracle Dig"). If they are returned to your hand or deck, they can then use their effect again (unless something prohibits it, of course). <i>bishop, 02/17/04</i></p>
Dark Scorpion - Meanae the Thorn	<p>Q: Can "Meanae the Thorn's" effect bring "Dark Scorpion Combination" and any other card with 'Dark Scorpion' in it's title? A: Yes, "Dark Scorpion - Meanae the Thorn" applies to ANY card that includes 'Dark Scorpion' in the name of the card. <i>bishop, 01/29/04</i></p>
Dark Scorpion Combination	<p>Q: If I activate "Dark Scorpion Combination" and destroy the only monster my opponent has on the field, will my other 'Dark Scorpion' monsters attack only do 400 points of damage or damage equal to their ATK? A: If you choose to allow the Dark Scorpion team member (whomever it might be) to attack directly, either past your opponent's monster or because your opponent had an open field, the Battle Damage done will be 400. <i>Curtis Schultz, 01/8/2004</i></p> <p>Q: Can I activate "Dark Scorpion Combination" on my opponent's turn and get the effect of the card (attacking Life Points directly on opponents turn)? A: "Dark Scorpion Combination" only allows you to attack your opponent's Life Points directly whenever you would normally be allowed to declare an attack. In other words, since you CANNOT attack during the opponent's turn, you CANNOT use the effect of attacking directly. However, note that "Dark Scorpion Combination" CAN be activated during the opponent's turn. Of course, it'd be a waste, since your monsters cannot declare an attack unless you are in your own Battle Phase. <i>Steve Okegawa, 01/31/04</i></p> <p>...and Rod of the Mind's Eye Q: If one of the 'Dark Scorpion' cards is equipped with "Rod of the Mind's Eye" and "Dark Scorpion Combination" is activated, how much damage will the equipped monster do? A: The Dark Scorpion member equipped with "Rod of the Mind's Eye" would do 1000 points of Battle Damage instead. <i>Curtis Schultz, 01/6/2004</i></p>
Dark Snake Syndrome	<p>Q: When is the damage for "Dark Snake Syndrome" applied? A: If the card is activated in Player A's Main Phase. During Player A's next standby phase, 200 points of Damage is inflicted to BOTH players. During Player A's next Standby Phase, 400 points of Damage is inflicted to BOTH players. And so on, and so forth... The "your" refers to the controller of the "Dark Snake Syndrome" Spell Card. <i>Curtis Schultz, 01/19/2004</i></p> <p>... and Imperial Order Q: Does the Phase count continue for "Dark Snake Syndrome" while "Imperial Order" is active? A: If "Imperial Order" is active, you still increase the Damage from turn to turn even though no Damage is being done. If "Imperial Order" leaves play, "Dark Snake Syndrome" will pick up doing Damage where it is in the count. <i>bishop, 01/07/04</i></p>
Darkbishop Archfiend	<p>Q: What happens if you have an "Infernalqueen Archfiend" on the field face-up along with "Darkbishop Archfiend" and someone targets "Infernalqueen Archfiend" with "Change Of Heart?" Can you roll a die for "Darkbishop Archfiend" and another for "Infernalqueen Archfiend?" A: The "Darkbishop Archfiend" and the "Infernalqueen Archfiend" will each get a chance to negate the effect that targeted the Infernalqueen Archfiend." You can decide which dice roll to perform first. ("Infernalqueen Archfiend" or "Darkbishop Archfiend") If it fails, the other gets its chance. <i>Curtis Schultz, 12/22/2003</i></p>
Darkness Approaches	...and Reflect Bounder <i>see Reflect Bounder</i>
Decayed Commander	<p>Q: Does "Decayed Commander" have to inflict Battle Damage to activate its effect? A: "Decayed Commander" must do at least 1 point of Battle Damage to your opponent's Life Points from a direct attack in order to activate its effect. <i>Curtis Schultz, 01/14/2004</i></p>
De-Fusion	<p>...and Magical Scientist Q: If "Magical Scientist" is used to Special Summon a Fusion Monster, and both Fusion Materials for that Fusion Monster are in the Graveyard, can "De-Fusion" be used with the monster Special Summoned via "Magical Scientist's" effect? A: If "De-Fusion" is used on a Fusion Monster Special Summoned through the effect of "Magical Scientist", the Fusion Monster is returned to the Fusion Deck (not destroyed) and NO Fusion Material monsters are Special Summoned to the field. This is because the Fusion Monster had not been Fusion Summoned. <i>Curtis Schultz, 01/6/2004</i></p> <p>... and XYZ Dragon Q: Can "De-Fusion" be used against an opponent's X-Y-Z Fusion Monster to send it back to the Fusion Deck without Special Summoning the Fusion Material Monsters? A: "De-Fusion" can be used on the 4 X, Y, and Z Fusion variations. The result will be the X-Y-Z Fusion monster being returned to the Fusion Deck. No monsters will be Special Summoned from the Graveyard because the X-Y-Z Fusions are not proper Fusion Summons. It will not matter if the X-Y-Z piece exists in the Graveyard. This is similar to using "De-Fusion" on a Fusion Monster Special Summoned through the effect of "Magical Scientist" and/or "Summoner of Illusions." <i>Curtis Schultz, 01/17/2004</i></p>

<p>Delinquent Duo</p>	<p>...and Vampire Lord <i>see Vampire Lord</i></p> <p>Q: Can "Delinquent Duo" be used if your opponent has only one card in his or her hand? A: Yes. <i>bishop, 12/21/2003</i></p> <p>...and Electric Snake Q: If I play "Delinquent Duo" and my opponent only has "Electric Snake" in his hand after he discarded the "Electric Snake" would he have to discard one of the two he drew with its effect A: "Delinquent Duo" will only cause the "Electric Snake" to be discarded in this situation. After "Delinquent Duo" has resolved "Electric Snake" will activate. <i>Curtis Schultz, 01/22/2004</i></p> <p>Q: I saw a tournament where Player A plays "Delinquent Duo." The card discarded was "Electric Snake." Player B draws two cards. Player B then selects another "Electric Snake" that he just drew, to discard to the graveyard. Player B then draws two more cards. In another tournament, the players would finish "Delinquent Duo's" effect then draw the cards to electric snake effect. Which one is right? A: "Electric Snake's" effect does not resolve until "Delinquent Duo" is fully resolved. In other words, Player B cannot draw two cards for "Electric Snake's" effect until after "Delinquent Duo's" effect is over. They must discard a card that is already in their hand to finish "Delinquent Duo's" effect before they can actually draw for "Electric Snake." <i>Steve Okegawa, 12/14/2003</i></p> <p>...and Neko-Mane King Q: If I play "Delinquent Duo" and I pick my opponents "Neko-Mane King", does he still have to discard? A: Yes, they would still have to discard 1 more card from their hand according to the text of "Delinquent Duo." After completely resolving "Delinquent Duo" the "Neko Mane King's" effect will activate. <i>Curtis Schultz, 01/22/2004</i></p>
<p>Demotion</p>	<p>Q: Does your star Level always have to be at least 1, or can I equip "Demotion" to a level 2 monster and it would be a Level 0, can this happen? A: The level may not go below 1 Star. <i>bishop, 12/18/2003</i></p>
<p>Des Dendle</p>	<p>Q: Can the Monster Tokens created by the effect of "Des Dendle" be used for a Tribute Summon? A: Yes they can. If they could not be used for a Tribute Summon the "Des Dendle" would say so in its text. That is why Sheep Tokens cannot be used for Tribute Summons. "Scapegoat's" text states that such an act would not be allowed. The Snake Token created by the effect of "Cobra Jar" can also be used, since "Cobra Jar" has no provision that would prevent it. <i>Curtis Schultz, 01/21/2004</i></p>
<p>Despair from the Dark</p>	<p>Q: Can you send this card to the Graveyard from the effect of your opponent's "Delinquent Duo" or "Vampire Lord" and then use its own effect to Special Summon it to the field? A: Yes on both. In each scenario it was an opponent's card effect that made "Despair from the Dark" be sent to the Graveyard. <i>Curtis Schultz, 12/21/2003</i></p> <p>...and Morphing Jar #2 Q: If "Despair from the Dark" is sent to the Graveyard through the effect of "Morphing Jar #2", will its effect be activated? A: Yes it would be Special Summoned, but not until after the effect of "Morphing Jar #2" has completed resolving. <i>Curtis Schultz, 01/28/2004</i></p>
<p>Desrook Archfiend</p>	<p>...and Terrorking Archfiend <i>see Terrorking Archfiend</i></p> <p>Q: Can "Desrook Archfiend" be discarded at any point to revive "Terrorking Archfiend?" A: Yes, as long the "Terrorking Archfiend" having been destroyed and sent to the Graveyard was the last thing to happen. You could not use the effect of "Desrook Archfiend" if "Terrorking Archfiend" was destroyed and sent to the Graveyard in-between steps during the resolution of a chain. <i>Curtis Schultz, 01/19/2004</i></p> <p>Q: If I activate the effect of "Desrook Archfiend" to revive my "Terrorking Archfiend" who died in battle, can I use the effect of a "Pandemonium" since "Desrook Archfiend" went to the Graveyard? A: No, "Desrook Archfiend" wasn't destroyed and sent to the Graveyard, it was just sent to the Graveyard. <i>bishop, 01/15/04</i></p> <p>Q: If an attack was declared with "Terrorking Archfiend" and the opponent responds with "Mirror Force", can "Desrook Archfiend" be discarded from my hand to Special Summon the "Terrorking Archfiend" to the field during the same Battle Phase and declare an attack? A: If the "Desrook Archfiend" was already in your hand before the "Terrorking Archfiend" was destroyed, then it would be possible to use the effect of the "Desrook Archfiend" right after the "Mirror Force" resolves in this example. <i>Curtis Schultz, 02/13/2004</i></p>
<p>Destiny Board</p>	<p>Q: If I play the "Destiny Board" and have some of the letters in my hand, can I play them like regular Spell cards to quicken the FINAL message? A: It says on "Destiny Board," first sentence: "At the end of each of your opponent's turns, place 1 "Spirit Message" card from your hand or your Deck face-up to the field." There is no other way to play them. <i>bishop, 12/19/2003</i></p> <p>...and Imperial Order Q: Does the Trap or Spell rule, for "Destiny Board," take precedence when "Imperial Order" is on the field? I thought it would still bring the letters out but not allow the effect to take place till "Imperial Order" was removed."</p>

	<p>A: "Imperial Order" cannot stop "Destiny Board" because it cannot negate the effect of traps. Even if the effect of the Spirit Messages are being negated by "Imperial Order" a player could still declare victory because the victory comes from the effect of "Destiny Board." <i>Curtis Schultz, 12/19/2003</i></p>
Destruction Punch	<p>Q: Is a monster destroyed by "Destruction Punch" destroyed as a result of battle or by a card's effect? A: It is destroyed as a result of the card effect, not as a result of battle. <i>bishop 02/23/04</i></p>
Dice Jar	<p>...and Dice Re-Roll <i>see Dice Re-Roll</i> ...and Skill Drain <i>see Skill Drain</i></p>
Dice Re-Roll	<p>...and Roulette Barrel <i>see Roulette Barrel</i></p> <p>Q: Can you activate "Dice Re-Roll" in response to your opponent rolling a die? A: "Dice Re-roll" does not care why the dice roll was performed, either offensive or defensive. <i>Curtis Schultz, 01/29/2004</i></p> <p>Q: If an Archfiend monster is targeted by "Change of Heart" when is the proper time to activate "Dice Re-Roll"?</p> <p>A: You would activate "Dice Re-roll" in response to the "Change of Heart." You would not wait until the Archfiend die roll. If you wait that long then you will already be resolving the chain, and at that point it would be too late to activate the "Dice Re-roll." So you would want the chain to look like this: "Change of Heart" --> "Dice Re-roll" The Archfiend dice roll occurs when "Change of Heart" resolves. It does not add any steps into the chain. <i>Curtis Schultz, 01/29/2004</i></p> <p>...and Dice Jar Q: If "Dice Re-Roll's" effect is used for the flip of "Dice Jar", can you decide to re-roll your own and leave your opponent's die roll? A: BOTH players would have to re-roll the die. <i>Curtis Schultz, 01/29/2004</i></p>
Different Dimension Capsule	<p>Q: When "Different Dimension Capsule" is destroyed, does the card removed from play stay removed? A: If "Different Dimension Capsule" is destroyed before the 2nd Standby Phase, the removed card stays removed for the rest of the current duel. <i>Steve Okegawa, 12/07/2003</i></p> <p>Q: Can another card effect be used to retrieve the card that was removed from play by "Different Dimension Capsule"?</p> <p>A: If it is a monster you could use "Miracle Dig" on it, but you would need to have enough monsters already removed from play for "Miracle Dig" to be legal to activate. If it is a Spell or Trap card there are no cards at this time that would retrieve it. The Spell or Trap card would remain removed from play until the next Duel. <i>Curtis Schultz, 01/05/2004</i></p> <p>Q: What is the proper way to utilize "Different Dimension Capsule's" effect? A: The effect of "Different Dimension Capsule" will destroy itself during that second Standby Phase when you resolve it. You would then retrieve the card you had selected and removed from play. You would NOT want to destroy it with another card effect. Doing so would keep the selected card removed from play with no way to retrieve it. <i>Curtis Schultz, 02/02/2004</i></p> <p>...and Fiber Jar Q: If "Different Dimension Capsule" is destroyed or returned to the Deck by an effect like "Fiber Jar", will the card removed from play return to the controller's hand at the second Standby Phase? A: "Different Dimension Capsule" must remain on the field until the second Standby Phase in order for its effect to resolve and place the selected card into the player's hand. If "Different Dimension Capsule" is destroyed or removed from the field before the second Standby Phase, the selected card will remain removed from play. If the effect of the "Different Dimension Capsule" is negated during the second Standby Phase, the selected card will remain removed from play and the "Different Dimension Capsule" will remain on the field meaninglessly. <i>Curtis Schultz, 01/25/2004</i></p> <p>...and Imperial Order Q: If "Imperial Order" is active on the field during the second Standby Phase after activating "Different Dimension Capsule", will it remain on the field after "Imperial Order" is removed? A: If "Imperial Order" is active during the Second Standby Phase the "Different Dimension Capsule" will remain meaninglessly on the field from that point forward and the removed card will remain removed from play. <i>Curtis Schultz, 01/05/2004</i></p>
Different Dimension Dragon	<p>...and Injection Fairy Lily <i>see Injection Fairy Lily</i></p> <p>Q: Would "Raigeki" and "Dark Hole" destroy "Different Dimension Dragon?" Can "Tribe-Infecting Virus" destroy it if you declare Dragon type? A: "Raigeki" and "Dark Hole" DO NOT choose specific targets, so the "Different Dimension Dragon" would not be destroyed. Neither would "Mirror Force," "Torrential Tribute," or "Fissure." "Tribe-Infecting Virus" is a monster effect, so it could destroy "Different Dimension Dragon." The Spell or Trap card that attempts to destroy "Different Dimension Dragon" must declare a specific target. "Tribute to the Doomed," "Dark Core," "Raigeki Break," "Ring of Destruction," "Trap Hole," etc. can be used to destroy the "Different Dimension Dragon." <i>Curtis Schultz, 12/21/2003</i></p>

	<p>Q: If "Different Dimension Dragon" is the only monster on the opponent's side of the field, can my "Gemini Elf" attack my opponent's Life Points directly? A: No. "Different Dimension Dragon" is still a legal target for the "Gemini Elf's" attack. The "Gemini Elf" could not attack directly past the "Different Dimension Dragon." <i>Curtis Schultz, 01/29/2004</i></p> <p>Q: Is a face down "Different Dimension Dragon" destroyed by non-Targeting Spells or Traps? A: The face-down "Different Dimension Dragon" will be destroyed by "Dark Hole." Its effect is only active while it is face-up on the field. <i>Curtis Schultz, 02/10/2004</i></p>
<p>Different Dimension Gate</p>	<p>Q: Must both players have a monster on the field to activate "Different Dimension Gate"? A: Yes, both players must control at least 1 monster. When you activate the "Different Dimension Gate" you will need to target one of your monsters and one of your opponent's monsters with its effect. <i>Curtis Schultz, 02/03/2004</i></p> <p>Q: Since Sheep Tokens are considered Monster Cards on the field, can they be the target for the effect of "Different Dimension Gate"? A: Sheep Tokens, and monster tokens in general, are legal targets for "Different Dimension Gate." They will not return to the field when "Different Dimension Gate" is destroyed. When a monster token is removed from the field, it is permanently removed. <i>Curtis Schultz, 02/12/2004</i></p> <p>Q: If a Spirit Monster was Normal Summoned, Flip Summoned, or flipped face-up and then removed from the field during that same turn by the effect of "Different Dimension Gate" , would it remain on the field at the End Phase of the turn it was returned to the field? A: If returned to the field in a later turn from the effect of "Different Dimension Gate," the Spirit monster would remain in play. The return of the removed monsters due to the effect of "Different Dimension Gate" is not a Summon.</p> <p>Q: If a monster removed from play from "Different Dimension Gate" is put back into play (through the effect of "Miracle Dig" or similar), and "Different Dimension Gate" is destroyed, is the other monster that was removed returned to the field? A: Yes. <i>bishop 02/24/04</i></p> <p>Q: If "Different Dimension Gate" is returned to the hand after removing monsters from play, are the monsters returned to the field? A: If "Different Dimension Gate" is removed from the field (not destroyed) by something like "Giant Trunade", the monster does not return to the field. However, it is still eligible as a target for "Miracle Dig" and other such cards. <i>bishop 02/24/04</i></p>
<p>Dimensionhole</p>	<p>...and Change of Heart <i>see Change of Heart</i> ...and Mirage Knight <i>see Mirage Knight</i> ...and Snatch Steal <i>see Snatch Steal</i></p> <p>Q: If an end of turn effect is scheduled for a monster (as in being destroyed) and you use "Dimensionhole," is it applied when the monster comes back into play? A: It is not destroyed and it is "reset" after it comes back. <i>bishop, 12/05/2003</i></p> <p>Q: If a token is temporarily removed from the field, through "Dimensionhole" or similar cards, does the token come back at the allotted time, or is it removed permanently since it left the field? A: The token will be destroyed when the effect of "Dimensionhole" resolves. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: On "Dimensionhole" it says that the monster still occupies the monster slot. What does this mean, in terms of practicality of game play? A: It means that with "Dimensionhole", you have a slot that is still taken and cannot have a monster placed there. You might think of it as if there was a place card with the monster's name on it and keeping any other monster from sitting down at the table in their spot. <i>bishop, 02/04/04</i></p>
<p>Disappear</p>	<p>...and Butterfly Dagger – Elma <i>see Butterfly Dagger - Elma</i> ...and Gilasaurus <i>see Gilasaurus</i> ...and Question <i>see Question</i></p> <p>Q: Can you use "Disappear" to prevent the Special Summon of a monster like "Dark Necrofer" by chaining to the summon and removing the requisite monsters from play? A: The required Attribute monsters are moved from play when the monster is Special Summoned. (e.g. "Dark Necrofer," "Soul of Purity and Light," etc.) Activating "Disappear" to try and do what you suggest would be like trying to interrupt a player who is Tributing their monster for a Tribute Summon. <i>Curtis Schultz, 02/09/2004</i></p>
<p>DNA Surgery</p>	<p>...and Dragonic Attack <i>see Dragonic Attack</i> ...and Lord of D. <i>see Lord of D.</i> ...and Tribe Infecting Virus <i>see Tribe Infecting Virus</i></p> <p>...and Limitier Removal</p> <p>Q: If I have 1 or more Machine-Type monsters on my side of the field and I activate "Limitier Removal," and before the end of the turn I activate "DNA Surgery" choosing something other than machines, will they still</p>

	<p>be destroyed?</p> <p>A: Any monster that is doubled by "Limiter Removal" is destroyed at the end of the turn, unless it is no longer on the field. This includes if it is no longer a Machine at the end of the turn. <i>bishop, 12/08/03</i></p>
Don Zaloog	<p>...and Skill Drain <i>see Skill Drain</i></p> <p>Q: If I attack a face-down "Don Zaloog" with a monster with less ATK value, would my opponent still get "Don Zaloog's" effect?</p> <p>A: "Don Zaloog's" effect is activated whenever "Don Zaloog" deals battle damage to the opponent. This can be battle damage from "Don Zaloog's" attack (either direct or overflow damage), or a monster attacking "Don Zaloog" in Attack or Defense Position. So, if "Don Zaloog" in Defense Position is attacked by "Mystic Tomato," "Don Zaloog's" effect IS activated, because it DID deal battle damage to its opponent's Life Points. <i>Steve Okegawa, 12/15/2003</i></p> <p>Q: Is the effect of "Don Zaloog" optional or must you use it</p> <p>A: The effect of "Don Zaloog" is optional. <i>bishop 01/05/2004</i></p> <p>...and Witch of the Black Forest</p> <p>Q: If "Don Zaloog" attacks a face up "Witch of the Black Forest," can you use "Don Zaloog's" effect to discard what would be brought to the hand by the "Witch of the Black Forest"?</p> <p>A: "Don Zaloog's" effect activates at the time it does battle damage to a player's Life Points and before any monster it may have destroyed is sent to the Graveyard. So if "Don Zaloog" attacks a "Witch of the Black Forest" in Attack Position the controller of the "Witch of the Black Forest" would lose Life Points from "Don Zaloog's" attack. The controller of "Don Zaloog" would then choose which of the two effects to activate. (Random card discard from their hand or two cards from the top of their deck) After the effect has been chosen and resolved the "Witch of the Black Forest" is sent to the Graveyard. When the "Witch of the Black Forest" is sent to the Graveyard her effect will activate. <i>Curtis Schultz, 12/29/2003</i></p>
Double Spell	<p>...and Dark Necrofeare <i>see Dark Necrofeare</i></p> <p>...and Magic Jammer <i>see Magic Jammer</i></p> <p>Q: If I activate my "Double Spell" to use an "Axe of Despair" in my opponent's Graveyard, does the card go to the field? Which side would it be on?</p> <p>A: If you activate "Double Spell" and select a Continuous, Field, or Equip Spell Card, or "Swords of Revealing Light," you place the selected Spell Card in your Spell & Trap Card Zone, so you need 2 vacant Spell & Trap Card Zone spots (1 for "Double Spell," 1 for the selected card). The Continuous/Field/Equip/"Swords of Revealing Light" Spell Card then remains on the field as normal. <i>bishop, 12/18/2003</i></p> <p>Q: After a continuous card has been activated by "Double Spell," does "Double Spell" stay on the field until the continuous card is destroyed?</p> <p>A: "Double Spell" will go the Graveyard after resolving. It does not remain on the field. <i>Curtis Schultz, 12/23/2003</i></p>
Dragged Down into the Grave	<p>Q: At activation, must both players have at least one card in their hands to use "Dragged Down into the Grave"?</p> <p>A: You can not activate "Dragged Down into the Grave" when you or your opponent has no other card besides "Dragged Down into the Grave" in hand. But you can activate "Dragged Down into the Grave" when one player has no cards left in his or her Deck. <i>bishop, 12/23/2003</i></p>
Dragonic Attack	<p>...and DNA Surgery</p> <p>Q: If "DNA Surgery" was active on the field and Warrior-Type was declared, can a monster be equipped with "Dragonic Attack" and would its effect be allowed to resolve?</p> <p>A: The most recent change of the monster's Type will remain in effect. The "Warrior" would become a Dragon-Type monster by the effect of "Dragonic Attack" and would remain a Dragon-Type monster because "Dragonic Attack" was the most recent change to the monster's Type. <i>Curtis Schultz, 02/14/2004</i></p> <p>...and Lord of D</p> <p>Q: If "Dragonic Attack" is equipped to a Warrior-Type monster changing it to Dragon-Type, would "Lord of D." negate the effect of "Dragonic Attack" and destroy it?</p> <p>A: The effect of "Dragonic Attack" would still be applied. "Lord of D." has no affect on effects that targeted a Dragon-Type monster before "Lord of D." was on the field. This would include the Warrior-Type that becomes a Dragon-Type because of "Dragonic Attack." <i>Curtis Schultz, 02/04/2004</i></p>
Dramatic Rescue	<p>Q: "Dramatic Rescue," can it be used to Special Summon a Level 5 or higher monster?</p> <p>A: There is no Level limit on the monster you play. So you can use "Dramatic Rescue" to summon "Blue-Eyes White Dragon." But not "Gate Guardian," "Relinquished," "Great Moth," etc., because they have special requirements. <i>bishop, 12/07/03</i></p> <p>Q: If I activate "Dramatic Rescue" in response to an attack and trade my monster one for one, I assume a replay does not trigger since the number of monsters on the field hasn't changed. Is this correct?</p> <p>A: The Amazoness or "Amazon Archer" has to be the target of a card's effect. Simply declaring an attack on an Amazoness or "Amazon Archer" will not be enough to satisfy the effect of "Dramatic Rescue."</p>

	<p>They would have to target the Amazoness or "Amazon Archer" with a card effect during the Battle Step after a monster attack is declared in to which "Dramatic Rescue" is then chained. After the chain resolves a replay would occur because the monster the opponent declared to attack is no longer on the field. <i>Curtis Schultz, 12/24/2003</i></p> <p>Q: If my opponent activates "Change of Heart" to take control of my "Amazon Archer" and I use "Dramatic Rescue," what happens to "Change of Heart?"</p> <p>A: If your opponent activates "Change of Heart" to take control of your Amazoness', and you chain "Dramatic Rescue," "Change of Heart's" effect disappears. <i>bishop, 12/16/2003</i></p>
Dreamsprite	<p>Q: Does the effect of "Dreamsprite" work the same as "Patrician of Darkness" where the attack can only be redirected to a legal target?</p> <p>A: Yes they are similar. The monster you switch the opponent's attack to must be a legal target. <i>Curtis Schultz, 01/19/2004</i></p> <p>Q: If I attack my opponent's face-down "Dreamsprite", can they redirect my attack after it is flipped face-up?</p> <p>A: "Dreamsprite's" effect is activated even if attacked while set. <i>Steve Okegawa, 02/18/04</i></p> <p>...and Suijin</p> <p>Q: If "Dreamsprite" redirects an attack to "Suijin", can "Suijin" use its effect to reduce the ATK of the monster to 0?</p> <p>A: "Suijin's" effect could not be activated because it is no longer the target of an attack but the target of the effect of "Dreamsprite". <i>bishop 02/21/04</i></p>
Drop Off	<p>...and Exodia the Forbidden One <i>see Exodia the Forbidden One</i></p> <p>Q: If my opponent activated "Drop Off," can I chain with "Raigeki Break" or another Speed 2 card?</p> <p>A: Yes, there is nothing wrong with that. <i>bishop, 12/07/03</i></p> <p>Q: Can you activate "Drop Off" to any effect of drawing by your opponent?</p> <p>A: No. <i>bishop, 12/15/03</i></p> <p>Q: Can a player activate "Drop Off" before their opponent has drawn a card or can they activate it if their opponent has already started Main Phase 1?</p> <p>A: -If they activate "Drop Off" before the opponent draws in their Draw Phase the activation is illegal and "Drop Off" is turned face-down. - If the player "wasn't paying attention" and said nothing as the opponent progressed through their turn they cannot activate the "Drop Off." <i>Curtis Schultz, 01/10/2004</i></p> <p>Q: If I know my opponent has a face-down "Drop Off", can I play "Mystical Space Typhoon" from my hand to destroy it before I draw a card?</p> <p>A: Drawing a card MUST be the first event to happen during the Draw Phase. You or your opponent can activate cards AFTER you draw a card (examples: "Drop Off," "Mystical Space Typhoon," etc.), but NOT before drawing a card. <i>Steve Okegawa, 02/22/04</i></p>
Dust Tornado	<p>This card has errata: The text should read: Destroy 1 Spell or Trap Card on your opponent's side of the field. You can then Set 1 Spell or Trap Card from your hand.</p> <p>Q: If I chain "Dust Tornado" to the activation of "Harpie's Feather Duster" or "Heavy Storm," will the card being Set by the effect of "Dust Tornado" be destroyed by "Harpie's Feather Duster" or "Heavy Storm?"</p> <p>A: Yes it would because the setting of that card occurs during the resolution of "Dust Tornado's" effect. The new card would have the misfortune of being present when the "Heavy Storm" or "Harpie's Feather Duster" resolved. <i>Curtis Schultz, 12/08/2003</i></p>
Ekibyō Drakmōrd	<p>...and Heart of Clear Water</p> <p>Q: If my opponent uses "Ekibyō Drakmōrd" on my monster and I, in my turn, use "Heart of Clear Water" on the same card, how would this resolve? (the monster has less than 1300 ATK) Is the monster destroyed or not?</p> <p>A: Equip cards specifically designate a target. "Ekibyō Drakmōrd" is an equip card. Monsters that are equipped with "Heart of Clear Water" cannot be destroyed by the effects of any card that specifically designates a target including "Premature Burial" and "Call of the Haunted," or "Ekibyō Drakmōrd." <i>bishop, 12/18/2003</i></p> <p>Q: What happens to "Ekibyō Drakmōrd" if it is equipped to a monster that is also equipped with "Heart of Clear Water"?</p> <p>A: The "Ekibyō Drakmōrd" will remain equipped to the monster. The monster will still not be able to attack due to the effect of "Ekibyō Drakmōrd." <i>Curtis Schultz, 01/29/2004</i></p>
Electric Snake	...and Delinquent Duo <i>see Delinquent Duo</i>
Emergency Provisions	...and Last Turn <i>see Last Turn</i> ...and Toon World <i>see Toon World</i>
Exchange	...and Bait Doll <i>see Bait Doll</i> ...and Penguin Soldier <i>see Penguin Soldier</i>
Exiled Force	...and Mysterious Puppeteer <i>see Mysterious Puppeteer</i> ...and Ring of Destruction <i>see Ring of Destruction</i>

	<p>...and Skill Drain <i>see Skill Drain</i></p> <p>Q: If "Exiled Force" is Special Summoned to the field, will the controller still be able to activate its effect before their opponent can respond to the Special Summon? A: Still has priority, as long as it is during a Main Phase 1 or 2 of the player who Special Summons it. <i>Curtis Schultz, 12/08/2003</i></p> <p>Q: Can you use "Exiled Force's" effect before "Trap Hole" can activate? A: "Trap Hole" will not be able to stop "Exiled Force" if the turn player activates the effect. If the turn player decides to decline on using the effect then you will be able to use "Trap Hole" on it. "Exiled Force" would not be able to use the effect at this time. Remember this would only happen if the turn player had decided to pass on using the "Exiled Force's" effect. <i>Curtis Schultz, 12/10/2003</i></p> <p>Q: Since "Exiled Force" can be summoned and tributed before the opponent can respond with something other than negating "Exiled Force," can you chain "Torrential Tribute" to the effect of "Exiled Force?" A: Yes you may. <i>bishop, 12/15/03</i></p> <p>Q: Can you chain "Book of Moon" to the effect of "Exiled Force?" A: No, because when the effect of "Exiled Force" is activated, it is Tributed, therefore there is no monster on the field to use "Book of Moon" on. <i>bishop, 12/07/03</i></p> <p>Q: Can "Exiled Force" be the target of its own effect? A: No. When you activate the effect of "Exiled Force" you offer it as a Tribute. It will no longer be on the field to target with its effect. <i>Curtis Schultz, 01/17/2004</i></p> <p>Q: Does "Exiled Force" have to be placed on the field prior to using his effect, or can you use his effect and send him directly to the Graveyard from your hand to activate his effect. A: It states right on the card, 'Offer face-up this card on your side of the field ...' <i>bishop, 01/22/04</i></p> <p>...and King Tiger Wanghu</p> <p>Q: If "Exiled Force" is summoned to the field while there is a face-up "King Tiger Wanghu", will the controller be able to activate the effect of "Exiled Force" before it is destroyed by the effect of "King Tiger Wanghu"? A: This is similar to "Exiled Force" and "Mysterious Puppeteer."</p> <p>The effect of "King Tiger Wanghu" will activate automatically when "Exiled Force" is summoned. Due to this, "Exiled Force" will not be able to activate its effect. <i>Curtis Schultz, 02/09/2004</i></p>
<p>Exodia the Forbidden One</p>	<p>...and Prohibition <i>see Prohibition</i></p> <p>Q: Can you declare an Exodia win in between steps of a chain? A: Basically, you're asking if the Exodia win can be declared in-between steps of a Chain, right? If so, the answer is yes. Example: Player A activates "Confiscation." In response, Player B chains by activating "Back-up Soldier." Player B has 2 pieces of Exodia (including the head) in his/her hand, and the other 3 pieces of Exodia are in his/her Graveyard. The chain looks like this: Chain Link 1: Player A's "Confiscation" activated. Chain Link 2: Player B's "Back-up Soldier" activated. Assuming that no other cards are added to the chain, it will resolve like this: Chain Link 2 Resolution: Player B's "Back-up Soldier" resolves, and the remaining 3 pieces of Exodia are added to Player B's hand. Stop right there. All 5 pieces of Exodia are now in Player B's hand, and the win can be declared at that point, before Chain Link 1 gets the chance to resolve. The reasoning behind this is that an Exodia win CAN be declared during a Chain, after one effect resolves and before another begins. However, an Exodia win CANNOT be declared while an effect is still happening. An example is the infamous "Exodia/Graceful Charity" situation: You have 2 Exodia pieces in your hand along with "Graceful Charity" and nothing else. You play "Graceful Charity," and draw the last 3 pieces of Exodia. However, the win CANNOT be declared, as you must fully resolve the current effect first. However, that requires you to discard 2 cards in your hand, so the Exodia win will not happen. <i>Steve Okegawa, 12/06/2003</i></p> <p>...and Drop Off</p> <p>Q: If the last piece of "Exodia the Forbidden One" is drawn from the Deck and the opponent activates "Drop Off", will the player still receive the automatic win? A: If a player draws the last piece of Exodia, that player wins before the effect of "Drop Off" resolves. <i>Curtis Schultz, 01/25/2004</i></p>
<p>Exodia Necross</p>	<p>...and Remove Brainwashing <i>see Remove Brainwashing</i></p> <p>Q: If "Exodia Necross" was successfully summoned and then destroyed, can it be Special Summoned from the Graveyard? A: "Exodia Necross" can only be Special Summoned by the effect of "Contract with Exodia" and cannot be special summoned from the graveyard. <i>Curtis Schultz, 12/19/2003</i></p>

	<p>Q: If "Exodia Necross" is face-up on the field when "Fiber Jar" is flipped, will "Exodia Necross" remain on the field or be returned to the Deck? A: It would return to the owner's Deck. <i>Curtis Schultz, 01/25/2004</i></p> <p>... and Snatch Steal Q: Can I use "Snatch Steal" on "Exodia Necross" if I don't have all 5 pieces in my Graveyard? A: Yes, but "Exodia Necross" would be destroyed if the player controlling it does not have all five pieces of Exodia in their own graveyard. <i>bishop, 12/22/2003</i></p> <p>Q: On "Exodia Necross" it says that it cannot be targeted by Spell Cards. If someone plays "Snatch Steal" on it wouldn't it be considered an illegal target? So it going to the opponent's side of the field would not have taken place therefore "Exodia Necross" would not be destroyed. A: No... "Exodia Necross" text says that "This card is not DESTROYED as a result of battle at any time or by the effects of Spell or Trap Cards." Exodia Necross is still affected by Spell and Trap cards, it just can't be destroyed by them. <i>Curtis Schultz, 01/6/2004</i></p> <p>... and Skill Drain Q: If "Skill Drain" is activated while the attack of "Exodia Necross" is increased by its own effect, what happens to the increase and does it continue counting Standby Phases? A: The attack would return to 1800. The increase it had was due to its effect, which has been negated. And, it will not continue counting. <i>Curtis Schultz, 12/16/2003</i></p> <p>Q: If "Skill Drain" is active on the field, would the condition of having all 5 pieces of the Forbidden One in the Graveyard to keep "Exodia Necross" on the field also be negated? A: "Exodia Necross" effect would be negated by "Skill Drain." This includes the effect dealing with the pieces of Exodia existing in the controller's Graveyard. <i>Curtis Schultz, 02/16/2004</i></p>
<p>Fairy Box</p>	<p>Q: I know that "Fairy Box" and "Negate Attack" different cards but do they stop the whole battle phase or just battle step, because battle phase consists of parts A: "Fairy Box" does not stop the Battle Phase OR the Battle Step. Nothing in its effect even implies this. Whether its effect is successful or not, the attack still goes through as normal. So, if your "Gemini Elf" attacks an opponent's "Skull Servant" with "Fairy Box" face-up on the field and your opponent's "Fairy Box" effect works, you'll be attacking with a 0 ATK monster. In other words, your "Gemini Elf" will be destroyed by "Skull Servant" in that case. "Negate Attack," on the other hand, DOES stop the ENTIRE Battle Phase after it negates the opponent's attack. In other words, you are *NOT* allowed to declare any more attacks, because the Battle Phase is over due to "Negate Attack." <i>Steve Okegawa, 01/02/2004</i></p> <p>Q: So you are saying that because "Fairy Box" is a counter it can be activated anytime during any part of the battle phase? A: The effect of "Fairy Box" can only be applied during the Battle Step, right after the attack is declared. The same is true of "Negate Attack," due to this text on the card: "When your opponent attacks with a monster..." This means that you must chain "Negate Attack" to the action of your opponent declaring their attack during the Battle Step. <i>Steve Okegawa, 01/02/2004</i></p> <p>...and Airknight Parshath Q: Player B: Declares an attack with his/her monster to your "Airknight Parshath". Player A: Activates "Fairy Box" and calls the coin toss correctly reducing the attacking monster's ATK to 0. Is the damage to Player B considered Battle Damage and is "Airknight Parshath's" effect activated? A: The attack would result in your opponent taking Battle Damage from a battle involved with your "Airknight Parshath." You will draw a card from your deck after calculating the damage. "Airknight Parshath" does not have to be the one to initiate the attack. (It just tends to happen that way) <i>Curtis Schultz, 12/20/2003</i></p> <p>Q: Why does "Airknight Parshath" get its effect from being attacked with "Fairy Box" protecting it but not by the attacking monster protected by "Waboku"? A: "Fairy Box" reduces the attacking monster's ATK to 0. This is not the same as "Waboku." That is why the "Airknight Parshath" does 1900 points of Battle Damage and its effect was activated. If the Battle Damage is reduced to 0 (by Waboku, for example), then any monster with an effect that involves the dealing of Battle Damage to the opponent's Life Points would not activate its effect. So if "Airknight Parshath" declares an attack and the opponent responds by activating "Waboku," "Airknight Parshath" would do 0 points of Battle Damage and would not activate its effect as a result. They have to do at least 1 point of Battle Damage. <i>Curtis Schultz, 01/20/2004</i></p>
<p>Fairy's Hand Mirror</p>	<p>Q: Can "Fairy's Hand Mirror" be chained to cards that target monsters in the Graveyard such as "Monster Reborn"? A: "Fairy's Hand Mirror" only works against Spell cards that target a monster card that exists on the field. <i>Curtis Schultz, 01/25/2004</i></p> <p>...and Riryoku Q: Does "Fairy's Hand Mirror" deflect both targeting aspects of "Riryoku", or only one of them? A: You could not activate the effect of "Fairy's Hand Mirror" in response to "Riryoku" because the effect</p>

	of the "Riryoku" targets more than 1 specific monster. <i>Curtis Schultz, 01/15/2004</i>
Fairy King Truesdale	<p>...and Slate Warrior <i>see Slate Warrior</i></p> <p>Q: If "Fairy King Truesdale" is flipped due to an attack, will the increase to ATK and DEF be applied before damage calculation? A: The effect of "Fairy King Truesdale" is a continuous effect ("As long as this card remains face-up on the field...") It must be applied as long as "Fairy King Truesdale" is face-up on the field. This increase will be factored in during damage calculation. <i>Curtis Schultz, 02/12/2004</i></p>
Fake Trap	<p>...and Nobleman of Extermination <i>see Nobleman of Extermination</i></p> <p>Q: Does "Fake Trap" protect all face-down cards or only Trap Cards or does "Fake Trap" protect only face-up Trap Cards? A: The text of "Fake Trap" is fairly self-explanatory, but I'll answer your question anyway. Here is the text of "Fake Trap," first of all: 'When your opponent uses a Magic, Trap or Effect Monster Card to destroy your Trap Card(s) this card can be destroyed as a substitute for your trap card(s).' "Fake Trap" is used to protect your Trap Cards. Not Spell Cards, but Trap Cards only. You would be able to save "Ring of Destruction" by activating "Fake Trap." However, "Mystical Space Typhoon" would be destroyed by Heavy Storm, because it is not a Trap Card. One more thing: When you use "Fake Trap's" effect, you must show your face-down Trap Card(s) to your opponent to verify that they are actually Trap Cards. <i>Steve Okegawa, 01/09/04</i></p>
Falling Down	<p>Q: Must you have an "Archfiend" monster on the field to activate Falling Down? A: If you control no face-up Archfiends on your side of the field, "Falling Down" will be destroyed by its own effect. <i>Curtis Schultz, 12 /19 /2003</i></p> <p>Q: When "Falling Down" is destroyed, does the monster return to its previous controller? Would the 800 point damage also be finished? A: Control of the monster would revert to the previous controller. The Damage would also stop at that time. <i>Curtis Schultz, 01/06/2004</i></p> <p>...and Life Absorbing Machine Q: Can "Life Absorbing Machine" be used to gain back Life Points lost by the effect of "Falling Down"? A: Falling Down's Effect is considered Damage. "Life Absorbing Machine" cannot be used with this card's effect. <i>Curtis Schultz, 01/6/2004</i></p>
Fiber Jar	<p>...and D.D Warrior Lady <i>see D.D. Warrior Lady</i> ...and Different Dimension Capsule <i>see Different Dimension Capsule</i> ...and Interdimensional Matter Transporter <i>see Interdimensional Matter Transporter</i> ...and Red-Moon Baby <i>see Red-Moon Baby</i> ...and Serpentine Princess <i>see Serpentine Princess</i> ...and Spirit Reaper <i>see Spirit Reaper</i> ...and Vampire Lord <i>see Vampire Lord</i></p> <p>Q:What happens to Fusion Monsters in the Graveyard when resolving the effect of Fiber Jar ? A:Any Fusion Monsters on the field and in the Graveyard when the effect of "Fiber Jar" resolves will be returned to the Fusion Deck.</p> <p>Q: Can I activate something while "Fiber Jar" is resolving, before it finishes? A: A player would need to Chain to the activation of "Fiber Jar", not during its resolution. <i>bishop, 01/13/04</i></p> <p>Q: Player A: Activates "Raigeki". Player B: Chains with "Ceasefire". Player A: Chains with "Acid Trap Hole" and targets their face-down "Fiber Jar". Will the effect of "Fiber Jar" be added to the current chain or will it start a new chain? A: "Fiber Jar's" effect would begin a new chain once the current one has resolved completely. <i>Curtis Schultz, 02/15/2004</i></p> <p>Q: If my opponent's Fiber Jar is flipped in my Battle Phase due to an attack, can I Summon a monster after Fiber Jar resolves and attack with it? A: You would be in Main Phase 2 after summoning your monster. Your Battle Phase will have ended. <i>Curtis Schultz, 12/21/2003</i></p> <p>Q: If a Special Summon monster ("Dark Necrofear," "Gate Guardian," etc) is successfully Special Summoned, and then during the course of the duel "Fiber Jar's" effect is activated, can that Special Summon monster be Normal Summoned if it is drawn afterward? A: Nope. It being returned to your hand or deck means that you will have to Special Summon it again from your hand according to its effect. It cannot simply be Normal Summoned. <i>Curtis Schultz, 12/20/2003</i></p> <p>Q: Can a Special Summon monster be discarded and reborn if it was returned to the Deck by the effect of "Fiber Jar"? A: Returning to your Hand or Deck resets that condition. The same is true for Ritual Monsters. If they return to your Hand or Deck, you need to Special Summon them through the Ritual all over again. <i>Curtis Schultz, 12/20/2003</i></p>

	<p>Q: When resolving the effect of "Fiber Jar", do both players shuffle and cut their Decks before drawing 5 cards? A: Yes. You MUST shuffle and cut decks afterwards. The randomization of the decks must be assured. <i>Curtis Schultz, 01/19/2004</i></p> <p>Q: If "Fiber Jar" is activated when there are "Scapegoat" Tokens on the field, are the tokens removed from the field? A: Tokens are treated as monsters and would be removed from the field by the effect of "Fiber Jar". However, because they are Tokens, they are not sent to the Graveyard, but rather removed from play. <i>bishop, 02/02/04</i></p> <p>...and Final Countdown Q: Does activation of "Fiber Jar" negate or restart the countdown on "Final Countdown"? A: No. "Fiber Jar" does NOT literally reset the game. If the effect of "Fiber Jar" is used, "Final Countdown's" 20 turns continue to count. The "Final Countdown" effect is not negated or restarted. <i>Steve Okegawa, 01/19/2004</i></p> <p>...and Gravekeeper's Chief Q: If only one person has a "Gravekeeper's Chief" while "Necrovalley" is on the field and the opponent activates "Fiber Jar," what happens? A: "Fiber Jar's" effect would disappear because of one of the two Graveyards is still affected by "Necrovalley." <i>Curtis Schultz, 12/30/2003</i></p> <p>Q: If both players have a face-up "Gravekeeper's Chief," would "Fiber Jar" still be negated? A: "Fiber Jar" would resolve properly in this situation. <i>Curtis Schultz, 12/29/2003</i></p> <p>... and Lesser Fiend Q: When attacked by "Lesser Fiend," does "Fiber Jar" get removed from play? A: When "Lesser Fiend" destroys a Flip Effect Monster in battle, the monster is removed from play when it is sent to the Graveyard. If "Lesser Fiend" is no longer on the field at the time the monster is sent to the Graveyard, then "Lesser Fiend's" effect is not applied and the destroyed monster is sent to the Graveyard as normal. For example, when "Lesser Fiend" attacks a facedown "Fiber Jar," the effect of "Fiber Jar" resolves first and "Lesser Fiend" is no longer on the field, so "Lesser Fiend" effect disappears. <i>Steve Okegawa, 12/09/2003</i></p> <p>...and Necrovalley Q: Does "Necrovalley" negate the effect of "Fiber Jar"? A: The effect of "Fiber Jar" is negated if "Necrovalley" is active on the field. <i>Curtis Schultz, 12/20/2003</i></p> <p>...and Witch of the Black Forest Q: If "Fiber Jar" is Flip Summoned and a "Torrential Tribute" is chained and there is a "Sangan" on the field, when does "Sangan" get its effect? A: Both "Sangan" and "Witch of the Black Forest" would get its effect after "Fiber Jar" resolves. <i>bishop, 12/05/2003</i></p>
Fiend Comedian	...and Penguin Knight <i>see Penguin Knight</i>
Fiend Skull Dragon	<p>...and Summoner of Illusions <i>see Summoner of Illusions</i> ... is considered to be an Archfiend</p> <p>...and Archfiend's Roar Q: If "Fiend Skull Dragon" is Special Summoned by the effect of "Archfiend's Roar", will it immediately negate the effect of "Archfiend's Roar" allowing it to be tributed or remain on the field at the End Phase? A: "Fiend Skull Dragon" will have no affect on the "Archfiend's Roar." The "Fiend Skull Dragon" Special Summoned by the effect of "Archfiend's Roar" would be destroyed by it during the End Phase. <i>Curtis Schultz, 01/25/2004</i></p>
Final Attack Orders	<p>...and Reflect Bounder <i>see Reflect Bounder</i> ...and Ryu-Kishin Clown <i>see Ryu-Kishin Clown</i></p> <p>Q: Opponent attacks "Crass Clown" while it is face-down on the field with a monster that has an ATK of 1400 or higher and "Final Attack Orders" is active on the field. After flipping "Crass Clown" face-up, does it turn into Attack Position triggering its effect before being destroyed by the attack? A: Yes it would get its effect, but the effect will activate during the "Resolve Monster Effects" portion of the Damage Step, which is after damage calculation. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: Can the position of "Crass Clown" be manually changed to Defense Position while "Final Attack Orders" is active on the field, changing back to Attack Position by the effect of "Final Attack Orders", and thus activating the effect of "Crass Clown"? A: You cannot perform a manual change of position if the face-up monster is in Attack Position. You can still use card effects to change the face-up monster's position. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: Are Face Down Monsters that are attacked while "Final Attack Orders" is active forced into Attack position? A: Any face-up monster or monster turned face-up by an attack or a card effect will have its battle</p>

	<p>position changed to attack position due to "Final Attack Order's" effect. This includes a monster flipped face-up during the Damage Step. So while a monster like "Goblin Attack Force", "Giant Orc", and "Spear Dragon" have effects that switch them to Defense Position after having attacked, the "Final Attack Orders" will then switch them to attack position after their effect resolves. <i>Curtis Schultz, 12/31/03</i></p> <p>Q: Can Monster Tokens be turned from face-up Defense Position to face-up Attack Position by the effect of "Final Attack Orders?"</p> <p>A: Tokens will be changed to face-up Attack Position by the effect of "Final Attack Orders." <i>Curtis Schultz, 01/10/2004</i></p> <p>Q: With "Final Attack Orders" active, if a face-down monster is attacked, when exactly is it switched into Attack Position in regards to Damage Calculation?</p> <p>A: The monster would be turned to Attack Position when flipped face-up BEFORE Damage Calculation. Calculation would then take into account that the monster is in Attack Position rather than Defense Position. <i>bishop, 02/08/04</i></p> <p>Q: If "Final Attack Orders" is active on the field and a monster such as "Cyber Jar" is flipped due to an attack, will it turn to Attack Position before damage calculation or be destroyed while in Defense Position?</p> <p>A: The "Cyber Jar" would change to Attack Position after it has been flipped face-up by the attack. This is because of the effect of the "Final Attack Orders." <i>Curtis Schultz, 02/04/2004</i></p> <p>...and Goblin Attack Force</p> <p>Q: Does a card such as "Giant Orc" or "Goblin Attack Force" stay in attack after the end of the battle phase if "Final Attack Orders" is active on the field? If not, what will happen?</p> <p>A: The effects "Goblin Attack Force" and "Giant Orc" will resolve and switch to Defense Position but then immediately switch to Attack Position because of the effect of "Final Attack Orders". <i>bishop, 01/12/04</i></p>
<p>Final Countdown</p>	<p>...and Fiber Jar <i>see Fiber Jar</i></p> <p>Q: How are turns counted for "Final Countdown"?</p> <p>A: The turn in which you activate "Final Countdown" is considered the first turn. Your opponent's turns are counted as well. Once your next turn happens, that turn is considered the third turn, because your opponent's turn was the second turn. Is that basically what you wanted to know? <i>Steve Okegawa, 12/13/2003</i></p> <p>Q: When exactly is the win declared for "Final Countdown"?</p> <p>A: You win after the End Phase of the 20th turn. This is because 20 turns must have passed, as the card states. <i>Steve Okegawa, 12/13/2003</i></p> <p>Q: Does "Final Countdown" stay on the field for the duration of its effect?</p> <p>A: No it does not. <i>bishop, 12/21/2003</i></p> <p>Q: If I've already activated "Final Countdown" and my opponent plays continuous spell negating cards ("Imperial Order"/ "Spell Cancellor") will this actually stop the countdown, or is it too late to stop the countdown?</p> <p>A: When your opponent activates "Imperial Order" as a chain to your "Final Countdown," the effect of "Final Countdown" is negated and you do not count turns. But when "Imperial Order" is activated after "Final Countdown" is activated, it is not negated because it is a Normal Spell Card and the count continues. <i>bishop, 12/20/2003</i></p> <p>Q: Would activating a second "Final Countdown" stop the countdown of the first one or would two separate counts be kept?</p> <p>A: Two separate counts would be kept. <i>Curtis Schultz, 01/20/2004</i></p> <p>Q: Is the "Pay 2000 Life Points." a cost of activating the effect?</p> <p>A: It is a cost of activation. <i>Curtis Schultz, 01/31/2004</i></p> <p>...and Imperial Order</p> <p>Q: If "Imperial Order" is active on the field during the 20th turn of "Final Countdown", will the effect of winning the Duel be negated? Does "Final Countdown" stay on the field for the 20 turns?</p> <p>A: "Imperial Order" would not be able to stop it at that time. "Final Countdown" does not remain on the field, so "Imperial Order" could not negate it if the "Final Countdown" is not face-up on the field. <i>Curtis Schultz, 01/31/2004</i></p> <p>...and Last Turn</p> <p>Q: If I play "Final Countdown" and it is turn 20 when my opponent activated "Last Turn," which effect happens first, "Last Turn" or "Final Countdown"?</p> <p>A: "Last Turn" will make the decision as to the winner during the End Phase prior to making it to the Draw Phase of the 21st turn. <i>bishop, 12/22/2003</i></p> <p>...and Pyro Clock of Destiny</p> <p>Q: Since "Final Countdown" counts both my turns and my opponent's turns, would the turn count go up by</p>

	<p>2 if I used "Pyro Clock of Destiny" since it went past one of my opponent's turns to my next turn? A: Each players turn is counted separately: "1st) the turn you activated "Final Countdown" 2nd) next your opponent's turn 3) next your turn." "Pyro Clock of Destiny" will advance the turn count by one. If the count was at 1, it will become 2. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: Can you only activate "Pyro Clock of Destiny" when you activate "Final Countdown?" Or can you use the "Pyro Clock of Destiny" 5 turns in, after "Final Countdown" has been activated, but its effect is still counting down? A: After "Final Countdown" has resolved you can advance its turn count by playing "Pyro Clock of Destiny." You do not have to do it in a chain or even in the same turn you activated it. This is similar to advancing the turn count for "Lightforce Sword." <i>Curtis Schultz, 12/22/2003</i></p>
<p>Fire Princess</p>	<p>...and The Spell Absorbing Life see <i>The Spell Absorbing Life</i></p> <p>Q: If I use "Fire Princess" with "Gift of the Mystical Elf", how much damage does "Fire Princess" do? Is it the same with these cards ("Numinous Healer", "Life Absorbing Machine", "Emergency Provisions", and "The Spell Absorbing Life")? A: Each of the queried cards, individually, increases Life Points in 'one shot,' so in each case presented, "Fire Princess" will only do 500 damage. <i>bishop, 01/19/04</i></p> <p>...and Marie the Fallen One Q: If there is more than one "Marie the Fallen One" in the Graveyard, will "Fire Princess" do more than 500 Life Point damage? A: Correct. "Fire Princess" would do 500 damage when each "Marie the Fallen One" causes you to gain Life Points. <i>Curtis Schultz, 02/09/2004</i></p>
<p>Forced Requisition</p>	<p>Q: Does "Forced Requisition" work the same as "Appropriate" where your opponent has to Draw for, but with this card, you have to Discard first before you can activate it? A: -"There is a difference between activating "Forced Requisition" (flipping it face-up on the field) and triggering its effect once activated. "Forced Requisition" is similar to "Appropriate" in that you first must activate the card (flip it face-up) when certain conditions are achieved, but activating it does not itself trigger any additional effects. Once "Forced Requisition" is active (face-up on the field), then after that point the effect of "Forced Requisition" may be triggered. "Forced Requisition" may only be activated (flipped face-up) immediately after discarding from your hand." -"You can activate (flip face-up) "Forced Requisition" in response to your own "Graceful Charity" because discarding is the last action you performed with "Graceful Charity's" effect. You can activate (flip face-up) "Forced Requisition" when you discard during your End Phase to lower your hand size to 6. -"You cannot activate (flip face-up) "Forced Requisition" in response to "Morphing Jar" or "Card Destruction" because you draw cards after discarding. You cannot activate (flip face-up) "Forced Requisition" when you discard a card as a cost, such as for "Magic Jammer," "Type Zero Magic Crusher," or "Thunder Dragon." You cannot activate (flip face-up) "Forced Requisition" during the Damage Step when you discard "Kuriboh," discard for "Spirit Ryu," or must discard for "White Magical Hat," etc. If you discard your hand by the effect of "Hino-Kagu-Tsuchi" before drawing in the Draw Phase, you cannot activate "Forced Requisition" because you cannot activate any card before drawing in your Draw Phase." -"Once "Forced Requisition" is active (face-up) on your side of the field, if you discard one or more cards from your hand due to an effect, your opponent has to discard the same amount of cards as you did. Once "Forced Requisition" is active on your side of the field, its effect is triggered by "Robbin' Goblin," "Confiscation," "Final Destiny," "Delinquent Duo," "Magic Jammer," "Tribute to the Doomed," "Graceful Charity," "Hiro's Shadow Scout," "White Magical Hat," "Kuriboh," "Thunder Dragon," "Type Zero Magic Crusher," etc. Note that costs WILL trigger the effect of "Forced Requisition" once it is active, even though they cannot be used to activate (flip face-up) the card. Once "Forced Requisition" is active on your side of the field, only count cards discarded after its activation, and do not count the card that was discarded that allowed you to trigger the activation. Your opponent selects which cards they discard. When there are multiple "Forced Requisitions" active on the field, their effects are cumulative." -"Once "Forced Requisition" is active on your side of the field, its effect is not triggered by "Chain Destruction" because "Chain Destruction" destroys a card." -"If "Forced Requisition" is active on your side of the field, and you discard a card to use "Tribute to the Doomed" to destroy "Jinzo," your opponent does not have to discard because you discarded before "Jinzo" was destroyed." -"If your opponent discards "Minar" or "Sinister Serpent" because of your "Forced Requisition's" effect, the effects of those cards are applied. But if your opponent discards "Thunder Dragon" because of your "Forced Requisition's" effect, the effect of "Thunder Dragon" is not activated because you must discard "Thunder Dragon" for the specific purpose of activating its effect." -"Forced Requisition's" effect is not applied when a card in your hand is removed from play (such as with "Lightforce Sword")." <i>Curtis Schultz, 01/10/2004</i></p> <p>Q: Does this "Forced Requisition" when activate work when you or your opponent forces a discard (i.e "Confiscation", "Tribe Infecting Virus", "Magic Jammer", "Kuriboh", "Mirage of Nightmare", "Graceful Charity". etc etc.)? A: If "Forced Requisition" is already active when the player controlling "Forced Requisition" discards a card from their hand their opponent must as well. "Mirage of Nightmare": If you have a "Forced Requisition"</p>

	<p>active and you have to discard for "Mirage of Nightmare," your opponent must discard the same number of cards as well. <i>Curtis Schultz, 01/10/2004</i></p> <p>Q: At what point during the resolution of a chain will the opponent discard for the effect of "Forced Requisition"?</p> <p>A: They would discard when you discard. <i>Curtis Schultz, 01/25/2004</i></p> <p>...and Card Destruction</p> <p>Q: If "Forced Requisition" is active on the field when "Card Destruction" is activated, when will the effect of "Forced Requisition" be resolved?</p> <p>A: No additional discard will occur after "Card Destruction" has resolved. <i>Curtis Schultz, 01/29/2004</i></p> <p>...and Mirage of Nightmare</p> <p>Q: If "Forced Requisition" is active on my side of the field when I discard for "Mirage of Nightmare", does the opponent have to discard the same number of cards?</p> <p>A: The opponent would discard the same number of cards from their hand that you do. Keep in mind that "Forced Requisition" would need to already be face-up on the field in order for this to happen. <i>Curtis Schultz, 01/29/2004</i></p> <p>Q: With "Mirage of Nightmare" while my discard would still be random (my "Mirage of Nightmare"), but my opponent's is not random, right?</p> <p>A: That is correct. The opponent would be discarding according to the effect of "Forced Requisition," so they will not have to choose randomly. <i>Curtis Schultz, 01/10/2004</i></p>
Freed the Matchless General	<p>...and Messenger of Peace <i>see Messenger of Peace</i></p> <p>Q: How does "Freed the Matchless General" resolve in regards to "Butterfly Dagger – Elma" and "Blast with Chain"?</p> <p>A: "Freed the Matchless General's" effect is like a built-in "Riryoku Field". If the "Butterfly Dagger – Elma" specifically designates "Freed the Matchless General" it will be negated and destroyed by "Freed the Matchless General's" effect. It would not return to the owner's hand. "Blast with Chain" is considered a Trap Card when it chooses its target, so it can be equipped to "Freed the Matchless General." He will not negate or destroy "Blast with Chain" when its resolves. <i>Curtis Schultz, 12/22/2003</i></p> <p>Q: Can "Freed the Matchless General" be revived by "Monster Reborn" and "Premature Burial"?</p> <p>A: You can use "Monster Reborn" and "Premature Burial" on "Freed the Matchless General." In the case of "Premature Burial," "Freed the Matchless General" would then negate "Premature Burial" and destroy it, but "Freed the Matchless General" would remain on the field. <i>bishop, 12/18/2003</i></p> <p>Q: If a Draw Phase is skipped, can you still search for a Warrior Type using "Freed the Matchless General's" effect?</p> <p>A: No Draw Phase means "Freed the Matchless General" cannot use the 'Warrior-Type search effect.' <i>Curtis Schultz, 01/20/2004</i></p>
Frontline Base	<p>Q: If I activate and resolve three "Frontline Base" Cards, does this allow me to summon 3 Union monsters of 4 stars or lower from my hand?</p> <p>A: Yes. <i>Curtis Schultz, 01/10/2004</i></p>
Fushioh Richie	<p>Q: If "Fushioh Richie" was successfully summoned to the field and then sent to the Graveyard, can it be Special Summoned from the Graveyard with "Monster Reborn", "Call of the Haunted", or "Premature Burial"?</p> <p>A: Yes it could. <i>Curtis Schultz, 01/6/2004</i></p>
Fusion Sword Murasame Blade	<p>Q: The effect of "Fusion Sword Murasame Blade" says that it can't be destroyed by cards that destroy Spell cards, is this true for "Heavy Storm" and "Harpie's Feather Duster"?</p> <p>A: "Fusion Sword Murasame Blade" cannot be destroyed by "Heavy Storm," "Harpie's Feather Duster," "Mystical Space Typhoon," "De-Spell," "Dust Tornado," "Armed Ninja," "Gryphon Wing," and similar effects. Nor is it destroyed if equipped to "Gearfried the Iron Knight." It can be returned to hand ("Giant Trunade"), or negated ("Imperial Order," "Freed the Matchless General"), or "sent to the Graveyard" ("Emergency Provisions"). <i>bishop, 12/29/2003</i></p> <p>Q: If I equip "Fusion Sword Murasame Blade" to "Spirit Reaper," would "Spirit Reaper" be destroyed or would this be an illegal activation?</p> <p>A: You wouldn't even be able to target him with it at all. "Spirit Reaper" is not a Warrior. It would be an illegal activation in this case. If "Spirit Reaper" were turned into a Warrior through "DNA Surgery", equipping "Fusion Sword Masamune Blade" to "Spirit Reaper" would cause "Spirit Reaper" to destroy itself through its effect. <i>Curtis Schultz, 12/08/2003</i></p>
Gate Guardian	<p>...and Skill Drain <i>see Skill Drain</i></p> <p>Q: Can any of the three Monster Cards needed to Special Summon "Gate Guardian" be face-down on the field, or must all three be face-up?</p> <p>A: Tributing the face-down "Kazejin," "Suijin," or "Sanga of the Thunder" would be fine for "Gate Guardian." It is normally fine to do this unless a card's effect states that the required monster needs to be face-up on the field. <i>Curtis Schultz, 01/12/2004</i></p>
Gather Your Mind	<p>Q: If you already played 2x "Gather Your Mind" can you legally activate the third since there isn't</p>

	<p>another "Gather Your Mind" in your deck to search out? A: That is fine. You will just need to prove to your opponent that your deck does not contain anymore copies of "Gather Your Mind" when resolving the effect. <i>Curtis Schultz, 12/04/2003</i></p>
Gearfried the Iron Knight	<p>...and Blast with Chain see <i>Blast with Chain</i></p> <p>...and Call of the Haunted Q: Can "Gearfried the Iron Knight" be Special Summoned from the Graveyard with "Call Of The Haunted"? A: Yes it can. "Call of the Haunted" does not equip itself to "Gearfried the Iron Knight." <i>Curtis Schultz, 01/22/2004</i></p> <p>... and Butterfly Dagger – Elma Q: I just thought of this but "Butterfly Dagger - Elma's" effect states that you may return it from the Graveyard when it is destroyed while equipped to a monster, but in this case, "Gearfried the Iron Knight" can't be equipped at all, which would mean "Butterfly Dagger – Elma" was destroyed before being equipped and wouldn't be able to return from the Graveyard. Is this the case? A: Gearfried does not prevent cards from being equipped to him. He CAN be equipped, his effect will just destroy the equipped Spell Card after it resolves. So what ends up happening is: 1) Butterfly Dagger - Elma equips to Gearfried the Iron Knight 2) After the Butterfly Dagger resolves, Gearfried the Iron Knight's effect destroys it and sends it to the Graveyard. 3) Since the Butterfly Dagger was destroyed while equipped to a monster (Gearfried) its effect will activate and it can be returned to the owner's hand. This is also why Fusion Sword Murasame Blade can be equipped to Gearfried the Iron Knight. (Fusion Sword Murasame Blade cannot be destroyed by the effect of another card. Gearfried included) <i>Curtis Schultz, 12/24/2003</i></p> <p>Q: If you repeatedly equip "Butterfly Dagger – Elma" to "Gearfried the Iron Knight" for the purpose of adding Spell Counters to "Royal Magical Library" would that be considered stalling? A: It is not stalling. The player is most certainly playing their cards and utilizing their effects. <i>Curtis Schultz, 12/20/2003</i></p>
Germ Infection	<p>Question: Does "Germ Infection's" decrease continue to accumulate even after the ATK has reached 0? Answer: The decrease in ATK will continue to accumulate. So, if I have a "White Magicial Hat" equipped with "Germ Infection" for 4 Standby Phases, it would be receiving -1200 to its ATK. (I would treat its ATK as 0, since 1000 - 1200 = -200) If I were to equip an "Axe of Despair" to that same "White Magicial Hat," its ATK would be 1000 + 1000 [Axe] - 1200 [Germ Infection] = 800 ATK <i>Curtis Schultz, 02/24/2004</i></p>
Giant Germ	<p>Q: If player A summons a "Giant Germ" in attack mode then plays "Creature Swap," and then attacks the "Giant Germ" with the swapped monster, does player B still take the 500 Life Points damage due to "Giant Germ's" effect? Also, can player A attack with the newly summoned "Giant Germs" as long as player A didn't end the battle phase? A: Yes, Player B will take the damage because the "Giant Germ" goes to your graveyard (and the owner gets the effect, not the controller). And yes, you can attack with the "Giant Germs" in the same battle phase. <i>bishop, 12/08/03</i></p>
Giant Orc	<p>... also see Goblin Attack Force ...and Second Goblin see <i>Second Goblin</i></p> <p>Q: Does "Giant Orc" move into Attack Position during the End Phase of the following turn? A: "Giant Orc's" effect does NOT allow you to change its position during the End Phase. Its effect merely states that you cannot change its position until the end of the turn. Now, since you are not normally allowed to change the position of a monster during the End Phase of your turn and "Giant Orc's" effect does not explicitly tell you that you can change its position during the End Phase, you may not change its position during the next turn. <i>Steve Okegawa, 02/22/04</i></p>
Giant Rat	<p>Q: Player A has a "Giant Rat" face-up on the field. Player B has "Jinzo." Player A attacks "Jinzo," gets "Giant Rat's" effect and brings out "Injection Fairy Lily." Could he then still attack with "Injection Fairy Lily?" A: The newly Special Summoned monster from "Giant Rat," "Mother Grizzly," "Shining Angel," etc. would be allowed an attack. <i>Curtis Schultz, 12/28/2003</i></p>
Giant Trunade	<p>...and Judgment of Anubis see <i>Judgment of Anubis</i> ...and Snatch Steal see <i>Snatch Steal</i> ...and Toon World see <i>Toon World</i></p> <p>Q: Does "Giant Trunade" return itself? A: No, it would go to the Graveyard. <i>bishop, 12/11/03</i></p> <p>Q: If I activate "Giant Trunade" and in response my opponent activates "Waboku," since cards must remain on the field until after the resolution of the entire Chain, does "Waboku" return to my hand as well? A: No. Spell and Trap Cards that have already been activated and resolved do not return to your hand at the end of the chain when "Giant Trunade" resolves. They are still sent to the Graveyard as always. <i>bishop, 02/01/04</i></p>
Gift of The Mystical Elf	<p>...and Fire Princess See <i>Fire Princess</i></p>
Gilasaurus	<p>Q: If you decide to use "Gilasaurus" effect to be Special Summoned, can you still have a normal summon/set that same turn? A: Yes. It is stated in the rulebook that Special Summoning does not count as Normal Summoning. As such, you may still Normal Summon or Set a monster during the same turn you've Special Summoned "Gilasaurus," assuming you haven't done so already. <i>Steve Okegawa, 12/17/2003</i></p>

	<p>...and Disappear Q: Can a player Special Summon "Gilasaurus" by its effect and then Chain "Disappear" to the effect to target the monster being selected by their opponent? A: Yes they can. The opponent had to decide which monster to Special Summon at the time of activation. "Disappear" removed it from play. The opponent is not allowed to make another choice. <i>Curtis Schultz, 12/09/2003</i></p> <p>...and Necrovalley Q: If "Necrovalley" is on the field, can "Gilasaurus" be Special Summoned without allowing the opponent to Special Summon from the Graveyard? A: Yes. <i>bishop 02/23/04</i></p> <p>... and Skill Drain Q: If I special summon Gilasaurus, can Skill Drain keep the opponent from getting a monster from their Graveyard? A: You can special summon Gilasaurus but its effect is then negated and your opponent cannot special summon a monster from their Graveyard. <i>bishop, 12/25/2003</i></p>
<p>Goblin Attack Force</p>	<p>...and Creature Swap <i>see Creature Swap</i> ...and Final Attack Orders <i>see Final Attack Orders</i> ...and Interdimensional Matter Transporter <i>see Interdimensional Matter Transporter</i> ...and Skill Drain <i>see Skill Drain</i></p> <p>Q: "Giant Orc" vs. "Goblin Attack Force," is there a difference between these cards? A: "Giant Orc" works exactly like "Goblin Attack Force." 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. <i>bishop, 12/25/2003</i></p> <p>Q: If "Goblin Attack Force" is attacked does it switch to defense position? A: "Goblin Attack Force" did not initiate the attack. As such, it does not switch to Defense Position when attacked by "Sangan," or any other monster for that matter. A player has to declare an attack with "Goblin Attack Force" for its effect to happen at the end of the Battle Phase. <i>Steve Okegawa, 12/11/2003</i></p> <p>Q: Does "Goblin Attack Force," "Giant Orc," or "Spear Dragon" switch to DEF mode if the attack was negated? A: No. If the attack is negated, e.g., by Gravity Bind, then the position of the monster would not be changed. However, if battle damage is merely avoided by playing "Waboku" or "Kuriboh," then the battle position is still changed. <i>bishop 01/02/2004</i></p> <p>Q: If I attacked last turn with "Goblin Attack Force," can I use "Book of Taiyou" to force it into Attack Position and attack this turn? A: No, "Book of Taiyou" only works on face-down monsters. <i>bishop, 01/08/04</i></p>
<p>Goblin of Greed</p>	<p>Q: I have a face-up "Goblin of Greed" and it has survived until my next turn. I then summon "Tribe-Infecting Virus." Opponent passes on countering. I then choose to use "Tribe-Infecting Virus's" effect. Would I have to discard a card to use "Tribe-Infecting Virus's" effect or would "Goblin of Greed" let me have free reign and just start picking all opponent's types of monsters (as long as they are not the same as mine..wouldn't want to destroy myself)? A: You would not be able to activate the effect of "Tribe-Infecting Virus" while "Goblin of Greed" is face-up on the field. The "Goblin of Greed's" effect prevents the discarding of a card as a cost, which is necessary to activate the "Tribe-Infecting Virus" effect. <i>Curtis Schultz, 12/21/2003</i></p> <p>Q: I have a face-up "Goblin of Greed." I then activate "Tribute to the Doomed"/"Dark Core." Would I have to discard a card to use those effects? A: You would not be able to activate either "Dark Core" or "Tribute to the Doomed." <i>Curtis Schultz, 12/21/2003</i></p> <p>Q: I have a face-up "Goblin of Greed." My opponent activates "Raigeki." I chain with "Spell Shield Type-8"/"Magic Jammer." Do I need to discard a card? A: You would not be able to activate either effect. <i>Curtis Schultz, 12/21/2003</i></p> <p>Q: If there is a face-up "Goblin of Greed" on the field, can a player discard "Kuriboh" from his/her hand to reduce the damage from an attack to 0? A: Neither player would be able to discard a "Kuriboh." The attack would go through. <i>Curtis Schultz, 12/21/2003</i></p> <p>Q: Can you give me a short list of cards that are affected by "Goblin of Greed?" A: "Kuriboh," XYZ fusions, "Tribe-Infecting Virus," "Tribute to the Doomed," "Magic Jammer," "Return of the Doomed," "Jowgen the Spiritualist," "Spirit Ryu," "Gray Wing," "The Dragon's Bead," "Curse of Aging," "Raigeki Break," "Non-Aggression Area," "Dark Core," "Double Spell," "Gravekeeper's Watcher," "Charm of Shabti," "Type Zero Magic Crusher," "Thunder Dragon," etc. "Goblin of Greed" does NOT stop "Mirage of Nightmare," "Graceful Charity," "Don Zaloog," "Forced Requisition" or "Delinquent Duo." These are not costs. <i>bishop 12/31/2003</i></p>

	<p>Q: If you have "Goblin of Greed" out can you activate "Card Destruction" and not discard but draw. A: "Goblin of Greed" has no involvement in "Card Destruction" because the discard effect of "Card Destruction" is not a cost of activation. You would still have to resolve the effect of "Card Destruction" as you normally would. <i>Curtis Schultz, 01/22/2004</i></p> <p>Q: Is the discard from "Magic Drain" a cost that cannot be activated while "Goblin of Greed" is on the field? A: The discard is not a cost. "Goblin of Greed" will not be involved in this. <i>Curtis Schultz, 01/25/2004</i></p>
Goddess of Whim	<p>Q: Can the effect of "Goddess of Whim" be used more than once per turn? A: You may only activate the effect of "Goddess of Whim" once per turn and only during a Main Phase. <i>Curtis Schultz, 02/09/2004</i></p>
Graceful Charity	<p>...and Secret Barrel see <i>Secret Barrel</i></p> <p>Q: Is drawing three cards for "Graceful Charity" a cost for activating the card? A: "Draw three cards" is NOT a cost to activate "Graceful Charity." <i>Curtis Schultz, 01/17/2004</i></p>
Gradius's Option	<p>Q: If I were to equip a "Gradius' Option" with an equip card ("Ring of Magnetism", "Bow of Shooting Stars - Ceal", "Twin Swords of Flashing Light - Tryce", etc) that DECREASES its ATK (or take its ATK via Riryoku), would its ATK then return to equal that of the Gradius? Example "Gradius" -- ATK 1200 "Gradius' Option" -- 1200, then reduced to 200 by Bow (-1000) Would "Gradius' Option" then increase again to 1200? If not, then if I further modified "Gradius" ATK by "Axe of Despair", would that supercede the decrease so that "Gradius" and "Gradius' Option" are both at 2200? Would "Gradius' Option" go to 1200? A: The effect of "Gradius' Option" will make its ATK and DEF remain equal to the "Gradius" it is associated with. Equipping an Equip Spell Card to the "Gradius' Option" will not change its ATK/DEF, nor will any other card effect that would alter its ATK/DEF. If you want to increase the ATK/DEF of "Gradius' Option" you must increase the ATK/DEF of the "Gradius." We still do not have any official ruling for "Riryoku" Vs. "Gradius' Option," but it stands to reason that the ATK and DEF of the "Gradius' Option" should return to whatever the ATK and DEF of the associated "Gradius" is after "Riryoku" has resolved. <i>Curtis Schultz, 01/13/2004</i></p> <p>Q: Can "Gradius's Option" be Special Summoned from the Graveyard through its own effect? A: No. Only from your hand. <i>Curtis Schultz, 01/25/2004</i></p> <p>...and Limitier Removal Q: "Gradius's Option" vs. "Limitier Removal." Would "Gradius's Option"'s ATK double twice? A: No, "Gradius's Option's" base ATK is always whatever "Gradius's" is ATK is at the same time. <i>bishop, 12/11/03</i></p> <p>...and Shooting Star Bow - Ceal Q: When equipping "Shooting Star Bow - Ceal" to "Gradius's Option", "Gradius's Option" will have the ability to directly attack your opponent's Life Points, but will not have its ATK reduced by 1000 from the ATK of the associated "Gradius", correct? A: That is the way it works right now. <i>bishop, 01/17/04</i></p> <p>...and Skill Drain Q: What is the ATK of "Gradius's Option" when "Skill Drain" is face-up on the field? A: "Gradius' Option" would have 0 ATK while "Skill Drain" is active. <i>Curtis Schultz, 02/09/2004</i></p> <p>...and Witch of the Black Forest Q: Can "Gradius's Option" be the target for the effects of "Witch of the Black Forest", "Sangan", "Shining Angel", or "Last Will"? A: You cannot search for a "Gradius' Option" with the effect of "Sangan" or "Witch of the Black Forest." "Gradius' Option" cannot be Special Summoned by the effect of "Shining Angel" or "Last Will." <i>Curtis Schultz, 02/09/2004</i></p>
Gravekeeper's Assailant	<p>...and Spirit Reaper see <i>Spirit Reaper</i></p>
Gravekeeper's Chief	<p>...and Fiber Jar see <i>Fiber Jar</i></p> <p>...and Necrovalley Q: If "Gravekeeper's Chief" is on the field and so is "Necrovalley," is the controller of "Gravekeeper's Chief" allowed to play cards with effects that target his/her graveyard? ("Monster Reborn," "Call of the Haunted," etc) A: The Graveyard of a person controlling a Face-Up "Gravekeeper's Chief" is not affected by "Necrovalley." Either player would be able to use card effects that would involve the Graveyard of the player controlling the "Gravekeeper's Chief." So if I have "Gravekeeper's Chief" face-up on my side of the field, my opponent could use "Monster Reborn" on a monster in my Graveyard, but not their own Graveyard. I could also use "Monster Reborn" on a monster in my Graveyard, but not my opponent's Graveyard. <i>Curtis Schultz, 12/24/2003</i></p> <p>...and Skill Drain Q: If there are 2 "Gravekeeper's Chief" on one side of the field while "Skill Drain" is active and "Mystical Space Typhoon" targets "Skill Drain" what happens? A: After the Chain resolves you will have to choose one of the two "Gravekeeper's Chiefs" and send it</p>

	to the Graveyard. <i>Curtis Schultz, 12 /15 /2003</i>
Gravekeeper's Curse	<p>...and Swords of Revealing Light</p> <p>Q: Is "Gravekeeper's Curse" effect activated when flipped face-up from "Swords of Revealing Light?"</p> <p>A: No, since "Gravekeeper's Curse" is not a Flip Effect. <i>bishop, 12/11/03</i></p>
Gravekeeper's Servant	<p>Q: If Player A has 2 "Gravekeeper's Servants" and Player B as 2 monsters on his side and on his turn he wants to attack but he only has 1 card left in his Deck, can he attack?</p> <p>A: If there are not enough cards in the Deck, that person cannot attack. <i>bishop, 01/12/04</i></p> <p>Q: If an attack is negated while "Gravekeeper's Servant" is active, do you still need to discard a card?</p> <p>A: When you declare an attack you discard for "Gravekeeper's Servant's" effect. Even if the attack is negated. <i>bishop 02/23/04</i></p>
Gravekeeper's Watcher	<p>Q: Which card effects can the effect of "Gravekeeper's Watcher" be used against? Can it be used against "Mirage of Nightmare?"</p> <p>A: It works against card effects that would require the opponent to discard cards from their own hand, but not if the discard was a cost. "Graceful Charity" and "Card Destruction" come to mind. There really aren't many options. You cannot use "Gravekeeper's Watcher" against "Mirage of Nightmare." <i>Curtis Schultz, 12/07/2003</i></p> <p>Q: Can "Gravekeeper's Watcher" prevent the discarding of "Kuriboh" from a player's hand to reduce damage to 0?</p> <p>A: Discarding "Kuriboh" is a cost of activating its effect. You cannot activate Gravekeeper's Watcher's effect when a card is discarded as a cost, such as "Magic Jammer," "Kuriboh," "Tribute to the Doomed," "Thunder Dragon," or "Type Zero Magic Crusher." <i>Curtis Schultz, 12/21/2003</i></p>
Graverobber	<p>...and Last Turn <i>see Last Turn</i></p> <p>The cost of activating the Spell Card that is taken by "Graverobber's" effect is 2000 Life Points. This is not battle damage or effect damage and cannot be redirected to the opponent with "Barrel Behind the Door". <i>bishop, 02/25/04</i></p>
Gravity Axe - Grarl	<p>...and Guardian Grarl <i>see Guardian Grarl</i></p> <p>Question: Does the effect of "Gravity Axe – Grarl" prevent the Flip Summon of a face-down monster?</p> <p>Answer: A Flip-Summon is still a manual change of a monster's battle position. If your "Gravity Axe - Grarl's" effect is active, your opponent would not be able to Flip-Summon their Set monsters. <i>Curtis Schultz, 02/24/2004</i></p> <p>...and Aqua Spirit</p> <p>Q: If a player has "Aqua Spirit" on the field and "Gravity Axe – Grarl" equipped to a monster, can the player use the effect of "Aqua Spirit" to change their opponent's monster from face-up Defense Position to face-up Attack Position?</p> <p>A: "Gravity Axe - Grarl" only prevents the opponent from performing manual changes of their monster's battle positions. Card effects can still be used to change the battle positions of their monsters. <i>Curtis Schultz, 01/27/2004</i></p> <p>...and Snatch Steal</p> <p>Q: If a player takes control of a monster with "Snatch Steal" that is equipped with a "Gravity Axe – Grarl", will the player now be allowed to change the Battle Position of their monsters?</p> <p>A: You would be able to manually change the battle position of your monsters at that time. Your opponent has to control both the "Gravity Axe - Grarl" and the monster the "Gravity Axe – Grarl" is equipped to in order to prevent you from being able to perform a manual change of battle position. <i>Curtis Schultz, 01/25/2004</i></p>
Gravity Bind	<p>...and Amazoness Archers <i>see Amazoness Archers</i></p> <p>...and Magic Cylinder <i>see Magic Cylinder</i></p> <p>Q: Does "Gravity Bind" negate attacks from monsters of level 4 or higher?</p> <p>A: Not really. It prevents them from attacking. However, it can be used after the declaration of an attack to negate the attack as well. <i>bishop 01/02/2004</i></p> <p>Q: Why does "Gravity Bind" negate attacks and "Book of Moon" not?</p> <p>A: "Gravity Bind" prohibits Level 4 or higher monsters from attacking. If you use "Book of Moon" on an attacking monster, it can no longer attack when it is face-down. Neither of these cards negate. <i>bishop, 02/01/04</i></p>
Great Maju Garzett	<p>...and Cost Down <i>see Cost Down</i></p> <p>...and Megamorph <i>see Megamorph</i></p> <p>Q: "Great Maju Garzett's" ATK is double the original ATK of the monster used to Tribute summon this monster, but if "Skill Drain" is on the field would he lose his ATK bonus?</p> <p>A: Yes, "Great Maju Garzett's" ATK value would return to 0 if "Skill Drain" is on the field. <i>Steve Okegawa, 01/02/2004</i></p> <p>...and Book of Moon</p> <p>Q: If a "Book of Moon" is played on a "Great Maju Garzett," when the controller flips him back face up, will he still have the attack he had before he was flipped, or will he be at 0/0?</p> <p>A: "Great Maju Garzett" would be at 0/0 if flipped face-up by an attack or flip-summoned.</p>

	<p>It only retains the benefit of its effect if was tribute summoned. When turned face-down its effect resets. The same would happen to "Maju Garzett."</p> <p>It would also become 0/0 if Skill Drain was activated and would remain that way even if Skill Drain were to be destroyed at a later time. <i>Curtis Schultz, 12/22/2003</i></p> <p>...and Cat's Ear Tribe Q: If "Great Maju Garzett" attacks a "Cat's Ear Tribe", what will happen to the ATK of "Great Maju Garzett"? A: "Great Maju Garzett," or "Maju Garzett" as well, would have their ATK become 200.</p> <p>After damage calculation, if "Great Maju Garzett" or "Maju Garzett" was not destroyed their attack would become 0. <i>Curtis Schultz, 01/05/2004</i></p> <p>...and Trap Hole ...and Bottomless Trap Hole Q: Since the original ATK of "Great Maju Garzett" is 0, can "Trap Hole" or "Bottomless Trap Hole" be used in response to the Tribute Summon of this monster? A: If "Maju Garzett" and/or "Great Maju Garzett" is Tribute Summoned you will be able to activate "Trap Hole"/"Bottomless Trap Hole" if the ATK of the "Maju Garzett"/"Great Maju Garzett" would be high enough.</p> <p>The ATK of each of the Garzetts is determined when the tributed monsters are sent to the Graveyard and is not an effect that activates upon being Successfully Tribute Summoned.</p> <p>So if a "Cannon Soldier" was offered as the tribute for "Great Maju Garzett" its attack would become 2800. Both "Trap Hole" and "Bottomless Trap Hole" could be activated in response.</p> <p>If the tributed monster was "Kuriboh," "Great Maju Garzett's" ATK would become 600. In this case, "Trap Hole" and "Bottomless Trap Hole" could not be activated in response. <i>Curtis Schultz, 01/05/2004</i></p>
<p>Ground Collapse</p>	<p>...and Cyber Jar <i>see Cyber Jar</i></p> <p>Q: Can you select one of each player's monster zones with "Ground Collapse"? A: You may select 1 of your monster zones and 1 of your opponent's monster zones with the same "Ground Collapse." <i>Curtis Schultz, 02/09/2004</i></p> <p>...and Imperial Order Q: If "Imperial Order" is activated while "Ground Collapse" is targeting two of the opponent's Monster Zone spaces, will the opponent be allowed to summon monsters in those spaces and what happens to the monsters if "Imperial Order" is removed from the field? A: The monster in that monster zone when "Imperial Order" is negated or leaves play would be fine. When the monster is removed from the monster zone it would become off-limits again. (Due to Ground Collapse) So let's say I have 2 Ground Collapses, each blocking off 2 of my opponent's Monster Zone spaces. They activate "Imperial Order," negating the effect of my "Ground Collapses." My opponent could then use those Monster Zones again for Setting and Summoning Monsters. If "Imperial Order" is negated (e.g. Jinzo, Royal Decree) or is removed from the field, any monster my opponent has in one of the affected Monster Zones will be fine. When that monster leaves (it is destroyed, etc.) the affected Monster Zone, my opponent would not be able to Summon or Set any monsters into that affected Monster Zone because my "Ground Collapses" are in effect again. <i>Curtis Schultz, 02/14/2004</i></p>
<p>Guardian Ceal</p>	<p>...and Butterfly Dagger - Elma Q: Can I equip "Guardian Ceal" with "Butterfly Dagger - Elma," and then use his effect and get rid of "Butterfly Dagger - Elma" to destroy one monster on the field? Or is it not legal since "Butterfly Dagger - Elma" has to be destroyed for her effect to kick in, whereas "Guardian Ceal's" effect says "Send" an equip spell card to the graveyard for it to work. A: You answered your own question. "Guardian Ceal" only sends an Equip Spell to the Graveyard, so "Butterfly Dagger - Elma" will not return to your hand, as it was not destroyed. <i>Steve Okegawa, 01/08/2004</i></p> <p>... and Snatch Steal Q: If I take control of "Guardian Ceal" with "Snatch Steal" can I use "Guardian Ceal's" effect to send "Snatch Steal" to the Graveyard to destroy "Guardian Ceal"? A: "Guardian Ceal" would not be a legal target at activation. <i>bishop 02/23/04</i></p>
<p>Guardian Grarl</p>	<p>Q: Can "Guardian Grarl" be Set on the field and then flipped by an attack OR by the effects of "Swords of Revealing Light" or "Ceasefire" without having "Gravity Axe - Grarl" on the field? A: Yes, that is correct. <i>Curtis Schultz, 01/22/2004</i></p> <p>...and Book of Taiyou Q: Can "Guardian Grarl" be Set on the field and then flipped by "Book of Taiyou" without having "Gravity Axe - Grarl" on the field? A: Yes you could. Using the effect of "Book of Taiyou" is not considered Flip-Summon, so it would be fine to do this. <i>Curtis Schultz, 01/21/2004</i></p> <p>...and Gravity Axe - Grarl Q: Can "Guardian Grarl" be Special Summoned with its effect if "Gravity Axe - Grarl" is not on the field? A: The text on "Guardian Grarl" states that "This card can only be Normal Summoned, Flip Summoned, or Special Summoned when there is a "Gravity Axe - Grarl" on your side of the field."</p>

	<p>You would need to have the "Gravity Axe – Grarl" in play on your side of the field. <i>Curtis Schultz, 01/21/2004</i></p> <p>Q: If you had a monster on the field with "Gravity Axe – Grarl" equipped, could you Tribute it to Summon "Guardian Grarl"?</p> <p>A: You cannot Tribute the only monster equipped with "Gravity Axe - Grarl" to Tribute Summon "Guardian Grarl."</p> <p>Of course, Special Summoning "Guardian Grarl" is fine, if you have "Gravity Axe - Grarl" equipped to a monster and "Guardian Grarl" is the only card in your hand. <i>Steve Okegawa, 02/18/04</i></p>
<p>Guardian Kay'est</p>	<p>Q: Is this card similar to "The Legendary Fisherman"...will you be able to attack directly if "Guardian Kay'est" is the only monster on the field.</p> <p>A: The opponent would be able to attack directly if "Guardian Kay'est" is the only monster controlled. <i>Curtis Schultz, 12/21/2003</i></p> <p>Q: What happens if my opponent has 2 "Guardian Kay'est" on the field? (Can I attack directly still even though they have more than one?).</p> <p>A: Having 2 "Guardian Kay'est" is no different from just 1. Whether your opponent has 1, 2, or 3 of them on the field, you are still able to attack directly. This is assuming that they have no other monsters on the field, of course. <i>Steve Okegawa, 02/22/04</i></p> <p>Q: Is "Guardian Kay'est" a Special Summon monster?</p> <p>A: "Guardian Kay'est" is a Normal Summon monster. You can only Normal Summon, Flip-Summon, or Special Summon "Guardian Kay'est" when you control a "Rod of Silence - Kay'est" face-up on your side of the field.</p> <p>You can Special Summon "Guardian Kay'est" from your Graveyard while "Rod of Silence - Kay'est" is face-up on your side of the field. (Using "Monster Reborn," "Call of the Haunted," etc.) <i>Curtis Schultz, 02/04/2004</i></p> <p>...and Ring of Magnetism</p> <p>Q: Can "Ring of Magnetism" be equipped to "Guardian Kay'est"?</p> <p>A: A face-up "Guardian Kay'est" would be unaffected by any Spell Cards, so a "Ring of Magnetism" equipped to "Guardian Kay'est" would have no effect. <i>Curtis Schultz, 02/09/2004</i></p> <p>...and Staunch Defender</p> <p>Q: If my opponent attacks one of my monsters, can I activate "Staunch Defender" and choose "Guardian Kay'est"?</p> <p>A: "Guardian Kay'est" would not be a valid target for "Staunch Defender" because your opponent cannot attack "Guardian Kay'est." This is due to the effect of "Guardian Kay'est." <i>Curtis Schultz, 02/04/2004</i></p>
<p>Guardian Sphinx</p>	<p>...and Book of Moon <i>see Book of Moon</i></p> <p>...and Smoke Grenade of the Thief <i>see Smoke Grenade of the Thief</i></p> <p>Q: Do monsters such as Guardian Sphinx, Swarm of Scarabs, etc. lose all their equip cards when they are turned face down by their own effect? What happens if said equip card happens to be Snatch Steal or Autonomous Action Unit?</p> <p>A: The monster is now Set and will remain where it is. The same thing would happen if Premature Burial was used.</p> <p>Q: Do monsters such as "Guardian Sphinx," "Swarm of Scarabs," etc. lose all their equip cards when they are turned face down by their own effect?</p> <p>A: Yes, they do lose their equips. <i>bishop, 12/04/2003</i></p> <p>Q: If "Guardian Sphinx" were in face-up defense position, could it be flipped face-down using it's effect, then flip summoned?</p> <p>A: Since going face-up defense to face-down defense is not a position change, you can flip it from face-up defense to face-down defense with its effect, then Flip Summon it the same turn. (But you can't flip it face-down again after that because you've already used its effect that turn.) <i>bishop, 12/04/2003</i></p> <p>Q: Can I Flip Summon "Guardian Sphinx," attack, and flip it back face-down in the same turn?</p> <p>A: Yes you can. <i>bishop, 12/11/03</i></p> <p>...and Call of the Haunted</p> <p>Q: I bring "Guardian Sphinx" from my Graveyard with "Call of the Haunted" and then I flip "Guardian Sphinx" face-down, when it is face-up again and my opponent uses "Mystical Space Typhoon" on "Call of the Haunted," will "Guardian Sphinx" be destroyed?</p> <p>A: No. "Guardian Sphinx" has been reset and no longer attached to "Call of the Haunted." "Call of the Haunted" remains meaninglessly on the field and would merely be destroyed by "Mystical Space Typhoon." <i>bishop, 12/05/2003</i></p> <p>...and Torrential Tribute</p> <p>Q: If "Torrential Tribute" is chained to the effect of "Guardian Sphinx", would the target of "Guardian Sphinx's" effect be returned to the controller's hand or destroyed by "Torrential Tribute"?</p> <p>Would the same be true for "Hane-Hane" and "Penguin Soldier"?</p> <p>A: "Torrential Tribute" would resolve first, destroying all monsters on the field. (including your own) <i>Curtis</i></p>

	<i>Schultz, 01/25/2004</i>
Guardian Tryce	<p>Q: Since the text on "Guardian Tryce" does not state the tributed monster is Special Summoned from the Graveyard, can it be Special Summoned from the Deck or hand if it is returned to either by another card effect before "Guardian Tryce" is destroyed and sent to the Graveyard?</p> <p>A: The monster offered for the Tribute Summon of "Guardian Tryce" must exist in the Graveyard when "Guardian Tryce" is destroyed. If it isn't, then that part of "Guardian Tryce's" effect would disappear. <i>Curtis Schultz, 01/29/2004</i></p> <p>...and Change of Heart</p> <p>Q: If Player B uses "Change of Heart" on Player A's monster and Tributes it for "Guardian Tryce", when "Guardian Tryce" is destroyed, does Player A's monster get Special Summoned to Player B's field?</p> <p>A: Yes. <i>bishop 02/23/04</i></p> <p>...and Soul Exchange</p> <p>Q: If I use "Soul Exchange" one of my opponent's monsters for the tribute, and "Guardian Tryce" is destroyed, would I get to special summon the opponent's monster on my side of the field?</p> <p>A: If that exact monster used for the Tribute Summon of "Guardian Tryce" is still in the opponent's Graveyard then you would be able to Special Summon that monster per "Guardian Tryce's" effect. Note: You could not do this if the tributed monster was "Dark Ruler Ha Des" or was a monster that had Special Summon requirements that would prevent it from being Special Summoned. (Think of it as being sort of like "Monster Reborn" in this way) <i>Curtis Schultz, 12/22/2003</i></p>
Gyaku-Gire Panda	<p>Q: Is the increase of "Gyaku-Gire Panda" permanent or is it like "United We Stand?"</p> <p>A: The ATK increase is a continuous effect and will adjust as the number of monsters on your opponent's side of the field change. <i>Curtis Schultz, 12/25/2003</i></p> <p>...and Trap Hole</p> <p>Q: If "Gyaku-Gire Panda" is Normal Summoned or Special Summoned and your opponent has 2 or more monsters on the field, can the opponent use "Trap Hole" or "Bottomless Trap Hole"?</p> <p>A: Yes, they can, because the ATK of "Gyaku-Gire Panda" is increased the moment it is successfully Summoned. <i>Steve Okegawa, 02/03/04</i></p>
Harpie's Feather Duster	<p>...and Morale Boost <i>see Morale Boost</i></p> <p><i>...also see Heavy Storm</i></p>
Harpie's Pet Dragon	<p>Q: Does "Harpie's Pet Dragon" get an ATK boost from "Harpie Lady Sisters?"</p> <p>A: "Harpie's Pet Dragon" gets an ATK increase for monsters that are actually named "Harpie Lady." <i>Steve Okegawa, 01/15/2004</i></p>
Hayabusa Knight	<p>...and Secret Pass to the Treasures <i>see Secret Pass to the Treasures</i></p> <p>...and Twin Swords of Flashing Light – Tryce <i>see Twin Swords of Flashing Light - Tryce</i></p> <p>Q: If "Hayabusa Knight's" first attack is negated, may it still declare another attack?</p> <p>A: Yes it would be able to declare another attack. <i>Curtis Schultz, 01/31/2004</i></p> <p>...and Kuriboh</p> <p>Q: Does "Kuriboh" reduce the damage from both attacks of "Hayabusa Knight?"</p> <p>A: The "Kuriboh" would reduce the damage to your Life Points from the attack it was discarded in response to. <i>Curtis Schultz, 01/31/2004</i></p> <p>...and The Dark Door</p> <p>Q: If "The Dark Door" is active, can monsters like "Hayabusa Knight" still attack twice?</p> <p>A: Yes it can, since it will still be the same monster attacking. Monsters with a similar effect (e.g. a monster equipped with "Twin Swords of Flashing Light - Tryce") would be able to attack more than once. <i>Curtis Schultz, 01/31/2004</i></p> <p>...and Toll</p> <p>Q: If a monster like "Hayabusa Knight" has the effect that allows it to attack twice during that turn, must a player pay for each attack if "Toll" is active on the field?</p> <p>A: The attacker must pay for each attack that is declared. "Hayabusa Knight" would declare two separate attacks. Each attack would require a Life Point payment per the effect of "Toll." <i>Curtis Schultz, 01/18/2004</i></p>
Heart of Clear Water	<p>...and Ebikyo Drakmord <i>see Ebikyo Drakmord</i></p> <p>...and Spirit Reaper <i>see Spirit Reaper</i></p> <p>Q: If a monster is equipped with "Ring of Magnetism" lower its ATK so it can be equipped with "Heart of Clear Water," would the "Heart of Clear Water" remain equipped to the monster if the "Ring of Magnetism" was destroyed?</p> <p>A: If the monster equipped with "Heart of Clear Water" has their attack rise above 1300 at any time, the "Heart of Clear Water" is immediately destroyed. <i>Curtis Schultz, 12/08/2003</i></p>
Heavy Storm	<p>...and Timidity <i>see Timidity</i></p> <p>Q: Would a Field Spell Card be destroyed by "Heavy Storm" or "Harpie's Feather Duster"?</p> <p>A: Yes it would be destroyed by "Heavy Storm" or "Harpie's Feather Duster." <i>Curtis Schultz, 01/05/2004</i></p>
Helpoemer	<p>Q: If "Helpoemer" is sent to the Graveyard without being involved in battle, can it be Special Summoned from the Graveyard with "Monster Reborn" or some other card effect?</p>

	<p>A: The condition of not being able to Special Summon "Helpoemer" from the Graveyard is true irregardless of how it gets into the Graveyard. <i>Curtis Schultz, 02/14/2004</i></p>
Hidden Book of Spell	<p>Q: Is "Hidden Book of Spell" a card that must select 2 cards (in other words, can I activate this trap when only 1 Spell card exists in my graveyard?) Does this card actually mean "up to 2" cards? (0-2)</p> <p>A: Exactly 2 are declared at the time of activation. No more and no less can be chosen. If your opponent activates "Disappear" and chooses 1 of the two spells you had selected, the remaining spell would still be placed into the Deck per the card's effect. <i>Curtis Schultz, 12/10/2003</i></p>
Hino-Kagu-Tsuchi	<p>Q: DRAW PHASE INFORMATION AND HINO KAGU-TSUCHI</p> <p>A: There are no chainable events before you Draw a card (and "Hino Kagu-Tsuchi" does not need to be errata'd). You cannot activate anything prior to Drawing a card. "Hino Kagu-Tsuchi" is not activating prior to the Draw. It is resolving. In any case, the effect of "Hino Kagu-Tsuchi" will resolve but, quite frankly, doesn't even care if it is at the beginning of your Draw Phase. If your Draw Phase is skipped it will happen at the beginning of your Standby Phase. If your Draw Phase and your Standby Phase are skipped, it will happen at the beginning of your Main Phase 1. And so on and so forth.</p> <p>...and Skill Drain</p> <p>Q: If "Hino-Kagu-Tsuchi" inflicts Battle Damage, and later in the turn, "Skill Drain" is activated, will "Hino-Kagu-Tsuchi's" effect be negated?</p> <p>A: No, when it dealt damage, that condition was met and they will discard. <i>bishop 02/23/04</i></p>
Horn of Heaven	<p>Q: If a summon is negated with "Horn of Heaven," would you get another summon?</p> <p>A: No, you would not. <i>bishop, 12/17/2003</i></p>
Huge Revolution	<p>Q: If someone activates "Huge Revolution" and the opponent Chains with "Raigeki Break" or "Ring of Destruction" on one of the pieces, what happens with "Huge Revolution"?</p> <p>A: "Huge Revolution" resolves normally as the conditions of its activation were correct when it was activated. <i>bishop, 02/01/04</i></p>
Imperial Order	<p>... and Butterfly Dagger – Elma <i>see Butterfly Dagger – Elma</i> ...and Dark Necrofeare <i>see Dark Necrofeare</i> ...and Dark Snake Syndrome <i>see Dark Snake Syndrome</i> ...and Destiny Board <i>see Destiny Board</i> ...and Different Dimension Capsule <i>see Different Dimension Capsule</i> ... and Final Countdown <i>see Final Countdown</i> ...and Ground Collapse <i>see Ground Collapse</i> ...and Inspection <i>see Inspection</i> ...and Jinzo <i>see Jinzo</i> ...and Mirage of Nightmare <i>see Mirage of Nightmare</i> ...and Morale Boost <i>see Morale Boost</i> ...and Necrovalley <i>see Necrovalley</i> ...and Pandemonium <i>see Pandemonium</i> ...and Scapegoat <i>see Scapegoat</i> ...and Spirit Reaper <i>see Spirit Reaper</i> ...and Spiritual Energy Settle Machine <i>see Spiritual Energy Settle Machine</i> ...and Toon World <i>see Toon World</i> ...and Wave-Motion Cannon <i>see Wave-Motion Cannon</i></p> <p>Q: Is the text on "Imperial Order" "Pay 700 Life Points during each of your Standby Phases. If you cannot, this card is destroyed." classed as a Condition for keeping the card, or an Effect of the card?</p> <p>A: It is an effect of the card. If it is negated by something like "Royal Decree" or "Jinzo" you will not need to pay to keep it on the field. <i>Curtis Schultz, 12/04/2003</i></p> <p>Q: Can you still play any Spell Card with "Imperial Order" active, even though it will be negated? I understand you can play Equipment, Continuous, or something that would stay on the field like "Swords of Revealing Light." The reason I ask is "Skilled Dark Magicians effect." Any time a Spell card is *played*, he gets a token. Say "Imperial Order" is out and I play 3 meaningless spell cards that are all negated, does "Skilled Dark Magician" still get his tokens?</p> <p>A: You can still play Spell Cards while "Imperial Order" is active. "Imperial Order" will negate their effect, but it cannot negate the activation. "Skilled White/Dark Magician" will receive a Spell Counter for each Spell Card played even if their effect is negated by "Imperial Order." If the Spell Card were to have its activation negated by a card like "Magic Jammer" or "Solemn Judgment," a Spell Counter would not be placed onto a "Skilled White/Dark Magician." <i>Curtis Schultz, 12/04/2003</i></p> <p>Q: Player A activates a Spell Card. Player B uses "Imperial Order" as a chain to the Spell Card. On Player A's turn, he uses his own Spell card without saying if he was paying for "Imperial Order" or not. If this happened, would Player A have to pay for "Imperial Order" and the Spell negated or could he go back to his Standby phase and destroy "Imperial Order"?</p> <p>A: You cannot exit your Standby Phase without resolving "Imperial Order." The Spell Card activation was illegal. <i>Curtis Schultz, 01/12/2004</i></p> <p>Q: Is the ATK increase of the Union Monsters negated by "Imperial Order"?</p> <p>A: Yes, since they are Equip Spell Cards when in a Union. <i>bishop, 12/05/2003</i></p> <p>Q: If I play an Equip Spell card and my opponouns uses "Imperial Order" does it stay equipped or sent to the gaveyard?</p>

A: Most equip cards will remain on the field equipped to the chosen monster but will have their effects negated. "Premature Burial" and "Autonomous Action Unit," if responded to by "Imperial Order," will not remain as their monster was not special summoned. (They would not be equipped to anything and would thus go to the Graveyard) *Curtis Schultz, 12/20/2003*

Q: If I play a Spell card with an infinite symbol ("Gravekeeper's Servant," "Messenger of Peace," etc.) and my opponents uses "Imperial Order," does it stay on the field or is it sent to the graveyard?

A: The Continuous Spell Card will remain on the field. Its effect will be negated.

Q: Can I choose not to pay for "Imperial Order?"

A: Yes you can, in that case, it is destroyed. *bishop 01/04/2004*

Q: In the event that the player has the exact amount of LP to pay for "Imperial Order," they would be destroyed because paying for them would reduce the player's LP to zero?

A: This card does not have mandatory payments. The player controlling it can opt not to pay and the card would then be destroyed. They cannot choose to pay if it would make their Life Points become 0. *Curtis Schultz, 12/23/2003*

Q: If I declare an attack on my opponent's monster and my opponent used "Imperial Order" to negate the effects of my Equip Cards, does this issue a Replay? Can I choose not to attack now?

A: A Replay only occurs when the number of monsters on your opponent's side of the Field change during the Battle Step (NOTE: This does not mean the Battle Phase) due to the effect of a Quick-Play Spell or Trap Card. *bishop, 01/29/04*

Q: Will "Imperial Order" or "Emperor's Holiday" prevent a Union Monster equipped as an Equip Spell Card from being returned to the field as a Monster Card?

A: The equipping and unequipping is a part of the Union monster's effect and can be negated by "Imperial Order" while the Union Monster is being treated as an Equip Spell Card. *Curtis Schultz, 01/05/2004*

...and Limiter Removal

Q: Can I chain "Imperial Order" to "Limiter Removal" during the Damage Step?

A: No, "Imperial Order" cannot be used during the Damage Step. *bishop, 12/05/2003*

Q: If one opponent activates "Limiter Removal" and the other chains with "Imperial Order," would the monsters not get the power up but still die.

A: "Imperial Order" negates all of "Limiter Removal's" effects. But if you use "Limiter Removal," attack, and then activate "Imperial Order" during Main Phase 2, the machines are STILL destroyed. *bishop, 12/05/2003*

...and Magic Jammer

Q: If "Imperial Order" is active on the field and a spell card is activated, can the opponent use "Magic Jammer?"

A: Yes you could activate "Magic Jammer," "Magic Drain," "Spell Shield Type 8," "Solemn Judgement," "Maryokutai," or "Dark Paladin" against a Spell Card played by your opponent, even if "Imperial Order" is active, to negate that Spell Card's activation and destroy it. *Curtis Schultz, 12/27/2003*

...and Mystical Space Typhoon

Q: If you play "Mystical Space Typhoon" on a face-down "Imperial Order", that "Imperial Order" can't be activated and it is destroyed, right?

A: If your opponent chains "Imperial Order" to "Mystical Space Typhoon", "Mystical Space Typhoon" will be negated. *bishop, 01/28/04*

Q: If my opponent activates "Dark Hole" then I chain "Imperial Order," can he chain "Imperial Order" with "Mystical Space Typhoon" to and destroy "Imperial Order" and its effect while "Mystical Space Typhoon" is in his hand instead of it being on the field?

A: Yes. You may play a Quick-play Spell card from your hand on YOUR turn only. *bishop, 12/04/2003*

Q: On my turn, if I activate "Mystical Space Typhoon" on one of my opponent's cards, and he responds with "Imperial Order", can I chain with another "Mystical Space Typhoon" to destroy "Imperial Order"?

A: Yes you can. *bishop, 02/07/04*

...and Necrovalley

Q: Will "Imperial Order" negate the graveyard effect of "Necrovalley?"

A: "Imperial Order" DOES negate all of "Necrovalley's" effects. However, it still does not change the fact that it is face-up on the field for the purposes of cards such as "Gravekeeper's Assailant." *bishop, 12/17/2003*

...and Premature Burial

Q: If "Imperial Order" is already active on the field when "Premature Burial" is played, must the player still pay the cost?

A: You must pay the cost to activate the Spell card. Even if the effect ends up being negated by "Imperial Order" or the activation is negated by a "Magic Jammer"/ "Magic Drain"/ "Spell Shield Type 8." *Curtis*

	<p><i>Schultz, 12/23/2003</i></p> <p>Q: Doesn't "Premature Burial" stay on the field meaninglessly until "Imperial Order" is gone? Then the monster you choose comes on the field when "Imperial Order" leaves play, right?</p> <p>A: If your opponent uses "Imperial Order" as a chain when you activate this card, this card's effect is negated and this card is sent to the Graveyard 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 chained) by the opponent and remains face-up on the field, it is considered that "Premature Burial" remains faceup on the field meaninglessly, so the monster equipped with "Premature Burial" is not destroyed when "Premature Burial" is destroyed -- but "Premature Burial" is still destroyed when the monster is destroyed because this card is an Equip Spell Card. <i>bishop, 12/22/2003</i></p> <p>...and Snatch Steal</p> <p>Q: If player A activates "Snatch Steal" during his turn, and player B chains with "Imperial Order," what happens to "Snatch Steal?" Does it stay on the field meaningless; does it get destroyed because it doesn't target a card; does it stay on the field and player A takes control of player B's monster as soon as player B stops paying for Imperial Order?</p> <p>A: It would still equip to the targeted monster, but as long as "Imperial Order" remains active it will have no effect. The equipped monster will remain where it was when "Snatch Steal" was activated. Also note that no one will gain Life Points from "Snatch Steal" while it is being negated by "Imperial Order." <i>Curtis Schultz, 12/04/2003</i></p> <p>Q: If I play "Snatch Steal," and take my opponent's monster and then he plays "Imperial Order" next turn (not as a chain), does he then re-gain control of his monster until "Imperial Order" is destroyed?</p> <p>A: He would regain his monster. <i>bishop, 12/08/03</i></p> <p>...and Swords of Revealing Light</p> <p>Q: If I play "Swords of Revealing Light" and my opponent chains it to "Imperial Order," does it stay on the field or is it sent to the graveyard?</p> <p>A: "Swords of Revealing Light" will remain face-up on the field for the duration of the 3 turns. The flipping of face-down monsters effect will not occur.</p> <p>Q: Why is a card's turn count ability ("Swords of Revealing Light", "Final Countdown", etc.) not considered part of its effect when being negated with "Imperial Order"?</p> <p>A: "Imperial Order"'s presence on the field does not mean that the count of anything (phase, turn, etc) stops. <i>bishop, 01/16/04</i></p> <p>Q: If "Imperial Order" is already active on the field when "Swords of Revealing Light" is played, will face-down monsters still be flipped face-up?</p> <p>A: No, because "Imperial Order" negated the effect of "Swords of Revealing Light." The monsters that were face-down when the "Swords of Revealing Light" was activated in this situation would remain face-down. <i>Curtis Schultz, 12/10/2003</i></p> <p>...and Thousand-Eyes Restrict</p> <p>Q: Would "Imperial Order" negate "Thousand-Eyes Restrict" effect card or Union monsters?</p> <p>A: Union Monsters will not have any effect while equipped to a monster if "Imperial Order" is active on the field. "Thousand-Eyes Restrict" effect is not negated by "Imperial Order." "Imperial Order" will not have any effect on the ATK/DEF of "Thousand-Eyes Restrict" that has a monster equipped to it through its effect. <i>Curtis Schultz, 12/23/2003</i></p>
<p>Inaba White Rabbit</p>	<p>Q: How is "Inaba White Rabbit" different from monsters like "Rainbow Flower?"</p> <p>A: Okay, this little bunny is a little different than most. The "Inaba White Rabbit" is a bit different than monsters like "Rainbow Flower" or the Toon monsters. "Inaba White Rabbit" has to attack directly. Its effect doesn't allow it to do otherwise unless it is forced to alter this by another card's effect.</p> <p>-- If the opponent has two "Marauding Captains" under their control, the "Inaba White Rabbit" can attack directly.</p> <p>-- If the opponent had 2 monsters equipped with "Raregold Armor", the rabbit can STILL attack directly.</p> <p>-- If the opponent has 1 "Marauding Captain" equipped with "Raregold Armor" and another monster equipped with "Raregold Armor" the "Inaba White Rabbit" can STILL attack directly.</p> <p>The rabbit basically doesn't care, except for one guy: "Ring of Magnetism"</p> <p>If an opponent's monster is equipped with "Ring of Magnetism," the "Inaba White Rabbit" would have to attack that monster. This isn't a normal thing for the rabbit to do, but it is forced to by "Ring of Magnetism." Hopefully this should clear things and up. <i>Curtis Schultz, 01/27/2004</i></p> <p>...and Patrician of Darkness</p> <p>Q: Can "Patrician of Darkness" redirect "Inaba White Rabbit's" attack?</p> <p>A: "Patrician of Darkness" has no affect on "Inaba White Rabbit."</p> <p>"Inaba White Rabbit" would not be attacking any of the monsters. <i>Curtis Schultz, 01/29/2004</i></p> <p>...and Robbin' Goblin</p> <p>Q: Is "Inaba White Rabbit" considered effect damage? Can I use it and "Robbin' Goblin" to force a discard?</p>

	<p>A: It is Battle Damage and you will be able to activate "Robbin' Goblin's" effect with "Inaba White Rabbit." <i>bishop, 12/09/03</i></p>
<p>Infernalqueen Archfiend</p>	<p>This card has errata: The text should read: "The controller of this card pays 500 Life Points during each of his/her Standby Phases (this is not optional). When this card is specifically designated as a target of the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 2 or 5, negate the effect and destroy the opponent's card. As long as this card remains on the field, during each Standby Phase increase the ATK of 1 Archfiend monster by 1000 points until the End Phase."</p> <p>Q: ***RULING UPDATE*** A: I thought I would go back and change some of the rulings for this card due to the errata.</p> <ol style="list-style-type: none"> 1. The Archfiend ATK increase effect activates during both player's Standby Phases. The increase only lasts until the End Phase of that turn. 2. If the "Infernalqueen Archfiend" is removed from the field or turned face-down after the effect has resolved, the Archfiend that had its ATK boosted will retain that attack increase until the End Phase of the turn. 3. If an Archfiend that has received the ATK increase from the "Infernalqueen Archfiend" is turned face-down or removed from the field, the ATK increase is lost. 4. You do not have to select the same face-up Archfiend monster during every Standby Phase. <i>Curtis Schultz, 01/31/2004</i> <p>Q: Can the "Infernalqueen Archfiend" choose a new target to boost at each Standby Phase or must she pick one target and stay with it? A: You can choose a different Archfiend every Standby Phase. <i>Curtis Schultz, 12/28/2003</i></p> <p>Q: Is this the correct way to use infernalqueen's effect:</p> <ol style="list-style-type: none"> a) Summon Infernalqueen Archfiend b) End turn c) Opponents stand by phase Infernalqueen Archfiend becomes 1900 d) Opponent's end phase Infernalqueen Archfiend becomes 900 e) My standby phase Infernalqueen Archfiend becomes 1900 ect. <p>A: This would be true if you choose "Infernalqueen Archfiend" to receive the bonus. Keep in mind that you can give the ATK increase to another face-up Archfiend monster on your side of the field during the Standby Phase. You are not forced to only give the ATK increase to the "Infernalqueen Archfiend." <i>Curtis Schultz, 02/10/2004</i></p>
<p>Infinite Dismissal</p>	<p>...and Swarm of Scarabs <i>see Swarm of Scarabs</i> Q: If "Infinite Dismissal" is active on the field and I Flip Summon "Swarm of Scarabs" in Main Phase 1 and then I use it's effect to flip it back face-down in Main Phase 2, will it be destroyed in the End Phase? A: No. It resets when it flips back down. <i>bishop, 02/02/04</i></p> <p>...and Yata-Garasu Q: "Infinite Dismissal" states that all monsters summoned that are level 3 or below are destroyed at the End Phase of the turn.. would this have priority over a summoned "Yata-Garasu," or would "Yata-Garasu" return to your hand before "Infinite Dismissal" could destroy it? A: The Turn Player will decide which effect is resolved first. They will most likely choose to return their "Yata-Garasu first." <i>Curtis Schultz, 12/04/2003</i></p>
<p>Injection Fairy Lily</p>	<p>...and Dark Ruler Ha Des <i>see Dark Ruler Ha Des</i> ...and Kuriboh <i>see Kuriboh</i> ...and Messenger of Peace <i>see Messenger of Peace</i> ...and Reflect Bounder <i>see Reflect Bounder</i> ...and Skill Drain <i>see Skill Drain</i></p> <p>Q: If I have "Injection Fairy Lily," or any other card that has a life points cost, and my Life Points are below the cost of the card, can I activate last turn and still use the ability? A: You lose when your life point reach zero (0) regardless of the situation. But in this case, you cannot activate an effect if the paying of Life Points would reduce your Life Points to 0 or lower. <i>bishop, 12/21/2003</i></p> <p>Q: Player A: Declares an attack on opponent's "Injection Fairy Lily". Player B: Has only 2000 Life Points left. Can Player B activate "Injection Fairy Lily's" effect if damage calculation will result in Player A losing their remaining Life Points? A: Player B could not activate the effect of "Injection Fairy Lily" at all. <i>Curtis Schultz, 01/17/2004</i></p> <p>Q: When does "Injection Fairy Lily" get her effect? A: During Damage Calculation. <i>bishop, 12/04/2003</i></p>

	<p>Q: Do you have to pay for "Injection Fairy Lily's" effect each time you activate her effect during the same Battle Phase? A: You may use this card's effect multiple times during the same Battle Phase but only once per Damage Step. And you must pay each time you use her effect. <i>bishop, 12/08/03</i></p> <p>Q: If my "Injection Fairy Lily" attacks a "Harpie's Brother" and both are in face-up Attack Position, can I choose to use her effect, or is it only for when "Injection Fairy Lily" is attacked? A: The effect of "Injection Fairy Lily" may be used during your opponent's damage step as well as your own. It is a multi-trigger effect monster. <i>bishop, 02/19/04</i></p> <p>...and Dark Ruler Ha Des Q: Does the effect of "Dark Baltar the Terrible" or "Dark Ruler Ha Des" negate the effect of "Injection Fairy Lily?" A: No. "Injection Fairy Lily's" effect activates during the damage calculation. "Dark Baltar the Terrible" would not be able to negate this, nor could "Dark Ruler Ha Des." <i>Curtis Schultz, 01/29/2004</i></p> <p>...and Different Dimension Dragon Q: Will "Injection Fairy Lily" destroy "Different Dimension Dragon" if the controller uses its effect? A: Yes it would because "Injection Fairy Lily's" ATK was over 1900 during the damage calculation.</p> <p>...and Limiter Removal Q: Can you use "Limiter Removal" on "Injection Fairy Lily" to double her attack to 6800 if you have DNA surgery(machine) on the field. Post #2: To my thinking they could not be a chained since her effect would be a spell speed 1... Also, why couldn't you activate her effect, then after resolution activate the "Limiter Removal" since it's still the damage step... A: You would need to activate "Limiter Removal" during the Damage Step and then activate "Injection Fairy Lily's" effect in a chain. You want "Injection Fairy Lily's" effect to resolve before "Limiter Removal" so that you obtain that 6800 ATK. Response #2: "Injection Fairy Lily's" effect is a spell speed 2, a multi-trigger, so they may be chained. <i>Curtis Schultz, 01/6/2004</i></p> <p>...and Shooting Star Bow - Ceal Q: Would "Injection Fairy Lily" equipped with "Shooting Star Bow - Ceal" result in "Injection Fairy Lily" attacking for 3000 or would the decrease take place further after her effect? A: The decrease will be taken from after the 3000 increase. So an "Injection Fairy Lily" equipped with "Shooting Star Bow - Ceal" and activates its effect will have 2400 ATK during the damage calculation. <i>Curtis Schultz, 01/8/2004</i></p> <p>...and Twin Swords of Flashing Light - Tryce Q: Would "Injection Fairy Lily" equipped with "Twin Swords of Flashing Light - Tryce" result in "Injection Fairy Lily" attacking for 3000 or would the decrease take place further after her effect? Would you have to pay twice when you attack twice with "Twin Swords of Flashing Light-Tryce" A: An "Injection Fairy Lily" equipped with "Twin Swords of Flashing Light - Tryce" will have 2900 ATK during damage calculation. You would pay for each attack. Each attack is seperate. <i>Curtis Schultz, 01/8/2004</i></p>
<p>Inspection</p>	<p>Q: Can the effect of "Inspection" be activated multiple times in your opponent's Standby Phase to reduce your Life Points in order to activate "Last Turn" during that same turn? A: Currently, you can use "Inspection" as many times as you can afford to pay for during the same Standby Phase. <i>Curtis Schultz, 12/20/2003</i></p> <p>...and Imperial Order Q: Can I activate "Inspection" even if "Imperial Order" is on the Field? Can I pay the 500 Life Points and not look at the cards while "Imperial Order" is on the Field to get my Life Points down to less than 1000 so I can use "Last Turn"? A: Word from the Head of Rules: No, you cannot. <i>Curtis Schultz, 01/27/2004</i></p> <p>...and Mystical Space Typhoon Q: Since I can activate the effect of my face-up "Inspection" during my opponent's Standby Phase, can they chain "Mystical Space Typhoon" to the effect to stop it from resolving? A: Yes they could in response to you activating "Inspection's" effect. Since "Inspection" is a Continuous Spell Card its effect would disappear when it tries to resolve. (It needs to remain face-up on the field.) <i>Curtis Schultz, 01/9/2004</i></p>
<p>Interdimensional Matter Transporter</p>	<p>...and Archfiend's Roar <i>see Archfiend's Roar</i> ...and Autonomous Action Unit <i>see Autonomous Action Unit</i> ...and Magical Scientist <i>see Magical Scientist</i> ...and Spirit Reaper <i>see Spirit Reaper</i></p> <p>Q: If the opponent activates "Interdimensional Matter Transporter" to remove a monster from the field during the Battle Phase, is a replay triggered? A: If it was activated during your Battle Phase by your opponent to remove one of their monsters from the field then a replay would occur. <i>Curtis Schultz, 01/05/2004</i></p>

Q: If a Spirit monster is targeted and resolved by "Interdimensional Matter Transporter", would its effect still occur?

A: The Spirit monster will return to your hand during the End Phase. *Curtis Schultz, 01/25/2004*

Q: What is the difference between "Interdimensional Matter Transporter" and "Dimensionhole" other than duration?

A: For "Dimensionhole" the monster zone spot should be considered off-limits to other monsters. No other monsters are allowed to occupy that spot.

When the monster returns to the field, it will return to that exact same spot.

"Interdimensional Matter Transporter" does not do this. The spot the target monster occupied will be open for any other monster to then take over. When the target monster returns, it can go into any available monster zone space. It does not need to return to the spot it used to occupy.

This is important. If the field is full when the monster removed by "Interdimensional Matter Transporter" attempts to return during the End Phase, it will instead be sent to the Graveyard because there was no open monster zone spot for it to occupy. *Curtis Schultz, 02/04/2004*

...and Change of Heart

Q: If the control of a monster was changed by "Change of Heart" or "Snatch Steal" and then removed from play by "Interdimensional Matter Transporter," would it return to the player who activated "Change of Heart" or "Snatch Steal" OR would it return to the original controller?

A: The monster would be returned to its owner during the End Phase after it has been brought back to the field. *Curtis Schultz, 12/21/2003*

Q: Say I use "Change of Heart" a monster, during Main Phase 2, I activate "Interdimensional Matter Transporter" to remove the monster I used "Change of Heart" on from play. During the end phase, I get to choose the order that my card resolve, correct? So, then, I could choose for "Change of Heart" to resolve first, whose effect would simply disappear as the monster it would return is no longer there, and then "Interdimensional Matter Transporter" would resolve, and the monster would return to my side of the field. Could I use this combo to change the control of the monster until it is destroyed or removed from the field?

A: "Interdimensional Matter Transporter" does *not* let you keep the monster taken via "Change of Heart." As soon as the monster returns to play, it will return to play on the previous controller's field, regardless of the fact that it may have been out of play during the End Phase.

So, whether you use "Dimensionhole" or it on a monster that is being controlled via "Change of Heart," your opponent WILL get the monster back as soon as it re-enters play. *Steve Okegawa, 01/02/2004*

...and D.D. Warrior Lady

Q: Can "Interdimensional Matter Transporter" be chained to "D. D. Warrior Lady's" effect allowing her to be returned to the field at the End Phase?

A: You cannot active "Interdimensional Matter Transporter" during the Damage Step. *Curtis Schultz, 02/03/2004*

...and Fiber Jar

Q: Player A: Flip Summons "Fiber Jar." Player B: Chains effect with "Interdimensional Matter Transporter" and removes a monster from the field. Will the selected monster return at the End Phase?

A: You could remove one of your face-up monsters from play using the effect of "Interdimensional Matter Transporter" in a chain. *Curtis Schultz, 12/19/2003*

...and Goblin Attack Force

Q: If I use "Interdimensional Matter Transporter" on my "Goblin Attack Force" after I've attacked with it, but before I end my battle phase (End of Battle Phase is when Goblin switches) will it return in attack mode at the end of my turn, or does it shift anyways. If I let it switch to Defense mode and THEN use "Interdimensional Matter Transporter," will I be able to switch it back to attack mode on my next turn?

A: It will be returned in whatever battle position you had it in. If it was in attack position then that is what position it will return to. "Goblin Attack Force" shifts its battle position when you end your Battle Phase. It would not do this during the End Phase. If you let it switch you would not be allowed to change its Battle position. It would return during the End Phase, so you would obviously need another card's effect to change the position. A manual change would not be possible. *Curtis Schultz, 12/20/2003*

...and Limiter Removal

Q: Can "Interdimensional Matter Transporter" save your monster who is effected from "Limiter Removal"?

A: The Machine-Type monster would return during the End Phase no longer affected by "Limiter Removal." It would not be destroyed by "Limiter Removal's" effect. *Curtis Schultz, 01/12/2004*

...and Mirage Knight

Q: If you summon "Mirage Knight" through the "Dark Flare Knight" effect and have it attack and destroy an opponents monster can the "Interdimensional Matter Transporter" remove it before the effect takes place?

A: When the "Mirage Knight" is returned from "Interdimensional Matter Transporter" its End Phase effect will need to resolve at that time. It cannot resolve while not present on the field. *Curtis*

	<p><i>Schultz, 12/20/2003</i></p> <p>...and The Immortal of Thunder Q: If a flipped up "The Immortal of Thunder" is targeted and resolved by "Interdimensional Matter Transporter", would its effect still occur? A: "The Immortal of Thunder" would still reduce your Life Points by 5000 when sent to the Graveyard after it has been flipped. This would not reset. <i>Curtis Schultz, 01/25/2004</i></p> <p>...and Zombyra the Dark Q: If I use "Interdimensional Matter Transporter" on my "Zombyra the Dark", does it return with the original 2100 ATK. A: "Zombyra the Dark" would return at 2100 ATK. <i>Curtis Schultz, 12/20/2003</i></p>
Invader of the Throne	<p>Q: How does this card work? A: The current (and correct) ruling is that "Invader of the Throne" goes to their side of the field and you take one of their monsters. "Invader of the Throne's" effect works basically like "Creature Swap." <i>Steve Okegawa, 12/09/2003</i></p> <p>...and Trap Hole Q: If "Invader of the Throne" was Flip Summoned and the opponent activates "Trap Hole", how will this resolve? A: The player is chaining "Trap Hole" to the effect of "Invader of the Throne" which was activated at the time of the Flip-Summon. Activation: Invader of the Throne --> Trap Hole Resolution: Trap Hole --> Invader of the Throne Trap Hole resolves first, destroying "Invader of the Throne." "Invader of the Throne's" effect disappears. "Invader of the Throne" must be able to switch with the opponent's monster or the effect cannot resolve properly. <i>Curtis Schultz, 02/16/2004</i></p>
Jam Breeding Machine	<p>Q: If I have two "Jam Breeding Machines" out, do I Special Summon 1 or 2 tokens? A: If you have two "Jam Breeding Machines," you cannot summon anything, including Slime Tokens. <i>bishop, 12/08/03</i></p>
Jinzo	<p>...and Bait Doll <i>see Bait Doll</i> ...and Blast With Chain <i>see Blast with Chain</i> ...and Call of the Haunted <i>see Call of the Haunted</i> ...and Catapult Turtle <i>see Catapult Turtle</i> ...and Ceasefire <i>see Ceasefire</i> ...and Dark Coffin <i>see Dark Coffin</i> ...and Mirror Wall <i>see Mirror Wall</i> ...and Narrow Pass <i>see Narrow Pass</i> ...and Pharoah's Treasure <i>see Pharoah's Treasure</i> ...and Prohibition <i>see Prohibition</i> ...and Rope of Life <i>see Rope of Life</i> ...and Skill Drain <i>see Skill Drain</i> ...and Statue of the Wicked <i>see Statue of the Wicked</i> ...and Thousand Eyes Restrict <i>see Thousand Eyes Restrict</i> ...and Ultimate Offering <i>see Ultimate Offering</i></p> <p>...and Amazoness Archers Q: What happens if "Amazoness Archers" flips a face-down "Jinzo" face-up with its effect? A: "Amazoness Archers" would still resolve properly. "Jinzo" could not interrupt the effect during its resolution. Remember that "Amazoness Archers" doesn't remain on the field after resolving so "Jinzo" will not be able to stop it in this situation. This is similar to why a "Jinzo" flipped face-up by a "Ceasefire" can't negate the "Ceasefire's" effect. "Jinzo's" effect would not be taken into account until after "Ceasefire" had resolved completely, at which point it would be too late to stop "Ceasefire". <i>Curtis Schultz, 12/09/2003</i></p> <p>...and Imperial Order Q: Do you have to pay 700 per turn for "Imperial Order" even while "Jinzo" is on field? A: You do not pay for "Imperial Order" while "Jinzo" is on the field. <i>bishop, 12/06/2003</i></p> <p>...and Waboku Q: Since "Waboku" cannot be chained to the summoning of Jinzo, can "Waboku" be chained to "Monster Reborn" even if "Jinzo" is the targeted monster? A: "Waboku" cannot chain to "Jinzo's" Tribute Summon, whereas "Waboku" can be chained to "Monster Reborn's" activation (and "Waboku's" effect will remain, even if "Jinzo" is summoned from "Monster Reborn"). <i>Steve Okegawa, 12/06/2003</i></p> <p>Q: If I activate "Waboku" in my opponent's stand-by Phase and he tribute summons "Jinzo," would the effect of "Waboku" still be in place? A: Yes, it would still be active. <i>bishop 12/31/2003</i></p>
Jowgen the Spiritualist	<p>Q: With "Jowgen the Spiritualist" on the field, can I still Special Summon face-down? Will face-down Special Summoned Monsters still be affected by Jowgen's effect?</p>

	<p>A: "Jowgen the Spiritualist" prohibits special summons after its own successful summoning. It is not specific in the card text as to only face-up special summoned monsters. Some monsters can be Special Summoned face-down either by their own effect or the effect of another card. These are still Special Summons and prohibited by "Jowgen the Spiritualist". Therefore, even monsters that have been Special Summoned face-down prior to "Jowgen the Spiritualist's" appearance on the field are subject to its effect. <i>bishop, 12/16/2003</i></p> <p>...and Cyber Jar Q: If "Jowgen the Spiritualist" is summoned by the effect of "Cyber Jar first," what happens? A: All monsters summoned by "Cyber Jar" are done so at the same time, so they would be successfully summoned. <i>bishop, 12/12/03</i></p> <p>...and Last Turn Q: If there is a "Jowgen the Spiritualist" face up on my opponent's side of the field and my opponent activates "Last Turn", where does the monster I would normally Special Summon go? A: This is stated on the card itself: 'Your opponent must then Special Summon 1 monster from his/her Deck ...' If "Jowgen the Spiritualist" is on your opponent's side of the field, then you could not 'Special Summon 1 monster from your Deck.' It doesn't go anywhere, you cannot do it. <i>bishop, 01/21/04</i></p> <p>...and Magical Scientist Q: If "Jowgen the Spiritualist" is on the field, can you repeatedly activate "Magical Scientist's" effect to pay 1000 LP repeatedly for no effect? A: No, you may not. "Jowgen the Spiritualist" prevents the activation of effects that Special Summon monsters to the field. <i>bishop 02/22/04</i></p>
<p>Jowls of Dark Demise</p>	<p>...and Last Turn <i>see Last Turn</i></p>
<p>Judgment of Anubis</p>	<p>...and Nobleman of Extermination <i>see Nobleman of Extermination</i></p> <p>Q: For "Judgment of Anubis," can you choose to destroy a monster anytime after it was activated? A: The monster is chosen and destroyed after you have negated and destroyed the Spell card played by your opponent during "Judgment of Anubis" resolution. You cannot wait until anytime after. <i>Curtis Schultz, 12/21/2003</i></p> <p>Q: Can "Judgment of Anubis" be used as a chain against Spell Cards that do not destroy other Spell/Trap Cards? A: No. You can use it against "Harpie's Feather Duster," "De-Spell," "Remove Trap," "Mystical Space Typhoon," "Bait Doll," "My Body as a Shield," and "Heavy Storm" for example. <i>Curtis Schultz, 12/21/2003</i></p> <p>Q: If "Judgment of Anubis" targets an "Archfiend" monster and the dice roll is successful, will the entire effect of "Judgment of Anubis" be negated or just the effect of destroying a monster? A: "Judgement of Anubis" does NOT specifically designate a monster as a target. This is because the monster you might destroy is not chosen at activation. The Archfiend dice roll effect will not have any part in the resolution of "Judgement of Anubis." <i>Curtis Schultz, 01/05/2004</i></p> <p>Q: When my opponent activates a Spell Card that has the effect of destroying a magic or trap card can I activate "Judgment of Anubis" like "Magic Jammer" or does there have to be a face up monster on my opponent's side of the field to complete the effect? A: "Judgment of Anubis" can be activated even if your opponent has no face-up monsters, as long as you activate it as a direct chain to the activation of a Spell Card that includes the effect of destroying Spell/Trap Cards. <i>Steve Okegawa, 01/19/2004</i></p> <p>...and Barrel Behind the Door Q: Can "Barrel Behind the Door" be chained to the activation of "Judgment of Anubis"? A: "Barrel Behind the Door" cannot be activated in response to "Judgement of Anubis." This is because the damage effect of "Judgement of Anubis" is optional. You cannot activate a "Barrel Behind the Door" in response to a card that MIGHT do damage to you. The damage has to be certain. This is also why you cannot use "Barrel Behind the Door" in response to "Dice Jar's" effect. <i>Curtis Schultz, 01/05/2004</i></p> <p>...and Blast with Chain Q: Can you activate "Judgment of Anubis" in response to "Blast with Chain's" Spell effect of destroying one Spell card on the field? A: Yes, <i>bishop 02/22/04</i></p> <p>...and Breaker the Magical Warrior Q: If your opponent summons "Breaker the Magical Warrior," and decided to use its Spell Counter to destroy one of your Spell or Trap Cards, can you use the "Judgment of Anubis" in response. A: The Spell Counter is a part of "Breaker the Magical Warrior's" effect. "Breaker the Magical Warrior" is, of course, not a Spell card. <i>bishop 01/01/2004</i></p> <p>...and Giant Trunade Q: Can "Judgment of Anubis" be activated in response to "Giant Trunade"? A: "Judgement of Anubis" cannot be activated in response to "Giant Trunade." "Giant Trunade" is a Spell card that does not include the text of destroying Spell and/or Trap cards on the</p>

	<p>field. It only returns them to the owner's hand. <i>Curtis Schultz, 01/17/2004</i></p> <p>...and Mystical Space Typhoon Q: Can Player B activate "Judgment of Anubis" in response to Player A activating "Mystical Space Typhoon" to destroy their own "Mirage of Nightmare?" A: You would be able to activate "Judgment of Anubis" in this situation. The Spell Card that includes the effect of destroying Spell and/or Trap(s) does not have to be only attempting to destroy an opponent's Spell and/or Trap card(s). For example, I could use "Judgment of Anubis" on "Heavy Storm," which destroys both player's Spell and Trap cards. Yes, "Judgment of Anubis" would be legal to activate in the given example. <i>Curtis Schultz, 12/24/2003</i></p>
Just Desserts	<p>...and Barrel Behind the Door Q: For "Barrel Behind the Door" Vs "Just Desserts", does "Barrel Behind the Door" reflect 1 card or all of them? A: "Just Desserts" does damage in one shot based on the total number of cards. So "Barrel Behind the Door" reflects the entire amount of damage that is done at one time. <i>bishop, 12/05/2003</i></p>
Kaiser Colosseum	<p>Q: If my opponent destroys my only monster in battle while "Kaiser Colosseum" is active on my side of the field, would my opponent have to send their monster to the Graveyard to meet the condition of this effect? A: "Kaiser Colosseum's" effect only applies when the controller of "Kaiser Colosseum" has 1 or more monsters. Your opponent's monster would be fine. <i>Curtis Schultz, 01/10/2004</i></p> <p>Q: Can you Flip Summon a Set monster even if "Kaiser Coliseum" is "active"? A: Yes, the card text states: '...your opponent may not place a monster on the field', so you would not be able to Set another monster, but a monster already Set could be Flip Summoned. <i>bishop, 01/19/04</i></p> <p>...and Cyber Jar Q: If "Cyber Jar" is flipped while "Kaiser Colloseum" is active, and the controller of "Kaiser Colloseum" would have fewer monsters than the other player, would the extra amount be sent to the graveyard? A: Yes. <i>bishop, 01/19/04</i></p>
Kaiser Glider	<p>Q: If "Kaiser Glider" is in defense mode and attacked by a monster with 2400 ATK, is it destroyed? A: If the ATK is equal to "Kaiser Glider" then "Kaiser Glider" would not be destroyed by the attack. <i>Curtis Schultz, 12/23/2003</i></p> <p>...and Cyber Jar Q: Does the effect of "Kaiser Glider" resolve after the effect of "Cyber Jar"? A: Yes. I am assuming that the "Kaiser Glider" was destroyed by the effect of "Cyber Jar" in your example. <i>Curtis Schultz, 01/31/2004</i></p>
Karate Man	<p>...and Messenger of Peace Q: Would "Messenger of Peace" effectively stop "Karate Man" from using his effect? A: "Karate Man's" effect is Spell Speed 1, and it can only be activated during one of your own Main Phases. Since "Karate Man's" ATK would be over 1500 before you declare the attack, you definitely cannot attack after using "Karate Man's" effect if "Messenger of Peace" is on the field. Similarly, as "Karate Man" is a Spell Speed 1 effect, it cannot be used during the opponent's turn at all. So, if a "Gemini Elf" (for example) attacks your "Karate Man," you don't get to use the effect and "Karate Man" is destroyed from battle. <i>Steve Okegawa, 01/07/2004</i></p>
Kazejin	<p><i>...see Sujin</i></p>
Kinetic Soldier	<p>Q: Does the effect of "Kinetic Soldier" refer to the controller having a Warrior-Type monster on the field or "Kinetic Soldier" doing battle with an opponent's Warrior-Type monster? A: The effect activates when "Kinetic Soldier" is involved in battle with a Warrior-Type monster. So, if I control a "Kintetic Soldier" and I attack my opponent's "Don Zaloog," [Warrior-Type] the effect of of my "Kinetic Soldier" will activate and its ATK and DEF will both increase by 2000 points during the damage calculation. This includes my "Kinetic Soldier" being attacked by an opponent's Warrior-Type monster." If I control a "Kinetic Soldier" and I attack my opponent's "Gemini Elf," [Spellcaster-Type], the effect of "Kinetic Soldier" will not activate. This includes my "Kinetic Soldier" being attacked by a non- Warrior-Type monster. The effect has does not involve any other Warrior-Type monsters that may be on the field. If they are not involved in the battle then they are of no consequence for this effect. <i>Curtis Schultz, 02/09/2004</i></p>
King Tiger Wanghu	<p>...and Exiled Force <i>see Exiled Force</i> ...and Tsukuyomi <i>see Tsukuyomi</i></p> <p>Q: If I attack a face-down monster with "King Tiger Wanghu" and it's ATK is 1400 or less, when it flips, does it get destroyed before damage is done? A: No, since a flip from attack doesn't flip summon the monster, it only flips, so the attack would continue as normal. <i>bishop, 12/05/2003</i></p> <p>Q: When resolving "King Tiger Wanghu's" effect, is it always resolved immediately using the original ATK when the card is summoned, or, would increase from Field Spell cards (such as Gaia Power) or Quick-play Spell cards be applied before the effect is resolved? A: Apply all modifiers before determining if the monster is destroyed. <i>bishop, 12/17/2003</i></p> <p>Q: If "Guardian Kay'Est" or another monster with less than 1400 ATK is already on the field and "King Tiger Wanghu" is summoned, is "Guardian Kay'est" destroyed?</p>

	<p>A: "King Tiger Wanghu's" only destroys the monsters with 1400 or less ATK that are Summoned or Special Summoned while the "King Tiger Wanghu" is face-up on the field. If the monster was already on the field before "King Tiger Wanghu's" effect became active the monster would not be affected. The "Guardian Kay'Est" in the example would not be destroyed by "King Tiger Wanghu's" effect. <i>Curtis Schultz, 01/05/2004</i></p> <p>...and My Body as a Shield</p> <p>Q: If you can chain "My Body as a Shield" to "Tribe-Infecting Virus" when its effect is activated, why can't you do it to "King Tiger Wanghu" when it is activated?</p> <p>A: You cannot use it against "King Tiger Wanghu" because "King Tiger Wanghu's" effect is continuous. "Tribe-Infecting Virus'" effect is not continuous. <i>Curtis Schultz, 12/10/2003</i></p>
<p>Kiseitai</p>	<p>...and Sasuke Samurai <i>see Sasuke Samurai</i></p> <p>Q: When "Kiseitai" is attacked while face-down on the field, which side of the field will "Kiseitai" be placed when equipped to the attacking monster by its effect?</p> <p>A: The "Kiseitai" will be placed into an open space in the Spell and Trap Card Zone of the player that controlled the "Kiseitai" while it was face-down.</p> <p>example: I have a face-down "Kiseitai" on my side of the field. My opponent attacks my "Kiseitai." It is flipped by the attack and its effect activates. The "Kiseitai" is equipped to the monster that attacked "Kiseitai" and "Kiseitai" is placed in an open space in my Spell and Trap Card Zone. <i>Curtis Schultz, 02/09/2004</i></p>
<p>Koitsu</p>	<p>Q: How do you Normal Summon a Level 10 monster like "Koitsu" to the field?</p> <p>A: Monsters of Level 7 and higher require 2 Tributes unless specifically stated otherwise. As such, Koitsu CAN be summoned by Tributing 2 monsters from your side of the field. Also, you can summon it via "Last Will" or "Mother Grizzly." <i>Steve Okegawa, 12/06/2003</i></p>
<p>Kuriboh</p>	<p>...and Hayabusa Knight <i>see Hayabusa Knight</i></p> <p>Q: Why can "Kuriboh" be played in the Damage Step?</p> <p>A: "Kuriboh's" effect is used to reduce all damage from one attack to your Life Points to 0. You won't know how much damage you are going to take until you actually reach the Damage Step. This is why Kuriboh's effect is activated during the Damage Step. This does NOT contradict Kuriboh's text, which states that its effect can be used in the "Battle Phase." Remember, the Damage Step IS part of the Battle Phase. <i>Steve Okegawa, 12/11/2003</i></p> <p>Q: If Player A attacks Player B's life points directly with any monster, and Player B responds by flipping "Mirror Force" or "Negate Attack," then Player A chains "Seven Tools of the Bandit" to negate Player B's trap. Could Player B THEN discard "Kuriboh" to take the damage down to 0? Or would he have missed his chance?</p> <p>A: Yes they could, but during the Damage Step. They would not discard "Kuriboh" in the Battle Step following the resolution of that chain. <i>Curtis Schultz, 12/04/2003</i></p> <p>...and Chaos Command Magician</p> <p>Q: Can I use "Kuriboh" against an attacking "Chaos Command Magician?"</p> <p>A: Yes, "Kuriboh" actually targets your life points not the monster that attacked. <i>bishop, 12/23/2003</i></p> <p>...and Injection Fairy Lily</p> <p>Q: Can "Kuriboh" be used after "Injection Fairy Lily" uses its effect to boost the ATK?</p> <p>A: "Kuriboh" CAN be used to reduce the damage from "Injection Fairy Lily" to 0, even after "Injection Fairy Lily's" effect has been used in the Damage Step. <i>Steve Okegawa, 12/07/2003</i></p> <p>Q: Player A plays "Injection Fairy Lily" and declares the use of effect. Player B discards a "Kuriboh," flips a "Waboku," etc. Does Player A still take the 2000 points of damage for the use of effect?</p> <p>A: You can discard "Kuriboh" during the damage step after "Injection Fairy Lily's" effect has been activated. The player that activated "Injection Fairy Lily's" effect will still pay 2000 Life Points and increase her attack by 3000. You cannot activate "Waboku" during the Damage Step. The cost for "Injection Fairy Lily" is just that, a cost. It is not "damage". <i>Curtis Schultz, 12/04/2003</i></p>
<p>Kycoo the Ghost Destroyer</p>	<p>...and Book of Life <i>see Book of Life</i></p> <p>This card has errata: The text should read: Each time this card inflicts battle damage to your opponent's Life Points, you can remove up to 2 monster cards in your opponent's Graveyard from play. In addition, as long as this card remains face-up on the field, your opponent cannot remove any cards in either Graveyard from play.</p> <p>Q: Can my opponent play cards like "Bottomless Trap Hole" or "Nobleman of Crossout" while "Kycoo the Ghost Destroyer" is face-up on my side of the field?</p> <p>A: Yes, "Bottomless Trap Hole" and "Nobleman of Crossout" do not remove cards from the graveyard and put them out of play. <i>bishop, 12/27/2003</i></p> <p>Q: If "Kycoo the Ghost Destroyer" destroys "Vampire Lord" and inflicts Battle Damage to his/her opponent, would the controller be able to remove "Vampire Lord" from play?</p> <p>A: "Kycoo the Ghost Destroyer's" effect is activated at the time it does battle damage to a player's Life Points. The attacked "Vampire Lord" would not be in the Graveyard yet, so it could not be selected by "Kycoo</p>

<p>Last Turn</p>	<p>the Ghost Destroyer's" controller. <i>Curtis Schultz, 12/21/2003</i></p> <p>...and Final Countdown <i>see Final Countdown</i></p> <p>...and Jowgen the Spiritualist <i>see Jowgen the Spiritualist</i></p> <p>Q: Can "Last Turn" be used on your face-down monster? A: "Last Turn" is not a card that is "used on a monster." However, you may choose a face down monster to remain on the field per the effect of Last Turn. <i>bishop, 12/05/2003</i></p> <p>Q: If I activate "Last Turn" during my opponent's Draw Phase, do the remaining phases still occur after resolution of "Last Turn" or does "Last Turn" automatically take my opponent and I into the Battle Phase? A: The battle occurs when "Last Turn" resolves. This can occur during any phase of a player's turn. After "Last Turn" has resolved the turn player may continue their turn as they normally would. During the End Phase whichever player controls a monster wins the duel. (If both do then it is a tie) <i>Curtis Schultz, 12/30/2003</i></p> <p>Q: A player summons a monster with the effect of Special Summoning a monster when destroyed in battle and activates "Last Turn". Their opponent summons a monster with a higher ATK and attacks. How will the turn end? A: The effect of the "destroyed in battle" monster would activate after the current chain has resolved. If this end up leaving both players with a monster at the end of the turn then the Duel would be a Draw by the effect of "Last Turn." <i>Curtis Schultz, 01/28/2004</i></p> <p>...and Black Pendant</p> <p>Q: If I activate "Last Turn" and my opponent has two "Black Pendants" on the field, will I lose before the end of the turn? A: "Last Turn" vs. "Black Pendant:" You would lose because you have zero (0) life points left after Black Pendant resolved. <i>bishop, 12/07/03</i></p> <p>...and Dark Hole</p> <p>Q: "Last Turn" vs. "Dark Hole." If my opponent plays "Dark Hole" and I chain "Last Turn," what happens? A: "Last Turn" would resolve, then "Dark Hole" would destroy all monsters, unless your opponent could summon another monster ("Giant Rat," "Mystic Tomato") then it would result in a DRAW. <i>bishop, 12/08/03</i></p> <p>...and Dark Necrofeare</p> <p>Q: A player summons "Dark Necrofeare" to the field and activates "Last Turn" choosing "Dark Necrofeare". Their opponent summons a monster with a higher ATK and attacks. How will the turn end? A: The owner of the "Dark Necrofeare" would be able to take control of the opponent's monster during the End Phase. If this would make them have the only monster on the field then they would win the Duel. <i>Curtis Schultz, 01/28/2004</i></p> <p>...and Emergency Provisions</p> <p>Q: Can I chain "Emergency Provisions" to the activation of "Last Turn" sending "Last Turn" and any other Spell and Trap Cards to the Graveyard to increase my Life Points for the purpose of activating the effect of "Injection Fairy Lily" during the resolution of "Last Turn"? A: That would be fine. <i>Curtis Schultz, 01/7/2004</i></p> <p>...and Graverobber</p> <p>Q: If I use "Last Turn" and my opponent chains "Graverobber" to steal my "Change of Heart", can he use "Change of Heart" on my only monster to win the duel? A: The player resolving "Graverobber" will not get an opportunity to play "Change of Heart" because when "Last Turn" resolves all cards in both player's hands will be sent to the Graveyard. They would not have the "Change of Heart" in their hand after "Last Turn" resolves. <i>Curtis Schultz, 01/22/2004</i></p> <p>...and Jowls of Dark Demise</p> <p>Q: If I use "Last Turn" and select a face-down "Jowls of Dark Demise" and my opponent summons a monster and attacks it, and "Jowls of Dark Demise's" effect activates giving me control of my opponent's monster, what is the end result? A: You would gain control of their monster and if your opponent couldn't summon another monster, you would win. <i>bishop, 12/05/2003</i></p> <p>...and Snatch Steal</p> <p>Q: If your opponent has control of your monster with "Snatch Steal" when you play "Last Turn," will all cards be sent to the Graveyard returning control of your monster so it may be selected for the effect of "Last Turn?" A: You must have a monster already under your control to select. You choose your representative monster before any cards are sent to the Graveyard from "Last Turn's" effect. <i>Curtis Schultz, 12/10/2003</i></p>
<p>Last Will</p>	<p>Q: Can I activate "Last Will" and then tribute one of my monsters to use the "Last Will" effect? A: Yes, this is legal. <i>bishop, 12/05/2003</i></p> <p>Q: "Last Will" can be activated before or after a monster is sent to the graveyard from the field as long as it is in the same turn that the monster is sent to the grave yard right? A: No, it must be activated before the monster is sent to the Graveyard. <i>bishop, 12/06/2003</i></p>

Q: Can "Last Will" be activated in Main Phase 2 after a monster has been sent to the Graveyard?

A: The card ruling was recently errata'd by Konami of Japan. You must activate "Last Will" before the monster is sent to the Graveyard. *Curtis Schultz, 12/04/2003*

Q: Does "Last Will's" special summons of a monster expire in the End Phase for the monster so summoned, forcing it to be sent to the graveyard

A: The text on "Last Will" refers to the action it performs, that of allowing you to Special Summon a monster with an ATK of 1500 or less when one of your monsters is sent from the field to the Graveyard. If you do not satisfy the effect of your "Last Will" during that same turn it was activated you will not be able to use its effect in a later turn.

The monster you Special Summon by the effect of "Last Will" does not have any special conditions placed upon it. (Unlike Fusion Monsters Special Summoned by "Magical Scientist," for example) *Curtis Schultz, 01/11/2004*

Q: Can "Last Will" be used on an opponents turn even though it's not a quickplay?

A: Last Will's effect only lasts until the end of the turn it is activated. "Last Will" is a Spell Speed 1 Normal Spell Card, so it can only be activated during your own Main Phase 1 or 2.

Therefore, you can never get "Last Will's" effect during your opponent's turn. *Steve Okegawa, 01/15/2004*

Q: If you activate "Last Will" while controlling one of your opponent's monsters and then Tribute your opponent's monster, will the effect of "Last Will" be satisfied?

A: It has to be your monster sent to your Graveyard in order to satisfy the effect of "Last Will." *Curtis Schultz, 01/25/2004*

Q: If a Token is 'destroyed' or 'sent to the graveyard', does it fulfill the requirements of "Last Will"?

A: Tokens never go to the Graveyard. When they are Tributed or destroyed they are removed from play. Due to this, they will not be able to satisfy the effect of "Last Will" or similar cards.

...and Cannon Soldier

Q: If I activate 2 "Last Wills," then play a "Cannon Soldier" and tribute the "Cannon Soldier," do I get the effect of both "Last Wills?"

A: You get one special summon for each Last Will played. *bishop, 12/17/2003*

...and Creature Swap

Q: If a player destroys their own monster that was exchanged by the effect of "Creature Swap", will this meet the requirements for the effect of "Last Will"?

A: No.

"Last Will's" effect is only satisfied when your monster is sent from YOUR side of the field to YOUR Graveyard. *Curtis Schultz, 02/09/2004*

...and Cyber Jar

Q: Player A: Activates "Last Will" in Main Phase 1. Player A: Proceeds to Battle Phase and declares an attack on opponent's face-down "Cyber Jar." Will a monster be Special Summoned by the effect of "Last Will" and can that monster attack during the same Battle Phase?

A: After "Cyber Jar" has resolved you will be able to Special Summon according to "Last Will's" effect. If you place the monster Special Summoned into Face-Up Attack position it will be allowed an attack during that same Battle Phase. Remember that you will only Special Summon 1 monster per "Last Will." *Curtis Schultz, 12/04/2003*

...and Limiter Removal

Q: Can the effect of "Last Will" be used with monsters destroyed by the effect of "Limiter Removal?"

A: You would resolve "Last Will's" effect and Special Summon during the End Phase after the monster(s) effected by "Limiter Removal" are sent to the Graveyard. *Curtis Schultz, 12/04/2003*

...and Witch of the Black Forest

Q: If "Last Will" has been activated and "Witch of the Black Forest" is destroyed and sent to the Graveyard, which effect will resolve first?

A: The turn player would decide in what order the effects would resolve.

They can either Special Summon for "Last Will" first or search for their monster with "Witch of the Black Forest" first. The choice is up to the turn player. *Curtis Schultz, 01/27/2004*

Lava Golem

...and Barrel Behind the Door *see Barrel Behind the Door*

...and Bottomless Trap Hole *see Bottomless Trap Hole*

...and Ojama Trio *see Ojama Trio*

...and Precious Cards from Beyond *see Precious Cards from Beyond*

...and The Unfriendly Amazon *see the Unfriendly Amazon*

Q: Does the effect of "Lava Golem" prevent a Normal Summon or Set in the same turn when you Special Summon it from the Graveyard?

A: Yes that effect applies even if "Lava Golem" is Special Summoned from the Graveyard. *Curtis Schultz, 01/8/2004*

	<p>...and Blast Held by a Tribute Q: Does the "Lava Golem" count as a Tribute Summon, thus making me able to flip "Blast Held by a Tribute" when my opponent attacks with it. A: "Lava Golem" is not a Tribute Summon, it is a Special Summon. <i>Curtis Schultz, 01/22/2004</i></p> <p>...and Monster Reborn Q: If "Lava Golem" was properly Summoned, can it be revived from the Graveyard with "Monster Reborn?" A: Yes, only if it was properly summoned and it would come to your side of the field. <i>bishop, 12/06/2003</i></p> <p>...and Remove Brainwashing Q: If I Special Summon to opponent's side of field and my opponent uses "Remove Brainwashing," does this means that "Lava Golem" goes back to my side of field and I get the damage? A: Yes, that is what it means. <i>bishop, 12/05/2003</i></p> <p>...and Scapegoat Q: Can "Lava Golem" be special summoned to the opponent's Field, by Tributing the opponent's Sheep Tokens? A: Yes, a Special Summon is not a Tribute Summon so the Sheep Tokens can be used. <i>bishop, 12/25/2003</i></p> <p>...and Skill Drain Q: Once "Lava Golem" has been Special Summoned to the field with "Skill Drain" active, can you Normal Summon or Set a monster that same turn? A: That effect is not negated by "Skill Drain." It is a condition that is applied when you Special Summon the "Lava Golem." <i>Curtis Schultz, 01/8/2004</i></p> <p>Q: Does the controller of the "Lava Golem" have to still pay 1000 LP per turn even if "Skill Drain" is active on the field? A: That 1000 LP is damage done to "Lava Golem's" controller's Life Points from its effect, not a Life Point payment. It will be negated by "Skill Drain." <i>Curtis Schultz, 12/23/2003</i></p>
<p>Lesser Fiend</p>	<p>... is considered to be an Archfiend ...and Fiber Jar <i>see Fiber Jar</i></p> <p>Q: How do "Lesser Fiend" and "D.D. Crazy Beast's" effects compare? A: "D.D. Crazy Beast" does work similar to "Lesser Fiend" and should be treated as such. <i>bishop, 01/11/04</i></p> <p>...and Witch of the Black Forest Q: If "Witch of the Black Forest" is destroyed by "Lesser Fiend", does the owner of "Witch of the Black Forest" get to search for an appropriate monster? A: "Witch of the Black Forest", if destroyed by "Lesser Fiend", would NOT allow you to search for a card because it would not go to the Graveyard before being removed from play. <i>bishop, 01/11/04</i></p>
<p>Life Absorbing Machine</p>	<p>...and Falling Down <i>see Falling Down</i></p> <p>Q: When do you receive the Life Points for the effect of "Life Absorbing Machine" and will multiple copies of "Life Absorbing Machine" be cumulative? A: The Life Points are gained during your Standby Phase. The effects will accumulate with multiple copies of "Life Absorbing Machine" in play. So if you had paid for "Imperial Order" during a previous turn and you have two "Life Absorbing Machine" active, you would gain 350 LP from each of them. <i>Curtis Schultz, 12/10/2003</i></p> <p>...and Pandemonium Q: Will "Life Absorbing Machine" repay half of the Life Point payment for Archfiends without "Pandemonium?" A: "Life Absorbing Machine" will repay you half of each payment made during your previous turn. This includes the Archfiends. <i>Curtis Schultz, 12/23/2003</i></p>
<p>Limitier Removal</p>	<p>...and DNA Surgery <i>see DNA Surgery</i> ...and Gradius's Option <i>see Gradius's Option</i> ...and Imperial Order <i>see Imperial Order</i> ...and Injection Fairy Lily <i>see Injection Fairy Lily</i> ...and Interdimensional Matter Transporter <i>see Interdimensional Matter Transporter</i> ...and Last Will <i>see Last Will</i></p> <p>Q: How does "Limitier Removal" work? A: What "Limitier Removal" seems to do is "freeze" the ATK of a monster at a certain point, including all modifiers like Equip Spell Cards, into a new "base attack", of sorts. If you add a new modifier afterwards, it works off the new "base attack" and the new modifier is NOT doubled. This also means that if a modifier from before the "base attack" is removed, then the "base attack" remains unchanged even though the modifier is gone. This would include Equip Spell cards, Field Spell Cards, and monster effects.</p>

	<p>Example 1: "X-Head Cannon" is equipped with "Axe of Despair" (total ATK equals 2800) "Limiter Removal" activates and resolves. "X-Head Cannon's" ATK then becomes 5600. The "X-Head Cannon" attacks the opponent, who responds by activating "Mystical Space Typhoon." They destroy "Axe of Despair." The "X-Head Cannon's" ATK remains at 5600, even though "Axe of Despair" has been destroyed.</p> <p>Example 2: The turn player has 4 Sheep Tokens from a "Scapegoat" they activated during their opponent's turn. They summon "Cannon Soldier" and then activate "United We Stand" and equip it "Cannon Soldier:" $1400 + (800 \times 5) = 5400$ ATK "Limiter Removal" is activated and resolves. ($5400 \times 2 = 10800$ ATK) --If "Mystical Space Typhoon" destroys "United We Stand," the "Cannon Soldier's" ATK will remain at 10800. --- If "Cannon Soldier" were to tribute all 4 sheep tokens with its effect, the attack will remain at 10800.</p> <p>Example 3: "X-Head Cannon" and "Z-Metal Tank" are both face-up on the turn player's side of the field. They activate "Limiter Removal" and attack with each monster. "X-Head Cannon" = 3600 ATK "Z-Metal Tank" = 3000 ATK During Main Phase 2, the turn player uses "Z-Metal Tanks" effect and equips it to "X-Head Cannon:" "X-Head Cannon's" ATK = $(1800 \times 2) + 600 = 4200$. The new modifier is not doubled. Keep in mind that an effect can still cause the machine to have its ATK be lowered. "Dark Jeroid" would still lower the "Limiter Removal'd" Machine's attack by 800, for example. <i>Curtis Schultz, 12/06/2003</i></p> <p>Q: If I activate "Limiter Removal" in my main phase 1 to double my Machine's attack, will the boost apply to Machine-type monsters that I summon later in the turn? A: No. "Limiter Removal's" effect only applies to monsters that are already on the field. Machine-Type monsters summoned after you use "Limiter Removal" do not receive the effect of "Limiter Removal." Of course, Machine-Type monsters summoned after you use "Limiter Removal" are also not destroyed at the end of the turn, because "Limiter Removal" only destroys monsters that received the boost. <i>Steve Okegawa, 12/14/2003</i></p> <p>Q: If I have "Jinzo" or another Machine Type on the field and use two "Limiter Removals," what is the attack of "Jinzo?" A: "Jinzo" would be 9600. The total ATK value is what doubles with each "Limiter Removal." <i>bishop, 12/12/03</i></p> <p>...and XYZ Dragon Cannon Q: If I have a "Y-Dragon Head" and a "Z-Metal Tank" on the field, and activate "Limiter Removal" and Union them, then later that turn I return them to normal by using "Combination Attack," does the monster that is returning from being an equip card retain it's Limiter Removal enhanced stat or does it become normal again? A: No, an equip spell card doesn't get a boost from "Limiter Removal" and the machine was reset when it became an equip spell card. <i>bishop, 12/05/2003</i></p>
<p>Little-Winguard</p>	<p>Q: How does "Little Winguard" work, and how is it different from "Giant Orc", since both cards refer to changing position during the End Phase of the turn? A: The difference is slight, but noticeable. "Little Winguard's" text states, "Once per turn during your End Phase, you can change the battle position of this card." This effect SPECIFICALLY gives you the ability to change the card's battle position. Now, the text of "Giant Orc": "This position cannot be changed until the end of your next turn." This merely tells us that its position is 'locked' until the effect ends at the end of the player's next turn. Its effect does not specifically say you can change the position at the end of the turn. You would need to do a manual position change, which is not possible during the End Phase. <i>Steve Okegawa, 02/24/04</i></p>
<p>Lord of D.</p>	<p>...and Dragonic Attack <i>see Dragonic Attack</i> ...and Tribe Infecting Virus <i>see Tribe Infecting Virus</i></p> <p>This card has errata: The text should read: All Dragon-Type monsters cannot be targeted by Spell Cards, Trap Cards, or other effects that specifically designate a target while this card is face-up on the field.</p> <p>Q: Can I use a "Blue-Eyes White Dragon" as a tribute despite "Lord of D.?" A: Yes, Tributing is not considered targeting. <i>bishop, 12/22/2003</i></p> <p>Q: Is "Lord of D." affected by its own effect? A: No, "Lord of D" is not a Dragon-Type monster. <i>bishop, 12/11/03</i></p> <p>...and Axe of Despair Q: I have a "Luster Dragon # 2" or another Dragon Type equipped with "Axe of Despair", making him a 2900. My opponent summons "Lord of D". to the field. What happens with the "Axe of Despair?" A: The card will remain equipped to the Dragon-Type monster and will still have its effect active.</p>

	<p><i>Curtis Schultz, 01/14/2004</i></p> <p>...and Book of Moon Q: Can you activate "Magic Cylinder" and chain it with "Book of Moon" to turn "Lord of D" face down when a Dragon Type attacks? A: From the Lord of D. text: "All Dragon-Type monsters cannot be targeted by Spell Cards, Trap Cards, or other effects that specifically designate a target while this card is face-up on the field." "Magic Cylinder" could not target the "Kaiser Glider" when it was activated. It would be an illegal activation and "Magic Cylinder" would be turned face-down. "Lord of D." would need to have already be face-down when you activated "Magic Cylinder." <i>Curtis Schultz, 02/09/2004</i></p> <p>...and DNA Surgery Q: Can "DNA Surgery" be used to change "Lord of D." to Dragon-Type? A: Yes you can. <i>Curtis Schultz, 01/25/2004</i></p> <p>...and Magic Cylinder Q: What if one attacks with a Dragon (with "Lord of D" on the field), can "Magic Cylinder" be played? A: "Magic Cylinder" designates 1 monster as a target. It could not be activated against a Dragon-type monster if "Lord of D." is face-up on the field. <i>Curtis Schultz, 12/23/2003</i></p>
Luster Dragon #2 <i>Luster Dragon (MFC)</i>	This card has errata: The title should be: "Luster Dragon #2."
Luster Dragon (LOD)	Q: Can I have 3 "Luster Dragon" (LOD-050) and 3 "Luster Dragon #2" (MFC-058) in the same Deck? A: Yes, you can. Treat them like separate cards. <i>bishop, 12/05/2003</i>
Mage Power	<p>Q: ***OFFICIAL RULING*** A: I had heard some odd things surround this card at the Regional in Arizona, so I thought I would put out rulings for it.</p> <p>Mage Power:</p> <ul style="list-style-type: none"> - "Mage Power" counts itself toward its effect. (Example: if you Equip this Spell Card to your monster and "Mage Power" is the only Spell Card in your Spell and Trap Card Zone, the equipped monster would increase its ATK and DEF by 500 points.) - A Field Spell Card in your Field Spell Card Zone is included in the effect of your "Mage Power. - It does not matter if the Spell and/or Trap card(s) on your side of the field are face-up or face-down. - The only Spell and Trap cards included in the effect of "Mage Power" are the ones controlled by the person that is in control of the "Mage Power." If your opponent takes control of your monster that is equipped with your "Mage Power," "Mage Power" would still only count the Spell and Trap Cards on your side of the field. <p>So if I have a Gemini Elf equipped with "Mage Power" and 2 Set Spell/Trap Cards and my opponent takes control of the equipped "Gemini Elf," they would not count how many Spell and Trap cards are on their side of the field. Only the ones on my side of the field would be included in the effect of "Mage Power." <i>Curtis Schultz, 02/18/2004</i></p> <p>Q: If "Mage Power" is on the field and its owner uses one of the set S/T during the Battle Phase (a "Seven Tools of the Bandit" Set a turn before, for example), does the monster equipped with "Mage Power" lose 500 ATK points? Does it matter if the card is being used to save or protect the monster "Mage Power" is equipped to? A: "Mage Power" will change the bonus if the number of Spell and Trap cards on the controller's side of the field changes. So in this case the monsters ATK would drop by 500. It does not matter why the Spell/Trap was activated. <i>Curtis Schultz, 12/06/2003</i></p> <p>Q: When the control of a monster changes while equipped with "Mage Power" or "United We Stand," what side of the field is used for calculating the effect increases? A: The person who played the spell card. <i>Curtis Schultz, 12/07/2003</i></p> <p>Q: Does "Mage Power" count itself? A: Mage Power" would count itself as a Spell/Trap towards its own bonus just like "United We Stand" would count the monster it's attached to towards it's own bonus. <i>bishop, 01/23/04</i></p>
Magic Cylinder	<p>...and Barrel Behind the Door <i>see Barrel Behind the Door</i> ...and Lord of D. <i>see Lord of D.</i> ...and Mirror Force <i>see Mirror Force</i></p> <p>Q: If a face-down monster is being attacked and "Magic Cylinder" is activated in response, will the face-down monster still be flipped face-up? A: A face-down monster would not flip due to battle if the attacking monster's attack was negated by "Magic Cylinder." The face-down monster attacked is flipped during the Damage Step. If the attack is stopped during the Battle Step then the monster would not be flipped. <i>Curtis Schultz, 01/17/2004</i></p>

	<p>Q: Does "Magic Cylinder" specifically designate a target? A: Yes, "Magic Cylinder" does specifically designate a target. <i>Steve Okegawa, 01/30/04</i></p> <p>...and Gravity Bind Q: Why doesn't "Gravity Bind" negate the effect of "Magic Cylinder" if activated in chain with it and a level 4 monster? A: "Magic Cylinder's" target still exists face-up. It does not matter that the attack has stopped during resolution of the chain. You need to negate "Magic Cylinder's" activation/effect, turn the monster face-down, or remove them from the field in order to prevent the "Magic Cylinder" from properly resolving. This is different from a "Monster Reborn" who's target disappeared when "Call of the Haunted" Special Summoned it to the field. "Monster Reborn" resolves without effect because its target no longer exists in the Graveyard. <i>Curtis Schultz, 12/29/2003</i></p> <p>...and Sasuke Samurai Q: If "Sasuke Samurai" attacks a face-down monster and the opponent activates "Magic Cylinder", would "Sasuke Samurai's" effect still destroy the face-down monster? A: "Magic Cylinder" would negate the monster's attack during the Battle Step. "Sasuke Samurai" would not destroy the monster face-down if its attack is negated by "Magic Cylinder." <i>Curtis Schultz, 01/17/2004</i></p>
Magic Drain	<p>Q: Player A: Activates a Spell Card. Player B: Chains with "Magic Drain." If Player A has a Spell Card in his/her hand must the Spell Card be discarded or is this optional? A: Player B can choose not to discard a Spell Card from their hand and can allow their first Spell Card to be negated. <i>Curtis Schultz, 12/20/2003</i></p> <p>Q: If my opponent plays Harpie's Feather Duster, can I first chain Waboku, then activate Magic Drain to his Harpie's Feather Duster? A: No, the basic rule is that Counter Traps can only be used against the card they are immediately following in a chain</p>
Magic Jammer	<p>... and Butterfly Dagger – Elma <i>see Butterfly Dagger – Elma</i> ...and Imperial Order <i>see Imperial Order</i> ...and Spirit Message 'A' <i>see Spirit Message 'A'</i></p> <p>...and Call of the Haunted Q: If I activate "Magic Jammer" to "Heavy Storm", can I activate "Call of the Haunted" afterward in a Chain? A: No, "Magic Jammer" is a spell speed of 3, "Call of the Haunted" is a spell speed of 2. <i>bishop, 01/21/04</i></p> <p>...and Double Spell Q: Can You use "Magic Jammer" to negate the Spell Card that they activate from your Graveyard with "Double Spell"? A: You cannot chain to the activation of the target Spell Card as you are already in the resolution of the Chain at that point. <i>bishop, 01/19/04</i></p> <p>...and Wave-Motion Cannon Q: Can you use "Magic Jammer" on the activated effect of a Continuous Spell card with an activated effect, such as "Wave-Motion Cannon"? A: No, you may not. <i>bishop, 01/24/04</i></p>
Magic Reflector	<p>Q: Is the counter placed on a Spell Card by "Magic Reflector" simply part of its effect and not to be considered a Spell Counter by other cards? A: Correct. The counter used for "Magic Reflector" is only for "Magic Reflector's" effect. <i>Curtis Schultz, 12/20/2003</i></p> <p>Q: If you active "Magic Reflector" on a Field Spell Card and your opponent plays another Field Spell Card, what happens? A: Your Field Spell Card with a counter is destroyed and the new Field Spell Card takes priority. <i>bishop, 12/04/2003</i></p>
Magical Hats	<p>...and Ultimate Offering <i>see Ultimate Offering</i></p> <p>Q: Can "Magical Hats" be activated in response to the effect of "Tribe-Infecting Virus" or "Exiled Force"? A: "Magical Hats" can only be activated during your Opponent's Battle Phase. <i>Curtis Schultz, 02/12/2004</i></p>
Magical Marionette	<p>Q: Is "Magical Marionette" considered to be a Multi-Trigger effect? A: No, it must be used during your Main Phase only. <i>bishop, 12/17/2003</i></p> <p>Q: If "Magical Marionette" has 6 counters on it (which is a boost of 1200, bringing its ATK to 3200) and in your Main Phase 1, you remove 2 of the spell counters to destroy a monster, does this card's ATK then drop 400 points to 2800? A: The number of Spell Counters on "Magical Marionette" are constantly being checked. The ATK boost is based on how many Spell Counters you have on "Magical Marionette." In your example, yes, "Magical Marionette's" ATK will drop by 400, since 2 Spell Counters are being removed. <i>Steve Okegawa, 01/08/2004</i></p>
Magical Scientist	<p>...and Creature Swap <i>see Creature Swap</i> ...and De-Fusion <i>see De-Fusion</i> ...and Reaper on the Nightmare <i>see Reaper on the Nightmare</i> ...and Shooting Star Bow – Ceal <i>see Shooting Star Bow – Ceal</i></p>

...and Skill Drain *see Skill Drain*

...and Thousand Eyes Restrict *see Thousand Eyes Restrict*

Q: How many times per turn can you use the effect of "Magical Scientist?"

A: "Magical Scientist's" effect may be used multiple times during your own Main Phase 1 or 2, as long as you still have enough Life Points to use the effect. *Steve Okegawa, 12/09/2003*

Q: Is "Magical Scientist" a Multi-Trigger Effect, can I use it on my opponent's turn?

A: No, it is a Cost Effect. You may only use it during your Main Phase. *bishop, 12/06/2003*

Q: Can you use "Magical Scientist's" effect to bring out the LOD Fusions ("Dark Baltar the Terrible", "Ryu Senshi," and "Fiend Skull Dragon")?

A: You may use "Magical Scientist's" effect to Special Summon "Dark Baltar the Terrible," "Ryu Senshi," and "Fiend Skull Dragon." The text only means that that if you Fusion Summon that monster you must have the exact monsters specified in the recipe. No "fusion substitutes" may be used. ("Goddess of the Third Eye," "Beastking of the Swamp" etc.) *Curtis Schultz, 12/20/2003*

Q: If an opponent enters a battle phase, and then uses "Magical Scientist's" effect to Special Summon a Fusion monster, does the Battle Phase end thus taking them to Main Phase 2, or can they attack with that monster too?

A: What happens to the player in question is at the decision of the judge for the event. Depending on what has occurred during the Battle Phase, the effect may need to stop from happening or the Battle phase may have to end. If nothing had occurred during the battle phase I would simply prevent the effect from activating. *Curtis Schultz, 12/20/2003*

Q: If a Fusion monster summoned by "Magical Scientist" has the ability to directly attack your opponent's Life Points directly (e.g., "Reaper on the Nightmare"), does this get by "Magical Scientist's" restriction on that?

A: "Reaper on the Nightmare" would not be able to attack directly. "Magical Scientist" has placed a condition on the Special Summon which says that the monster cannot attack directly. *Curtis Schultz, 12/20/2003*

Q: If a Fusion Monster that was summoned by the effect of "Magical Scientist" is used as a Tribute, will it still return to the Fusion Deck at the end of the turn?

A: No. The Tributed Fusion Monster will remain in the Graveyard. *Curtis Schultz, 01/9/2004*

Q: When you choose to use the effect of "Magical Scientist", do you need to declare what monster you are attempting to summon at that moment, or do you decide at the resolution of the effect?

A: You choose the Fusion Monster you will Special Summon when you activate the effect of "Magical Scientist." *Curtis Schultz, 02/17/2004*

...and Book of Moon

Q: If later in the turn he decides to use his own "Book of Moon" to flip "Magical Scientist" face-down, will the monster Special Summoned be returned at the end of the turn? Additionally, if no, then will the monster still be affected by the "cannot attack life points directly" clause?

A: The Fusion Summoned monster has a condition placed upon it by being Special Summoned by "Magical Scientist." Even if something happens to "Magical Scientist" afterwards the Fusion monster still cannot attack the opponent directly and will return to the Fusion Deck during the End Phase. *Curtis Schultz, 12/28/2003*

Q: "Book of Moon" on the Special Summoned monster resets the effect of "Magical Scientist" on the monster and allows it to stay. Does it also reset the "cannot attack life points directly" clause?

A: Yes it would. If you were to use "Book of Moon" on a Fusion monster Special Summoned by "Magical Scientist" and then flip it back into face-up attack position with "Book of Taiyou" the Fusion monster would be able to attack directly that turn. *Curtis Schultz, 12/28/2003*

Q: If "Book of Moon" was used to turn a Fusion Monster face-down after being summoned by the effect of "Magical Scientist", could that Fusion Monster be Special Summoned from the Graveyard later by "Monster Reborn", "Premature Burial", "Call of the Haunted", etc.?

A: The monster was still not properly Fusion Summoned. This was a not an effect and isn't something that will be "reset" by being turned face-down. *Curtis Schultz, 01/10/2004*

...and Different Dimension Gate

Q: If a Fusion monster summoned by "Magical Scientist" is removed from play with "Different Dimension Gate", when "Different Dimension Gate" is destroyed, does it return to the Fusion Deck?

A: It is not destroyed or returned to the Fusion Deck when it returns to the field. And it may then attack Life Points directly if able. *bishop 02/20/04*

...and Interdimensional Matter Transporter

Q: If I play "Interdimensional Matter Transporter" on a monster summoned by "Magical Scientist," can I have "Magical Scientist's" effect of returning the Fusion monster to the Fusion Deck resolve in the end phase before "Interdimensional Matter Transporter's" effect of returning the monster to the field? Would the monster just be absolved from the effect altogether when it is removed and returned?

A: You can do that. When the fusion monster returns to the field it would not have to return to the Fusion

	<p>Deck. It will be absolved. <i>Curtis Schultz, 12/22/2003</i></p> <p>...and Monster Reborn Q: Can a monster summoned by "Magical Scientist" and tributed to "Catapult Turtle" be Special Summoned with "Monster Reborn"? A: No, since it is a Fusion Monster and was not properly summoned. <i>bishop, 12/09/03</i></p> <p>Q: If Player A has "Magical Scientist" and a Fusion Deck and Player B does not have a Fusion Deck, can he use "Monster Reborn" on Player A's "Magical Scientist" and Special Summon Fusion Monsters from Player A's Fusion Deck? A: "Magical Scientist" allows you to Special Summon a Fusion Monster from YOUR Fusion Deck. If you are Player B, you CANNOT use Player A's Fusion Deck as your own. <i>Steve Okegawa, 01/14/04</i></p> <p>...and Ryu Senshi Q: Here is the scenario: Me: Summon "Magical Scientist" and special summon "Ryu Senshi" Opp: Activates "Torrential Tribute". Will I be able to negate the activation of "Torrential Tribute" with "Ryu Senshi's" effect? A: No, because "Ryu Senshi" will not have been Special Summoned until "Magical Scientist" resolves, at which point it will be too late to stop the "Torrential Tribute." <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: Situation: Player A has no monsters on the field. Player B has 1 Face-down "Spirit Reaper", and 1 Face-down previously set "Book of Moon". Player A activates "Monster Reborn", targets "Magical Scientist". Neither player chains, so "Magical Scientist" is Special Summoned in face-up ATK position. Player A activates the "Magical Scientist" effect to Special Summon "Ryu Senshi". **1st Q: If Player B were to chain the "Book of Moon" to this activation, would that prevent the resolution of the "Magical Scientist" effect, or would "Ryu Senshi" be special summoned? **2nd Q: If Player B were to decline to chain to the first activation of the "Magical Scientist" effect, and instead waited for the Special Summoning to resolve, what would be the earliest point that priority would pass to Player B? Can Player B attempt to activate "Book of Moon" at the end of the resolution of the effect, or does Player A still have Turn Priority? A: #1 - The effect of "Magical Scientist" will still resolve. #2 - The turn player would have a chance to activate the effect of "Ryu Senshi" after it is Special Summoned. If they do, or choose not to, you will then be able to activate "Book of Moon." Keep in mind that "Ryu Senshi" is a multi-trigger, so they could activate its effect after "Book of Moon" activates as a chain. <i>Curtis Schultz, 01/8/2004</i></p> <p>Q: If I pay the 1000 LP with "Magical Scientist" to bring out "Ryu Senshi," if my opponent starts a chain with a trap to it coming into play (like "Bottomless Trap Hole"), can I pay the 1000LP to negate the trap and destroy it? A: Yes, "Ryu Senshi" could use its effect to negate the Trap card as Step 2 in the chain. <i>bishop, 12/06/2003</i></p> <p>...and Skill Drain Q: If a player uses "Magical Scientist's" effect and later activates "Skill Drain," are the Fusion monsters summoned through "Magical Scientist's" effect still returned to the fusion deck? A: The monster Special Summoned through "Magical Scientist's" effect have a condition placed upon them that says they cannot attack directly and will return to the Fusion deck during the End Phase. "Skill Drain" cannot negate this. So even if "Skill Drain" is activated after the Fusion Monsters have been Special Summoned via "Magical Scientist" they will return to the Fusion Deck and cannot attack directly. <i>Curtis Schultz, 12/30/2003</i></p> <p>...and Torrential Tribute Q: If "Torrential Tribute" is chained to the effect of a summoned "Magical Scientist", will "Torrential Tribute" resolve first destroying all monsters on the field before the Fusion Monster is Special Summoned? A: Yes. <i>Curtis Schultz, 01/12/2004</i></p>
Magician of Faith	...and Torrential Tribute <i>see Torrential Tribute</i>
Major Riot	<p>Q: Can "Major Riot" be activated during the End Phase when a Spirit Monster returns to your hand by its effect? A: "This card can only be activated when 1 or more of your monsters are returned from the field to your hand by YOUR OPPONENT'S card effect." Such is the ruling for "Major Riot." I do realize this is not written on the card. I had to ask to make sure. You could not activate this card when your Spirit monster is returned to your hand from its own effect. <i>Curtis Schultz, 02/04/2004</i></p>
Maju Garzett	<p>...and Megamorph <i>see Megamorph</i></p> <p>Q: What value is used to replace the ATK of "Maju Garzett" if it is Special Summoned from the Graveyard?</p>

	<p>A: "Maju Garzett's" ATK would be 0. <i>Curtis Schultz, 12/19/2003</i></p> <p>Q: For monsters like "Great Maju Garzett" that has 0 ATK and 0 DEF and "Maju Garzett" which has ? STK and 0 DEF what is considered to be their base ATK?</p> <p>A: Base/Original ATK is ALWAYS the ATK value shown on the card itself. In other words, "Great Maju Garzett's" original ATK is 0, while "Maju Garzett's" original ATK is ?, a variable with no defined value. <i>Steve Okegawa, 01/31/04</i></p> <p>...and Witch of the Black Forest</p> <p>Q: Can I use "Sangan" or "Witch of the Black Forest's" effects to retrieve "Maju Garzett" from my deck?</p> <p>A: You may use "Witch of the Black Forest" to retrieve it because it has a static defense of 0. However, you may not use "Sangan" because the ATK (?) is unclear. <i>bishop, 12/14/03</i></p>
Man-Eater Bug	<p>Q: Can I Flip Summon "Man-Eater Bug" to kill my opponent's monster then Tribute "Man-Eater Bug" for a Summon Skull</p> <p>A: You can do this, it is legal. You are not required to wait if you have not Normal Summoned yet this turn.</p>
Marauding Captain	<p>...and Cost Down <i>see Cost Down</i></p> <p>...and Pineapple Blast <i>see Pineapple Blast</i></p> <p>...and Skill Drain <i>see Skill Drain</i></p> <p>Q: Can you Special Summon any level 4 or lower monster with "Marauding Captain" or just Warriors?</p> <p>A: Any level 4 or lower monster. <i>bishop, 12/2003/2003</i></p> <p>Q: Can you use "Marauding Captain's" special summoning ability for cards like "Paladin of White Dragon?"</p> <p>A: No. "Marauding Captain" cannot Special Summon monsters that have Special Summon requirements, such as Ritual monsters, or monsters that cannot be Special Summoned, such as Spirit monsters. <i>Steve Okegawa, 12/17/2003</i></p> <p>Q: If "Marauding Captain" is Normal Summoned and my opponent activates a trap in response to my summoning, like "Ring of Destruction" or "Torrential Tribute," am I still able to continue with "Marauding Captain's" second effect and special summon a level four or lower monster to the field from my hand.</p> <p>A: As long as "Marauding Captain" was Normal Summoned successfully, meaning the Summon was not negated. "Ring of Destruction" and/or "Torrential Tribute" will be placed in chain after "Marauding Captain's" effect (which occurs when he is successfully normal summoned). "Marauding Captain" -> "Ring of Destruction"/"Torrential Tribute" They will resolve first, leaving "Marauding Captain's" effect: "Marauding Captain" <- You will then be able to Special Summon a Level 4 or lower monster from your hand. <i>Curtis Schultz, 12/04/2003</i></p> <p>Q: Let's say my opponent has 2 "Marauding Captains" on the field, and no other monsters, am I able to attack directly, or does the "Marauding Captains'" ability not allow me attack??</p> <p>A: If you have 2 "Marauding Captains" on the field (and no other monsters OR all other monsters are face-up Warrior-Type monsters), your opponent may not attack you at all. The exceptions are monsters that are allowed to attack directly by their effects, such as Toon monsters. <i>Steve Okegawa, 01/10/04</i></p> <p>Q: When you Normal Summon the "Marauding Captain", is the Special Summon immediate or can you Special Summon the monster in a later Phase of the same turn?</p> <p>A: When you Normal Summon the "Marauding Captain" its effect activates immediately. When the effect resolves you will Special Summon a Level 4 Star or fewer monster from your hand if you have one you can Special Summon. That is your one and only chance. <i>Curtis Schultz, 01/14/2004</i></p> <p>Q: If there are only two "Marauding Captains" on the field, can a monster like "Jinzo #7" attack?</p> <p>A: They would still be able to attack directly. <i>Curtis Schultz, 01/28/2004</i></p> <p>...and Chain Destruction</p> <p>Q: If "Chain Destruction" is activated in response to the summon of "Marauding Captain" after the controller of "Marauding Captain" declares the use of the Special Summon effect, which monster would be destroyed?</p> <p>A: The effect of "Marauding Captain" activates immediately, but does not resolve immediately. The opponent can still respond to the activation of "Marauding Captain's" effect. If they do so with "Chain Destruction" any "Marauding Captain" card(s) in your Hand and/or Deck will be destroyed and then sent to the Graveyard. If you cannot negate the effect of the "Chain Destruction" you will not have a "Marauding Captain" in our hand to Special Summon and would have to choose another legal monster of 4 Level Stars or less. <i>Curtis Schultz, 01/17/2004</i></p> <p>...and Shift</p> <p>Q: If my opponent attacks "Marauding Captain" on my side of the field can I activate "Shift" and redirect the attack to another Warrior-Type monster?</p> <p>A: "Shift" The other monster is not a legal target for "Shift" in this case, because "Marauding Captain" will not allow it to be attacked. <i>Curtis Schultz, 12/20/2003</i></p> <p>...and Trap Hole</p>

	<p>Q: If I summon "Marauding Captain" and use its effect, can my opponent still use "Trap Hole" on "Marauding Captain?"</p> <p>A: They CAN activate "Trap Hole," but it will not stop the Special Summon from "Marauding Captain's" effect. <i>bishop 01/01/2004</i></p>
Marie the Fallen One	<p>...and Fire Princess see <i>Fire Princess</i></p>
Maryokutai	<p>Q: Can "Maryokutai" be legally activated to counter a card used during the Damage Step to increase or decrease the ATK or DEF of a monster?</p> <p>A: This is legal during the Damage Step. <i>bishop, 01/08/04</i></p>
Mask of Brutality	<p>Q: If "Mask of Brutality" is equipped to an opponent's monster, will the opponent have to pay 1000 Life Points at each of their Standby Phases?</p> <p>A: The controller of the "Mask of Brutality" is the one that would have to pay in order to keep the "Mask of Brutality" in play. <i>Curtis Schultz, 01/28/2004</i></p>
Mask of Darkness	<p>...and Necrovalley</p> <p>Q: Is "Mask of Darkness" negated by "Necrovalley?"</p> <p>A: Yes. <i>bishop, 12/05/2003</i></p>
Mask of Dispel	<p>This card has errata: The text should read: "Select 1 face-up Spell Card on the field. The controller of the Spell Card must take damage of 500 Life Points during each of your Standby Phases. When the selected card is destroyed or removed from the field, this card is also destroyed."</p>
Mask of Restrict	<p>...and Dark Necrofear see <i>Dark Necrofear</i></p> <p>Q: Can a non-specific Trap Card like "Mask of Restrict" be activated during my opponent's Draw Phase?</p> <p>A: "Mask of Restrict" would be fine because it has no specific activation timing requirements. <i>Curtis Schultz, 01/12/2004</i></p> <p>Q: Does the effect of "Mask of Restrict" include Tribute Summon, Tribute Summon for Toon Monsters, Special Summon, Ritual Summon, and Fusion Summon?</p> <p>A: It includes any card effect that requires a "tribute" or an action that would require offering tribute. Tribute Summons, Special Summons that require tributes like 5+ star level Toons and "Lava Golem," and Ritual Summons would be affected by "Mask of Restrict." Card effects like "Cannon Soldier," "Catapult Turtle," "Summoner of Illusions," and "Tribute Doll" would be affected by "Mask of Restrict." Fusion Summons do not require Tributes, so they would not be affected by "Mask of Restrict." One thing to keep in mind: if "Mask of Restrict" is activated in response to a successful Tribute Summon it will be too late for "Mask of Restrict" to prevent it. Response #2: No player can interrupt a Tribute being offered for a Tribute Summon with any card effects. If they wanted to activate that "Mask of Restrict" they should have done so in an earlier Phase. Successful Tribute Summon means that the Summon was not negated by card effects like "Solemn Judgement" or "Horn of Heaven." <i>Curtis Schultz, 01/14/2004</i></p>
Mega Ton Magical Cannon	<p>Q: Could a player play the "Mega Ton Magical Cannon," add a Spell Counter to their "Royal Magical Library" and to their "Magical Marionette" (to make a total 10 Spell Counters) and then resolve "Mega Ton Magical Cannon's" effect (Remove 10 Spell Counters on your side of the field. Destroy all cards on your opponent's side of the field.)?</p> <p>A: No, you may not activate "Mega Ton Magical Cannon" if you do not have 10 Spell Counters on the field. <i>bishop, 01/08/04</i></p>
Megamorph	<p>Q: Who's Life Points does "Megamorph" go off: mine or my opponent's?</p> <p>A: "Megamorph" looks at the Life Points of its owner. As you are the one playing "Megamorph," it will check your Life Points. Since your Life Points are higher than your opponent's Life Points, "Megamorph" will halve the original ATK of the monster you equip it to, even if you equip it to your opponent's monster. <i>Steve Okegawa, 12/13/2003</i></p> <p>...and Maju Garzett</p> <p>Q: Would "Maju Garzett's" original attack be considered 0 or twice the ATK of the monster that was tributed for it? I'm wondering if a player equipped "Megamorph" to it if would increase it's attack by doubling or if it would just be doubling 0?</p> <p>A: "Thousand-Eyes Restrict's" attack would become 0 due to "Megamorph" and remain that way even if another monster were to be equipped to it. Any monster that has an effect where its attack "becomes" a value is overwritten by "Megamorph." Monsters with attacks that state to increase or decrease are not overwritten. Monsters with attacks that "become" a value: "Thousand-Eyes Restrict," "Arsenal Bug," "Twin-Headed Behemoth," "8-Claws Scorpion," "Maju Garzett," and "Great Maju Garzett." Monsters with attacks that "increase" or "decrease": "Injection Fairy Lily," "Maha Vailo," "Royal Keeper," "Muka Muka," "Nuvia the Wicked," "Gyaku-Gire Panda," and "Bazoo the Soul Eater." <i>Curtis Schultz, 12/31/2003</i></p> <p>...and Thousand Eyes Restrict</p> <p>Q: If "Megamorph" is equipped to "Thousand-Eyes Restrict" and the Life Points of both players are equal, will the ATK of "Thousand-Eyes Restrict" still become 0?</p> <p>A: In that case the ATK of "Thousand-Eyes Restrict" would not be changed by "Megamorph." <i>Curtis Schultz, 01/18/2004</i></p>

<p>Messenger of Peace</p>	<p>...and Karate Man <i>see Karate Man</i></p> <p>Q: Is the 100 Life Point cost during the Standby Phase for "Messenger of Peace" mandatory? A: During your Standby Phase, you can decide to pay for the "Messenger of Peace" or send it to the Graveyard by not paying for it. <i>Curtis Schultz, 02/09/2004</i></p> <p>...and Freed the Matchless General</p> <p>Q: When I use "Messenger of Peace," can "Freed the Matchless General" attack? A: No, "Messenger of Peace" does not designate a target. <i>bishop, 12/07/03</i></p> <p>...and Injection Fairy Lily</p> <p>Q: If there is a Face-up "Messenger of Peace" on the field and I attack with "Injection Fairy Lily," can I use its effect to increase the attack by 3000? A: "Messenger of Peace" stops the declaration of an attack with a monster of 1500 or more ATK, any increases after the Battle Step are not counted. <i>bishop, 12/08/03</i></p> <p>...and Spell Cancellor</p> <p>Q: If "Spell Cancellor" is face-up on the field, do you have to pay the cost for "Messenger of Peace"? A: No you would not have to pay for "Messenger of Peace" while the effect of "Spell Cancellor" is active. The same would be true if "Imperial Order" was active. <i>Curtis Schultz, 01/25/2004</i></p>
<p>Metalmorph</p>	<p>Q: After activation, "Metalmorph" is treated as an equip card so that means that it stays on the field? A: It equips to the targeted monster and remains on the field as an Equip Spell Card. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: When is the right time to activate "Metalmorph?" A: You can activate this card anytime it would be legal to activate a Trap Card. You can activate this card during the Damage Step because it modifies the ATK/DEF of a monster. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: Can I equip two "Metalmorphs" to the same monster? If so, is the effect cumulative? A: You can more then 1 "Metalmorph" to the same monster. The effects are cumulative. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: During an attack, when does the increase of ATK to the monster equipped with "Metalmorph" occur? A: The "half attack" increase to ATK occurs during the Damage Step. <i>Curtis Schultz, 01/8/2004</i></p>
<p>Metalzoa</p>	<p>Q: Can you attack with a "Zoa" equipped with "Metalmorph" and then offer it to Special Summon "Metalzoa" during the Battle Phase to attack with the newly summoned monster? A: You can only perform that Special Summon during main phase 1 or 2 of your turn only. <i>Curtis Schultz, 01/05/2004</i></p>
<p>Metamorphosis</p>	<p>Q: Can a player take an opponent's monster through some card effect and then activate "Metamorphosis" if they do not have any Fusion Monsters of the same Level Stars in their Fusion Deck? A: No. The player activating "Metamorphosis" needs a monster in their fusion deck that has the same number of Level Stars as the monster that is being Tributed for the effect of "Metamorphosis." <i>Curtis Schultz, 01/20/2004</i></p>
<p>Michizure</p>	<p>Q: Can you activate "Michizure" in the Damage Step after an attack has destroyed your monster? A: You cannot activate "Michizure" during the Damage Step. <i>bishop 02/23/04</i></p>
<p>Mirage Knight</p>	<p>...and Interdimensional Matter Transporter <i>see Interdimensional Matter Transporter</i></p> <p>Q: Will "Mirage Knight" increase its ATK when attacking "Great Maju Garzett"? Will "Mirage Knight" increase its ATK when attacking "Gradius's Option"? A: "Great Maju Garzett's" base attack is 0, as printed on the card. "Gradius' Option" would be treated as having a 0 base attack for the effect of "Mirage Knight," so the "Mirage Knight" would gain no boost from attacking it. <i>Curtis Schultz, 02/09/2004</i></p> <p>Q: When "Mirage Knight" is special summoned by "Dark Flare Knight's" effect, would one still be able to attack with "Mirage Knight" during that same turn? A: Yes, you may attack with the Special Summoned "Mirage Knight." <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: On "Mirage Knight" it says it can only be Special Summoned through the effect of the "Dark Flare Knight", but it doesn't specify where it is Special Summoned from? A: From the card text of "Dark Flare Knight": "When this card is destroyed and sent to the Graveyard as a result of battle, Special Summon 1 "Mirage Knight" from your hand or Deck." <i>bishop, 01/23/04</i></p> <p>Q: If "Mirage Knight" attacks directly, will it still be removed from play by its own effect? A: Attacking directly is still considered "being in battle". So "Mirage Knight" would be removed from play. <i>bishop 02/21/04</i></p> <p>...and Book of Moon</p> <p>Q: If "Mirage Knight" was involved in battle, can "Book of Moon" be activated to turn it face-down and prevent it from being removed from play during the End Phase? A: The "Mirage Knight" would remain Set and would not be removed from play. <i>Curtis Schultz, 01/28/2004</i></p> <p>...and Dimensionhole</p>

	<p>Q: If "Mirage Knight" was involved in battle, can "Dimensionhole" be activated to remove it from play until the next Standby Phase preventing the effect of being removed from play during the End Phase? A: The "Mirage Knight" would not be removed from play by its effect when returned to the field by "Dimensionhole." <i>Curtis Schultz, 01/28/2004</i></p> <p>...and Skill Drain Q: Is a condition placed on "Mirage Knight" during Damage Calculation were it must be removed during the End Phase even if "Skill Drain" is activated during Main Phase 2? A: "Mirage Knight" would not be removed from play during the End Phase if its effect is being negated by "Skill Drain." <i>Curtis Schultz, 02/17/2004</i></p>
Mirage of Nightmare	<p>...and Forced Requisition <i>see Forced Requisition</i> ...and Type Zero Magic Crusher <i>see Type Zero Magic Crusher</i></p> <p>DEFINITIVE RULING: If Mirage of Nightmare is destroyed before you have to discard, then you do not need to discard for Mirage of Nightmare's effect. You may use Mystical Space Typhoon during the Draw Phase to destroy Mirage of Nightmare before you have to discard. If you have multiple copies of Mirage of Nightmare, you don't draw for more than 1 because you have 4 cards in your hand from using the effect of only 1 of them; nor do you have to discard for the second copy because you didn't draw any cards using its effect. If you draw so that you have 4 cards using 1 Mirage of Nightmare, and some effect causes you to discard during that same Standby Phase, you may activate the other Mirage of Nightmare to draw back up to 4; in this case you discard separately for each Mirage of Nightmare, and if 1 of them is destroyed you do not have to discard for its effect, only for the effect of the Mirage of Nightmare that was not destroyed. When both players have Mirage of Nightmare active, first the turn player discards for his/her Mirage of Nightmare, then the opponent draws for his/her Mirage of Nightmare. If you have 4 or more cards in your hand, do not draw, and do not discard down to 4 (Mirage of Nightmare's effect is not applied). If the Standby Phase is skipped by Solomon's Lawbook, etc., do not discard for Mirage of Nightmare's effect. If you discard Sinister Serpent during your Standby Phase for Mirage of Nightmare's effect, you may add Sinister Serpent back to your hand during that same Standby Phase. Drawing for Mirage of Nightmare is considered 1 draw no matter how many cards are drawn, so you only gain 500 Life Points if you have Solemn Wishes, etc. If you draw 3 cards for Mirage of Nightmare's effect, but only have 2 cards in your hand during your next Standby Phase, discard your entire hand (2 cards). If you draw for Mirage of Nightmare, and then activate Imperial Order, so that Imperial Order is active during your Standby Phase, you do not have to discard for Mirage of Nightmare. If you have Mirage of Nightmare and Imperial Order, during your Standby Phase you can activate Mirage of Nightmare's discard effect first (and NOT discard because Mirage of Nightmare's effect is negated) and THEN choose not to pay for Imperial Order, so Imperial Order is destroyed; you then enter your Main Phase 1 without having to discard for Mirage of Nightmare. If Player A controls Mirage of Nightmare, and Player B controls Imperial Order, and it is Player B's Standby Phase, Player B has priority and may choose to resolve an effect first. If Player B passes priority, then it shifts to Player A and Player A may choose to resolve an effect. If Player A declines priority, it shifts back to Player B and Player B MUST resolve an effect. So Player B must choose whether or not to pay for Imperial Order, and if Player B does not pay for Imperial Order and it is destroyed, Player A can draw cards for Mirage of Nightmare.</p> <p>Q: Is the drawing part of "Mirage of Nightmare" optional or mandatory? A: It is mandatory. <i>bishop 01/04/2004</i></p> <p>Q: Who does the random discard for the effect of "Mirage of Nightmare?" A: The discarding for "Mirage of Nightmare" has to be random, but it does not matter who makes the random selections. The randomness of the discard must be assured, though. <i>Curtis Schultz, 01/28/2004</i></p> <p>...and Imperial Order Q: Can I draw cards from "Mirage of Nightmare" and activate "Imperial Order" afterward so during my Standby Phase, I can activate "Mirage of Nightmare's" discarding effect (which is negated by "Imperial Order," then activate "Imperial Order's" cost and not pay for it? A: Yes, you can do that. <i>bishop, 12/04/2003</i></p> <p>...and Sinister Serpent Q: When you discard for "Mirage of Nightmare" and you have "Sinister Serpent" in your hand, can you discard separately for each card and return "Sinister Serpent" to your hand between each discard event? A: No, you must discard all the required cards at the same time. <i>bishop, 01/08/2003</i></p>
Mirror Force	<p>...and Book of Moon <i>see Book of Moon</i></p> <p>Q: If I attacked my opponent's Life Points directly with "Servant of Catabolism", "Jinzo #7" or "Inaba</p>

	<p>White Rabbit" (or other direct damage monsters), does "Mirror Force" destroy all Attack Position monsters on my side of the field or are they immune to "Mirror Force"?</p> <p>A: From the text of "Mirror Force:" "When an opponent's monster attacks ..." A direct attack is still an attack that goes through the Damage Calculation Step. <i>bishop, 01/13/04</i></p> <p>Q: Since "Mirror Force" negates the attack of 1 monster, would it be considered a targeting effect?</p> <p>A: "Mirror Force" is not a targeting effect. This is due to it destroying all of your opponent's face-up attack position monsters without you being able to have a say in the matter. <i>Curtis Schultz, 01/6/2004</i></p> <p>...and Magic Cylinder</p> <p>Q: I understand that if I use "Mirror Force" and my opponent doesn't respond, I can activate "Magic Cylinder" as well, would you please, for the record, detail the resolution of this chain?</p> <p>A: Link 1: "Mirror Force" Link 2: "Magic Cylinder" Resolve Link 2: "Magic Cylinder"(resolves doing damage in the appropriate ATK value to the opponent's Life Points) Link 1: "Mirror Force" (resolves destroying all face-up ATK position monsters on the opponent's side of the field) That's it. <i>bishop, 02/19/04</i></p>
<p>Mirror Wall</p>	<p>Q: Can "Mirror Wall" be activated during the Damage Step?</p> <p>A: Yes it can. <i>bishop, 12/09/03</i></p> <p>Q: Does the effect of "Mirror Wall" decreasing a monster's ATK by half only last until the end of the turn?</p> <p>A: The halving of the monster's ATK remains in effect as long as "Mirror Wall" is in active on the field. So if "Mirror Wall" is removed from the field or negated by another card's effect the monster's ATK would then return to normal. <i>Curtis Schultz, 01/22/2004</i></p> <p>Q: Is the payment for "Mirror Wall" required or optional?</p> <p>A: If you wish to keep "Mirror Wall" on the field, then payment is required. <i>bishop, 01/18/04</i></p> <p>...and Jinzo</p> <p>Q: Would you still have to pay the cost of "Mirror Wall" if "Jinzo" or "Royal Decree" is active on the field?</p> <p>A: No you would not have to pay if "Mirror Wall's" effect is being negated by another card. <i>Curtis Schultz, 01/18/2004</i></p>
<p>Moisture Creature</p>	<p>Q: Can you Tribute you opponent's monsters for the effect of "Moisture Creature" ("If you tribute Summon this monster by offering 3 monsters on the field as a Tribute, destroy all Magic and Trap cards on your opponent's side of the field.")?</p> <p>A: You cannot Tribute the opponent's monsters unless an effect specifically states that you can (Examples: "Soul Exchange," "Lava Golem"). The card doesn't have to be specific and say "your side of the field," as the rule has always been that you can only Tribute monsters under your control (again, unless an effect specifically says otherwise). <i>Steve Okegawa, 02/17/04</i></p> <p>...and Trap Hole</p> <p>Q: If I tribute 3 monsters to Summon "Moisture Creature" can "Trap Hole" still be activated by my opponent in response to the summon or does "Moisture Creature's" effect destroy all M/T (unless the summon is negated by "Horn of Heaven" or "Solemn Judgment") and will it's effect take place after the "Trap Hole" is resolved?</p> <p>A: "Trap Hole" could be activated. It would be placed in chain after "Moisture Creature's" effect and would resolve first. Activation: "Moisture Creature" --> "Trap Hole" Resolution: "Trap Hole" destroys "Moisture Creature." "Moisture Creature's" effect would then destroy any Spell or Trap cards in the opponent's S/T zone. <i>Curtis Schultz, 12/08/2003</i></p>
<p>Monster Reborn</p>	<p>...and Dark Necrofear <i>see Dark Necrofear</i> ...and Lava Golem <i>see Lava Golem</i> ...and Magical Scientist <i>see Magical Scientist</i> ...and Remove Brainwashing <i>see Remove Brainwashing</i> ...and Riryoku Field <i>see Riryoku Field</i> ...and Solemn Judgment <i>see Solemn Judgment</i></p> <p>Q: If "Monster Reborn" or another Spell Card that can Special Summon a monster was activated with all 5 of the Monster Zone spaces already filled, would that be considered an illegal activation or does it simply resolve without effect?</p> <p>A: It would only be an illegal activation if 5 monsters existed on their side of the field when "Monster Reborn" was activated. <i>Curtis Schultz, 02/09/2004</i></p> <p>Q: Can "Monster Reborn" be used for Level 5 or higher monsters</p> <p>A: Level 5+ monsters can be Special Summoned from the Graveyard, even if they have not been summoned before. The only monsters you cannot summon via "Monster Reborn" are monsters with Special Summon</p>

	<p>requirements that have not been met, such as "Gate Guardian," "Great Moth," "Valkyrion the Magna Warrior," "Lava Golem," any Ritual monster, "Dark Necrofer," and so forth. If one of these monsters is sent to the Graveyard AFTER being summoned correctly (example: "Relinquished" is successfully summoned via "Black Illusion Ritual," but then is destroyed by "Raigeki)," you may Special Summon it from the Graveyard via "Monster Reborn" (or similar revival cards). <i>Steve Okegawa, 12/06/2003</i></p> <p>Q: If I use "Monster Reborn" on "Witch of the Black Forest", or any other monster, when it is Special Summoned, can I immediately Tribute it to Summon "Jinzo" before my opponent has a chance to use "Ring of Destruction" on "Witch of the Black Forest"?</p> <p>A: The basic game mechanic is that your opponent has the opportunity to respond to each event. In this case, the event is the Summoning of "Witch of the Black Forest". Event Ends. Opponent now has the opportunity to respond. He/she may respond by activating "Ring of Destruction" on "Witch of the Black Forest" and thereby keeping it from being used for a Tribute Summons of "Jinzo". <i>bishop, 01/27/04</i></p> <p>Q: Player A: Activates "Monster Reborn" and targets a monster in their opponent's Graveyard. Player B: Chains with "Call Of The Haunted" and targets the same monster. If there are two monsters of that card name in the opponent's Graveyard, can the Turn Player Special Summon the second one?</p> <p>A: When you activate "Monster Reborn" you choose one, specific monster. If that one, specific monster is removed from the Graveyard before "Monster Reborn" resolves, the effect of "Monster Reborn" will disappear.</p> <p>It doesn't matter that two monsters in your Graveyard share the same name. You choose which of the two (or three, if that is the case) is the one, specific monster you will Special Summon when you activate "Monster Reborn." Your opponent can then respond with their own card effect. <i>Curtis Schultz, 02/12/2004</i></p> <p>Q: Are you able to look at the Graveyard to decide the target of "Monster Reborn" after you activate it, or must you know your target before you activate it?</p> <p>A: This one seemed to get a bit confused a while back, so I wanted to clear it up now. You CAN look through your Graveyard after activating the effect of a card such as "Monster Reborn." You do not have to already "know" what is in there. You can play your "Monster Reborn," look through your Graveyard or your opponent's Graveyard, and then declare your target. Do keep in mind that your target is declared at activation and not at resolution, so your opponent does not respond until after you have chosen your target. Once you decide which monster you would target, your opponent could then respond with their own card effect. Your Graveyard doesn't suddenly become off-limits to you just because you activated a card's effect. If you need to look to decide what you will do then you are certainly able to go ahead and look.</p> <p>...and Call of the Haunted</p> <p>Q: If my opponent uses "Monster Reborn" on a Monster Card in my Graveyard, and I chain with "Call of the Haunted" on the same Monster Card, do I end up with that monster on my side of the field and my opponent has nothing, or do they choose again?</p> <p>A: "Monster Reborn" selects a target during activation. If the chosen monster no longer exists in the Graveyard during resolution, "Monster Reborn" will resolve without effect. <i>Steve Okegawa, 02/10/04</i></p>
Monster Recovery	<p>Q: What would happen if I attacked my opponents "Gemini Elf" with my "Jinzo," and they flipped "Monster Recovery?" Would they still lose life points? Or would the attack be negated?</p> <p>A: A replay would be triggered, and "Jinzo" is able to choose a new attack target, or attack directly if your opponent has no other monsters on the field. The original attack against "Gemini Elf" is treated as if it never happened, and the Damage Step was never reached, so no damage occurred from that first declared attack against "Gemini Elf." <i>Steve Okegawa, 12/14/2003</i></p> <p>Q: Can you use "Monster Recovery" on a Sheep Token?</p> <p>A: You may use "Monster Recovery" on a Sheep Token (or any other kind of Token for that matter). <i>bishop, 02/17/04</i></p>
Morale Boost	<p>Q: If more than 1 "Morale Boost" exists on the field, are the increase and decrease to Life Points cumulative?</p> <p>A: Yes 2+ "Morale Boost" are cumulative. <i>Curtis Schultz, 01/05/2004</i></p> <p>...and Harpie's Feather Duster</p> <p>Q: If the effect of "Harpie's Feather Duster" or "Heavy Storm" destroys the only active "Morale Boost" and one or more Equip Spell Cards, will the controller of those Equip Spell Cards still decrease Life Points for each Equip Spell Card being destroyed?</p> <p>A: No, because the "Morale Boost" and Equip Spell Card were destroyed at the same time. <i>Curtis Schultz, 01/05/2004</i></p> <p>...and Imperial Order</p> <p>Q: If a card effect targets an Equip Spell Card and destroys it, can "Imperial Order" be chained to that effect to negate the decrease to Life Points from the effect of "Morale Boost"?</p> <p>A: Yes. If Morale Boost's effect is being negated no Life Points would be lost when an Equip Spell Card is destroyed. <i>Curtis Schultz, 01/05/2004</i></p> <p>...and Mystical Space Typhoon</p> <p>Q: If a card effect targets an Equip Spell Card and destroys it, can "Mystical Space Typhoon" be chained to</p>

	<p>that effect targeting "Morale Boost" and preventing the decrease to Life Points from the effect of the targeted "Morale Boost"?</p> <p>A: "Morale Boost" is a Continuous Spell Card and must remain face-up on the field in order for its effect to be active. If it is not face-up on the field no Life Points would be lost when an Equip Spell Card is destroyed. <i>Curtis Schultz, 01/05/2004</i></p>
Morphing Jar #2	<p>...and Cost Down <i>see Cost Down</i> ...and Despair from the Dark <i>see Despair from the Dark</i> ...and Non-Aggression Area <i>see Non-Aggression Area</i> ...and Sword of Deep Seated <i>see Sword of Deep Seated</i></p> <p>Q: It has been ruled that a player can shuffle the monsters being placed face-down on the field by the effect of "Cyber Jar". Can the monsters being Special Summoned by the effect of "Morphing Jar #2" also be shuffled when placing them on the field?</p> <p>A: Yes, you can shuffle around the face-down monsters after you have completed resolving the effect of "Morphing Jar #2." <i>Curtis Schultz, 02/04/2004</i></p> <p>Q: If "Morphing Jar#2" is flipped due to an attack, will it still return to the Deck if it is destroyed from battle?</p> <p>A: No. <i>bishop, 12/06/2003</i></p> <p>Q: With "Morphing Jar#2," do you count the monsters that are Level 5 or higher, or Special Summon only monsters like "Yata-Garasu," and what happens to them?</p> <p>A: High level monsters or Special Summoned monsters (like "Yata-Garasu") are discarded when contained in the cards picked up but they are counted as monsters. <i>bishop, 12/16/2003</i></p> <p>Q: "Cyber Jar's" ruling says that Toons, Ritual Monsters, etc. are added to your hand, and of course, so will spirit monsters. Is this the same for "Morphing Jar #2"?</p> <p>A: Special Summon monsters will be placed in the graveyard due to "Morphing Jar #2's" effect. <i>bishop, 12/07/03</i></p> <p>Q: If Player A has 4 Sheep Tokens and 1 "Archfiend Soldier" and attacks Player B's face-down "Morphing Jar #2", would player A have to get 5 monsters from the Deck, since he had 5 monsters on the field when "Morphing Jar #2" was flipped, or would it only be 1, since "Archfiend Soldier" is the only one to go back into the Deck?</p> <p>A: "Morphing Jar #2" only counts the monsters that actually return to the deck. Since the "Sheep Tokens" are simply removed from the field and NOT returned to the deck, they do not count as monsters being shuffled into your deck. <i>Steve Okegawa, 02/18/04</i></p> <p>Q: If there are Monster Tokens on the field when "Morphing Jar #2" is flipped face-up, will they be counted with the monsters returning to the Deck?</p> <p>A: Monster Tokens will not count toward "Morphing Jar #2's" effect. If you returned 3 monsters to your Deck, you will reveal cards from the Top of your Deck until you reach 3 monsters. Any that are 4 Level Stars or less would be Set, any 5+ Level Star Monsters or monsters with Special Summon requirements (irregardless of thier Level Stars) would be sent to the Graveyard. A monster revealed that could not be Special Summoned by the effect of "Morphing Jar #2" would count toward the total. So If I had 2 monsters return to my Deck and when revealing cards from my Deck I reveal a "Jinzo" and an "Ojama Green,." The "Jinzo" goes to my Graveyard and "Ojama Green" is Set. <i>Curtis Schultz, 02/16/2004</i></p>
Mucus Yolk	<p>Q: Can "Mucus Yolk" attack with no bonuses?</p> <p>A:"Mucus Yolk" may certainly attack with 0 ATK, but it won't do any damage and therefore will not have its effect activated. 0 Damage is 0 Damage or, in other words, no damage at all. "Mucus Yolk" must have something other than 0 ATK in order to do damage. So, it must be boosted (Equip Spell Card, Field Spell Card, etc) in order to raise it above 0 ATK before its effect will activate. <i>bishop 02/22/04</i></p> <p>...and Twin Swords of Flashing Light – Tryce</p> <p>Q: If a "Mucus Yolk" attacks twice and inflicts damage, does it gain ATK twice?</p> <p>A: It would gain twice <i>bishop 02/23/04</i></p>
Mudora	<p>...and Change of Heart</p> <p>Q: If your opponent uses "Snatch Steal" or "Change of Heart" on your "Mudora", does the ATK follow their Graveyard since the card states 'your Graveyard' (the card controller)?</p> <p>A: Yes, that is correct. In the case of "Mudora", it considers the Graveyard of its current controller. So, if your opponent gains control of it through "Change of Heart," for example, it counts the number of Fairy-Type monsters in their Graveyard. And of course, it counts the number of Fairy-Type monsters in your Graveyard again once you re-gain control of "Mudora". <i>Steve Okegawa, 02/19/04</i></p>
Mushroom Man #2	<p>Q: When you give control of "Mushroom Man #2" to your opponent, can your opponent use its effect during their turn to give control back to you?</p> <p>A: Yes they can. In this way the "Mushroom Man #2" can have control passed between the two players for multiple turns by paying the 500 Life Point cost during their End Phase. <i>Curtis Schultz, 12/10/2003</i></p>
My Body as a Shield	<p>...and King Tiger Wanghu <i>see King Tiger Wanghu</i></p> <p>DEFINITIVE RULING:</p>

	<p>What you can & can't do with this card.....</p> <ol style="list-style-type: none"> 1. My Body as a Shield will negate cards such as Dark Hole, Fissure, Raigeki, Eternal Rest, Nobleman of Crossout, Tribute to the Doomed, Trap Hole, Two-Pronged Attack, Mirror Force, House of Adhesive Tape, Eatgaboon, Ring of Destruction, Torrential Tribute, Bottomless Trap Hole, Man-Eater Bug, Blast Juggler, Dragon Seeker, Dream Clown, Stone-Throwing Catapult, Burst Breath, Swarm of Scarabs, Cyber Jar, Tribe-Infecting Virus, Raigeki Break, XYZ Dragon Cannon, Mega-Ton Magical Cannon, Exiled Force (negates the effect but will not destroy Exiled Force as it is already in the Graveyard), Offerings to the Doomed (negates Offerings to the Doomed so you do not skip your Draw Phase), Jowgen the Spiritualist (when Jowgen's effect is activated), Dragon's Gunfire (if the effect that destroys a monster is selected), or Last Warrior From Another Planet (negates the effect and destroys Last Warrior From Another Planet). 2. My Body as a Shield can only be used against effects that will destroy monsters at that time. So you cannot use My Body as a Shield when Tribe-Infecting Virus is summoned; you can only use it in response to the activation of Tribe-Infecting Virus's effect, at which point the effect of Tribe-Infecting Virus is negated and Tribe-Infecting Virus is destroyed. Also, you cannot use My Body as a Shield against cards whose effects will not destroy a monster right away, so you cannot use My Body as a Shield against Jigen Bakudan, Ekibyo Drakmord, After Genocide, Magical Hats, Steel Scorpion, Toon Monsters, Thunder Nyan Nyan, Gradius' Option, Summoner of Illusions, Limiter Removal, Call of the Haunted, Premature Burial, or Autonomous Action Unit. 3. You cannot use My Body as a Shield against cards whose effects might or might not destroy a monster right away, such as Earthshaker, Barrel Dragon, Acid Trap Hole, or Time Wizard. 4. You cannot use My Body as a Shield against monsters with continuous effects such as Kotodama or King Tiger Wanghu. 5. You cannot activate My Body as a Shield during the Damage Step, so you cannot use it against a Man-Eater Bug or Cyber Jar flipped by an attack, but you can use it when these monsters are Flip Summoned. <p>Q: Can "My Body as a Shield" negate and destroy the Flip Summon of the "4-Star Ladybug of Doom?" A: You could use it if it was Flip Summoned and the Effect activated. You could not use it during the Damage Step if "4-Star Ladybug of Doom" was flipped by an attack.. <i>bishop, 01/08/04</i></p> <p>Q: Can "My Body as a Shield" be activated to protect a monster from Monster Effects that remove a monster from play such as "D. D. Warrior Lady"? A: "My Body as a Shield" cannot be activated during the Damage Step. If the effect text does not involve the text of "destroy," then "My Body as a Shield" should not be able to be activated. (I am not aware of any exception to this, but if I find any I will let you all know.) <i>Curtis Schultz, 02/16/2004</i></p> <p>...and Dark Master - Zorc Q: Can "My Body as a Shield" be activated in response to the effect of "Dark Master - Zorc"? A: "My Body as a Shield" cannot be activated in response to the effect of "Dark Master - Zorc" for the same reason you cannot use it against cards like "Barrel Dragon." Since there is no certainty that your monster(s) will be destroyed by the effect, "My Body as a Shield" cannot be activated. <i>Curtis Schultz, 01/28/2004</i></p>
<p>Mysterious Puppeteer</p>	<p>This card has errata: The text should read: As long as this card remains face-up on the field, the Life Points of this card's controller increase by 500 points for each additional monster summoned (excluding Special Summon, but including your opponent's monsters).</p> <p>Q: Is "Mysterious Puppeteer" considered a Continuous Effect or a Trigger Effect? A: It is a trigger. <i>Curtis Schultz, 01/15/2004</i></p> <p>...and Exiled Force Q: If the opponent summons and Effect Monster such as "Exiled Force" while "Mysterious Puppeteer" is face-up on the field, can "Trap Hole" be chained to the effect of "Mysterious Puppeteer" destroying the summoned monster before its effect can be activated? A: The "Mysterious Puppeteer's" effect would activate immediately after the successful Summon of "Exiled Force." The opponent could chain to this with "Trap Hole" and target the "Exiled Force." In this situation, "Exiled Force" will not get to activate its effect and would be destroyed by "Trap Hole" during the resolution of the chain. <i>Curtis Schultz, 01/25/2004</i></p> <p>...and Skill Drain Q: If "Skill Drain" is active, would the "Mysterious Puppeteer's" effect still attempt to work, removing the Turn Player's priority for a card such as "Exiled Force"? A: The "Mysterious Puppeteer's" effect would still activate, but it would be negated by "Skill Drain" when it resolves. "Skill Drain" cannot prevent the activation of a monster's effect, but it will negate the effect if it resolves while the monster is face-up on the field. <i>Curtis Schultz, 02/01/2004</i></p>
<p>Mystic Tomato</p>	<p>...and Spirit Reaper <i>see Spirit Reaper</i> ...and Torrential Tribute <i>see Torrential Tribute</i></p> <p>Q: If "Mystic Tomato" attacks a "Mystic Tomato" in attack position, do both get their effects immediately?</p>

	<p>A: Both "Mystic Tomatos" were destroyed due to damage calculation, so both will activate their effects. <i>Curtis Schultz, 02/03/2004</i></p>
Mystical Knight of Jackal	<p>Q: If the monsters destroyed first go to the Graveyard and then to the deck (as in the case of "Mystical Knight of Jackal" or "Winged Sage Falcos"), would the reasoning behind the fact that these cards are not negated by Necrovalley?</p> <p>A: Their effects are not targeting, as the effects apply to what-ever monster was destroyed by them. <i>bishop, 01/29/04</i></p> <p>...and Witch of the Black Forest</p> <p>Q: If Player A controls "Mystical Knight of Jackal" and uses it to attack and destroy an opponent's "Witch of the Black Forest", and Player A uses the effect of "Mystical Knight of Jackal" to return "Witch of the Black Forest" to Player B's deck; does Player B gain the search effect of "Witch of the Black Forest", or does "Witch of the Black Forest" return to the deck without going to the Graveyard?</p> <p>A: After a monster is destroyed by "Mystical Knight of Jackal", it goes to the Graveyard THEN to the top of the deck. Therefore, "Witch of the Black Forest" would get its effect. <i>bishop, 01/28/04</i></p>
Mystical Space Typhoon	<p>...and Imperial Order <i>see Imperial Order</i></p> <p>...and Inspection <i>see Inspection</i></p> <p>...and Judgment of Anubis <i>see Judgment of Anubis</i></p> <p>...and Morale Boost <i>see Morale Boost</i></p> <p>...and Nobleman of Extermination <i>see Nobleman of Extermination</i></p> <p>...and Ring of Destruction <i>see Ring of Destruction</i></p> <p>...and Statue of the Wicked <i>see Statue of the Wicked</i></p> <p>...and Swords of Revealing Light <i>see Swords of Revealing Light</i></p> <p>Q: If I have a set "Mystical Space Typhoon" and my opponent set a trap, like "Imperial Order" or "Waboku," and my opponent ends his turn (End Phase) can I act, and use "Mystical Space Typhoon" to destroy his trap on the End Phase and it would go to the grave without activation?</p> <p>A: Yes, you may indeed activate quick-play spell and trap cards during the End Phase of your opponent's turn. And if it was set that turn, it cannot be activated in response. <i>bishop, 12/24/2003</i></p> <p>Q: If I set a Mystical Space Typhoon face down in my Spell/Trap zone, can I activate it that turn? Or, since it was set down like a trap, does it take the properties of a trap and it can't be activated the turn it's set? And if that is true, that it takes on the properties of a trap, with that logic, couldn't I set a normal magic and activate it during my opponent's turn, since it takes on the properties of a trap?</p> <p>A: If you set a Quick-Play Spell card you CANNOT activate during that same turn. It does indeed take on the activation properties of a Trap Card at the time it is set. Only Quick-Play Spell cards have this activation property. All other Spell Cards that are not Quick-Play Spell Cards do not have this property and cannot be activated during an opponent's turn. They are Quick-Play Spell Cards for a reason, after all.</p> <p>Q: If a player sets a Spell or Trap Card, can their opponent chain with a face-down "Mystical Space Typhoon" to destroy the Set card?</p> <p>A: Set of a card has no Spell Speed, so it would not be a chain. The opponent's "Mystical Space Typhoon" would be activating in response to the Set and would begin a chain. <i>Curtis Schultz, 01/10/2004</i></p> <p>Q: If I have a "Maha Vailo" equipped with "Black Pendant" (ATK 2550) attacking a "Summoned Skull" in attack position (ATK 2500) and my opponent activate a "Mystical Space Typhoon" to destroy my "Black Pendant". My "Maha Vailo" is destroyed and I take the damage or I can choose not attack anymore with it?</p> <p>A: The attack would enter the Damage Step and "Maha Vailo" would be destroyed by Damage Calculation. Destroying the "Black Pendant" does not create a replay. You declared your attack and cannot take it back. <i>Curtis Schultz, 01/6/2004</i></p> <p>Q: If I use "Mystical Space Typhoon" on a face-down "Dust Tornado" and my opponent Chains with "Dust Tornado" and destroys a card on my side of the field and sets a card face-down, can I re-target the "Mystical Space Typhoon" to the newly placed card?</p> <p>A: "Mystical Space Typhoon" designates a target during Activation. If the selected Spell/Trap Card is no longer on the field during resolution, a new target CANNOT be designated. <i>Steve Okegawa, 01/23/04</i></p> <p>...and Call of the Haunted</p> <p>Q: Player B: Activates "Call of the Haunted." Player A: Chains with "Mystical Space Typhoon". Does my opponent still select a monster in the Graveyard?</p> <p>A: Your opponent chooses a monster upon activating "Call of the Haunted." You do not have to respond until after they have made their choice. If you chain "Mystical Space Typhoon" to "Call of the Haunted," the monster chosen will NOT be Special Summoned. <i>Curtis Schultz, 12/20/2003</i></p>
Narrow Pass	<p>DEFINITIVE RULING:</p> <p>Narrow Pass can only be activated when Player A has 2 or fewer monsters and Player B has 2 or fewer monsters. So if there are 3 monsters in play (2 controlled by A and 1 by B) you can activate Narrow Pass. But if either player controls 3 or more monsters by himself then you cannot activate this card.</p> <p>Once Narrow Pass is activated, as long as it remains face-up on the field, Player A can Normal</p>

	<p>Summon or Set 2 up to 2 additional monsters, and Player B can Normal Summon or Set up to 2 additional monsters. It is helpful to place counters on Narrow Pass to keep track. If Narrow Pass is activated, and I Normal Summon my 2 monsters afterwards, if 1 of those is destroyed then I cannot "replace" it with another Normal Summon. Narrow Pass does not restrict Special Summons or Flip Summons.</p> <p>...and Jinzo Q: Does "Narrow Pass" count the additional summons if "Jinzo" is on the field after "Narrow Pass" is activated? A: The count for "Narrow Pass" will stop while "Jinzo's" effect is active. If "Jinzo" leaves play or is turned face-down, "Narrow Pass" effect will reset and become active again. Each player would again have the 2 more Normal Summon or Set limitation imposed upon them. <i>Curtis Schultz, 01/20/2004</i></p>
<p>Necrovalley</p>	<p>...and Fiber Jar <i>see Fiber Jar</i> ...and Gilasaurus <i>see Gilasaurus</i> ...and Gravekeeper's Chief <i>see Gravekeeper's Chief</i> ...and Imperial Order <i>see Imperial Order</i> ...and Mask of Darkness <i>see Mask of Darkness</i> ...and Vampire Lord <i>see Vampire Lord</i></p> <p>DEFINITIVE RULING: Necrovalley negates any effect that specifically designates a card or cards in the Graveyard as a target. So Necrovalley WILL negate the effect of Monster Reborn, Premature Burial, Call of the Haunted, Question, Backup Soldier, Spear Cretin, Shallow Grave, and Magician of Faith. Necrovalley WILL negate the effect of Fiber Jar. Necrovalley WILL negate effects that require removing cards from the Graveyard, so Bazoo the Soul-Eater's effect cannot be used, you cannot Special Summon Dark Necrofear from your hand by removing 3 Fiends, etc. Necrovalley WILL NOT negate effects that are activated when a card is sent TO the Graveyard, so it WILL NOT negate Sangan, Witch of the Black Forest, Black Pendant, Giant Rat, Mystic Tomato, Kuriboh, or Graceful Charity. Necrovalley WILL NOT negate the effects of cards that do not specifically designate a target, so it WILL NOT negate Sinister Serpent, Dark Necrofear (if sent to the Graveyard from the field), Revival Jam, or Winged Sage Falcos. Necrovalley WILL NOT negate effects of cards IN the Graveyard, so it WILL NOT negate the effect of Buster Blader, Shadow Ghoul, Marie the Fallen One, etc.</p> <p>Q: Why does "Necrovalley" prevent the effect of "Fiber Jar" from activating? A: "Necrovalley" negates the effect of cards outside of the Graveyard that would try to manipulate cards inside the Graveyard, either by removing them from play, returning them to the field, or returning them to the Deck. That is why "Fiber Jar's" effect is negated by "Necrovalley." <i>Curtis Schultz, 02/09/2004</i></p> <p>Q: Can the effects of "Butterfly Dagger – Elma" and "Troop Dragon" still resolve if "Necrovalley" is active on the field? A: Yes they would still get their effects while "Necrovalley" is in play. <i>Curtis Schultz, 02/02/2004</i></p> <p>...and Imperial Order Q: If "Imperial Order" is activated while "Necrovalley" is on the field, will "Gravekeeper's" cards still increase their ATK and DEF by 500 points? A: If "Necrovalley's" effect is being negated, monsters with "Gravekeeper's" in their card name will NOT have their ATK and DEF increased. If "Necrovalley's" effect is being negated, cards affecting the Graveyard would not be negated. ("Monster Reborn," "Call of the Haunted," "Disappear," etc.) <i>Curtis Schultz, 02/17/2004</i></p> <p>...and Skilled Dark Magician Q: "Necrovalley" VS. "Skilled Dark Magician" and "Skilled White Magician." Would the Effects of "Skilled Dark Magician" and "Skilled White Magician" be negated ENTIRELY, or just the part about the graveyard? A: Hand or Deck only in this situation. <i>Curtis Schultz, 12/30/2003</i></p>
<p>Negate Attack</p>	<p>Q: When I summon "Jinzo," can my opponent chain "Negate Attack" to its activation? A: 1) You cannot chain to a summon. 2) "Negate Attack" is only to be activated at the declaration of an attack. 3) "Jinzo" is already on the field by then. <i>bishop, 12/17/2003</i></p> <p>Q: Does "Negate Attack" stop the entire Battle Phase or just the Damage Step? A: Negate Attack DOES stop the ENTIRE Battle Phase after it negates the opponent's attack. In other words, you are *NOT* allowed to declare any more attacks, because the Battle Phase is over due to Negate Attack. <i>Steve Okegawa, 01/02/2004</i></p>
<p>Neko Mane King</p>	<p>...and Delinquent Duo <i>see Delinquent Duo</i> ...and Sasuke Samurai <i>see Sasuke Samurai</i></p> <p>Q: If "Neko Mane King" is destroyed, when does its effect 'kick in'?</p>

	<p>A: I take this to mean that it ends, right there <i>bishop, 12/13/03</i></p> <p>...and Call of the Haunted Q: If my opponent uses "Harpie's Feather Duster," and I chain "Call of the Haunted" to return "Neko Man King," when "Harpie's Feather Duster" destroys "Call of the Haunted," does their turn end? A: No, "Neko Mane King" wasn't destroyed by the effect controlled by your opponent ("Harpie's Feather Duster"), it was destroyed by your card effect ("Call of the Haunted"). <i>bishop, 12/10/03</i></p> <p>...and Card Destruction Q: If "Neko Mane King" is on my hand, and my opponent plays "Card Destruction," does his/her turn end? A: Yes. <i>bishop, 12/05/2003</i></p>
Newdoria	<p>Q: Who gets the effect of "Newdoria"?</p> <p>A: Every effect that says "sent to the Graveyard as a result of battle" goes to the original owner of the card, since it goes to the original owner's graveyard. <i>Steve Okegawa, 01/16/2004</i></p> <p>...and Sasuke Samurai Q: If "Newdoria" is face-down on the field when it is attacked by "Sasuke Samurai," would its effect still be activated? A: "Newdoria" was not destroyed by battle. It was destroyed by "Sasuke Samurai's" effect. A monster is only destroyed by battle if there was damage calculation in the Damage Step. Due to "Sasuke Samurai's" effect this never occurred. The monster was destroyed without any damage calculation due to "Sasuke Samurai's" effect. "Newdoria's" effect will not activate. <i>Curtis Schultz, 12/08/2003</i></p>
Nightmare Wheel	<p>Q: Can "Nightmare Wheel" target a monster that is face-down? A: You can designate a face-down monster as a target of "Nightmare Wheel." <i>bishop, 12/21/2003</i></p>
Nimble Momonga	<p>...and Skill Drain <i>see Skill Drain</i></p> <p>Q: If a player destroys their "Nimble Momonga" in battle while being controlled by their opponent, who will get the increase to Life Points and who will get the Special Summon effect? A: The owner will get the effect of the "Nimble Momonga." This includes the 1000 Life Point increase. <i>Curtis Schultz, 02/09/2004</i></p> <p>...and Raigeki Q: Will "Nimble Momonga's" effect activate if destroyed by "Raigeki"? A: No, it states "destroyed in battle," "Raigeki" is not battle. <i>bishop, 12/09/03</i></p>
Nobleman of Crossout	<p>Q: If I remove a card, say with "Nobleman of Crossout", must my opponent show me their Deck to prove it contains no remaining copies? What if the card is "Fiber Jar"?</p> <p>A: A game penalty would be in order should more than one "Fiber Jar" be in someone's deck. Of course, this should have already been resolved by a deck check prior to the tournament. To answer your question more generally, however, "Nobleman of Crossout" would allow for an opponent to check your deck to ensure compliance to the resolution of the effect. <i>bishop, 01/23/04</i></p>
Nobleman of Extermination	<p>...and Fake Trap Q: If "Fake Trap" is chained to "Nobleman of Extermination" would other cards of the same name still be removed from the game? A: No other traps would be removed. "Fake Trap" was not destroyed by the effect of "Nobleman of Extermination." The effect of "Nobleman of Extermination" would disappear in this situation. <i>Curtis Schultz, 01/19/2004</i></p> <p>...and Judgment of Anubis Q: Since the effect of "Nobleman of Extermination" states the card is destroyed, can "Judgment of Anubis" or "Fake Trap" be chained to "Nobleman of Extermination"? A: Yes they can. <i>Curtis Schultz, 01/19/2004</i></p> <p>...and Mystical Space Typhoon Q: If "Mystical Space Typhoon" is targeted by "Nobleman of Extermination" can it be activated as a chain targeting itself so it will not be removed from play? A: "Mystical Space Typhoon" could destroy itself or the "Nobleman of Extermination." <i>Curtis Schultz, 12/20/2003</i></p> <p>...and Waboku Q: If the Trap Card targeted by "Nobleman of Extermination" is properly chained to "Nobleman of Extermination" (like "Waboku"), does it still get removed from play, and do like cards still get removed from play? A: If the selected Trap Card has not been activated AND Resolved when "Nobleman of Extermination" resolves, then "Nobleman of Extermination" will still be able to remove it, as well as all copies of the Trap Card in either player's decks. "Waboku" will be unaffected because it is not a Continuous card, and it has already resolved by the time "Nobleman of Extermination" resolves. This still results in "Nobleman of Extermination's" effect disappearing. <i>Steve Okegawa, 02/25/04</i></p>
Non Aggression Area	<p>...and Cyber Jar Q: What would happen to the Level 4 or lower monsters drawn from the Deck by the effect of "Cyber Jar" if "Non Aggression Area" had been activated?</p>

	<p>A: The monsters that would normally have been Special Summoned by the effect of "Cyber Jar" would be sent to the Graveyard instead. <i>Curtis Schultz, 01/31/2004</i></p> <p>...and Morphing Jar #2</p> <p>Q: Do the Level 4 or lower monsters drawn from the Deck by the effect of "Morphing Jar #2" get discarded to the Graveyard or placed in the hand if "Non Aggression Area" had been activated?</p> <p>A: They would be sent to the Graveyard. The cards are not "discarded." They were never in your hand. <i>Curtis Schultz, 01/28/2004</i></p>
Non-Spellcasting Area	<p>Q: Since they technically do not say "Effect" on them, do Spirit Monsters, Union Monsters and Toon Monsters benefit from Non-Spellcasting Area?</p> <p>A: The rulebook would define them as Effect Monsters, thus they are Effect Monsters. Orange boarded cards are always Effect Monsters. This is why they count for the effect of "Ceasefire". <i>Curtis Schultz, 01/6/2004</i></p> <p>Q: Can Non-Effect Monsters be targeted by Spell Cards while "Non-Spellcasting Area" is active on the field?</p> <p>A: Yes you can still target the Non-Effect monsters with a Spell Card, but the Non-Effect monster would not be affected by it. <i>Curtis Schultz, 01/19/2004</i></p> <p>Q: If "Non-Spellcasting Area" is in play and "Mask of the Accursed" is placed on a non-Effect monster, does the controller of the non Effect monster still take 500 LP damage at the appropriate times?</p> <p>A: The tentative ruling from the Head of Rules is that the non-effect monster could still attack and the controlling player would not receive any damage from the effect of the "Mask of the Accursed." This is based on "The Legendary Fisherman" and "Ring of Magnetism" ruling, which states that the effect of the "Ring of Magnetism" equipped on "The Legendary Fisherman" is not applied while "Umi" is active on the field.</p> <p>We are going to try and get some confirmation of this from Konami. This is the ruling for now. I will be sure to notify everyone if this changes. <i>Curtis Schultz, 02/04/2004</i></p> <p>Q: Are Monster Tokens created by cards like "Physical Double", "Scapegoat", and "Cobra Jar" considered non-Effect Monsters for the effect of "Non-Spellcasting Area"?</p> <p>A: Monster Tokens are treated as non-effect monsters. They will be included in the effect of "Non-Spellcasting Area." <i>Curtis Schultz, 02/04/2004</i></p>
Numinous Healer	<p>Q: Can "Numinous Healer" be activated in the Damage Step?</p> <p>A: This card is activated when you take damage from an attack. So that would make it legal during the Damage Step. <i>bishop, 12/11/03</i></p>
Nutrient Z	<p>Q: If I attack with 2 monsters, 1 with an ATK of 1600 and another with an ATK of 1700, can the opponent use "Nutrient Z", or does the monster attacking have to have an ATK over 2000 to use "Nutrient Z"?</p> <p>A: "Nutrient Z" can only be activated when you take 2000 points of Battle Damage or more from one single attack. <i>Steve Okegawa, 02/19/04</i></p>
Nuvia the Wicked	<p>...and Skill Drain</p> <p>Q: Would "Nuvia the Wicked" still be destroyed if Normal Summoned while "Skill Drain" is active on the field and will it be destroyed once "Skill Drain" is removed from the field?</p> <p>A: "Nuvia the Wicked" would not be destroyed if Normal Summoned while "Skill Drain" is active. When you Normal Summon "Nuvia the Wicked" its effect activates. If "Skill Drain's" effect is negated or "Skill Drain" is removed from the field before "Nuvia the Wicked's" effect resolves, "Nuvia the Wicked" would be destroyed when its effect resolves.</p> <p>Response #2: "Nuvia the Wicked's" Normal Summon effect is a trigger, and as such it can be chained to. "Skill Drain" wont negate the activation of "Nuvia the Wicked's" effect but it will negate the effect when it resolves. So if the opponent were to chain "Mystical Space Typhoon" to the effect and destroy the "Skill Drain," "Nuvia the Wicked" would be destroyed when the its effect resolves. If "Nuvia the Wicked" is on the field past its Normal Summon effect having resolved it will not matter if "Skill Drain" is destroyed. (Course, it will then lose 200 ATK for each monster on the opponent's side of the field.) <i>Curtis Schultz, 01/15/2004</i></p>
Offerings to the Doomed	<p>...and Reckless Greed <i>see Reckless Greed</i></p> <p>...and Spirit Reaper</p> <p>Q: If I use "Offerings to the Doomed" on a face-up "Spirit Reaper," do I still have to skip my next Draw Phase?</p> <p>A: "Spirit Reaper" will be destroyed by "Offerings to the Doomed" and you must skip your next Draw Phase. <i>bishop, 12/23/2003</i></p>
Ojama Trio	<p>Q: Can one attack with the "Ojama Trio" tokens?</p> <p>A: Monster tokens may be used for attacks unless a card effect prevents them from doing so. (Or if they were just Special Summoned that same turn into Defense Position) <i>Curtis Schultz, 12/24/2003</i></p> <p>Q: Are you able to play 2 "Ojama Trio" Trap Cards and have 5 on their side of the field or does your opponent need to have 3 open Monster Card Zone spaces in order to play the second one?</p> <p>A: Your opponent must have three spaces available on the field in order to play "Ojama Trio". <i>bishop, 01/09/04</i></p> <p>Q: Can you chain "Ojama Trio" to the activation of a Spell or Trap Card that would Special Summon a monster in order to fill your opponents Monster Card Zone and prevent the Special Summon of the monster?</p> <p>A: If there is no open Monster Zone spaces during the resolution of the card that will Special Summon</p>

	<p>the monster, the monster is destroyed. In some cases like "Polymerization," one of the monsters on your opponent's side of the field may be used in the Fusion and would then leave an open space. Your opponent performing a Ritual Summon might offer a monster on their side of the field as a Tribute and would then have an open Monster Zone space to Special Summon the Ritual Monster. (They might even use your "Ojama Tokens" to help pay for the Ritual, since this Tribute would not be for a Tribute Summon) It can be situational. <i>Curtis Schultz, 01/13/2004</i></p> <p>...and Lava Golem Q: Can "Lava Golem" be summoned by tributing 2 Ojama tokens? A: The Ojama Tokens could be used for the tributes to Special Summon "Lava Golem." Tributing a monster is NOT considered destroying it, so the controller of the Ojama tokens would NOT lose Life Points if they are tributed. <i>Curtis Schultz, 12/29/2003</i></p> <p>...and Remove Brainwashing Q: If "Remove Brainwashing" is active on the field and "Ojama Trio" is activated, which side of the field will the Ojama Tokens end up on? A: The tokens would return to your side of the field. <i>bishop, 02/08/04</i></p>
<p>Ordeal of a Traveler</p>	<p>Q: Does the player have to show the selected card from "Ordeal of a Traveler" to the opponent? A: Yes. <i>bishop, 12/14/03</i></p>
<p>Painful Choice</p>	<p>Q: "Painful Choice" doesn't state to shuffle the decks after played. Do I shuffle anyways? A: Anytime you search your deck for a card or place a card into your deck you MUST shuffle your deck when finished, even if the effect did not tell you to. <i>Curtis Schultz, 12/22/2003</i></p> <p>Q: Can I activate "Painful Choice" and "Necrovalley" and still get all 5 pieces of Exodia? A: "Painful Choice" does not target a card or cards IN the Graveyard, so it is legal to activate while "Necrovalley" in on the field. "Necrovalley" does not negate the requirements for discarding to the Graveyard by cards like "Painful Choice". <i>bishop, 01/15/04</i></p> <p>Q: Is selecting 5 cards from your Deck for "Painful Choice" a cost for activating the card? A: The selecting of 5 cards from your Deck is not a cost to activate "Painful Choice." <i>Curtis Schultz, 01/17/2004</i></p>
<p>Paladin of White Dragon</p>	<p>Q: Can I summon "Paladin of White Dragon" through its ritual card (Main Phase 1), attack with it (Battle Phase), and then summon a "Blue-Eyes White Dragon" (Main Phase 2)? A: Yes. You may do this. <i>bishop, 12/18/2003</i></p> <p>Q: If "Paladin of White Dragon" destroys a face down card with the effect of "if this card is destroys as a result of battle..." does "Paladin of White Dragon" negate the effect?? A: "Paladin of White Dragon" destroys face-down Defense Position monster via its effect. Damage calculation never takes place, so the face-down Defense Position monster is clearly NOT destroyed as a result of battle. Remember, "result of battle" refers to a monster actually participating in damage calculation. If a monster is destroyed by an effect such as "Man-Eater Bug" or "Paladin of White Dragon," it is not considered as a "result of battle." For future reference, note that the exact same thing applies to "Sasuke Samurai." The Samurai also destroys facedown Defense Position monsters with its effect, so it also prevents "destroyed as a result of battle" effects from activating. <i>Steve Okegawa, 01/16/2004</i></p> <p>Q: The effect of "Paladin of White Dragon" states that "Blue-Eyes White Dragon" cannot attack that turn. Does this mean any "Blue-Eyes White Dragon" on the field or the one that was Special Summoned by "Paladin of White Dragon"? A: It refers to the "Blue Eyes White Dragon" that was Special Summoned from the effect of "Paladin of White Dragon." <i>Curtis Schultz, 01/17/2004</i></p> <p>...Royal Oppression Q: Can I chain the effect of tributing this card to special summon a "Blue Eyes White Dragon" with "Royal Oppression?" A: If you have a face-up "Royal Oppression" you could activate it in response to the activation of "Paladin of White Dragon's" effect. The "Blue Eyes White Dragon" would not be Special Summoned as a result. If you have a SET "Royal Oppression" the only thing you would be able to do is flip it face-up. The effect would not be able to activate in this case. <i>Curtis Schultz, 12/29/2003</i></p> <p>...and Skull Lair Q: Can I chain the effect of tributing this card to special summon a "Blue Eyes White Dragon" with Skull Lair? A: "Paladin of White Dragon" tributes itself to Special Summon the "Blue Eyes White Dragon." You could respond with a face-up "Skull Lair" but the "Paladin of White Dragon" will not be on the field for "Skull Lair" to target.</p> <p>...and Soul Exchange Q: If my opponent takes control of my "Paladin of White Dragon" can he use the effect of "Paladin of White Dragon" to special summon a "Blue-Eyes White Dragon" from his deck or hand? And if I use "Soul Exchange" for Tributing "Paladin of White Dragon" to special summon a "Blue-Eyes White Dragon" from my hand or Deck, is this possible?</p>

	<p>A: Yes they could. <i>Curtis Schultz, 01/14/2004</i></p>
Pandemonium	<p>...and Life Absorbing Machine <i>see Life Absorbing Machine</i></p> <p>Q: When active on the field and I lose 3 "Shadowknight Archfiends" (for the sake of the question) to "Mirror Force," am I permitted to take 3 level 3 or lower Archfiends from my deck or just 1 as they were all destroyed at once?</p> <p>A: If multiple Archfiends are destroyed simultaneously from a single card effect you only get to search your deck for 1 legal choice. In this case you would search for a 3 star or less Archfiend. If you had Archfiends of various levels you can decide which one to use. (You will probably choose the one that will result in the highest level stars possible that fits the situation) <i>Curtis Schultz, 12/23/2003</i></p> <p>...and Imperial Order</p> <p>Q: If negated by "Imperial Order," Life Point cost is mandatory again, correct?</p> <p>A: If "Pandemonium" is negated you will continue to pay for your Archfiends that require Life Point payments. <i>Curtis Schultz, 12/23/2003</i></p>
Parasite Paracide	<p>Q: If a face down "Parasite Paracide" is attacked and destroyed in battle, does it still go to the opponent's Deck?</p> <p>A: If it is destroyed in battle, then it's destroyed in battle. It will NOT go to your opponent's Deck. It will remain in your own Graveyard. <i>bishop 02/20/04</i></p> <p>Q: If a face up "Parasite Paracide" is drawn while the player has a full Monster field, what happens to the "Parasite Paracide"?</p> <p>A: It is destroyed because there is no room on the field. <i>bishop 02/23/04</i></p>
Patrician of Darkness	<p>...and Inaba White Rabbit <i>see Inaba White Rabbit</i></p> <p>Q: Can "Patrician of Darkness" redirect an attack to an opponent's monster?</p> <p>A: The player controlling the "Patrician of Darkness" cannot select a monster their opponent controls. The "Patrician of Darkness" controller must choose to direct the opponent's monster's attack to a monster under their own control. <i>Curtis Schultz, 01/13/2004</i></p> <p>Q: If there is more than one "Patrician of Darkness" on the field, does this create a non-attacking situation?</p> <p>A: No. Even if you have multiple "Patrician of Darkness" on your side of the field, the effect is not repeated. You will select a monster on your side of the field to be the monster your opponent will attack. <i>Curtis Schultz, 02/09/2004</i></p> <p>Q: Can "Patrician of Darkness" redirect a direct attack?</p> <p>A: In the case of Toons and "Jinzo#7" (and their kind), you can choose another monster or your Life Points. With "Inaba White Rabbit", however, you cannot redirect it because of its effect. <i>bishop 02/23/04</i></p> <p>...and Spirit Reaper</p> <p>Q: Is the effect of "Patrician of Darkness" considered a targeting effect and would "Spirit Reaper" be destroyed if it is the monster selected for this effect?</p> <p>A: "Patrician of Darkness" effect is not a targeting effect. "Spirit Reaper" will not be destroyed. <i>Curtis Schultz, 12/04/2003</i></p>
Penguin Knight	<p>...and Fiend Comedian</p> <p>Q: If you activate "Fiend Comedian" and you call it wrong and "Penguin Knight" goes to the Graveyard because of it, will its effect activate?</p> <p>A: No. "Penguin Knight's" effect only activates when it is sent from your Deck to the Graveyard by an opponent's card effect. If your own "Fiend Comedian" causes it to be sent to the Graveyard, its effect won't trigger. <i>Steve Okegawa, 02/22/04</i></p>
Penguin Soldier	<p>...and Spirit Reaper <i>see Spirit Reaper</i></p> <p>Penguin Soldier's effect DOES "specifically designate a target" for purposes of Lord of D., etc... Penguin Soldier SOMETIMES "specifically designates 1 monster as a target" so for Chaos Command Magician or Metasilver Armor, if Penguin Soldier is targeting ONE monster then it's "specifically designating 1 monster as a target". If Penguin Soldier targets TWO monsters then it does "specifically designate a target" but it does NOT "specifically designate 1 target". So "specifically designate 1 target" (Chaos Command Magician, Metasilver Armor, Curse of Royal) is different from "specifically designate a target" (Lord of D., Freed the Matchless General, Tyrant Dragon, etc.).</p> <p>...and Exchange</p> <p>Q: If "Exchange" is used to get an opponent's card (and vice versa) from their hand, and it is played on the field, when a "Penguin Soldier" is flipped and targets the Exchanged card... where would it go? To the ORIGINAL owner, or the one who played it after Exchange? (I'm guessing original.)</p> <p>A: The card will return to the hand of the Owner of the card. <i>Curtis Schultz, 12/04/2003</i></p>
Pharaoh's Treasure	<p>DEFINITIVE RULING:</p> <p>You cannot select the Pharaoh's Treasure you just drew and sent to the Graveyard as the card to place in your hand.</p> <p>You can select a face-up Pharaoh's Treasure in your deck as 1 of the 5 cards for Painful Choice, but because Painful Choice is not a draw, Pharaoh's Treasure's effect will not be activated.</p>

	<p>If you steal Pharaoh's Treasure with Exchange and activate it, the card goes in your Deck, not the original owner's Deck. When you draw the stolen Pharaoh's Treasure after that, the controller gets the effect of Pharaoh's Treasure and retrieves a card from his Graveyard, but Pharaoh's Treasure goes to the owner's Graveyard.</p> <p>If Convulsion of Nature is in effect, place Pharaoh's Treasure face-down so that it is the opposite direction of the rest of the cards.</p> <p>If a face-up Pharaoh's Treasure is in your deck and Fiber Jar is activated, shuffle the Deck with Pharaoh's Treasure in it; if you draw the Pharaoh's Treasure in your new 5-card hand, the effect is activated but because there are no cards in the Graveyard to retrieve, its effect disappears.</p> <p>If you pick up a face-up Pharaoh's Treasure because of Cyber Jar, this is not drawing so the effect is not activated; you may Set the Pharaoh's Treasure you picked up and activate it again (placing it back into your Deck, etc.).</p> <p>You cannot activate Seven Tools of the Bandit or Solemn Judgment when Pharaoh's Treasure is drawn.</p> <p>You can select a face-up Pharaoh's Treasure from your Deck for Different Dimension Capsule; the Pharaoh's Treasure is removed from play and kept face-down until the time elapses, at which point it is added to your hand, but it was not drawn so its effect does not activate.</p> <p>You can select a face-up Pharaoh's Treasure from your deck with Cat of Ill Omen; if Necrovalley is not on the field, the Pharaoh's Treasure is placed face-up on top of your Deck and will activate its effect when drawn.</p> <p>If you have no vacant Spell & Trap Zone spaces when you draw Pharaoh's Treasure, you still get Pharaoh's Treasure's effect because you don't have to put it on the field.</p> <p>After Pharaoh's Treasure is placed face-up in the Deck, Jinzo will not negate its effect when drawn.</p> <p>If Drop Off is used when a face-up Pharaoh's Treasure is drawn, Pharaoh's Treasure is discarded and its effect disappears.</p> <p>If you select a Fusion Monster in your Graveyard to retrieve with Pharaoh's Treasure, the Fusion Monster returns to the Fusion Deck.</p> <p>If you draw a face-up Pharaoh's Treasure with Graceful Charity, the effect of Pharaoh's Treasure disappears and Pharaoh's Treasure is simply added to your hand; to apply the effect of Pharaoh's Treasure, the very last action of the effect must have been to draw; so you CAN apply Pharaoh's Treasure's effect if it is drawn while face-up due to Pot of Greed, Fiber Jar, etc</p> <p>...and Jinzo Q: After "Jinzo's" on the field, a face up "Pharaoh's Treasure" is drawn. Does it still get to carry out the rest of the effect from this point or will "Jinzo" negate it? A: "Jinzo" will not negate "Pharaoh's Treasure's" effect because it does not get placed on the field when it is drawn and its effect activates. <i>Curtis Schultz, 12/28/2003</i></p>
Physical Double	<p>Q: If I used "Physical Double" and copied a card (say "La Jinn Mystical Genie of the Lamp") that had an "Axe of Despair" equipped to it, what would the ATK and DEF of the token be? A: You can target a Monster Token with "Physical Double" to create a Mirage Token copy of it. When the targeted monster's Level, Attribute, etc. are changed after "Physical Double" resolves, the stats of the Mirage Token are not changed. When the targeted monster's Level, Attribute, etc., are changed before "Physical Double" resolves, the changed stats are adopted by the Mirage Token. <i>bishop, 01/29/04</i></p> <p>Q: If a Field Spell was currently active, would the Mirage Token from "Physical Double" get the power boost? A: If a Field Spell Card was active before resolution of "Physical Double" that applied to the targeted monster, it applies to the original monster and to the Mirage Token. So if a Field Spell Card was increasing ATK by +500, the original would get +500 ATK and the Mirage Token would get an additional +500 ATK, for a +1000 ATK bonus total for the Mirage Token over the printed ATK of the original monster. Likewise, when "A Legendary Ocean" is active, and you activate "Physical Double" targeting a Water monster, the Mirage Token's Level Stars are 2 fewer than the printed Level Stars of the original targeted monster. <i>bishop, 01/29/04</i></p> <p>...and Altar for Tribute Q: Would the token created by "Physical Double" be able to be used for "Altar for Tribute" (or any other similar card)? A: Unless otherwise specified on or limited in use by the card that created the Token, they are considered monsters and available to use for Tributes. In the case of "Physical Double", it has no limitations on the card. <i>bishop, 01/29/04</i></p> <p>...and Book of Moon Q: If "Book of Moon" targets a "Mirage Token" placed on the field by Physical Double, will the token still be destroyed or will it remain face-down on the field at the end of the turn? A: Monster Tokens cannot be placed Face-Down or turned Face-Down by another card's effect. Unlike cards, you always know what a monster token is. As a result of this rule, you cannot target a monster token with "Book of Moon." The Mirage Token, if still in play, will be removed from play during the end phase. <i>Curtis Schultz, 12/20/2003</i></p>
Pineapple Blast	<p>Q: You choose the monsters to destroy when you activate "Pineapple Blast", correct? A: This is answered on the card itself. Last line: "Your opponent selects which monsters are destroyed." <i>bishop, 02/03/04</i></p> <p>...and Marauding Captain</p>

	<p>Q: If I Summon "Marauding Captain" and "Pineapple Blast" is chained to the effect, how many monsters does "Pineapple Blast" see?</p> <p>A: You cannot chain "Pineapple Blast" to "Marauding Captain" because the summon was not the last thing to happen. <i>bishop, 12/31/2003</i></p>
Poison of the Old Man	<p>Q: Player A: Declares a direct attack with a monster. Player B: Activates "Poison of the Old Man." If both players have only 800 points left who will win the duel?</p> <p>A: Player 2 would win after "Poison of the Old Man" has resolved. The Damage Step would not occur. <i>Curtis Schultz, 12/15/2003</i></p>
Polymerization	<p>Q: Is "Polymerization" considered a targeting effect?</p> <p>A: "Polymerization" does not specifically designate a card as a target. <i>Curtis Schultz, 12/22/2003</i></p>
Precious Cards from Beyond	<p>...and Lava Golem</p> <p>Q: Can the effect of "Precious Cards from Beyond" be used when summoning "Lava Golem" to the opponent's side of the field?</p> <p>A: The effect of "Lava Golem" is not a Tribute Summon. It will not work with the effect of "Precious Cards from Beyond." Tribute Summons are Normal Summons of 5+ Level Star monsters by offering Tributes. (This is in the rulebook) <i>Curtis Schultz, 02/04/2004</i></p>
Premature Burial	<p>...and Book of Moon <i>see Book of Moon</i> ...and Dark Necrofeare <i>see Dark Necrofeare</i> ...and Imperial Order <i>see Imperial Order</i> ...and Spell Cancellor <i>see Spell Cancellor</i> ...and Torrential Tribute <i>see Torrential Tribute</i></p> <p>Q: Since "Premature Burial" is an Equip Spell Card, can it be equipped to a monster that is already face-up on the field?</p> <p>A: No. The text of "Premature Burial" is very specific as to which monster it will be equipped to. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: If you have 700 hundred life points, and you activate "Premature Burial," would you not be able to fulfill the requirements, making "Premature Burial" useless but saving yourself?</p> <p>A: You cannot activate "Premature Burial" if you only have 700 Life Points. <i>bishop, 12/21/2003</i></p> <p>Q: When I activate "Call of the Haunted" or "Premature Burial," do I have to tell my opponent right away what I'm going to pick, or do I wait until he doesn't chain anything to the activation of the card?</p> <p>A: "Call of the Haunted" and "Premature Burial" both constitute targeted effects, and targeted effects must be declared when you activate the card. <i>bishop, 12/27/2003</i></p>
Princess of Tsurugi	<p>...and Barrel Behind the Door</p> <p>Q: For "Barrel Behind the Door" Vs "Princess of Tsurugi", does "Barrel Behind the Door" reflect 1 card or all of them?</p> <p>A: "Princess of Tsurugi" does damage in one shot based on the total number of cards. So "Barrel Behind the Door" reflects the entire amount of damage that is done at one time. <i>bishop, 12/05/2003</i></p>
Prohibition	<p>...and Exodia the Forbidden One</p> <p>Q: If "Prohibition" is active on the field and the named card is "Exodia the Forbidden One" and I draw all 5 pieces of Exodia, do I win?</p> <p>A: "Prohibition" doesn't stop an Exodia 'instant win'. All it would do is prevent you from placing a piece on the field as an individual monster. <i>bishop, 01/23/04</i></p> <p>...and Jinzo</p> <p>Q: If "Prohibition" is targeting "Jinzo", and then Player A plays "Imperial Order", "Prohibition" is negated so "Jinzo" can be played; now "Imperial Order" is negated, does "Prohibition" go back into effect targeting "Jinzo"?</p> <p>A: In this scenario, "Jinzo" would be 'grandfathered' under the "Prohibition" since it was not active when "Jinzo" was summoned even though it had been previously declared the target of "Prohibition". "Prohibition" would, then, remain meaningless on the field after "Jinzo" negated "Imperial Order". <i>bishop, 01/15/04</i></p>
Pyramid Turtle	<p>...and Berserk Dragon <i>see Berserk Dragon</i> ...and Vampire Lord <i>see Vampire Lord</i></p> <p>...and Creature Swap</p> <p>Q: If a player activates "Creature Swap", gives their opponent "Pyramid Turtle", and then destroys the "Pyramid Turtle" in battle, will the player be able to attack with the Special Summoned monster from "Pyramid Turtle's" effect?</p> <p>A: Yes, in the situation presented the Zombie-Type monster Special Summoned by the effect of "Pyramid Turtle" may attack during that same Battle Phase. <i>Curtis Schultz, 02/15/2004</i></p>
Pyro Clock of Destiny	<p>...and Final Countdown <i>see Final Countdown</i></p> <p>DEFINITIVE RULING: Pyro Clock of Destiny specifically designates 1 card as a target: a card on the field that counts turns (not phases). So you can use Pyro Clock of Destiny against Swords of Revealing Light or Lightforce Sword. You cannot activate this card and target a card that does not count turns. You cannot use Pyro Clock of Destiny against Goblin Attack Force (or other monsters that change battle position), Great Moth or Petit Moth (since they are in your hand), Destiny Board, Change of Heart (or other cards that only</p>

	<p>count 1 turn), Dimensionhole, Ekibyō Drakmord, Toons, Spirit Monsters, Castle of Dark Illusions, Dark Snake Syndrome (counts phases, not turns), or Wave-Motion Cannon. You cannot use Pyro Clock of Destiny on a monster summoned on the first player's first turn to allow it to attack immediately. You can activate Pyro Clock of Destiny when you activate Final Countdown.</p> <p>Q: What cards work with "Pyro Clock of Destiny?" A: This is a list of ALL the cards (to date) that are affected by "Pyro Clock of Destiny:" "Swords of Revealing Light," "Lightforce Sword," and "Final Countdown." <i>bishop, 12/05/2003</i></p> <p>...and Swords of Revealing Light Q: If two turns have already passed with "Swords of Revealing Light", what would happen if it were targeted by "Pyro Clock of Destiny"? A: The turn count of the "Swords of Revealing Light" would be advanced to 3 turns, and it would be sent to the Graveyard during the End Phase. <i>Curtis Schultz, 02/14/2004</i></p>
Question	<p>Q: If "Dark Necrofear" exists in the bottom of the Graveyard without being successfully Special Summoned to the field and "Question" is activated, can the "Dark Necrofear" be Special Summoned to the field by the effect of "Question"? A: If the bottom monster card is a Special Summon monster like "Dark Necrofear" that was not successfully Special Summoned once before by its effect, the effect of "Question" would disappear. If the effect of "Question" disappears, the monster card would not be removed from play or Special Summoned to the field. <i>Curtis Schultz, 02/12/2004</i></p> <p>...and Disappear Q: If the opponent activates "Question" which prevents looking at the Graveyard, can a player chain with "Disappear" and look through the Graveyard? Would the opponent be able to shuffle the Graveyard after resolving "Disappear"? A: The opponent that activated "Disappear" would NOT be able to look at the opponent's Graveyard. This is due to the effect of "Question" which has not yet resolved. No player can shuffle their Graveyard. <i>Curtis Schultz, 01/25/2004</i></p>
Raigeki	...and Nimble Momonga <i>see Nimble Momonga</i>
Raigeki Break	...and Ring of Destruction <i>see Ring of Destruction</i> ...and The Forceful Sentry <i>see The Forceful Sentry</i>
Raregold Armor	<p>...and Amazoness Tiger <i>see Amazoness Tiger</i></p> <p>Q: If my opponent has a "Raregold Armor" each equipped to two different monsters, which monster is the legal target for an attack, if any? A: "Raregold Armor" on two different monsters is a lock from monster attacks. Just like two "Metasilver Armors" would create a "lock" against your opponent using effects that specifically target a monster. <i>bishop, 12/05/2003</i></p> <p>Q: If I use two "Raregold Armors" (each on different monsters I control), would this mean that the opponent could attack me directly seeing as how he can't attack my monsters? A: No. With two "Raregold Armor" cards in play, the opponent could not attack your life points directly either. <i>bishop, 12/12/03</i></p> <p>Q: If I have a "Marauding Captain" out, and "Raregold Armor" is equipped to ANOTHER warrior monster, does this create a non-attacking situation? A: Yes it would. <i>Curtis Schultz, 12/22/2003</i></p>
Reaper on the Nightmare	<p>...and Magical Scientist</p> <p>Q: If "Reaper on the Nightmare" is summoned to the field through the effect of "Magical Scientist" and then flipped face-down by "Book of Moon", can it be Flip Summoned in the next turn and still use its effect even though it was not Fusion Summoned? A: After being turned face-down "Reaper on the Nightmare" was severed from the effect of "Magical Scientist." It would act normally if flipped face-up or Flip-Summoned in a later turn. <i>Curtis Schultz, 01/17/2004</i></p>
Reckless Greed	<p>...and Offerings to the Doomed</p> <p>Q: If "Offerings to the Doomed" and "Reckless Greed" are activated during the same turn, would the controller skip their next 2 or 3 Draw Phases? A: You would only skip 2. <i>Curtis Schultz, 01/22/2004</i></p>
Red-Moon Baby	<p>...and Fiber Jar</p> <p>Q: If "Red-Moon Baby" attacks a face-down "Fiber Jar" and destroys it, will "Fiber Jar" be Special Summoned to the field at the end of the Battle Phase? A: The monster destroyed by "Red Moon Baby" would need to remain in the Graveyard until the End Phase of that turn. The effect of the "Red Moon Baby" is lost if the destroyed monster is Special Summoned from the Graveyard, removed from play, or returned to the Deck before the End phase. <i>Curtis Schultz, 02/17/2004</i></p>
Reflect Bounder	<p>...and Amazoness Swords Woman <i>see Amazoness Swords Woman</i> ...and Barrel Behind the Door <i>see Barrel Behind the Door</i> ...and Book of Moon <i>see Book of Moon</i></p> <p>Q: If "Reflect Bounder" is attacked by a monster with a lower ATK would it still be destroyed by its</p>

	<p>own effect? A: That is what the last line says. It does not matter how strong the attacking monster was, Reflect Bounder will always be destroyed by its own effect. (If it was in attack position and the effect activated.) <i>Curtis Schultz, 12/21/2003</i></p> <p>Q: Is the damage from "Reflect Bounder" considered effect damage? A: It is now merely "damage" that occurs because of a Spell, Trap or Monster effect. There are three types of damage in the game. 1) Damage from a Spell, Trap or Monster Effect. 2) Battle Damage when two monsters battle (goes through damage calculation). 3) Direct Damage when one monster attacks Life Points directly. <i>bishop 01/07/2004</i></p> <p>Q: Is "Reflect Bounder" a targeting card? A: "Reflect Bounder's" effect is not considered a targeting effect. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: If I attack "Reflect Bounder" with a "Sangan" would the "Reflect Bounder" die or would just my monster die? A: Unless "Reflect Bounder's" Effect negated by some other Effect, e.g., "Dark Ruler Ha Des", it destroys itself after Damage calculation. <i>bishop, 01/10/04</i></p> <p>Q: If "Reflect Bounder's" effect reduces the opponent's Life Points to 0, would damage calculation still continue? A: If the attacking player's Life Points would be reduced to 0 due to the damage from "Reflect Bounder's" effect the Duel would end. Nothing more would happen after that. <i>Curtis Schultz, 01/20/2004</i></p> <p>Q: Does "Reflect Bounder's" effect activate if it is flipped due to an attack? A: From the card text: "When this face-up Attack Position card is attacked by a monster on your opponent's side of the field, ..." No, it does not. <i>bishop, 02/06/04</i></p> <p>...and Barrel Behind the Door Q: Can the effect of "Reflect Bounder" be chained with "Barrel Behind the Door?" A: Yes, you can use "Barrel Behind the Door" against "Reflect Bounder." <i>bishop 01/07/2004</i></p> <p>...and Dark Ruler Ha Des Q: What would happen if "Dark Ruler Ha Des" attacked a "Reflect Bounder?" Would "Reflect Bounder" still get its effect? A: When "Reflect Bounder" is attacked by "Dark Ruler Ha Des" (or attacked when "Dark Ruler Ha Des" is on the field), FIRST, Effect Damage is inflicted by "Reflect Bounder" prior to the Damage Step, THEN, Damage Calculation is the applied, and "Reflect Bounder" is determined to be destroyed, BUT, because of "Dark Ruler Ha Des," the rest of the effect ("Then ... this card is destroyed") of Reflect Bounder is negated, SO, "Reflect Bounder" is not destroyed by its own effect, but by Battle Damage instead. The end result is that "Dark Ruler Ha Des'" controller takes 2450 damage, and "Reflect Bounder's" controller takes 750 damage, and "Reflect Bounder" is destroyed as a result of battle. <i>bishop, 12/18/2003</i></p> <p>...and Darkness Approaches Q: If "Reflect Bounder" is in Face Down Attack position through the effect of "Darkness Approaches" will its effect activate when it is attacked? A: "Reflect Bounder's" effect will activate after it is flipped face-up by the attack. "Reflect Bounder" is flipped face-up before damage calculation. That is why its effect will activate. <i>Curtis Schultz, 02/04/2004</i></p> <p>...and Final Attack Orders Q: If the opponent declares an attack on "Reflect Bounder" while in Defense Position and the player activates "Final Attack Orders", will the effect of "Reflect Bounder" activate? A: The effect of "Reflect Bounder" would activate. This is because it is changed to Attack Position by the effect of "Final Attack Orders" after being flipped by the attack. This all occurs before damage calculation. <i>Curtis Schultz, 02/09/2004</i></p> <p>...and Injection Fairy Lily Q: If a player attacks "Reflect Bounder" with "Injection Fairy Lily" and chooses to activate her effect, will the player take 400 or 3400 points of damage from the effect of "Reflect Bounder"? A: "Reflect Bounder" would do 400 damage from its effect. Then you would resolve damage calculation. When you resolve the damage calculation "Injection Fairy Lily's" effect could be activated, in which case the controller of "Reflect Bounder" would take 1700 points of Battle Damage. After resolving damage calculation "Reflect Bounder" is destroyed by its effect. <i>Curtis Schultz, 01/8/2004</i></p>
<p>Reinforcement of the Army</p>	<p>Q: Do Beast-Warriors get the effects of Warrior designated cards, like "Reinforcement of the Army?" A: No. It would only get effects from anything that is designated for "Beast-Warriors." <i>bishop, 12/16/2003</i></p> <p>Question: With cards like "The Warrior Returning Alive" or "Reinforcement of the Army" that have you search your deck or Graveyard, do you need to specify the monster you search for at activation? Answer: The Warrior Returning Alive: Choose target Warrior-Type monster in your Graveyard when you activate the effect. The opponent will respond a that time. Reinforcement of the Army: You do not select any 4 Level Star or less Warrior-Type monster in your Deck</p>

	until this card resolves. Your opponent will need to respond to its activation. (They will not yet know who you might select) Remember that you must show your opponent the Warrior-Type monster you move to your hand when you resolve the effect to verify. <i>Curtis Schultz, 02/24/2004</i>
Relinquished	...see Thousand-Eyes Restrict
Remove Brainwashing	<p>...and Lava Golem see <i>Lava Golem</i> ...and Ojama Trio see <i>Ojama Trio</i></p> <p>...and Exodia Necross Q: If "Exodia Necross" is targeted by "Change of Heart" which is chained to "Remove Brainwashing" is "Exodia Necross" destroyed? A: The chain resolves normally. "Remove Brainwashing" goes into effect, then "Change of Heart" resolves and takes control of "Exodia Necross." Which is enough to destroy "Exodia Necross." As soon as it touches Player B's side of the field it is destroyed by its own effect before "Remove Brainwashing" can make it return to Player A. "Remove Brainwashing" does not prevent the control of a monster from shifting to the other player. It will return control of the monster to the owner after the card effect that caused the swaping has resolved. But this will be too late for "Exodia Necross." <i>Curtis Schultz, 01/29/2004</i></p> <p>...and Monster Reborn Q: Player 1 has all 5 Monster Zones filled and Player 2 activates "Monster Reborn" on a Monster in Player 1s Graveyard. What happens to the selected Monster if "Remove Brainwashing" is either already active or activated after "Monster Reborn" is resolved? Since the Monster can't fit back on its owners Field would it be destroyed, would nothing happen until there is an open slot or something completely different? A: The monster would be destroyed. <i>Curtis Schultz, 12/04/2003</i></p> <p>Q: If player A uses "Monster Reborn" to revive Player B's monster, then player B activates "Remove Brainwashing." Does the reborn monster revert to the original owner and shift to player B's side of the field? A: The monster would return to its owner's side of the field after being Special Summoned onto the side of the field controller by the player who activated Monster Reborn. <i>Curtis Schultz, 12/22/2003</i></p>
Return of the Doomed	<p>This card has errata: The text should read: "Discard 1 Monster Card from your hand to the Graveyard. Return 1 of your monsters that is destroyed as a result of battle and sent to your Graveyard during this turn to your hand at the end of this turn."</p>
Reverse Trap	<p>Q: Does "Reverse Trap" reverse only the increases and decreases being applied when "Reverse Trap" is activated or does it affect all increases and decreases for the duration of the turn "Reverse Trap" is activated? A: It works for the turn in which it is activated. <i>bishop 01/07/2004</i></p> <p>Q: Can "Reverse Trap" be activated in the Damage Step and are effects played after "Reverse Trap" has resolved affected by this card's effect? A: "Reverse Trap" CANNOT be activated in the Damage Step. "Reverse Trap" itself is not the card causing an increase or decrease in a monster's ATK or DEF. <i>Curtis Schultz, 12/08/2003</i></p> <p>Q: If your opponent has a "Gemini Elf" on the field with 1900 base ATK, equipped with "Mage Power" and "Axe of Despair" (making it's ATK 3900), would flipping "Reverse Trap" flip that around making "Axe of Despair" give -1000 attack, and Mage give -500 per spell/trap card, giving Gemini Elf 0 ATK power? Also, would this effect Spell Counter boosts, like on "Magical Marionette" or "Breaker the Magical Warrior" and the boosts given by monsters like "Hoshinigen?" A: "Reverse Trap" will work against any card effect that increases or decreases a monster's ATK or DEF by a specific amount. So it will work against "United We Stand," "Mage Power," "Axe of Despair," "Magical Marionette," "Breaker the Magical Warrior," "Dark Jeroid," "Witch's Apprentice," and other similar cards. It will not work against "Limiter Removal," "Mirror Wall," "Megamorph," "Cat's Ear Tribe," and other similar cards because these card's effects do not increase or decrease a monster's ATK by a specific stated amount. In your example "Gemini Elf" would indeed have 0 ATK. <i>Curtis Schultz, 12/08/2003</i></p>
Ring of Destruction	<p>...and Spirit Reaper see <i>Spirit Reaper</i></p> <p>DEFINITIVE RULING: You cannot activate Ring of Destruction during the Damage Step. Ring of Destruction inflicts damage based on the current (total) ATK value, NOT the original ATK. This card is one that specifically designates a monster as a target. If you chain Ring of Destruction to Magic Cylinder, Magic Cylinder's effect disappears because the monster is no longer there (so Magic Cylinder deals no damage). If you chain Ring of Destruction to The Flute of Summoning Dragon and destroy Lord of D., The Flute of Summoning Dragon's effect disappears and the Dragons are not Summoned. If you chain Ring of Destruction to Monster Recovery, and destroy the monster, the effect of Monster Recovery disappears. If you chain Ring of Destruction to Chain Destruction, because the monster was already summoned, the effect of Chain Destruction resolves normally. If a player Tributes Witch of the Black Forest for Summoned Skull, and the player retrieves a 5th Exodia piece from his/her deck with Witch of the Black Forest's effect, you can chain Ring of Destruction to Witch of the Black Forest's effect; Ring of Destruction's effect resolves first and, if the player retrieving the Exodia piece now has zero Life Points, that player loses before the 5th piece of</p>

	<p>Exodia is retrieved.</p> <p>Q: If I chain "Ring of Destruction" to the Flip Effect of a flip summoned monster, since the monster is no longer on the field, will its effect go off? A: "Ring of Destruction" does NOT negate resolution of FLIP effect cards that it destroys. <i>bishop, 12/06/2003</i></p> <p>Q: If I use "Ring of Destruction" on a monster and my opponent responds with another "Ring of Destruction" on the same monster, what happens? A: The second "Ring of Destruction" resolves first, and then the first one disappears because the monster is no longer on the field. <i>bishop, 12/21/2003</i></p> <p>Q: If I use "Ring of Destruction" on a monster that is attacking, does the attack still go through? A: No, it is destroyed and never reached Damage Calculation. <i>bishop, 01/18/04</i></p> <p>Q: Can your opponent activate "Ring of Destruction" before you start your Main Phase 1? A: If you had a face-up monster during your Standby Phase they could activate "Ring of Destruction" when you decide to end that phase. If they wait until your Main Phase 1 they will have to wait until you make some kind of act in the turn or decide to end the phase. <i>Curtis Schultz, 01/05/2004</i></p> <p>...and Book of Moon Q: If my opponent uses "Ring of Destruction" on my face-up monster and I chain "Book of Moon" to it, what happens to my monster? A: It is flipped face-down and "Ring of Destruction's" effect disappears. <i>bishop, 12/04/2003</i></p> <p>...and Exiled Force Q: Can I chain "Ring of Destruction" targeting "Exiled Force" to "Exiled Force's" effect? A: No, because "Exiled Force" is no longer on the field when you try to activate "Ring of Destruction." <i>bishop, 12/04/2003</i></p> <p>...and Mystical Space Typhoon Q: I have "Injection Fairy Lily" with "United We Stand," and I have 4 monsters more on the field. In my Main Phase 2, I set "Ring of Destruction." On my opponent's turn, I activate "Ring of Destruction" and my opponent chains "Mystical Space Typhoon" to "United We Stand." What is the Damage? 400 or 4400? A: Ring of Destruction --> Mystical Space Typhoon Mystical Space Typhoon will resolve first and destroy United We Stand Ring of Destruction <-- Ring of Destruction will then destroy Injection Fairy Lily, doing 400 damage to both player's Life Points. <i>Curtis Schultz, 12/04/2003</i></p> <p>...and Raigeki Break Q: Player A: Activates "Ring of Destruction" and targets a monster. Player B: Chains with "Raigeki Break" targeting the same monster. What happens to the effect of "Ring of Destruction" if the monster is already destroyed? A: "Ring of Destruction" would resolve without effect because its target is no longer on the field. <i>Curtis Schultz, 12/04/2003</i></p>
<p>Ring of Magnetism</p>	<p>...and Guardian Kay'est <i>see Guardian Kay'est</i></p> <p>This card has errata: The text should read: This card can only be equipped to your own monster. The monster equipped with this card decreases its ATK and DEF by 500 points. In addition, all the monsters on your opponent's side of the field must attack the monster equipped with this card when they attack.</p> <p>Q: Would 2 "Rings of Magnetism" also result in a lock from monster attack? A: No, if you have 2 "Rings of Magnetism," then the controller of the "Rings of Magnetism" chooses which is attacked. <i>bishop, 12/05/2003</i></p> <p>Q: What is the difference between "Ring of Magnetism" and "Raregold Armor?" A: The words "cannot attack" vs. the word "must attack." <i>bishop, 12/05/2003</i></p> <p>Q: If my monster equipped with "Ring of Magnetism" is forced to the opponent's side of the field, through "Creature Swap" or "Snatch Steal", do I have to attack that monster? A: You would have to attack that Monster. <i>bishop 02/23/04</i></p>
<p>Riryoku</p>	<p>...and Fairy Box <i>see Fairy Box</i></p> <p>Q: Does "Riryoku" take half of the monster's original ATK or the monster's current ATK? A: "Riryoku" takes half of the monster's current ATK. <i>Curtis Schultz, 01/20/2004</i></p> <p>Q: Can "Riryoku" be used to decrease the ATK of an opponent's monster? A: "Riryoku" can be used to target an opponent's monster as the monster will have its ATK halved. <i>Curtis Schultz, 02/12/2004</i></p>

	<p>...and Spirit Reaper Q: Is "Riryoku" considered to be a targeted effect in terms of being able to destroy a "Spirit Reaper?" A: The card text reads: "Until the end of the turn, decrease the ATK of 1 monster by half and increase the ATK of another monster by the same amount." So, "Riryoku" decreases "Spirit Reaper" by 150 ATK points and increases another monster 150 ATK points. Then "Spirit Reaper" is destroyed. <i>bishop, 12/12/03</i></p>
<p>Riryoku Field</p>	<p>...and Dark Core Q: Can you activate "Riryoku Field" to negate the effect of "Dark Core?" A: "Riryoku Field" can be used against "Dark Core." "Dark Core" is a Spell Card that designates a target. <i>Curtis Schultz, 12/21/2003</i></p> <p>...and Monster Reborn Q: Both "Monster Reborn" and "Premature Burial" target a monster card in the graveyard. "Riryoku Field" does not state that the target of the Spell card has to be on the field. So why doesn't it work on either of these cards? A: "Riryoku Field" only protects monsters on the field. Monsters in the Graveyard are not considered to be on the field. <i>Curtis Schultz, 12/22/2003</i></p>
<p>Rivalry of Warlords</p>	<p>DEFINITIVE RULING: WHAT IT DOES When Rivalry of Warlords is activated, each player must send monsters to the Graveyard so that he controls only 1 Type of monster face-up. You don't select or name a Type when Rivalry of Warlords is activated; instead, you make it so you have only 1 Type. If, after this, your monsters are destroyed so you have no monsters on the field, you are free to play any Type again, and that new Type becomes the Type that you must play. (So if you send monsters to the Graveyard so you control only Spellcasters, and your Spellcasters are destroyed, you may play a Dragon, but can then only play Dragons as long as you control 1 or more face-up Dragons. If all your monsters are again destroyed, you can again play whatever Type you want.) This also means that when Rivalry of Warlords is active, each player can control a different face-up Type than his opponent. You can activate Rivalry of Warlords when either or both player(s) does not have any face-up monsters on the field, in which case once a player does have a face-up monster that monster's Type becomes that player's Type for purposes of Rivalry of Warlords (as long as the monster remains face-up on that player's side of the field). When Rivalry of Warlords is activated, it has no effect on monsters that are face-down at that time and does not flip those monsters face-up. If you have only 1 monster on the field face-up, you may Tribute it for a monster that is a different Type. If you have 2 monsters on the field face-up of the same Type, you cannot Tribute 1 of them for another monster that is a different Type (even Jinzo) as you would then have 2 different Types. RIVALRY OF WARLORDS vs FACE-DOWN MONSTERS While Rivalry of Warlords is active, you can still Set monsters face-down if they are a different Type than the Type you control. If your face-down monster of a different Type is attacked, then the monster is destroyed after damage calculation. If the destroyed monster of a different Type was a Flip Effect Monster, its Flip Effect is still activated, and then the destroyed monster is sent to the Graveyard. If your face-down monster of a different Type is flipped by Swords of Revealing Light, Book of Taiyou, etc., then it is destroyed as necessary. As long as Rivalry of Warlords is active, you cannot Summon, Flip Summon, or Special Summon an inappropriate Type face-up (including Jinzo), but you can Special Summon face-down with The Shallow Grave, Morphing Jar #2, etc. OTHER CARDS If Cyber Jar is activated while Rivalry of Warlords is active, you can Special Summon different Types of monsters face-down without penalty, or Special Summon 1 Type face-up and all the others facedown. But if you Special Summon different Types of monsters face-up, you have to destroy monsters to make it 1 Type. When Rivalry of Warlords is active, and you change the Type of all of your monsters with DNA Surgery or Parasite Paracide or D. Tribe, you now only have 1 Type so you are OK and no monsters are destroyed, and you can also Summon, Flip Summon, and Special Summon additional monsters that do not have that printed Type on the card and they are considered that Type and are not destroyed. If you activate Magical Hats while Rivalry of Warlords is active, the cards Special Summoned with Magical Hats are unaffected by Rivalry of Warlords because they have no Type. When Rivalry of Warlords is active you can activate Dragonic Attack, but if you have other face-up monsters that are not Dragons then the targeted monster is destroyed. If Rivalry of Warlords is active and you take control of your opponent's face-up monster with Change of Heart or Snatch Steal, and that monster is a different Type than your other face-up monster(s), your opponent's monster is destroyed.</p>
<p>Robbin' Goblin</p>	<p>...and Inaba White Rabbit <i>see Inaba White Rabbit</i></p> <p>Q: Does "Robbin' Goblin" make your opponent discard a card if cards like "Poison Mummy" do damage with their flip effects. A: "Robbin' Goblin" is for Battle Damage only, not effect damage ("Cannon Soldier", flip effects, etc.). <i>bishop, 12/15/03</i></p>

	<p>Q: How does "Robbin' Goblin's" effect work with a monster of your own if a control shift of that same monster to your opponent occurs?</p> <p>A: Your "Robbin' Goblin" will only work for monsters under your control. If you control an opponent's monster and you use it to inflict Battle Damage to your opponent's Life Points you will be able to use the effect of "Robbin' Goblin."</p> <p>If your opponent takes control of one of your monsters but does not have their own active "Robbin' Goblin" the monster's Battle Damage will not result in the discarding of a card due to "Robbin' Goblin." <i>Curtis Schultz, 12/22/2003</i></p>
Rod of Silence – Kay'est	<p>...and Butterfly Dagger – Elma <i>see Butterfly Dagger – Elma</i></p> <p>...and Thousand Eyes Restrict <i>see Thousand Eyes Restrict</i></p> <p>Q: If "Rod of Silence – Kay'est" is equipped to a monster that is already equipped with an Equip Spell, is the first equip destroyed?</p> <p>A: The previous Equip Spell Card will be destroyed. <i>Curtis Schultz, 12/31/2003</i></p>
Rod of the Mind's Eye	<p>...and Dark Scorpion Combination <i>see Dark Scorpion Combination</i></p>
Rope of Life	<p>Q: Can "Rope of Life" be activated when you have no cards in your hand?</p> <p>A: No, you must have at least 1 card in your hand. <i>bishop, 12/20/2003</i></p> <p>Q: Does "Rope of Life" save creatures right before they hit the Graveyard?</p> <p>A: The creature is retrieved from the Graveyard, not prior to being sent to the graveyard. <i>bishop, 12/18/2003</i></p> <p>...and Jinzo</p> <p>Q: If you use "Rope of Life" to revive "Jinzo," does it get the 800 ATK increase?</p> <p>A: You may return "Jinzo" with "Rope of Life," but it does not get the 800 ATK increase. <i>bishop, 12/20/2003</i></p> <p>...and Witch of the Black Forest</p> <p>Q: If my opponent attacks my "Sangan"/"Witch of the Black Forest" in face-down defense position, will I get the effect of the "Sangan"/"Witch of the Black Forest" since they went to the graveyard and still be able to summon them back using "Rope of Life?"</p> <p>A: Yes. You will get the effect. And then "Rope of Life" will resolve. <i>bishop, 12/26/2003</i></p>
Roulette Barrel	<p>Q: When rolling a die for "Roulette Barrel", can you choose a roll if there are no monsters of that Level on the field instead of the one that would destroy your own monster?</p> <p>A: You may pick either number rolled. You do not need to pick a rolled number that would destroy a monster on the field. <i>Curtis Schultz, 02/04/2004</i></p> <p>...and A Legendary Ocean</p> <p>Q: If "A Legendary Ocean" is in play and you use "Roulette Barrel's" effect, do you use the printed Level of WATER monsters, or the current Level?</p> <p>A: You would use the current Level Star of the monster as it is affected by "A Legendary Ocean." So if I have "A Legendary Ocean" face-up on the field and a "Gagagigo" face-up on the field, my opponent would need to roll a 3 with the effect of "Roulette Barrel" to destroy my "Gagagigo." <i>Curtis Schultz, 02/12/2004</i></p> <p>...and Dice Re-Roll</p> <p>Q: With "Roulette Barrel", does "Dice Re-Roll" allow you to redo both dice rolls or only one of them?</p> <p>A: You would perform both dice rolls again. You do not select just 1 of them to re-roll. <i>Curtis Schultz, 02/12/2004</i></p>
Royal Decree	<p>...and Call of the Haunted <i>see Call of the Haunted</i></p> <p>Q: Player A: Activates "Royal Decree". Player B: Chains with "Call Of The Haunted". Will the monster be Special Summoned before the effect of "Call Of The Haunted" is negated by "Royal Decree"?</p> <p>A: This is a very simple, two-step Chain:</p> <p>Activation: Royal Decree --> Call of the Haunted</p> <p>Resolution: Call of the Haunted --> Royal Decree</p> <p>"Call of the Haunted" will resolve first, Special Summoning a monster from the Graveyard. "Royal Decree" will resolve next, negating the effect of all face-up Trap Cards.</p> <p>In this chain, the monster will already have been Special Summoned by the effect of "Call of the Haunted" before "Royal Decree" negates its effect. <i>Curtis Schultz, 02/15/2004</i></p> <p>Q: If both players have activated a "Royal Decree", which "Royal Decree" would be in effect on the field?</p> <p>A: The most recent "Royal Decree" would be in effect. <i>Curtis Schultz, 01/11/2004</i></p>

	<p>...and Skill Drain Q: If "Royal Decree" is activated while both "Jinzo" and "Skill Drain" are on the field, what happens? A: As soon as Jinzo was able to do so he negated both face-up traps simultaneously. (right after Royal Decree resolved) <i>Curtis Schultz, 01/04/04</i></p>
Royal Keeper	<p>Q: If "Royal Keeper" is attacked by a "Gemini Elf," does it get its bonus in time to destroy "Gemini Elf?" A: No, its effect is not a Continuous Effect, so its bonus will only happen at the end of the Damage Step, after it is destroyed. <i>bishop, 12/04/2003</i></p> <p>Q: Why doesn't "Royal Keeper" get its effect if flipped by an attack? A: "Royal Keeper's" effect is not continuous. If flipped by an attack, the effect of "Royal Keeper" will not activate until "4. Resolve Monster Effects" in the Damage Step, which is AFTER damage calculation. <i>Curtis Schultz, 02/14/2004</i></p> <p>...and Ceasefire Q: Will "Royal Keeper" still get its bonus if flipped die to "Ceasefire?" A: Yes, because "Ceasefire" prevent Flip Effect, not non-flip effects. <i>bishop, 12/04/2003</i></p> <p>...and Snatch Steal Q: OK, since "Book of Moon" on a monster with "Snatch Steal" on it results in keeping the stolen monster, how about if I "Snatch Steal" a "Royal Keeper" and flip it face-down? A: Then it remains on your side of the field. <i>bishop, 12/09/03</i></p>
Royal Oppression	...and Paladin of White Dragon <i>see Paladin of White Dragon</i>
Ryu Senshi	...and Magical Scientist <i>see Magical Scientist</i>
	<p>Q: Can the effect of "Ryu Senshi" be used to negate the effect of a Continuous Trap Card or even the activation of a Continuous Trap Card? A: "Ryu Senshi's" effect can only be used to negate the effect of a Normal Trap Card. It will not negate the effect of Continuous Trap Cards. <i>Curtis Schultz, Sun 01/11/2004</i></p>
Ryu-Kishin Clown	<p>...and Final Attack Orders Q: Can "Ryu-Kishin Clown" still change a monster position when "Final Attack Orders" is in effect? A: "Ryu-Kishin Clown" can be used to change a face-up monster to Defense Position even when "Final Attack Orders" is on the field. However, "Final Attack Orders" will cause the face-up monster to go back to Attack Position afterwards. <i>Steve Okegawa, 01/02/2004</i></p>
Sakuretsu Armor	<p>Q: Player B: Declares an attack with a monster. Player A: Activates "Sakuretsu Armor." Will the monster be destroyed before damage calculation or after? A: The monster would be destroyed during the Battle Step. That is the only time you can activate "Sakuretsu Armor." <i>Curtis Schultz, 12/19/2003</i></p> <p>Q: When "Sakuretsu Armor" is activated due to an opponent's attack, is the attack negated? A: If the attacking monster is destroyed during the Battle Step no damage calculation will occur. The attack would not proceed into the Damage Step. <i>Curtis Schultz, 01/8/2004</i></p> <p>Q: Does "Sakuretsu Armor" Specifically designate a Target? A: Yes it does. <i>Curtis Schultz, 01/12/2004</i></p>
Sanga of the Thunder	<i>...see Suijin</i>
Sangan	<i>...see Witch of the Black Forest</i>
Sasuke Samurai	<p>...and Magic Cylinder <i>see Magic Cylinder</i> ...and Newdoria <i>see Newdoria</i> ...and Vampire Lord <i>see Vampire Lord</i></p> <p>DEFINITIVE RULING: When Sasuke Samurai attacks, apply its effect after entering the Damage Step, but before flipping up the face-down monster. There is no damage calculation. The monster is not flipped; Flip Effects are not activated. When Sasuke Samurai destroys a face-down monster using its effect, the face-down monster is NOT "destroyed as a result of battle" so Mystic Tomato, Helpoemer, etc. do not activate their effects. When Sasuke Samurai destroys a face-down Kisetai or Giant Axe Mummy, their effects are not activated. However, Sangan or Witch of the Black Forest destroyed by Sasuke Samurai's effect will have their effects activated. If Sasuke Samurai attacks a face-down monster, and Ceasefire is activated during the Battle Step, Sasuke Samurai attacks the monster face-up, damage calculation is performed normally, and Sasuke Samurai's effect disappears. Nor can the controller of Sasuke Samurai claim a replay, because the number of monsters on the opponent's side of the field did not change.</p> <p>...and D.D. Warrior Lady Q: If "Sasuke Samurai" attacks my facedown "D.D. Warrior Lady," can I remove it from play? A: No, because the "D.D. Warrior Lady" will not be flipped face-up and will thus not get a chance to activate its effect. <i>Curtis Schultz, 12/26/2003</i></p> <p>...and Kisetai Q: What happens when "Sasuke Samurai" hits a face-down "Kisetai"? A: When "Sasuke Samurai" attacks a face-down "Kisetai," its effect destroys the "Kisetai" before it has a</p>

	<p>chance to use its Flip Effect. <i>Steve Okegawa, 02/25/04</i></p> <p>...and Neko Mane King Q: What happens when "Sasuke Samurai" hits a face-down "Neko Mane King"? A: When "Sasuke Samurai" attacks a face-down "Neko Mane King," the turn ends immediately. This is because an effect (that of "Sasuke Samurai") caused "Neko Mane King" to be sent to the Graveyard. <i>Steve Okegawa, 02/25/04</i></p> <p>...and Spirit Reaper Q: When "Sasuke Samurai" attacks a face down "Spirit Reaper" is "Spirit Reaper" destroyed? A: "Sasuke Samurai's" effect destroys it, this is because "Spirit Reaper" is only protected against being destroyed as a result of battle. In this case, it is being destroyed by a card effect. <i>bishop, 12/06/03</i></p> <p>...and Twin Swords of Flashing Light - Tryce Q: If "Sasuke Samurai" is equipped with "Twin Swords of Flashing Light - Tryce" reducing its ATK to 0, will it still be able to attack two face-down monsters and use its effect to destroy them? A: The "Sasuke Samurai" equipped with "Twin Swords of Flashing Light - Tryce" would be able to attack twice. It certainly could destroy to face-down monsters in this way. <i>Curtis Schultz, 01/25/2004</i></p> <p>...and Waboku Q: Can "Waboku" stop a face-down monster from being destroyed by "Sasuke Samurai's" effect? A: No, "Waboku" only stops Battle Damage. A monster destroyed by "Sasuke Samurai's" effect is not destroyed as a result of battle. <i>bishop, 12/06/2003</i></p> <p>...and Witch of the Black Forest Q: Would "Witch of the Black Forest" and "Sangan" still activate their effects if they are attacked by "Sasuke Samurai" while they are face-down on the field? A: "Witch of the Black Forest" and "Sangan" do not need to have been destroyed in battle. They would still get their effect because they still went from the field to the Graveyard. Flip-effects will not work because the monster was destroyed without being flipped due to "Sasuke Samurai's" effect. Any monster that needs to be destroyed in battle would not activate because they were destroyed by "Sasuke Samurai's" effect and not because of damage calculation. ("Mystic Tomato," "Mother Grizzly," "Newdoria," etc.) <i>Curtis Schultz, 12/09/2003</i></p>
<p>Sasuke Samurai #2</p>	<p>...and Trap Hole Q: If I normal summon "Sasuke Samurai #2" and use the effect, my opponent cannot activate "Trap Hole" because the effect of "Sasuke Samurai #2" has priority? A: The opponent can still activate appropriate card effects in response to the activation of "Sasuke Samurai #2's" effect. "Torrential Tribute," for example. "Sasuke Samurai #2" only has 200 ATK... maybe use "Eatgaboon" or "House of Adhesive Tape"... but not "Trap Hole." <i>Curtis Schultz, 12/19/2003</i></p>
<p>Scapegoat</p>	<p>...and Lava Golem <i>see Lava Golem</i> ...and Toon World <i>see Toon World</i> ...and Torrential Tribute <i>see Torrential Tribute</i> ...and Tribe Infecting Virus <i>see Tribe Infecting Virus</i> ...and United We Stand <i>see United We Stand</i></p> <p>Q: If I use "Scapegoat" on my turn before I Summon, can I set a monster in defense mode after "Scapegoat" since it says I can't Summon, not Set? A: Yes, you can Set (not Summon) a monster on the same turn as "Scapegoat." <i>bishop, 12/04/2003</i></p> <p>Q: Is it legal to summon a monster in the same turn you play "Scapegoat," as long as it's BEFORE "Scapegoat" is played? A: You may NOT summon a monster before or after you play "Scapegoat." You MAY set a monster before or after your play "Scapegoat." <i>bishop, 12/11/03</i></p> <p>Q: If "Scapegoat" is activated for the purposes of "Cannon Soldier" or "Mass Driver," can the player activate a second (or even third) Scapegoat during the same turn (having already tributed the other goats, of course)? A: You cannot activate "Scapegoat" if you have already Summoned, Flip-Summoned, or Special Summoned a monster during that turn. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: Only 1 "Scapegoat" resolution per turn since the tokens summoned by it count as monsters, right? A: Yeah. They count as a Special Summon. If the "Scapegoat's" activation is negated by "Magic Jammer," "Magic Drain," "Spell Shield Type 8," "Dark Paladin," etc. you can activate another "Scapegoat" during the same turn because the effect of not being able to Summon, Flip-Summon, or Special Summon any other monsters is not a cost of activation. Remember that if you have already performed one of those three acts during a turn you cannot then activate "Scapegoats" in the same turn. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: With "Scapegoat" or anything that special summons a specified number of monsters to the field and there is not enough room to summon all of them (i.e. "Ground Collapse" is active) what will happen? A: You cannot play the Card. <i>bishop, 01/11/04</i></p> <p>Q: Can a player activate "Scapegoat" in the Draw Phase before resolving the effect of "Mirage of Nightmare"?</p>

	<p>during the Standby Phase? A: Yes it would be legal to activate the "Scapegoat" during the Draw Phase. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: Can Sheep Tokens be offered as Tributes for a Ritual Summon? A: Yes, the Sheep Tokens can be offered as Tributes for a Ritual Summon. <i>Curtis Schultz, 02/02/2004</i></p> <p>...and Ceasefire Q: If I use "Scapegoat" and flip "Ceasefire," do the tokens count since they technically have an effect? (They can't be used as a Tribute for a Tribute Summon.) A: No, Tokens (in general, and Sheep specifically) do NOT count toward "Ceasefire." They are NOT considered Effect monsters. (What you refer to is a limitation, not an effect.) <i>bishop, 12/20/2003</i></p> <p>...and Cyber Jar Q: If "Scapegoat" has been activated this turn and an effect occurs that forces a monster to be summoned, like with "Cyber Jar", what happens to the monsters that would be Summoned? Are they sent to the Graveyard or just not Summoned in the first place? A: They are sent to the Graveyard. Monsters that could be Special Summoned by that effect would not be and merely sent to the Graveyard because "Scapegoat" had been activated that turn. <i>bishop, 02/02/04</i></p> <p>...and Imperial Order Q: If "Tribute Doll" is activated and chained to by "Imperial Order", can "Scapegoat" be chained to "Imperial Order"? A: Yeah, they can chain "Scapegoat." The effect of "Tribute Doll" would be negated by "Imperial Order." <i>Curtis Schultz, 01/29/2004</i></p>
Second Coin Toss	...and Barrel Dragon <i>see Barrel Dragon</i>
Second Goblin	<p>...and Giant Orc Q: If I have a "Giant Orc" equipped with "Second Goblin" and I go into battle and attack with "Giant Orc," when I end the Battle Phase he will be changed to defense mode, so can I switch him back to attack mode using the effect of "Second Goblin?" A: If "Giant Orc" is equipped with "Second Goblin," you may switch it back to attack position during your Main Phase 2. <i>bishop, 12/11/03</i></p>
Secret Barrel	<p>Q: Are Monster Tokens on the field considered cards for the effect of "Secret Barrel"? A: Monster Tokens are considered Normal Monster Cards for the purpose of "Secret Barrel." They will count toward the effect. <i>Curtis Schultz, 01/25/2004</i></p> <p>...and Graceful Charity Q: Can "Secret Barrel" be activated before the opponent discards the 2 cards for "Graceful Charity?" A: This would be an illegal activation. The chain was already resolving so no new card effect could be activated yet. <i>Curtis Schultz, 01/05/2004</i></p>
Secret Pass to the Treasures	<p>DEFINITIVE RULING: There is no way to have a monster with an ATK above 1000 attack directly using the effect of Secret Pass to the Treasures. When you target a monster with Secret Pass to the Treasures, and the monster's ATK is increased above 1000, the monster cannot attack your opponent's Life Points directly. If the monster attacks your opponent's Life Points directly, you cannot use an effect such as Rush Recklessly to increase its ATK above 1000 during the attack. If a monster attacks directly using the effect of Secret Pass to the Treasures, "automatic" increases will not apply (Super Robolady, etc.). If you use Secret Pass to the Treasures on Injection Fairy Lily, and attack directly, you cannot use Lily's effect. You cannot activate Secret Pass to the Treasures during Main Phase 2 or on the very first turn. This is a card that specifically designates a monster as a target.</p> <p>...and Hayabusa Knight Q: If I play "Secret Pass to the Treasures" on "Hayabusa Knight", does he get one direct attack or two? A: "Secret Pass to the Treasures" does not restrict "Hayabusa Knight" from attacking twice. Therefore, yes, you can attack directly with "Hayabusa Knight" after using "Secret Pass to the Treasures" on it. Keep in mind, of course, that "Hayabusa Knight" (or any other monster, for that matter) must stay at 1000 ATK or less after being targeted by "Secret Pass to the Treasures." <i>Steve Okegawa, 02/25/04</i></p>
Senju of the Thousand Hands	<p>...and Cyber Jar Q: If "Senju of the Thousand Hands" is Set on the field by the effect of "Cyber Jar", will its effect be activated when Flip Summoned in a later turn? A: The effect of "Senju of the Thousand Hands" would activate after being successfully Flip-Summoned. The same would be true of a "Sonic Bird" in the same situation. <i>Curtis Schultz, 01/25/2004</i></p>
Senri Eye	<p>Q: Can I use "Senri Eye" multiple times during my Standby Phase to see the same card over and over again to decrease my Life Points? A: You may not use it more than once per turn. <i>bishop, 01/13/04</i></p> <p>Q: What is the difference between "Senri Eye" and "Inspection" in the usage? A: "Senri Eye" allows you to see the top 1 card of the opponent's Deck. "Inspection" randomly selects 1 card in the opponent's Hand. <i>bishop, 01/13/04</i></p>
Serpentine Princess	Q: Can the Level 3 or lower monster being Special Summoned to the field by the effect of "Serpentine

	<p>Princess" be placed in any position or must it be in Attack Position? A: Face-up attack or defense position. The choice is up to you. <i>Curtis Schultz, 01/28/2004</i></p> <p>...and Fiber Jar Q: If there is a face-up "Serpentine Princess" on the field when the effect of "Fiber Jar" is activated, will the effect of "Serpentine Princess" be activated after "Fiber Jar" resolves? A: If a face-up "Serpentine Princess" is returned to your Deck by the effect of "Fiber Jar," the effect of "Serpentine Princess" will activate after "Fiber Jar" has completely resolved. <i>Curtis Schultz, 02/10/2004</i></p>
Seven Tools of the Bandit	<p>Q: Can "Seven Tools of the Bandit" be used against the effect of a Continuous Trap such as "Skull Lair" being activated after the card has been turned face up? A: Only when the Trap is first activated. (turned face-up) <i>Curtis Schultz, 01/20/2004</i></p> <p>Q: If a "7 Tools of the Bandit" is used on another "7 Tools of the Bandit", will only one "7 Tools of the Bandit" user have to pay? A: "7 Tools of the Bandit" has an activation cost of 1000 Life Points. Even if "7 Tools of the Bandit" is negated, the 1000 Life Points have already been paid and are non-refundable. So, in the case you described, both "7 Tools of the Bandit" users would pay 1000 Life Points. <i>Steve Okegawa, 02/22/04</i></p>
Shadow Tamer	<p>... is considered to be an Archfiend</p>
Share the Pain	<p>Q: When one uses "Share the Pain," can the person use the monster as a tribute to bring out a two tribute monster from your hand? A: No monsters are summoned by this tribute. <i>bishop, 12/16/2003</i></p>
Shift	<p>...and Marauding Captain <i>see Marauding Captain</i></p>
Shinato, King of a Higher Plane	<p>...and Barrel Behind the Door Q: Can "Barrel Behind the Door" be chained to the effect damage of "Shinato, King of a Higher Plane"? A: "Barrel Behind the Door" can be activated in chain to the effect of "Shinato, King of a Higher Plane." <i>Curtis Schultz, 01/25/2004</i></p>
Shooting Star Bow - Ceal	<p>...and Gradius's Option <i>see Gradius's Option</i> ...and Injection Fairy Lily <i>see Injection Fairy Lily</i></p> <p>Q: If my opponent has monsters on the field and I Equip "Summoned Skull" with "Shooting Star Bow – Ceal" and attack directly, what would happen if they respond to the attack with using "Mystical Space Typhoon" on "Shooting Star Bow – Ceal"? A: It triggers a replay. I don't know precisely why, but it does. You will no longer be able to attack directly with the monster (assuming that the opponent has monsters on their side of the field). <i>Steve Okegawa, 02/18/04</i></p> <p>...and Magical Scientist Q: Would equipping "Shooting Star Bow – Ceal" on a fusion summoned with Magical Scientist allow it to attack directly? A: A monster that is Special Summoned via "Magical Scientist's" effect (it is NOT a Fusion Summon, as that kind of summon can only be done with Polymerization or Fusion Gate), it cannot attack the opponent directly. Even equipping the Fusion monster with "Shooting Star Bow – Ceal" won't change that condition. <i>Steve Okegawa, 12/18/2003</i></p> <p>...and Thousand Eyes Restrict Q: If "Relinquished" had stolen a monster, and was equipped with "Shooting Star Bow - Ceal," would it still suffer a 1000 ATK penalty? A: The 1000 ATK decrease given from "Shooting Star Bow - Ceal" is constant, so it will always be taken into consideration.</p> <p>That said, "Relinquished's" ATK with an absorbed monster will be equal to the absorbed monster's ATK minus 1000 ATK.</p> <p>Example: "Relinquished" is equipped with "Shooting Star Bow - Ceal" and absorbs "Blue-Eyes White Dragon." The result will be 2000 ATK (3000 from "Blue Eyes White Dragon" - 1000 from "Shooting Star Bow – Ceal" = 2000 ATK). <i>Steve Okegawa, 02/17/04</i></p>
Sinister Serpent	<p>...and Mirage of Nightmare <i>see Mirage of Nightmare</i></p> <p>Q: If the effect of "Sinister Serpent" is negated by another card effect, how do you keep track of this while it is in the Graveyard? A: It will be up to the players to remember this. Ordinarily, once a "Sinister Serpent" is covered by other cards in the Graveyard it will become forgotten. It is just something both players will have to try and keep track of in their mind. Just like keeping track of "Twin-Headed Behemoth" and if it has used its effect. (If a "Fiber Jar" were to go off, remembering would be important) <i>Curtis Schultz, 12/04/2003</i></p> <p>Q: Everyone knows there is a Graveyard and a Deck Zone, but it seems like when a "Sinister Serpent" dies people mistake the two and put their "Sinister Serpent" on their deck. Is this illegal to do so for a reminder? I could understand "Vampire Lord" because it has to come back, but something that's optional? A: Neither "Sinister Serpent" or "Vampire Lord" will go to the top of the deck -- even as a reminder -- regardless that the effects of one of these monsters is optional. <i>bishop, 01/25/04</i></p>

	<p>Q: If you forget to bring "Sinister Serpent" back on your next Standby Phase, can you retrieve it later? A: Returning "Sinister Serpent" to your hand during your Standby Phase is an optional effect. If you forget to execute the effect, you cannot go back and put "Sinister Serpent" into your hand later during the turn.</p> <p>However, the effect of "Sinister Serpent" can be used during ANY of your Standby Phases in which it exists in the Graveyard. So, even if you forget to return it to your hand during one of your Standby Phases, you can still return it to your hand during your next Standby Phase or any of your Standby Phases after that. <i>Steve Okegawa, 02/18/04</i></p> <p>...and Dark Ruler Ha Des Q: If "Sinister Serpent" is destroyed in battle by "Dark Ruler Ha Des", will it return to the owner's hand during their next Standby Phase? A: No. "Sinister Serpent" will not return to the owner's hand during their Standby Phase if it was destroyed by "Dark Rules Ha Des" in battle. <i>Curtis Schultz, 02/09/2004</i></p>
<p>Skill Drain</p>	<p>...and Cave Dragon <i>see Cave Dragon</i> ...and Exodia Necross <i>see Exodia Necross</i> ...and Gilasaurus <i>see Gilasaurus</i> ...and Gravekeeper's Chief <i>see Gravekeeper's Chief</i> ...and Lava Golem <i>see Lava Golem</i> ...and Magical Scientist <i>see Magical Scientist</i> ...and Mirage Knight <i>see Mirage Knight</i> ...and Mysterious Puppeteer <i>see Mysterious Puppeteer</i> ...and Nuvia the Wicked <i>see Nuvia the Wicked</i> ...and Spirit Reaper <i>see Spirit Reaper</i> ...and Terrorking Archfiend <i>see Terrorking Archfiend</i> ...and The Immortal of Thunder <i>see The Immortal of Thunder</i> ...and Zolga <i>see Zolga</i></p> <p>Q: *** OFFICIAL RULING *** A: Konami of Japan's Game Designers say that Skill Drain negates the "maintenance" costs of monsters. SO this means that is Skill Drain is active you do NOT have to pay for: Archfiends (Chess family and Skull Archfiend of the Lightning) Unfriendly Amazon Armor Exe Cost effects can still be activated while Skill Drain is active on the field, but if the monster that has the cost effect is still on the field the effect will be negated. So you can still activate Lady Panther, Amazon Archer (offer herself as one of the tributes), Cannon Soldier (offers itself), Crimson Sentry, Fairy Guardian, Hysteric Fairy (Offers itself as one of the tributes), The Forgiving Maiden, Maryokutai, Winged Minion, Possessed Dark Soul, Throwstone Unit (offers itself), and Exiled Force and still get their effect to resolve properly (as long as they do not remain on the field when their effect resolves). <i>Curtis Schultz, 12/26/2003</i></p> <p>Q: Does "Skill Drain" negate Flip Effects? A: Yes. <i>bishop, 12/19/2003</i></p> <p>Q: If "Skill Drain" is active and a monster with either a flip effect or an effect that reads: When flipped face up is flipped face up, is the effect negated? A: Negated in each situation. <i>Curtis Schultz, 12/29/2003</i></p> <p>Q: Does "Skill Drain" negate Spirits' effects? A: Spirit, Toon, and Unions are all monsters with effects and are thus effect monsters. (Color coded Orange) "Ceasefire" will count these monsters as effect monsters. The effect of Spirit Monsters will be negated. If "Skill Drain" remains active on the field the Spirit monster would not return to the owner's hand during the End Phase. <i>Curtis Schultz, 12/16/2003</i></p> <p>Q: If "Skill Drain" is active and there is a monster sent to the graveyard with a Graveyard effect (regardless of position), is the effect negated? A: These effects occur while the monster is in the Graveyard. "Skill Drain" will not negate them. <i>Curtis Schultz, 12/29/2003</i></p> <p>Q: Does "Skill Drain" negate continuous effects? A: It will negate continuous effects. <i>Curtis Schultz, 12/22/2003</i></p> <p>Q: Can you chain the activation of "Skill Drain" to an effect? A: You can chain this card to a monster's effect. It can be used in response to a Spell Speed 1 or 2 effect. <i>Curtis Schultz, 12/22/2003</i></p> <p>Q: Do the monsters affected by "Skill Drain" keep any Spell Counters they had before "Skill Drain" is activated? A: Nope. They lose them all. Their effect was the only thing allowing them to have Spell Counters placed on them. If their effect is negated the Spell Counters are lost. <i>Curtis Schultz, 12/23/2003</i></p>

Q: Regarding cards that require life point payments to attack, does "Skill Drain" negate this?

A: When "Skill Drain" is active "Dark Elf," "Jirai Gumo," any Toon monsters (etc.) do not require their controller to have to pay Life Points to attack. *Curtis Schultz, 12/24/2003*

Q: If "Skill Drain" is active, this allows Toons to attack the turn they are summoned, correct? Does it also negate the need for Toon world once they are on the field? Meaning if "Toon world" is destroyed do the Toons stay?

A: Toon monsters would be allowed to attack the same turn they are summoned. Their effect is negated, so if "Toon World" is destroyed while "Skill Drain" is active the Toon Monsters will not be destroyed.

Keep in mind that the "opponent does not control any face-up Toon monsters" effect is also negated. The Toon monsters will have to battle as any other monster would. *Curtis Schultz, 12/24/2003*

Q: Are Toons still considered Special Summons with "Skill Drain" active?

A: Yes they are. *Curtis Schultz, 12/25/2003*

Q: If "Skill Drain" is removed will the spirit return to the hand or if it is no longer the turn that it was summoned, will it remain on the field?

A: It will remain on the field. As you had said, the Spirit monster was not Summoned, Flip-Summoned, or flipped face-up during that turn, so it will not return to the owner's hand in the End Phase. *Curtis Schultz, 12/24/2003*

Q: If "Skill Drain" is destroyed after I Special Summon a Toon Monster during that same turn, can the Toon Monster attack my opponent's Life Points directly?

A: If you destroy "Skill Drain" the same turn the Toon Monster was Summoned, you will not be able to attack that same turn. Its effect would be active again preventing it from attacking the same turn it was Summoned. *Curtis Schultz, 01/8/2004*

Q: I know that "Skill Drain" negates Flip Effects, but does "Skill Drain" negate Flip Summon Effects like "Guardian Sphinx" and Normal Summon Effects like "Senju of the Thousand hands"?

A: Any Monster Effect that resolves while the Effect Monster Card is face-up on the field will be negated by "Skill Drain". This includes the effects of cards such as "Guardian Sphinx" and "Senju of the Thousand Hands". *Steve Okegawa, 01/27/04*

Q: How does "Skill Drain" work during the Damage Step to negate Flip Effects?

A: You cannot activate "Skill Drain" as part of a chain during the Damage Step.

However, if "Skill Drain" is already active, effects will be negated even if flipped during an attack. *bishop, 01/22/04*

Q: Does "Skill Drain" negate the effects of Fusion summoned or Ritual summoned monsters?

A: It depends. A Fusion monster with "/EFFECT" on the card would have its effect negated.

The others just state the recipe for Fusion Summoning the monster. It is not an effect. "Metal Dragon" would not be considered an effect monster.

It would not matter how the Fusion monster was brought into play.

This would also be true for a Ritual monster that does not have "/EFFECT" written on the card.

So "Skill Drain" would negate the effect of "Relinquished," but would do nothing to "The Masked Beast."

"The Masked Beast" only states its requirements for the Ritual Summon. It is not an effect monster.

Curtis Schultz, 01/29/2004

Q: If a Flip Effect monster like "Cyber Jar" is Flipped or Flip Summoned while "Skill Drain" is active, and "Ring of Destruction" chains to the effect, would the effect of "Cyber Jar" be negated?

A: In that case the effect of "Cyber Jar" would resolve normally because after "Ring of Destruction" destroys it the "Cyber Jar" would no longer be face-up on the field and thus could not have its effect negated by "Skill Drain." *Curtis Schultz, 01/31/2004*

Q: If a monster is destroyed before its effect resolves while "Skill Drain" is active, does its effect still work?

A: It depends on if the effect can resolve properly without the monster being face-up on the field anymore.

While "Magician of Faith," "Penguin Soldier," and "Fiber Jar" will work, "Invader of the Throne" would not.

"Swarm of Scarabs" and "Swarm of Locusts" would still work.

"Sonic Bird" and "Senju of the Thousand Hands" would work.

"Crass Clown" could work when Flip-Summoned.

Spirit monsters would depend on what their effect is triggered by. Ones like "Yamata Dragon" and "Hino-

Kago-Tsuchi" would not work, [Battle Damage effect] while "Tsukuyomi" would work. [when Normal

Summoned or Flip-Summoned] *Curtis Schultz, 02/01/2004*

Q: If "Skill Drain" is active on the field, can "Book of Moon" be chained to the activation of a Flip Effect Monster placing it face-down and allowing its effect to resolve?

A: It depends on when the monster is flipped face-up.

If it was flipped by an attack, then you could not.

If it was a flip-summon, then you certainly could. This will work as long as the monster does not need to remain face-up on the field when its effect resolves.

I could Flip-Summon my Cyber Jar and chain "Book of Moon" to its effect, for example. This would turn

"Cyber Jar" face-down before its effect resolves, thus preventing it from being negated by "Skill Drain."
"Skill Drain" does not prevent monster from activating their effects. "Skill Drain" will negate the monster's effect when it resolves if the monster is still face-up on the field at that time. *Curtis Schultz, 02/03/2004*

Q: If "Skill Drain" was active during the turn the Spirit Monster was Normal Summoned, Flip Summoned, or flipped face-up and then "Skill Drain" was removed from the field in a later turn would it return to the hand?

A: Yes.

If the Spirit Monster was Summoned or flipped face-up while "Skill Drain" was active, if the "Skill Drain" is removed from the field or negated during a later turn the Spirit monster will remain on the field.

...and Armor EXE

Q: The restriction of "Armor EXE" not being able to attack on the turn it was summoned. Would that be negated if "Skill Drain" was active?

A: "Armor Exe" would be allowed to attack to the turn it was Summoned, Flip-Summoned, or Special Summoned. *Curtis Schultz, 12/22/2003*

...and Berserk Dragon

Q: Is the 500 ATK reduction per turn for "Berserk Dragon" be considered a cost also and thus negated by Skill Drain?

A: The 500 ATK reduction is not a cost. You do not pay it before something happens nor is it required to do that in order to keep "Berserk Dragon" in play. That effect will be negated by "Skill Drain." "Berserk Dragon" does not count any End Phases that progress while "Skill Drain" is active and any reduction in ATK it had from its effect will be removed. *Curtis Schultz, 12/26/2003*

...and Cannon Soldier

Q: Does "Skill Drain" negate the effects of "Cannon Soldier", "Reflect Bounder", "D. D. Warrior Lady", and "Amazoness Swordsman"?

A: "Cannon Soldier" can still activate its effect and Tribute a monster as the cost, but if "Cannon Soldier" remains face-up on the field the effect will be negated by "Skill Drain" when it resolves. "Reflect Bounder's" effect would be negated. "D.D. Warrior Lady's" effect would as well. Include "Amazoness Swordsman" too. Any monster face-up on the field has its effects negated by "Skill Drain." *Curtis Schultz, 01/14/2004*

...and Ceasefire

Q: "Skill Drain" only removes the monster effects, correct? It doesn't change the fact that they are effect monsters (orange/brown cards) and therefore if "Ceasefire" is activated while "Skill Drain" is in play, the damage goes through, right?

A: It only negates the effect of face-up monsters on the field. They will still be considered effect monsters if they fit the definition of effect monsters in the rulebook. *Curtis Schultz, 12/23/2003*

...and Dice Jar

Q: Can "Skill Drain" stop an effect in progress such as "Dice Jar"?

A: No. By the time you are rolling a die for "Dice Jar's" effect, its effect is already resolving. You CANNOT add new cards to a chain when it is already beginning to resolve. If you waited until "Dice Jar" began to take effect, you would not be able to activate "Skill Drain" until after "Dice Jar" had completely resolved its effect. *Steve Okegawa, 01/16/2004*

...and Don Zaloog

Q: In this situation: Player A attacks with "Don Zaloog" Player B's face up "Sangan" dies and he takes 400 points of damage Player A activates "Don Zaloog's" Effect. Can Player B chain "Skill Drain" to "Don Zaloog's" effect?

A: "Don Zaloog's" effect activated during the Damage Step. "Skill Drain" cannot be activate during the Damage Step. *Curtis Schultz, 12/24/2003*

...and Exiled Force

Q: If my opponent summons "Exiled Force" and passes his priority to use its effect and then I activate "Skill Drain," can he still Tribute "Exiled Force" by using its effect?

A: The effect of "Exiled Force" could still be activated. "Skill Drain" does not prevent the activation of a monster's effect, but it will negate the effect if the monster remains on the field when its effect resolves. *Curtis Schultz, 01/17/2004*

...and Gate Guardian

Q: Do "Gate Guardian" and other Special Summon monsters have to meet the requirements for their Special Summon while Skill Drain is active on the field?

A: "Skill Drain" only negates the effect of monsters face-up on the field. "Gate Guardian's" effect prevents it from reaching the field until you can satisfy its effect. "Skill Drain" cannot negate this. *Curtis Schultz, 01/9/2004*

...and Goblin Attack Force

Q: If "Goblin Attack Force" attacks and is switched to defense mode, then "Skill Drain" is activated, can it

change battle position during the next turn?

A: "Goblin Attack Force" could be changed to Attack Position during the next turn. *Curtis Schultz, 01/17/2004*

...and Injection Fairy Lily

Q: If "Skill Drain" is activated in response to "Injection Fairy Lily's" attack, is "Injection Fairy Lily's" boosting effect negated?

A: "Injection Fairy Lily's" effect would be negated. *Curtis Schultz, 12/29/2003*

...and Jinzo

Q: If "Skill Drain" is active and "Jinzo" is summoned to the field, is "Jinzo" negated?

A: "Jinzo's" effect would be negated. Just as a note, if "Skill Drain" had been activated in a chain with "Monster Reborn," "Jinzo's" effect would still be negated. *Curtis Schultz, 12/29/2003*

Q: If "Skill Drain" and "Jinzo" are both on the field, do I still have to pay for "Imperial Order?"

A: Yes, "Jinzo" can not Negate Traps if his effect is negated. *bishop, 12/25/2003*

...and Magical Scientist

Q: If "Magical Scientist" is activated and uses its effect to special summon a fusion monster and "Skill Drain" is activated, is the "Magical Scientist's" effect negated?

A: "Magical Scientist's" effect would be negated. The controller of "Magical Scientist" would not Special Summon the chosen Fusion Monster if "Skill Drain" was activated in a chain to "Magical Scientist's" effect. *Curtis Schultz, 12/29/2003*

...and Marauding Captain

Q: Can the "Marauding Captain's" effect to special summon another monster be used if "Skill Drain" is active?

A: When the turn player summons "Marauding Captain" and its effect activates, the opponent can respond by activating "Skill Drain:"

"Marauding Captain" --> "Skill Drain"

Chains resolve last to first: "Skill Drain" --> "Marauding Captain"

So "Skill Drain" will resolve first, negating the effects of all face-up monsters on the field. "Marauding Captain" will try to resolve but have its effect negated by "Skill Drain." *Curtis Schultz, 12/23/2003*

...and Nimble Momonga

Q: Does the effect of "Nimble Momonga" still activate when destroyed in battle while "Skill Drain" is active on the field?

A: The effect of "Nimble Momonga" will resolve as it normally would. "Skill Drain" will not negate it. *Curtis Schultz, 01/12/2004*

...and Thousand Eyes Restrict

Q: If "Thousand-Eyes Restrict" has 'absorbed' a monster and "Skill Drain" is later activated, does the equipped monster remain on the field or does it immediately go to the graveyard?

A: The monster remains equipped but it is meaningless at the time. "Thousand-Eyes Restrict" will have 0 ATK and 0 DEF

while "Skill Drain" is active. *Curtis Schultz, 12/23/2003*

Q: I get this scenario, so what happens when Player A summons "Thousand-Eyes Restrict" and, with priority, activates

the effect and Player B activates "Skill Drain" in chain to the effect activation?

Chain: "Thousand-Eyes Restrict" ----> "Skill Drain"

Resolve: "Skill Drain" ----> "Thousand-Eyes Restrict's" effect negated or does it absorb the monster anyway?

A: In this scenario, the effect of "Thousand-Eyes Restrict" would be negated by "Skill Drain" during resolution. The

targeted monster on the opponent's side of the field will remain where it was. *Curtis Schultz, 12/24/2003*

...and Tribe Infecting Virus

Q: If I summoned "Tribe Infecting Virus," I'm allowed to use its effect first before my opponent can activate "Skill Drain," right?

A: The monster is allowed to activate its effect, but it is placed on the first link of the chain and will be the last to resolve. So I will use your "Tribe-Infecting Virus" example. You summon "Tribe-Infecting Virus" and use priority to activate its effect at the time of summon. Your opponent then responds to this with "Skill Drain:" "Tribe- Infecting Virus" --> "Skill Drain"

Chains always resolve from last to first: "Skill Drain --> Tribe-Infecting Virus" So as you can see "Skill Drain" will resolve first before "Tribe- Infecting Virus." "Skill Drain" will negate "Tribe- Infecting Virus'" effect in this example. *Curtis Schultz, 12/23/2003*

...and Vampire Lord

Q: Will "Skill Drain" keep "Vampire Lord" from returning to the field, or does that part of his effect resolve while in the graveyard?

	<p>A: "Skill Drain" will not prevent "Vampire Lord" from returning by its effect because the effect activates and resolves while it is in the Graveyard. <i>Curtis Schultz, 12/28/2003</i></p>
Skilled Dark Magician	<p>...and Necrovalley see <i>Necrovalley</i></p> <p>...and Change of Heart</p> <p>Q: If "Skilled Dark Magician" already has 2 Spell Counters on it and the opponent activates "Change of Heart" which places a third Spell Counter on it, would the opponent be able to take control of the "Skilled Dark Magician" and offer the 3 Spell Counters for its effect?</p> <p>A: Yeah, this is actually legal to do. <i>Curtis Schultz, 02/01/2004</i></p>
Skull Archfiend of Lightning	<p>Q: Since the Archfiend cards state that the cost is not optional, would a player have to pay the cost if it would reduce their Life Points to 0?</p> <p>A: If you do not have enough Life Points to pay for the Archfiend it is destroyed and sent to the Graveyard. You would not have to pay in this case.</p> <p>Q: Can the dice roll effect of an Archfiend monster be used while it is face-down?</p> <p>A: No. Their effect is not active while they are face-down.</p>
Skull Lair	<p>...and Paladin of White Dragon see <i>Paladin of White Dragon</i></p> <p>This card has errata: The text should read: Remove any number of monster cards in your Graveyard from play. Destroy 1 face-up monster on the field whose Level Stars are equal to the number of the cards you removed from play.</p>
Slate Warrior	<p>Q: If "Slate Warrior" is Normal Summoned or Special Summoned to the field in face-up Attack Position, will an opponent's monster that destroys this monster in battle decrease its ATK and DEF by 500 points?</p> <p>A: "Flip: Increase the ATK and DEF of this monster by 500 points."</p> <p>This is the only portion of "Slate Warrior's" effect that is a part of the flip-effect.</p> <p>A monster that destroys "Slate Warrior" in battle has its ATK and DEF decreased by 500 points. This decrease remains as long as the affected monster is still face-up on the field. <i>Curtis Schultz, 02/12/2004</i></p> <p>Q: If "Slate Warrior" is attacked while face-down on the field, will the increase to ATK and DEF be applied before damage calculation?</p> <p>A: "Slate Warrior's" Flip-effect will not activate until after damage calculation. <i>Curtis Schultz, 02/15/2004</i></p> <p>...and Book of Moon</p> <p>Q: If a "Slate Warrior" that got its 500 point ATK and DEF boost from its effect is turned face down via "Book of Moon", will it keep its ATK value?</p> <p>A: After "Slate Warrior" is turned face-down by "Book of Moon", the effect is reset and it will return to its original ATK and DEF. <i>bishop 02/20/04</i></p> <p>...and Fairy King Truesdale</p> <p>Question: If "Slate Warrior" is destroyed by "Fairy King Truesdale", what is "Fairy King Truesdale's" ATK?</p> <p>Answer: "Slate Warrior's" effect reduces the monster's total ATK by 500 points. "Fairy King Truesdale" would have 2200 ATK + (500 from its effect) - (500 from Slate Warrior's effect) = 2200 ATK <i>Curtis Schultz, 02/22/2004</i></p>
Smoke Grenade of the Thief	<p>...and Guardian Sphinx</p> <p>Q: If I equip "Smoke Grenade of the Thief" to "Guardian Sphinx" and "Guardian Sphinx" is flipped face down at the end of my turn and "Smoke Grenade of the Thief" is destroyed do I get "Smoke Grenade of the Thief's" effect?</p> <p>A: An Equip-Spell Card equipped to a monster is sent to the Graveyard when the monster is turned face-down. The Equip-Spell Card is NOT considered to have been destroyed. So using the effect of "Guardian Sphinx" would not destroy the "Smoke Grenade of the Thief." <i>Curtis Schultz, 01/21/2004</i></p>
Snatch Steal	<p>...and Altar for Tribute see <i>Altar for Tribute</i></p> <p>...and Book of Moon see <i>Book of Moon</i></p> <p>...and Creature Swap see <i>Creature Swap</i></p> <p>...and Exodia Necross see <i>Exodia Necross</i></p> <p>...and Gravity Axe – Grarl see <i>Gravity Axe - Grarl</i></p> <p>...and Imperial Order see <i>Imperial Order</i></p> <p>...and Last Turn see <i>Last Turn</i></p> <p>...and Royal Keeper see <i>Royal Keeper</i></p> <p>...and United We Stand see <i>United We Stand</i></p> <p>...and Vampire Lord see <i>Vampire Lord</i></p> <p>Q: If both players play "Snatch Steal" on a monster, who gets control of it?</p> <p>A: The later "Snatch Steal" played takes precedence. <i>bishop, 12/06/2003</i></p> <p>Q: When "Snatch Steal" is destroyed, does the monster card go back to its original owner?</p> <p>A: Yes. <i>bishop, 12/04/2003</i></p> <p>Q: If player A used "Snatch Steal" on player B's monster and player B then used their "Snatch Steal" on the monster that was stolen from them, do both players gain 1000 for each of their Standby Phases,</p>

	<p>respectfully? A: Yes, they do. <i>bishop, 12/10/03</i></p> <p>Q: If a player has all 5 Monster Zone spaces full when their opponent's "Snatch Steal" is destroyed, what will happen to the monster their opponent was controlling with the destroyed "Snatch Steal"? A: The returning monster would be destroyed. <i>Curtis Schultz, 01/28/2004</i></p> <p>...and Change of Heart Q: If a player takes control of an opponent's face-down monster with "Change of Heart", can the player then Flip Summon the monster and activate "Snatch Steal" on that monster to keep control of it? A: You can target 1 face-up monster that is under your opponent's control. It would not matter who the owner of the card is. You cannot equip "Snatch Steal" to a monster that is currently under your control. <i>Curtis Schultz, 01/28/2004</i></p> <p>...and Dimensionhole Q: On my turn, I use "Snatch Steal" on one of my opponent's monsters and before my turn ends I use "Dimensionhole" in the same monster. On the next turn, on which side of the field the monster return? A: It returns to your opponent's side of the field during the next Standby Phase because Equip Spell Cards are sent to the Graveyard when a Monster Card is removed from play. <i>bishop, 01/20/04</i></p> <p>...and Giant Trunade Q: If I play "Snatch Steal," then play "Giant Trunade," do I keep the monster? A: No, control reverts when "Snatch Steal" is no longer on the face-up monster. <i>bishop, 12/04/2003</i></p> <p>...and Tailor of the Fickle Q: If I have used "Snatch Steal" on a monster from another turn and activate "Tailor of the Fickle" on "Snatch Steal," can I steal another monster and keep both, or do I only get one? A: You would keep the new equipped monster. The monster formerly equipped with "Snatch Steal" would return to your opponent's side of the field. <i>Steve Okegawa, 12/14/2003</i></p>
<p>Solemn Judgment</p>	<p>...and Dark Necrofear <i>see Dark Necrofear</i> ...and Vampire Lord <i>see Vampire Lord</i></p> <p>Q: ***OFFICIAL RULING *** A: We've got it all straightened out now thanks to the Head of Rules.</p> <p>"Solemn Judgment cannot negate a Special Summon that was achieved with the help of another card. So you cannot use Solemn Judgment against a Special Summon that used Monster Reborn, Polymerization, Premature Burial, Call of the Haunted, Elegant Egotist, Fusion Gate, a Ritual Spell Card, Giant Rat, Mystic Tomato, Marauding Captain, Spear Cretin, Cyber Jar, etc."</p> <p>"You CAN use Solemn Judgment to negate a Special Summon that was achieved using the monster's own effect such as Dark Necrofear, Gate Guardian, The Fiend Megacyber, Valkyrior the Magna Warrior, Great Moth, Perfectly Ultimate Great Moth, etc."</p> <p>The same is also true for "Horn of Heaven."</p> <p>So what does this mean? It means if you don't want that monster Special Summoned, you need to stop the card that will cause the monster to be Special Summoned in the first place.</p> <p>So if my opponent was to Normal Summon a "Marauding Captain," activating "Solemn Judgement" or "Horn of Heaven" in order to negate the summon would prevent the Special Summon effect from activating. (This is because the monster was not successfully Summoned)</p> <p>If my opponent Flip-Summoned a "Cyber Jar," I would need to use "Horn of Heaven" or "Solemn Judgement" to negate the Flip-Summon. I cannot wait and use either of these cards against the monsters that would be Special Summoned from the effect of the "Cyber Jar." I need to stop the "Cyber Jar" itself.</p> <p>"Solemn Judgement" can be used to negate and destroy "Polymerization," "Monster Reborn," "Elegant Egotist," "Ritual Spell Cards," "Call of the Haunted," etc. Now, "Horn of Heaven" has no way to stop Spell or Trap cards, so it won't be of any help in these cases. "Horn of Heaven" would only be able to negate the Summon of the monster that is Special Summoned from its own effect.</p> <p>Both can certainly negate the Normal Summon of a monster or the Flip-Summon of a monster and destroy the monster. <i>Curtis Schultz, 01/26/2004</i></p> <p>Q: If a summon is negated with "Solemn Judgment" or "Horn of Heaven," would you get another summon? A: No, you would not. <i>bishop, 12/17/2003</i></p> <p>Q: Can "Solemn Judgment" be used to negate triggered effects, such as "Exiled Force" or "Dark Master Zorc", and Multi-Triggered Effects, like "Maryokutai" or "Injection Fairy Lily"? A: No. As per "Solemn Judgment's" text, it can only negate the activation of a Spell or Trap Card; also,</p>

	<p>it can negate the Summon of a monster; however, nowhere in its text does "Solemn Judgment" handle monster effects. Therefore, "Solemn Judgment" does not negate any type of monster effect. If you want to prevent the effect, you would have had to have negated the summon when it was originally attempted. <i>Steve Okegawa, 01/11/04</i></p> <p>Q: When you flip summon a monster, and your opponent chains "Solemn Judgment" does that monster get sent to the graveyard also, or is just the flip effect negated? A: The monster is destroyed and sent to the Graveyard. The flip- effect will not activate. (This is because the flip-summon was negated by the effect of "Solemn Judgment") <i>Curtis Schultz, 01/12/2004</i></p> <p>Q: If a person uses "Solemn Judgment" and the resulting Life Points results in a decimal, what happens? Does it round up or down? A: If equal or more than 0.5, round up. If less than 0.5, round down. <i>bishop, 01/20/04</i></p> <p>Q: "Solemn Judgment" would not be able to negate the Summoning or Flip Effect of a monster that was flipped due to an attack...correct? A: A face-down monster that is attacked and flipped face-up is not considered Summoned. <i>bishop, 01/25/04</i></p> <p>Q: If my opponent uses "Solemn Judgment", can I Chain "Last Turn" or another Speed 2 Trap Card? A: You cannot activate "Last Turn" because of Spell Speed. "Last Turn" is a Spell Speed of 2 and "Solemn Judgment" of 3. <i>bishop, 01/27/04</i></p> <p>Q: If any card other than "Horn of the Heaven" or "Solemn Judgment" is used to destroy a monster that was summoned, is the monster still considered successfully summoned? A: Correct. A successful Summon is one that was not negated by an effect like "Horn of Heaven" or "Solemn Judgment." The only reason they even could activate "Trap Hole" or "Bottomless Trap Hole" was because the monster was successfully Summoned. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: How do cards that negate a Summon of any of these Monster Cards with priority work against them? (i.e. "Horn of Heaven", "Solemn Judgment")? A: "Horn of Heaven" and "Solemn Judgment" have nothing to do with priority.</p> <p>...and Monster Reborn</p> <p>Q: Can you use "Solemn Judgment" to negate the Special Summon of a monster from "Monster Reborn"? A: "Solemn Judgment" and "Horn of Heaven" CANNOT negate the Special Summon that is the result of a Spell or Trap Card or other effect. "Horn of Heaven" will negate a Special Summon that is a result of a Monster's OWN effect,, e.g., "Fiend Megacyber", "Dark Necrofer", etc. It cannot be used to negate the Special Summon that is a result of a Trap or Spell Card. Yes, "Solemn Judgment" CAN be used to negate the Spell or Trap Card itself prior to the Special Summon, but not the Special Summon that is a result of a Spell or Trap Card or other effect. This would, of course, include that you could not negate the Special Summons of a Monster brought out by another effect, say, like "Cyber Jar" or "Marauding Captain". <i>bishop, 01/19/04</i></p>
Solemn Wishes	<p>Q: Does "Solemn Wishes" effect take place BEFORE or AFTER you draw the cards? A: NOTHING happens prior to a Draw (except in the case of "Hino-Kagu-Tsuchi"). Drawing a card begins each player's turn. <i>bishop, 01/23/04</i></p>
Solomon's Lawbook	<p>Q: With a card like "Solomon's Lawbook", are you able to avoid the Standby Phase payments of Archfiends? A: If you activate "Solomon's Lawbook" and skip your Standby Phase you will not have to pay for cards requiring payments during your Standby Phase. The cards that required payments will continue to act as normal.</p>
Sonic Bird	...and Ultimate Offering <i>see Ultimate Offering</i>
Soul Exchange	<p>...and Guardian Tryce <i>see Guardian Tryce</i> ...and Paladin of White Dragon <i>see Paladin of White Dragon</i></p> <p>Q: Is "Soul Exchange" considered a targeting effect? A: "Soul Exchange" is a targeting effect. You will decide which monster you would Tribute at the time of activation. You do not immediately Tribute that monster during resolution though, it just means that when you decide to use the opponent's monster as a Tribute in place of your own, you will be using the monster you had selected when you activated "Soul Exchange." <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: If I use "Soul Exchange," can I use the effects of the monster I am targeting? A: No you may not. <i>bishop, 12/15/03</i></p> <p>Q: If the monster targeted by "Soul Exchange" is not on the field you are ready to Tribute it, does the effect of "Soul Exchange" disappear? A: You must declare which of your opponent's monster you will be using as the Tribute at the time you activate "Soul Exchange." If the monster is not on the field when the time would come that you would want to Tribute it, the effect of "Soul Exchange" would disappear. You would still not have a Battle Phase during that turn. <i>Curtis Schultz, 01/28/2004</i></p> <p>Q: What would happen if I played "Soul Exchange" on an opponent's monster at the beginning of the turn, but don't Tribute summon a monster by the end of the turn? A: If you do not perform a Tribute using the opponent's monster during the turn in which you activated "Soul Exchange," the effect of "Soul Exchange" would be lost. <i>Curtis Schultz, 02/10/2004</i></p>

	<p>Q: When is the monster targeted by "Soul Exchange" Tributed? A: The monster targeted by "Soul Exchange" remains on the field until you actually use it for the Tribute. The monster is not automatically Tributed when "Soul Exchange" resolves. <i>Curtis Schultz, 02/12/2004</i></p> <p>Q: Can the effect of "Soul Exchange" be used to Tribute one of your opponent's monsters and Tribute one of your own monsters to summon a Level 7 or higher monster? A: You can use "Soul Exchange" to Tribute the targeted opponent's monster and one of your own to Summon a 7+ Level Star monster. <i>Curtis Schultz, 02/14/2004</i></p> <p>...and Altar for Tribute Q: Can a player use "Soul Exchange" and "Altar for Tribute" to send an opponent's monster to the graveyard and gain LP? A: "Soul Exchange" cannot be used for the effect of "Altar for Tribute." <i>Curtis Schultz, 01/14/2004</i></p> <p>...and Dark Necrofear Q: If Player A uses "Soul Exchange" to tribute Player Bs' "Dark Necrofear" for a "Jinzo", will "Dark Necrofear's" effect activate? A: Tribute does not equal destroy. It doesn't matter who offered the monster as a Tribute. "Soul Exchange" sets up a condition where an opponent's monster can be offered as a Tribute.</p> <p>...and Spirit Reaper Q: Would it be possible for Player A to target Player B's "Spirit Reaper" with "Soul Exchange" if there is nothing for him to tribute for (no higher level monster and no effect that needs a tribute)? A: The player that activates "Soul Exchange" must have cards in hand or on the field that would use that Tribute for some purpose. Tribute Summon monster or a Ritual Spell Card with the required Ritual Monster, for example. Card effects like "Cannon Soldier." <i>Curtis Schultz, 01/28/2004</i></p> <p>Q: Can I assume that "Spirit Reaper" will die because it is a targeting effect and resolves even though you don't tribute it during resolution? A: Yes, "Spirit Reaper" would be destroyed because it was targeted by "Soul Exchange." Due to this, the "Spirit Reaper" might not be on the field anymore to be offered as a Tribute. You would still lose your Battle Phase for that turn. "Spirit Reaper's" effect, destroyed after being targeted, is a trigger effect and can be chained to. So it could be possible to chain to this effect and still get to use the "Spirit Reaper" as a Tribute instead of a monster you control. <i>Curtis Schultz, 01/28/2004</i></p>
Soul Release	<p>Q: Can I remove from the Graveyard any kind of cards or just monster cards with "Soul Release?" A: You may remove Monster, Spell or Trap cards from the graveyard with "Soul Release." <i>bishop, 12/07/03</i></p> <p>Q: Are the targets chosen for "Soul Release" at activation or resolution? A: You choose your targets at activation. <i>Curtis Schultz, 01/19/2004</i></p>
Spear Cretin	<p>Q: What is the difference between "Spear Cretin" and "Shallow Grave?" A: Either player may or may not choose to Special Summon a monster with "Spear Cretin's" effect, but with "Shallow Grave," both you and your opponent must have a legal monster in your respective Graveyards to Special Summon in order for "The Shallow Grave" to be activated. <i>bishop, 12/24/2003</i></p> <p>Q: Can you get "Spear Cretin" with its own effect? A: You cannot choose the same "Spear Cretin." <i>bishop, 12/14/03</i></p> <p>Q: I have a face down "Spear Cretin" and one "Spear Cretin" in my graveyard and my opponent attacks, can I switch these monsters? A: If you have a face-down defense position "Spear Cretin," and it's attacked, flipped, and destroyed, you can Special Summon a different "Spear Cretin" from the Graveyard. Now, since it comes into play in face-down defense position, when it is attacked, flipped, and destroyed, you can Special Summon the other "Spear Cretin" back in face-down defense position. Rinse & repeat. Thus, if you have 2 "Spear Cretins" accessible, one in the Graveyard and one face-down on the field, you can have a "wall" against attacks. However, this is NOT a continuous loop. It will end as soon as the opponent finishes attacking with each monster on their side of the field. <i>bishop 01/04/2004</i></p>
Spear Dragon	<p>Q: Do "Goblin Attack Force," "Giant Orc," or "Spear Dragon" switch to DEF mode if the attack was negated? A: No. If the attack is negated, e.g., by Gravity Bind, then the position of the monster would not be changed. However, if battle damage is merely avoided by playing Waboku or Kuriboh, then the battle position is still changed. <i>bishop 01/02/2004</i></p> <p>Q: If I attack with "Spear Dragon" and its switched into Defense Position, and my opponent uses "Change of Heart"/"Snatch Steal" on "Spear Dragon", can they switch it into Attack Position? A: "Spear Dragon" is different from "Goblin Attack Force," in the way that it has NO restriction on switching its position. "Spear Dragon" is allowed to manually switch its position during the next turn, even if that next turn is when the opponent takes control of it via "Snatch Steal" or "Change of Heart." <i>Steve Okegawa, 02/04/04</i></p> <p>...and Cyber Jar Q: What happens if "Spear Dragon" attacks a face-down "Cyber Jar?"</p>

	<p>A: The effect of "Spear Dragon" is part of damage calculation. Therefore, it would do damage prior to "Cyber Jar's" resolution. <i>bishop, 12/15/03</i></p>
Spell Cancellor	<p>...and Messenger of Peace <i>see Messenger of Peace</i></p> <p>Q: Player B: Activates "Harpie's Feather Duster" or another Spell Card. Player A: Chains "Call of the Haunted" and summons "Spell Cancellor." Does "Spell Cancellor" negate the effect of "Harpie's Feather Duster?" A: If "Call of the Haunted" successfully Special Summons "Spell Cancellor," "Spell Cancellor" will negate the "Harpie's Feather Duster." <i>Curtis Schultz, 12/02/2003</i></p> <p>...and Blast with Chain</p> <p>Q: If "Metalmorph" or "Blast with Chain" is equipped to "Spell Cancellor", are they considered Trap Cards or are they considered Equip Spell Cards with their effects negated? A: When they activate they are Trap Cards. Due to this, "Spell Cancellor" cannot prevent "Blast With Chain" or "Metalmorph" from activating. After resolving they become Equip-Spell Cards. "Spell Cancellor" will negate their effects at that time. No monster would gain anything from those cards effects as long as "Spell Cancellor" remains face-up on the field. <i>Curtis Schultz, 01/19/2004</i></p> <p>...and Premature Burial</p> <p>Q: If you use "Premature Burial" to bring "Spell Cancellor" back from the Graveyard will it stay on the field? A: Yes, "Spell Cancellor" will remain on the field. <i>Steve Okegawa, 12/06/2003</i></p> <p>Q: Can your opponent chain a Quick-Play Spell Card against "Spell Cancellor" coming back from "Premature Burial" (i.e. "Mystical Space Typhoon" the "Premature Burial")? A: Yes, your opponent may chain a Quick-Play Spell Card in response "Premature Burial's" activation. If "Mystical Space Typhoon" is used to destroy "Premature Burial" in a chain, then "Premature Burial" will be destroyed before it can summon "Spell Cancellor." Note that you CANNOT chain to the Tribute Summon of "Spell Cancellor," as summons have no Spell Speed. By the time it would be legal to chain with a Quick-Play Spell Card, it would no longer be legal because of "Spell Cancellor's" "Spell Cards cannot be activated" effect. <i>Steve Okegawa, 12/06/2003</i></p> <p>Q: If the "Premature Burial" is equipped to "Spell Cancellor," and "Premature Burial" is destroyed while equipped (i.e. "Dust Tornado"), would "Spell Cancellor" be destroyed, or would its negation effect make it so it wouldn't be destroyed by "Premature Burial's" effect? A: If "Premature Burial" is destroyed while equipped to "Spell Cancellor," then "Spell Cancellor" will remain on the field. The "bond" between "Spell Cancellor" and "Premature Burial" does not apply, since "Premature Burial" is treated as a blank card due to "Spell Cancellor's" effect. <i>Steve Okegawa, 12/06/2003</i></p> <p>...and Spiritualism</p> <p>Q: Can "Spell Cancellor" negate the activation of "Spiritualism"? A: "Imperial Order" and "Spell Cancellor" cannot negate the activation or effect of "Spiritualism." <i>Curtis Schultz, 1/05/2004</i></p>
Spell Shield Type-8	<p>This card has errata: The text should read: "Select and activate 1 of the following effects: •Negate the activation and the effect of a Spell Card that designates 1 monster on the field as a target and destroy the Spell Card. •Discard 1 Spell Card from your hand to the Graveyard to negate the activation and the effect of a Spell Card and destroy it."</p>
Spell Vanishing	<p>Q: "Spell Vanishing" doesn't state to shuffle the decks after played. Do I shuffle anyways? A: Anytime you search your deck for a card or place a card into your deck you MUST shuffle your deck when finished, even if the effect did not tell you to. <i>Curtis Schultz, 12/22/2003</i></p>
Spellbinding Circle	<p>Q: Player A: Declares an attack during the Battle Phase. Player B: Activates "Spellbinding Circle" targeting the attacking monster. Since the attack has been declared does it proceed or does the effect of "Spellbinding Circle" stop the attack? A: The attack would stop in the Battle Step. The Damage Step will not be entered and no damage will be calculated. <i>Curtis Schultz, 12/04/2003</i></p> <p>...and Yata-Garasu</p> <p>Q: Player A: Attacks with "Yata-Garasu." Player B: Activates "Spellbinding Circle" and targets "Yata-Garasu." Does "Yata-Garasu" return to the owner's hand or remain on the field at the End Phase? A: During the End Phase "Yata-Garasu" will return to your hand as long as it is still face-up on the field. After "Yata-Garasu" returns to your hand "Spellbinding Circle" will remain on the field meaninglessly. <i>Curtis Schultz, 12/20/2003</i></p>
Spirit Elimination	<p>Q: Can you remove any monsters from play for monsters like "Dark Necrofer"? A: If the condition requires specific types of cards, those same type of cards must be removed from the field. Example: "Dark Necrofer" requires Fiend-Type. It must be Fiend-Type that you remove from the field in substitution of a Fiend-Type in the Graveyard. <i>bishop 02/23/04</i></p>
Spirit Message "A"	<p>Q: If you set a Spirit Message, can you flip it when it comes time for that message to come onto the field? A: No, they must come from your hand or Deck. <i>bishop, 12/19/2003</i></p>

	<p>Q: If I have the FINAL cards on the field, but they don't spell FINAL (for example, FLNIA) do I still win? A: You must PLAY the Spirit Message Cards in the proper order, meaning you put them out on the field in the F-I-N-A-L order. But you may play them in any open Spell/Trap Zone that is available at the time you play them, so the final position of the cards on the field very well may look like N-L-I-F-A. <i>bishop, 01/14/04</i></p> <p>...and Magic Jammer Q: Can you use "Magic Jammer" on a Spirit Message? A: No, the messages are being 'placed' on the field through the effect of Destiny Board. They are not being played or activated, so you cannot activate Magic Jammer. <i>bishop, 12/08/03</i></p> <p>Q: Why can you not use "Magic Jammer"/"Magic Drain"/"Solemn Judgment" against a Spirit Message? A: The Spirit Message is not being activated. It is being placed on the field through the effect of Destiny Board. Since they don't activate, "Magic Jammer," etc. have no activation to negate. <i>Curtis Schultz, 12/08/2003</i></p>
<p>Spirit Reaper</p>	<p>...and Castle of Dark Illusions <i>see Castle of Dark Illusions</i> ...and D.D Warrior Lady <i>see D.D. Warrior Lady</i> ...and Dark Balter the Terrible <i>see Dark Balter the Terrible</i> ...and Dark Jeroid <i>see Dark Jeroid</i> ...and Offerings to the Doomed <i>see Offerings to the Doomed</i> ...and Patrician of Darkness <i>see Patrician of Darkness</i> ...and Riryoku <i>see Riryoku</i> ...and Sasuke Samurai <i>see Sasuke Samurai</i> ...and Soul Exchange <i>see Soul Exchange</i></p> <p>DEFINITIVE RULING: While in Defense Position, Spirit Reaper stops Battle Damage to your Life Points from monsters like Gemini Elf, but will not stop damage from Spear Dragon, etc. When attacked while face-down, Spirit Reaper flips face-up and its effect is activated immediately, so Spirit Reaper will not be destroyed by the attack. If attacked by Dark Ruler Ha Des, Spirit Reaper is not destroyed, so the effect of Dark Ruler Ha Des is not activated. Spirit Reaper is destroyed when it is designated as a target AFTER resolving that effect. For example, if Spirit Reaper attacks and the opponent uses Magic Cylinder, resolve Magic Cylinder's effect first and then destroy Spirit Reaper. You can Special Summon Spirit Reaper with Monster Reborn, etc. and Spirit Reaper will not be destroyed. But if Spirit Reaper is Special Summoned with Premature Burial or Call of the Haunted, Spirit Reaper is destroyed after it is Special Summoned as it is targeted by an effect. If you designate Spirit Reaper with Book of Moon, Spirit Reaper's effect is resolved after resolving the effect, so Spirit Reaper is face-down and is NOT destroyed. If you target a face-down Spirit Reaper with Book of Taiyou, Spirit Reaper is not destroyed. If Spirit Reaper is face-down and targeted with Change of Heart, then Flip Summoned by the new controller, Spirit Reaper is NOT destroyed. Spirit Reaper is only destroyed because of its effect if Spirit Reaper is face-up on the field when the effect that designates it as a target is activated AND when that effect is resolved. If Spirit Reaper is targeted with Thousand-Eyes Restrict's effect, Spirit Reaper is an Equip Spell Card when Thousand-Eyes Restrict's effect resolves, so Spirit Reaper is NOT destroyed. If Spirit Reaper is selected as a target of Amazoness Blowpiper's effect, Spirit Reaper is destroyed after the effect resolves. Spirit Reaper's card-discarding effect only activates when Spirit Reaper attacks directly AND deals 1 or more points of Battle Damage to the opponent, so if the opponent uses Kuriboh or Waboku then Spirit Reaper's effect does not activate.</p> <p>Q: What happens when "Spirit Reaper" attacks a monster with the same attack strength??? (i.e. "Sinister Serpent"...) A: "Spirit Reaper" cannot be destroyed from battle calculation. If it attacks a monster in Attack Position with the same ATK, then their monster is destroyed, but your "Spirit Reaper" remains. <i>Steve Okegawa, 12/17/2003</i></p> <p>Q: Can you equip your opponent's monster? i.e., if my opponent has "Spirit Reaper" and I have "United We Stand." Can I equip my "United We Stand" to "Spirit Reaper" causing him to be destroyed? A: Unless an Equip Spell Card specifically states otherwise (such as "Ring of Magnetism"), you are allowed to equip it to your opponent's monster. So, it is perfectly legal to equip your opponent's "Spirit Reaper" with "United We Stand," resulting in "Spirit Reaper's" destruction. <i>Steve Okegawa, 12/06/2003</i></p> <p>...and Book of Moon Q: If "Book of Moon" switches "Spirit Reaper" to face-down Defense Position, is "Spirit Reaper" sent to the Graveyard by its own effect? A: "Spirit Reaper" was turned face-down by "Book of Moon." Since it is no longer face-up on the field its</p>

effect will not activate. *Curtis Schultz, 12/04/2003*

Q: Is "Spirit Reaper's" effect activated if it deals battle damage or if it attacks directly and deals damage?

A: If it attacks directly and deals damage. *bishop, 12/08/03*

...and Call of the Haunted

Q: Can "Spirit Reaper" be Special Summoned from the Graveyard with "Call Of The Haunted" successfully?

A: The "Spirit Reaper" would be destroyed by its effect. *Curtis Schultz, 01/25/2004*

...and Change of Heart

Q: If I use "Change of Heart" to take a face-down "Spirit Reaper," and flip it face-up, does it get destroyed?

A: If "Spirit Reaper" is face-down and targeted with "Change of Heart," then Flip Summoned by the new controller, "Spirit Reaper" is NOT destroyed. *bishop, 12/04/2003*

Q: When "Change of Heart" is played on face-up "Spirit Reaper," does control shift?

A: Yes it does. It is then destroyed. *bishop, 01/21/2004*

...and Dark Hole

Q: What happens if a player activates "Dark Hole" with a face-up "Spirit Reaper" on the field, what will happen to the "Spirit Reaper?"

A: "Spirit Reaper" would be destroyed as any other monster. *bishop, 12/15/03*

...and Fiber Jar

Q: If "Spirit Reaper" is face-up on the field and "Fiber Jar" is flipped, will "Spirit Reaper" be placed back in the owner's Deck?

A: It would be returned to its owner's Deck during the resolution of "Fiber Jar." *Curtis Schultz, 01/31/2004*

...and Gravekeeper's Assailant

Q: If "Gravekeeper's Assailant" targets "Spirit Reaper" to change his battle Position is "Spirit Reaper" destroyed? If so, does it cause a Replay?

A: Yes, it would be destroyed. You could attack with the "Gravekeeper's Assailant" again. *bishop, 12/22/2003*

Q: The turn player declares an attack with their "Gravekeeper's Assailant" on their opponent's face-up "Spirit Reaper" and activates the effect of "Gravekeeper's Assailant". Will "Spirit Reaper" be destroyed by its own effect causing a replay and allowing "Gravekeeper's Assailant" to attack another monster on the field?

A: Okay I got this back from the Head of Rules:

1. The effect of "Gravekeeper's Assailant" is a targetting effect.

2. A replay would occur as a result of this. The "Gravekeeper's Assailant" would be allowed to redecide its attack. *Curtis Schultz, 01/25/2004*

...and Heart of Clear Water

Q: Can "Heart of Clear Water" be equipped to "Spirit Reaper"?

A: If you equip "Heart of Clear Water" on a "Spirit Reaper" it will be destroyed by its own effect. "Spirit Reaper's" effect is not a targetting effect. *Curtis Schultz, 01/25/2004*

...and Imperial Order

Q: If I use a "Change of Heart" on a face-up "Spirit Reaper" and "Imperial Order" is activated, will "Spirit Reaper" be destroyed?

A: "Change of Heart" would be negated by "Imperial Order" and sent to the Graveyard. "Spirit Reaper" would not be destroyed because "Change of Heart" did not resolve. *bishop, 01/25/04*

Q: How does an Equip Spell Card destroy "Spirit Reaper" if "Imperial Order" is on the field?

A: The targeting effect has to resolve in order to destroy "Spirit Reaper". When a Normal Spell Card is negated, it does not resolve and is sent to the Graveyard.

When an Equip Spell Card is negated by "Imperial Order" (with the standard exceptions), it still resolves to the target even though its effect is negated.

When designated by an Equip Spell Card, "Spirit Reaper" is destroyed when the Equip Spell Card resolves whether its effect is negated or not. *bishop, 01/26/04*

...and Interdimensional Matter Transporter

Q: Does targeting "Spirit Reaper" with "Interdimensional Matter Transporter" destroy it or does the effect of removing it from play resolve before it is destroyed and it comes back in the end phase?

A: After "Interdimensional Matter Transporter" resolves the "Spirit Reaper" will not be face-up on the field. It will not be destroyed as a result. *Curtis Schultz, 12/30/2003*

...and Mystic Tomato

Q: Will "Spirit Reaper's" effect cause it to be destroyed when Special Summoned to the field by the effect of "Mystic Tomato"?

	<p>A: "Spirit Reaper's" destruction effect will not activate if it is Special Summoned by the effect of "Mystic Tomato." <i>Curtis Schultz, 02/12/2004</i></p> <p>...and Penguin Soldier Q: If "Spirit Reaper" is targeted by a flipped "Penguin Soldier" is it returned to its owner hand before it is destroyed? A: The "Spirit Reaper" is not destroyed by a card effect that targets it until that effect has resolved completely. Because "Spirit Reaper" was returned to the owner's hand its effect will not destroy it. (It needs to remain Face-Up on the field) <i>Curtis Schultz, 12/20/2003</i></p> <p>...and Ring of Destruction Q: If "Ring of Destruction" targets "Spirit Reaper," would "Spirit Reaper" be destroyed due to his effect or due to "Ring of Destruction's" Effect? A: Due to "Ring of Destruction," "Spirit Reaper's" effect cannot interfere with the resolution of an effect. <i>bishop, 12/09/03</i></p> <p>...and Skill Drain Q: If "Skill Drain" is active on the field, can "Spirit Reaper" be destroyed in battle? A: "Spirit Reaper's" effect will be negated by "Skill Drain" if it is face-up on the field. So, if "Skill Drain" is active the "Spirit Reaper" could be destroyed in battle. <i>Curtis Schultz, 02/02/2004</i></p>
<p>Spirit Ryu</p>	<p>Q: For "Spirit Ryu," how many times may you use the effect in one attack? A: You can use the effect of "Spirit Ryu" for multiple times towards 1 attack, but if your opponent chains to this effect, you cannot continue to discard Dragon-type monsters from your hand for this effect, because the spell speed of this effect is only 1. Also you cannot start a new chain, so if your opponent chains to "Spirit Ryu's" effect, you cannot continue to use "Spirit Ryu's" effect during that attack. <i>Curtis Schultz, 12/10/2003</i></p> <p>Q: Can you discard for "Spirit Ryu's" effect during the Damage Step? A: Only during the Battle Step after the attack declaration. <i>Curtis Schultz, 01/31/2004</i></p>
<p>Spiritual Energy Settle Machine</p>	<p>...and Imperial Order Q: If "Spiritual Energy Settle Machine" is on the field, and "Imperial Order" is activated are all Spirit monsters on the field returned to their owner's hand? A: All face-up Spirit monsters are only immediately returned to their owner's hands if "Spiritual Energy Settle Machine" is destroyed or removed from the field. Since the "Spiritual Energy Settle Machine" is only being negated, the Spirit monsters will not immediately return to their owner's hands. <i>Steve Okegawa, 12/13/2003</i></p> <p>Q: If "Spirit Energy Settle Machine's" effect is being negated by an active "Imperial Order" and is then returned to the owner's hand by "Spiritualism," are all face-up Spirit Monsters immediately returned to the owner's hand? A: If the Spirit monster was Summoned, Flip-Summoned, or flipped face-up during that same turn, then it would be returned to the owner's hand during the End Phase. If the Spirit monster has been on the field face-up from a previous turn then it would not return to the owner's hand during the End Phase. This is because it had not been Summoned, Flip-Summoned, or flipped face-up during that turn. <i>Curtis Schultz, 01/25/2004</i></p>
<p>Spiritualism</p>	<p>...and Spell Cancellor <i>see Spell Cancellor</i></p>
<p>Statue of the Wicked</p>	<p>...and Bait Doll <i>see Bait Doll</i></p> <p>...and Jinzo Q: When "Jinzo" is on the field and my face-down "Statue of the Wicked" is destroyed, do I still get to special summon 1 Wicked Token? A: Yes, because "Jinzo" only applies to Trap cards on the field. "Statue of the Wicked" is activated from the Graveyard. <i>bishop, 12/16/2003</i></p> <p>...and Mystical Space Typhoon Q: A "Statue of the Wicked" is set by Player A. Player B chains "Mystical Space Typhoon" to the end of Player A's turn. Will "Statue of the Wicked" get its effect, or must it have been set for a turn to get its effect? A: "Statue of the Wicked" will resolve properly and special summon the monster token. It does not need to have been set for a turn in order for this effect to activate. <i>Curtis Schultz, 12/08/2003</i></p>
<p>Staunch Defender</p>	<p>...and Guardian Kay'est <i>see Guardian Kay'est</i></p> <p>Q: "Staunch Defender" says that all face up opponent's monsters must attack, and must attack the selected monster. Does this include face- up defense monsters? A: Any Face-up monsters on your opponent's side of the field will have to switch to attack position and each attack the selected monster separately. The opponent decides which order their monsters will attack in. <i>Curtis Schultz, 12/28/2003</i></p> <p>Q: Can you select a target for "Staunch Defender" which cannot be attacked due to other cards effects like "Vilepaw Archfiend", "Marauding Captain", or "Amazoness Tiger"? A: You can only choose a monster that would be a legal choice for your opponent's attacks. So you would have to choose the "Vilepaw Archfiend," the "Marauding Captain" or the "Amazoness Tiger." <i>Curtis Schultz, 01/05/2004</i></p>

	<p>Q: If the creature designated by the controller of "Staunch Defender" is destroyed, does the rest of the Battle Phase continue normally? A: If the monster chosen by "Staunch Defender" is destroyed, any monsters on the attackers side of the field that had not yet attacked would NOT be able to attack during that same Battle Phase.</p> <p>Q: If a creature comes to the field after the activation of Staunch Defender (say with a "Call of the Haunted"), are they exempt from the effect? A: Any monsters Special Summoned after "Staunch Defender" has resolved would still be required to attack the monster chosen from "Staunch Defender's" effect. <i>Curtis Schultz, 01/05/2004</i></p> <p>...and Asura Priest Q: What happens if there is a multi- attacking creature such as "Asura Priest" on the opponent's side of the field. Do they attack the one creature designated, and if they survive, can attack the others? A: "Asura Priest" would not be able to attack any other monsters even if they manage to destroy the monster chosen from "Staunch Defender."</p> <p>...and Thousand Eyes Restrict Q: If "Thousand-Eyes Restrict" declares an attack and the opponent activates "Staunch Defender", will all other face-up monsters have to attack? A: It depends on "Thousand Eyes Restrict" surviving the attack. If the "Thousand Eyes Restrict" survives the attack (due to Battle Damage or its effect), then no other monster will be allowed to attack. If it does not survive and is sent to the Graveyard or otherwise removed from the field, then any other face-up monsters on your side of the field would have to attack the selected monster. <i>Curtis Schultz, 02/01/2004</i></p>
Steel Scorpion	<p>This card has errata: The text should read: A non Machine-Type Monster attacking "Steel Scorpion" will be destroyed at the End Phase of your opponent's 2nd turn after the attack.</p>
Suijin	<p>...and Dreamsprite <i>see Dreamsprite</i></p> <p>Q: Is the effect of the Material Monsters for "Gate Guardian" reducing the attacking monster's ATK to 0 considered a targeting effect? A: Yes it is. <i>Curtis Schultz, 01/25/2004</i></p>
Summoned Skull	<p>... is considered to be an Archfiend</p>
Summoner of Illusions	<p>...and Fiend Skull Dragon Q: If I Flip Summon "Summoner of Illusions" and choose "Fiend Skull Dragon", what happens? A: When you Special Summon "Fiend Skull Dragon" with the effect of "Summoner of Illusions", "Fiend Skull Dragon" [immediately] negates the Flip Effect of "Summoner of Illusions" and "Fiend Skull Dragon" remains on the field and is not destroyed at the end of the turn. <i>bishop, 01/21/04</i></p>
Super Rejuvenation	<p>Q: Can you play a "Super Rejuvenation" that you drew in the End Phase through the effect of another "Super Rejuvenation"? A: Yes you could. <i>Curtis Schultz, 01/19/2004</i></p> <p>Q: If a Token is turned to Dragon-Type via "DNA Surgery" or "D. Tribe" and Tributed for a Ritual, will those Tributes work for the purposes of "Super Rejuvenation"? A: Yes they would count as Dragon-Type monsters for the purpose of "Super Rejuvenation."</p> <p>Q: Does the effect of "Super Rejuvenation" include any Dragon-Types Tributed by the opponent? A: No it does not. It means Dragon-Type monsters that you had Tributed. <i>Curtis Schultz, 02/04/2004</i></p> <p>Q: If the opponent Tributes my Dragon-Type monsters to Special Summon "Lava Golem" on my side of the field, would the condition be met for "Super Rejuvenation's" effect? A: The Dragon-Type monsters included in the effect of "Super Rejuvenation" are Dragon-Type monsters that were tributed from your side of the field.</p> <p>This would include your Dragon-Type monsters Tributed by your opponent for "Lava Golem" and Tributed with "Soul Exchange." <i>Curtis Schultz, 02/14/2004</i></p>
Super Robolady	<p>Q: Is the point of "Super Robolady" and "Super Roboyarou" effect that you can do the following: ? Attack with "Super Robolady", then, Special Summon "Super Roboyarou" in face up defense on the same turn you attacked with "Super Robolady" (provided it isn't the first turn you brought out Super whatever), allowing you to effectively attack and switch to defense in the same turn; and, with 1200 ATK you stay under "Messenger of Peace" but get the 1000 extra ATK (when you battle a monster) in the damage step. A: Yes this would be fine. <i>Curtis Schultz, 01/9/2004</i></p>
Super Roboyarou	<p>This card has errata: The text should read: "Roboyarou" + "Robolady". You can Special Summon "Super Robolady" by returning this card from the field to the Fusion Deck. You cannot use this effect during the same turn this monster is Special Summoned. In addition, increase the ATK of this monster by 1000 points during the Damage Step when this monster battles with a monster</p> <p>Q: Does the effect of "Super Roboyarou" work the same as "Injection Fairy Lily" and is the increase to ATK permanent?</p>

	<p>A: The effect works like "Injection Fairy Lily." You increase "Super Roboyarou's" ATK by 1000 during the Damage Step. The increase is not permanent. <i>Curtis Schultz, 12/08/2003</i></p>
Supply	<p>...and Versago the Destroyer Q: If "Versago the Destroyer" were to be used as a substitute in a properly preformed Fusion summon would "Versago the Destroyer" be a proper target of "Supply's" effect? A: Yes it could be selected with the effect of "Supply" if it had been used in a proper Fusion Summon. <i>Curtis Schultz, 01/22/2004</i></p>
Swarm of Scarabs	<p>...and Infinite Dismissal <i>see Infinite Dismissal</i></p> <p>Q: If "Swarm of Scarabs" is attacked while face-down on the field, will its effect be activated when flipped face-up? A: A monster flipped due to an attack is NOT considered to have been Flip-Summoned. So a "Swarm of Scarabs" flipped by an attack will not activate its effect. <i>Curtis Schultz, 01/8/2004</i></p>
Sword Hunter	<p>...and Dark Necrofeare <i>see Dark Necrofeare</i></p>
Sword of Deep-Seated	<p>...and Morphing Jar #2 Q: If a player summons a monster and attacks a face-down "Morphing Jar #2," and one of the cards picked up is the "Sword of Deep-Seated," does it go to the Graveyard and then go on top of the library over and over again? A: If "Morphing Jar #2" is activated, resolve all of "Morphing Jar #2's" effects first. If "Sword of Deep-Seated" is one of the cards picked up due to "Morphing Jar #2's" effects, resolve all of "Morphing Jar #2's" effects first, THEN place "Sword of Deep-Seated" back on top of your Graveyard. <i>bishop, 12/16/2003</i></p>
Swords of Revealing Light	<p>...and Gravekeeper's Curse <i>see Gravekeeper's Curse</i> ...and Imperial Order <i>see Imperial Order</i> ...and Pyro Clock of Destiny <i>see Pyro Clock of Destiny</i></p> <p>Q: If my opponent has a face-down "Magician of Faith" or another Flip Effect monster, and I play "Swords of Revealing Light," does the effect of "Magician of Faith" happen? A: Yes, because it is a Flip effect and it was flipped. <i>bishop, 12/04/2003</i></p> <p>Q: When "Swords of Revealing Light" activates do Flip Summon effects activate? A: When "Swords of Revealing Light" is used, it flips monsters face-up. However, this is considered as a flip from an effect, and is NOT considered a Flip Summon. Flip Summoning can only be done manually during a player's own Main Phase 1 or 2. As such, "Swords of Revealing Light" will not activate the effects of cards that need to be Flip Summoned to get their effects, such as the series of Pharaonic Guardian cards that fit this description ("Guardian Sphinx," "Swarm of Scarabs"/"Swarm of Locusts," etc.). <i>Steve Okegawa, 12/11/2003</i></p> <p>Q: If "Swords of Revealing Light" is removed from the field does the effect linger? A: If "Swords of Revealing Light" is removed from the field in any way, its effect ends and your opponent may attack with their monsters during the same turn. "Giant Trunade" causes "Swords of Revealing Light" to return to your hand, and it thus removes "Swords of Revealing Light" from the field. Therefore, "Giant Trunade" causes "Swords of Revealing Light's" effect to end. <i>Steve Okegawa, 12/07/2003</i></p> <p>Q: If a player has "Fiber Jar" and "Cyber Jar" face-down on the field when their opponent activates "Swords of Revealing Light," which one would activate first? A: The player controlling the flipped monsters will determine the order of their resolution. So the opponent could choose to perform "Cyber Jar" first, then "Fiber Jar" afterwards. Or they could do "Fiber Jar" first and then "Cyber Jar" afterwards. <i>Curtis Schultz, 12/10/2003</i></p> <p>Q: Does "Swords of Revealing Light" stay on the field for 3 turns? A: Yes, "Swords of Revealing Light" stays on the field for 3 turns. <i>bishop, 12/08/03</i></p> <p>Q: If "Swords of Revealing Light" is removed from Field by "Giant Trunade" or something, does its effect linger? A: No, the effect of "Swords of Revealing Light" does not "linger" if returned by "Giant Trunade". <i>bishop, 12/07/03</i></p> <p>...and Book of Moon Q: Player A activates "Swords of Revealing Light." Player B chains by playing "Book of Moon" on a card that was face-up before "Swords of Revealing Light." Which is the proper resolution? A: "Book of Moon," resolving first, flips the monster face-down, then "Swords of Revealing Light" flips it back up. <i>Curtis Schultz, 12/08/2003</i></p> <p>...and Mystical Space Typhoon Q: If "Mystical Space Typhoon" is chained to the activation of "Swords of Revealing Light", will the opponent's face-down monsters still be flipped face-up? A: Yes the monster will still be flipped face-up. <i>Curtis Schultz, 02/02/2004</i></p>
Tailor of the Fickle	<p>...and Snatch Steal <i>see Snatch Steal</i></p> <p>...and Thousand Eyes Restrict Q: Can a Union Monster be switched from "Thousand-Eyes Restrict" to its appropriate Monster Card by the</p>

	<p>effect of "Tailor of the Fickle"?</p> <p>A: No it cannot. <i>Curtis Schultz, 01/25/2004</i></p>
Terrorking Archfiend	<p>...and Cyber Jar</p> <p>Q: If I Flip Summon "Cyber Jar" and pick up "Terrorking Archfiend", "Shadowknight Archfiend" and "Infernalqueen Archfiend"; can I Summon "Terrorking Archfiend" to the field?</p> <p>A: Since the card says it cannot be Normal Summoned or Flip Summoned unless there's another faceup Archfiend Monster card on your side of the field and Special Summon is not mentioned; "Terrorking Archfiend" could be Special Summoned by "Cyber Jar" even if there are no other Archfiends on the field. <i>bishop, 01/12/04</i></p> <p>Q: Can "Terrorking Archfiend" be Special Summoned by the effect of "Cyber Jar" without having another 'Archfiend' monster on the field?</p> <p>A: You may Special Summon "Terrorking Archfiend" without having any Archfiend monsters face-up on the field. Just a side note: "Marauding Captain" works well for this purpose. <i>Curtis Schultz, 01/12/2004</i></p> <p>...and Desrook Archfiend</p> <p>Q: If "Terrorking Archfiend" is destroyed and "Desrook Archfiend" is discarded from the controller's hand, where would the "Terrorking Archfiend" be Special Summoned from?</p> <p>A: It would be Special Summoned from the Graveyard. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: You have "Pandemonium" active in the Field Spell Card Zone and a "Terrorking Archfiend" on your side of the field. The opponent activates Raigeki, destroying your Terrorking Archfiend. You do not chain. After Terrorking is sent to the Graveyard, Pandemonium activates. The opponent concedes the chain and Pandemonium resolves.</p> <p>A: It will be TOO LATE to use a Desrook Archfiend if you choose it from the effect of Pandemonium. You will need to have had one in your hand at the time that Terrorking Archfiend was destroyed. Since both Pandemonium and Desrook Archfiend will want to activate in response to the same event (Terrorking being destroyed) the two can be chained. [Pandemonium as link 1 and Desrook Archfiend as link 2]</p> <p>One thing to keep in mind: Terrorking Archfiend going to the Graveyard has to be the very last thing that resolved in order to activate Desrook Archfiend's effect. So if your Terrorking Archfiend were to be destroyed during a chain (not at the end of it) you would not be able to use Desrook Archfiend to Special Summon that Terrorking Archfiend. <i>Curtis Schultz, 12/29/2003</i></p> <p>...and Skill Drain</p> <p>Q: If "Skill Drain" is active, is "Terrorking Archfiend's" effect of not being able to be normal or flip summoned unless another Archfiend is your side of the field negated?</p> <p>A: That part of the "Terrorking Archfiend's" effect would not be negated because it is in your hand and not face-up on the field. It is something you have to deal with before he can even be brought to the field. ("Skill Drain" does not negate the effects of monster not face-up on the field.) <i>Curtis Schultz, 12/23/2003</i></p> <p>...and Trap Hole</p> <p>Q: Can "Terrorking Archfiend" use his dice roll effect upon his summoning if the opponent attempts to "Trap Hole" or "Bottomless Trap Hole" the monster?</p> <p>A: "Trap Hole" specifically designates a target. "Bottomless Trap Hole" does not. <i>bishop, 01/15/04</i></p>
The A. Forces	<p>Q: If a Warrior-Type monster is destroyed while "The A. Forces" is active on the field, would the increase to ATK of other Warrior-Type monsters decrease immediately or at the end of the turn?</p> <p>A: The effect is continuous. The ATK increase will recalculate if the number of face-up Warriors and/or Spellcasters on your side of the field changes. <i>Curtis Schultz, 02/18/2004</i></p>
The Dark Door	<p>...and Amazoness Archers <i>see Amazoness Archers</i></p> <p>...and Hayabusa Knight <i>see Hayabusa Knight</i></p>
The Emperor's Holiday	<p>Q: What happens to a Union Monster (as an Equip Spell Card) when "The Emperor's Holiday" is activated?</p> <p>A: The Union Monster will remain equipped, but will have no effect. <i>Curtis Schultz, 02/03/2004</i></p> <p>...and Butterfly Dagger - Elma</p> <p>Q: What happens to "Butterfly Dagger - Elma" when "The Emperor's Holiday" is activated?</p> <p>A: The "Butterfly Dagger - Elma" would remain equipped to the monster and would not give it any increase. <i>Curtis Schultz, 02/03/2004</i></p> <p>The "Butterfly Dagger - Elma's" effect would activate if destroyed while "The Emperor's Holiday" is active. <i>Curtis Schultz, 02/04/2004</i></p> <p>...and Dark Necrofear</p> <p>Q: What happens to "Dark Necrofear" (as an Equip Spell Card) when "The Emperor's Holiday" is activated?</p> <p>A: The monster "Dark Necrofear" is equipped would return to its previous controller. The "Dark Necrofear" will remain equipped to the monster. <i>Curtis Schultz, 02/03/2004</i></p> <p>...and Relinquished</p> <p>Q: What happens to "Relinquished" (equipped with an opponent's monster) when "The Emperor's Holiday" is activated?</p> <p>A: "Relinquished" will still retain the ATK and DEF stats of the equipped monster. This would be the same as when "Imperial order" is active. <i>Curtis Schultz, 02/03/2004</i></p>
The Fiend Megacyber	<p>Q: When you summon "The Fiend Megacyber" through his card effect. (When you opponent has 2</p>

	<p>more monsters than you do) Is it considered a special summon? A: If you use the effect of "The Fiend Megacyber" it is considered a Special Summon. <i>Curtis Schultz, 12/20/2003</i></p> <p>Q: Does the summoning of "The Fiend Megacyber" through its card effect count as your summon for the turn? A: If you Special Summoned "The Fiend Megacyber" using its effect, you will still be allowed a normal Summon or Set for that turn. <i>Curtis Schultz, 12/20/2003</i></p>
The Flute of Summoning Dragon	<p>This card has errata: The text should read: Playing this card when Lord of D. is face-up on the field allows you to play up to 2 Dragon-Type cards from your hand as a Special Summon.</p> <p>...and Book of Moon Q: Player A has a face up "Lord of D." on his side of the field. Player A then plays "The Flute of Summoning Dragon." Player B chains with his face down "Book of Moon," targeting Player A's "Lord of D." What happens with "The Flute of Summoning Dragon?" A: This is similar to what happens if a "Lord of D." is destroyed by a "Ring of Destruction" that activated in a chain to "The Flute of Summoning Dragon." The effect of "The Flute of Summoning Dragon" would disappear. <i>Curtis Schultz, 01/20/2004</i></p> <p>...and Toon World Q: If "Toon World" is active on the field, can I use "Flute of the Summoning Dragon" with "Lord of D." to summon Dragon-Type Toon monsters? A: It is not possible at all. Not even with "Toon World" in play. <i>Curtis Schultz, 12/10/2003</i></p>
The Forceful Sentry	<p>Q:When you play "The Forceful Sentry" or "Confiscation" is your opponent allowed to shuffle his hand around after the card's effect, so you don't know the order of his cards that you saw? A:There is no rule against "shuffling" your hand, considering that it is private, not public, knowledge. Plus, it is necessary in some cases, such as a later random discard. If you knew the exact location of your opponent's cards when using something like "Delinquent Duo," your random discard would no longer be random if you knew what you were choosing.</p> <p>...and Raigeki Break Q: Can I chain "Raigeki Break" to "The Forceful Sentry" and discard the card selected by my opponent for the effect of "Raigeki Break?" A: Your opponent does not see your hand with "Forceful Sentry" until the card's effect resolves. The same goes for "Confiscation" and "Delinquent Duo" as well. <i>Curtis Schultz, 12/10/2003</i></p>
The Forgiving Maiden	<p>Q: Are "Lady Panther", "The Forgiving Maiden", "Fairy Guardian" or "Crimson Sentry" Multitrigger Effects? A: Nope. Those are all single-trigger Cost Effect monsters. Their Spell Speed is 1, and their effects can only be activated during your own Main Phase 1 or 2. <i>Steve Okegawa, 02/25/04</i></p>
The Immortal of Thunder	<p>...and Interdimensional Matter Transporter <i>see Interdimensional Matter Transporter</i></p> <p>...and Dark Ruler Ha Des Q: If "The Immortal of Thunder" was destroyed in battle by "Dark Ruler Ha Des", would the effect of losing Life Points be negated? A: Yes it would, but keep in mind that if "The Immortal of Thunder" was flipped due to the attack from "Dark Ruler Ha Des" the flip-effect would be negated as well. <i>Curtis Schultz, 01/22/2004</i></p> <p>...and Skill Drain Q: Can "The Immortal of Thunder" be flipped and the controller's gets 3000 LP's, and then has "Skill Drain" active when this monster is sent from the Field to the Graveyard to avoid losing 5000 LP's? A: No. The effect of "The Immortal of Thunder" activates while it is in the Graveyard after having been sent to the Graveyard. Since it would not be face-up on the field, "Skill Drain" will not negate it. <i>Curtis Schultz, 01/21/2004</i></p>
The Last Warrior from Another Planet	<p>Q: If you properly Fusion Summon "The Last Warrior from Another Planet", are all monsters on your side of the field still destroyed? A: A Fusion Summon is still a Special Summon. If you Fusion Summon "The Last Warrior from Another Planet" its effect will activate and destroy all monsters on your side of the field. (Except for "The Last Warrior from Another Planet.")</p> <p>Fusion Summons are Special Summons that use "Polymerization" or "Fusion Gate."</p> <p>If you successfully Fusion Summon "The Last Warrior from Another Planet" and it is destroyed and sent to your Graveyard, if you were to Special Summon it with "Monster Reborn" its effect would activate and destroy all of the monsters on your side of the field. (Except for "The Last Warrior from Another Planet.") <i>Curtis Schultz, 02/12/2004</i></p> <p>Q: Can your opponent activate "Bottomless Trap Hole" to the Fusion Summon of "The Last Warrior from Another Planet?" A: Yes, they can respond with "Bottomless Trap Hole" or "Torrential Tribute" after "The Last Warrior from</p>

	<p>Another Planet" is successfully Fusion Summoned. <i>Curtis Schultz, 02/12/2004</i></p> <p>Q: Can you or your opponent use cards that Special Summon monsters face down like "The Shallow Grave"?</p> <p>A: "The Shallow Grave" is a Special Summon. Neither player can Special Summon any monsters while "The Last Warrior from Another Planet" is face-up on the field. <i>Curtis Schultz, 02/12/2004</i></p> <p>Q: Can you perform Fusion Summons or Ritual Summons while "The Last Warrior from Another Planet" is on the field?</p> <p>A: Fusion Summons would not be allowed while "The Last Warrior from Another Planet" is face-up on the field. Ritual Summons would not be allowed while "The Last Warrior from Another Planet" is face-up on the field. Fusion Summons and Ritual Summons are Special Summons. <i>Curtis Schultz, 02/12/2004</i></p>
The Legendary Fisherman	<p>Q: If "Umi" is active and "Legendary Fisherman" is the only monster on the opponent's side of the field, can the player attack their opponent's Life Points directly?</p> <p>A: Yes they can attack directly if "The Legendary Fisherman" is the only monster you control while "Umi" is in play. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: Will equipping "The Legendary Fisherman" with "Raregold Armor" or "Ring of Magnetism" while "Umi" is active on the field prevent the opponent from being able to attack?</p> <p>A: If "Umi" is face-up on the field, any Equip-Spell Card equipped to "The Legendary Fisherman" will not have its effect active. The "Ring of Magnetism" or "Raregold Armor" would not have any affect on "The Legendary Fisherman." <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: Can "Metalsilver Armor" or "Share the Pain" be used on "The Legendary Fisherman" while "Umi" is on the field?</p> <p>A: If "Metalsilver Armor" is equipped to "The Legendary Fisherman" while "Umi" is on the field, the "Metalsilver Armor" will have no effect. If "Umi" is on the field, a face-up "The Legendary Fisherman" cannot be selected by this card's effect. If "The Legendary Fisherman" is your only monster, you would not be able to activate "Share the Pain." <i>Curtis Schultz, 02/04/2004</i></p> <p>...and Creature Swap</p> <p>Q: If I have only "The Legendary Fisherman" and "A Legendary Ocean" active on the field, and my opponent has monster on their field, can I activate "Creature Swap", choose "The Legendary Fisherman" (who would not be affected) and take their monster?</p> <p>A: "Creature Swap" cannot be activated if the only monster you have on the field is "The Legendary Fisherman." BOTH players must be able to switch control of a monster. If either player is unable to fulfill this, then you may not use "Creature Swap" in the first place. <i>Steve Okegawa, 02/18/04</i></p>
The Regulation of Tribe	<p>Q: If I activate "The Regulation of Tribe" during my opponent's turn, can I choose not to pay the cost during my next Standby Phase?</p> <p>A: You can choose not to pay for it. <i>Curtis Schultz, 01/31/2004</i></p>
The Shallow Grave	<p>Q: Does your opponent have to have a monster in the graveyard to activate "The Shallow Grave"?</p> <p>A: Both you and your opponent must have a legal monster in your respective Graveyards to Special Summon in order for "The Shallow Grave" to be activated. If either player does not have a monster they can legally Special Summon "The Shallow Grave" cannot be activated. <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: Can "The Shallow Grave" be activated if one of the two players has all 5 of their Monster Zone spaces filled?</p> <p>A: You cannot activate 'The Shallow Grave' if either player already has 5 monsters on their side of the field. <i>Curtis Schultz, 02/09/2004</i></p> <p>Q: Can a player Flip Summon a monster just summoned via "The Shallow Grave"?</p> <p>A: The battle position of the newly Special Summoned monster cannot be manually changed during that same turn it was Special Summoned. You would need to use a card's effect to change the battle position of the Special Summoned monster. <i>Curtis Schultz, 02/09/2004</i></p>
The Spell Absorbing Life	<p>...and Fire Princess</p> <p>Q: How much Damage do I do if I have a face-up "Fire Princess" on the field and I activate "The Spell of Absorbing Life"?</p> <p>A: If you control "Fire Princess" and activate "The Spell Absorbing Life," "Fire Princess" inflicts 500 damage no matter how many Life Points you gained from "The Spell Absorbing Life." <i>bishop, 12/25/2003</i></p>
The Unfriendly Amazon	<p>...and Kiseitai</p> <p>Q: If "The Unfriendly Amazon" is equipped with "Kiseitai" from an earlier attack, can a player choose not to pay for "The Unfriendly Amazon" during their Standby Phase and send her to the Graveyard before their opponent gains Life Points from the effect of "Kiseitai"?</p> <p>A: You can activate the effect of your "The Unfriendly Amazon" first and choose not to pay to keep it. "The Unfriendly Amazon" and the "Kiseitai" would each then return to their respective owner's Graveyards. "Kiseitai's" effect would not activate as a result of no longer being on the field. <i>Curtis Schultz, 02/09/2004</i></p> <p>...and Lava Golem</p> <p>Q: Can you Tribute "Lava Golem" to keep "The Unfriendly Amazon" on the field?</p>

	<p>A: Yes, they could Tribute the "Lava Golem" for the effect of "The Unfriendly Amazon." The "Lava Golem" would no longer be on the field as a result of being Tributed, so its effect would not activate. <i>Curtis Schultz, 02/04/2004</i></p>
<p>The Wicked Worm Beast</p>	<p>Q: If "The Wicked Worm Beast" is somehow sent to the Graveyard during the turn it left the hand (either by battle or by discarding it by a card effect etc.) will it still return to the hand at the end of the turn? A: No. "The Wicked Worm Beast" must be face-up on the field at the end of your turn. If it is not, then it will not return to your hand. <i>Steve Okegawa, 01/17/2004</i></p>
<p>Thousand-Eyes Restrict</p>	<p>...and Amazoness Archers <i>see Amazoness Archers</i> ...and Imperial Order <i>see Imperial Order</i> ...and Megamorph <i>see Megamorph</i> ...and Shooting Star Bow – Ceal <i>see Shooting Star Bow – Ceal</i> ...and Skill Drain <i>see Skill Drain</i> ...and Staunch Defender <i>see Staunch Defender</i> ...and Tailor of the Fickle <i>see Tailor of the Fickle</i> ...the Emperor's Holiday <i>see The Emperor's Holiday</i> ...and Vampire Lord <i>see Vampire Lord</i></p> <p>Q: Does "Thousand-Eyes Restrict" still have the same effect as "Relinquished"? and can a player use the absorption effect to take another monster and get rid of the one it already has? This from the old ruling. Is it still valid? 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. A: The old rulings presented here are still current. "Thousand Eyes Restrict" does indeed have the effect of removing the equipped monster just like "Relinquished" does. You cannot just "remove" the monster for no reason. The equipped monster would have to be removed by another card's effect or by the effect of "Thousand Eyes Restrict" that saves the "Thousand Eyes Restrict" from being destroyed in battle. <i>Curtis Schultz, 01/14/2004</i></p> <p>Q: What does "cannot change their position" mean here? Specifically, does it only apply to face up monsters? Many cards refer to "battle position" or "face up" monsters. This one doesn't. A: It means that a player cannot perform a manual change of battle position on any other monsters except for "Thousand Eyes Restrict." This includes Flip-Summons. <i>Curtis Schultz, 01/15/2004</i></p> <p>Q: If you use "Thousand Eyes Restrict" to absorb a face down monster, are you entitled to look to see what it is or must it remain face down? A: Since you control the card you can "peek" and see what it is. <i>Curtis Schultz, 01/15/2004</i></p> <p>Question: If "Relinquished" or "Thousand-Eyes Restrict" uses its effect to take an opponent's Archfiend Monster and the opponent successfully rolls the die, will the effect of "Relinquished" or "Thousand-Eyes Restrict" just be negated or would it also be destroyed? Answer: If a "Relinquished" or "Thousand Eyes Restrict" targets an Archfiend monster (Vilepaw, Desrook, Infernalqueen, etc.) and the dice roll effect of the targeted Archfiend monster succeeds, the "Relinquished" or "Thousand Eyes Restrict" will have its effect negated and it will be destroyed. <i>Curtis Schultz, 02/22/2004</i></p> <p>Q: Player A: Absorbs opponent's monster with the effect of "Thousand-Eyes Restrict." Player B: Absorbs Player A's "Thousand-Eyes Restrict" with the effect of another "Thousand-Eyes Restrict." What would be the outcome? A: The monster that was equipped to the absorbed "Thousand-Eyes Restrict" (A) would be sent to the Graveyard. The second "Thousand-Eyes Restrict" that did the absorbing (B) would have 0 ATK and 0 DEF. <i>Curtis Schultz, 12/09/2003</i></p> <p>Q: If "Thousand-Eyes Restrict" is equipped with an opponent's monster who's ATK has been increased by "Infernalqueen Archfiend", will "Thousand-Eyes Restrict" take on the original ATK or the current ATK of that monster? A: "Thousand-Eyes Restrict's" ATK and DEF will become those stated on the Monster Card that has become Equipped to it. In the case of "Infernalqueen Archfiend," "Thousand-Eyes Restrict's" ATK would become 900 and its DEF would become 1500. <i>Curtis Schultz, 01/14/2004</i></p> <p>Q: If "Relinquished" has absorbed "La Jinn the Mystical Genie of the Lamp" and attacks or is attacked by "Gemini Elf", what happens? A: "La Jinn the Mystical Genie of the Lamp" would be destroyed by the effect of "Relinquished" and both players would receive the 100 points of Battle Damage from "Gemini Elf's" attack. <i>Curtis Schultz, 01/20/2004</i></p> <p>Q: If "Thousand-Eyes Restrict" was flipped face-down, would the monster card equipped to it be sent to the</p>

Graveyard?
A: Yes. *bishop, 02/07/04*

Q: While a "Thousand-Eyes Restrict" is face-down, can monsters attack again?
A: Yes. *bishop, 02/07/04*

Q: Why doesn't "Relinquished" have the same text as "Thousand Eyes Restrict" in regards to Battle Damage?
A: The answer I have been given is "there was not enough space."
The rulings had to cover all of the bases for both cards and they are current.
Both "Relinquished" and "Thousand Eyes Restrict" share that same effect.
If "Relinquished" or "Thousand Eyes Restrict" are involved in battle with an opponent's monster while they are equipped with a monster from their effect, if the "Relinquished" or "Thousand Eyes Restrict" would be destroyed in battle the equipped monster is destroyed instead and the opponent will also take any damage that you received in the battle.
So like you said in your example, both player would lose 100 Life Points and the equipped "La Jinn the Mystical Genie of the Lamp" would be destroyed. It would not matter if "Relinquished" or "Thousand Eyes Restrict" was the attacking monster. *Curtis Schultz, 02/15/2004*

Q: If "Thousand Eyes Restrict" is Special Summoned and declares the activation of its effect on the opponent's "Gemini Elf", can the opponent activate "Ring of Destruction"?
A: The player controlling the "Ring of Destruction" could activate it when "Thousand Eyes Restrict" targets "Gemini Elf" with its effect. They could destroy the "Gemini Elf" in a chain.

Activation:
Thousand Eyes Restrict --> Ring of Destruction
Resolution:
Ring of Destruction --> Thousand Eyes Restrict
"Ring of Destruction" resolves first, destroying the targeted "Gemini Elf." "Thousand Eyes Restrict's" effect resolves next, but the target monster no longer exists on the field, so its effect disappears.

You could use "Ring of Destruction" and target the "Thousand Eyes Restrict" if you want to. You would use the same chain I demonstrated earlier, only the "Thousand Eyes Restrict" would be destroyed and would not be able to resolve its effect properly.

You could activate the effect of "Thousand Eyes Restrict" once you have Special Summoned it from the effect of "Magical Scientist." The opponent could then respond to the effect. *Curtis Schultz, 02/18/2004*

Q: If "Thousand-Eyes Restrict" targets a monster with its effect and then "Ring of Destruction" is chained to destroy the targeted monster, can "Thousand-Eyes Restrict" target another monster?
A: You can only use the effect of equipping an opponent's monster to your "Thousand Eyes Restrict" once per turn. You cannot try again if it does not succeed the first time. *Curtis Schultz, 02/18/2004*

...and Jinzo
Q: If "Jinzo" is absorbed by a "Thousand-Eyes Restrict" or a "Relinquished," does it get its effect. "As long as this card remains face-up on the Field, all Trap cards cannot be activated. The effects of all face-up Trap cards are also negated."?
A: "Jinzo" does NOT get his effect after being absorbed by "Relinquished" or "Thousand-Eyes Restrict."
bishop, 12/07/03

...and Magical Scientist
Q: If I use the effect of "Magical Scientist" to place "Thousand-Eyes Restrict" on the field and then use its effect to equip one of my opponent's monsters, what happens to the equipped monster when "Thousand-Eyes Restrict" is returned to the Fusion Deck at the end of the turn?
A: The equipped monster would be sent to the Graveyard when "Thousand Eyes Restrict" is returned to the Fusion Deck. *Curtis Schultz, 01/10/2004*

Q: If a player uses the effect of "Magical Scientist" to summon 2 "Thousand-Eyes Restrict" to the field, will either one of them be able to attack?
A: If 2 "Thousand Eyes Restricts" are face-up on the field NO monsters may attack. Even the "Thousand Eyes Restricts" would not be able to attack. *Curtis Schultz, 01/28/2004*

...and Rod of Silence – Kay'est
Q: If I have a "Thousand-Eyes Restrict" equipped with "Rod of Silence – Kay'est" and I use "Thousand-Eyes Restrict's" ability to equip a monster and I have out a "Morale Boost", does my opponent lose 1000 Life Points and I gain 1000 Life Points?
A: No. *bishop, 02/18/04*

Thunder Dragon

Q: If I have no other "Thunder Dragons" in my deck, and I have one in my hand, can I discard it to the graveyard?
A: "Thunder Dragon" allows you to search for "up to" 2 "Thunder Dragons" from your deck.
Much like "Penguin Soldier," "up to" can mean 0, 1, or 2.
So, it is perfectly legal to discard "Thunder Dragon" from your hand even when you have no other "Thunder Dragon" in your deck. *Steve Okegawa, 01/16/2004*

	<p>Q: Is "Thunder Dragon" a multi-trigger effect and can it be activated in response to "Delinquent Duo"?</p> <p>A: The effect of "Thunder Dragon" is not a multi-trigger effect. It can only be activated during a Main Phase of your turn only. <i>Curtis Schultz, 02/12/2004</i></p>
Thunder Nyan Nyan	<p>Q: If there is a "Thunder Nyan Nyan" face-up on the field and a non-LIGHT monster face-down, what would happen to "Thunder Nyan Nyan" if the face-down monster was flipped face-up due to an attack?</p> <p>A: The "Thunder Nyan Nyan" would be destroyed when the non-LIGHT monster is turned face-up. <i>Curtis Schultz, 01/31/2004</i></p>
Thunder of Ruler	<p>...and Timeater</p> <p>Q: If "Timeater's" effect causes a player to skip their Main Phase 1 and then during their Standby Phase their opponent activates "Thunder of Ruler", will the player get a Main Phase 2?</p> <p>A: Since "Thunder of Ruler" will prevent you from entering your Battle Phase you will not get a Main Phase 2. "Timeater" prevented your from having a Main Phase 1. The end result will be you having only a Draw Phase, Standby Phase, and End Phase during that turn. <i>Curtis Schultz, 02/09/2004</i></p>
Time Seal	<p>Q: If "Time Seal" has been activated and the opponent draws during their Draw Phase, what should now happen and who is responsible for keeping track of the effect?</p> <p>A: Both players should be mindful of card effects in play. The card that was accidentally drawn would be returned to the top of the player's Deck. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: If "Time Seal" is activated before the end of a player's turn, which Draw Phase will the opponent skip?</p> <p>A: Here is how "Time Seal" tend to go:</p> <ol style="list-style-type: none"> 1. I Set "Time Seal" during my turn. I end my turn. 2. My opponent's turn begins. I cannot activate "Time Seal" until after they draw their card, so it will be too late to use the effect of "Time Seal" to make them skip their Draw Phase for that turn. <p>I can still activate it, but they will skip their next turn's Draw Phase. <i>Curtis Schultz, 02/12/2004</i></p>
Time Wizard	<p>...and Barrel Behind the Door</p> <p>Q: If I call "Time Wizard's" Coin Flip wrong, can I use "Barrel Behind the Door" to give the damage to my opponent, even though my monsters are still destroyed?</p> <p>A: In a nutshell, you must use "Barrel Behind the Door" in response to an effect that you KNOW will inflict damage to your Life Points (which is why you can't use it in response to "Dice Jar"). Also, "Time Wizard" causes you to "lose" Life Points. Since "Barrel Behind the Door" cannot be used against such effects, you cannot use "Barrel Behind the Door" with "Time Wizard" anyway. <i>Steve Okegawa, 01/08/2004</i></p>
Timeater	<p>...and Thunder of Ruler see Thunder of Ruler</p> <p>Q: If "Timeater" destroys an opponent's monster in battle would the opponent still enter the Battle Phase if there are no monsters on his/her side of the field or would the opponent skip all the way to his/her Main Phase 2?</p> <p>A: The player affected by "Timeater" would go from their Standby Phase into their Battle Phase. If they do not have anything they want to do in their Battle Phase then they will be able to go into their Main Phase 2. <i>Curtis Schultz, 12/2003/2003</i></p>
Timidity	<p>Q: Does the effect of "Timidity" end at the beginning of the opponent's End Phase, or the end of the opponent's End Phase?</p> <p>A: "Timidity" will no longer be in effect when you reach the opponent's next End Phase. So in my turn I activate "Timidity." It resolves properly. I Set 1 card in my S/T Zone. I end my turn. My opponent's turn begins. Until their End Phase, any Set Spell or Trap Cards cannot be destroyed. During my opponent's End Phase they could activate a Mystical Space Typhoon and target my face-down card in my Spell and Trap Card Zone, and it could be destroyed. <i>Curtis Schultz, 02/16/2004</i></p> <p>...and Heavy Storm</p> <p>Q: Can "Heavy Storm" or "Harpie's Feather Duster" be activated after "Timidity" has been activated if there are Set Spell or Trap Cards on the field?</p> <p>A: Any Face-Up Spell or Trap cards would be destroyed. The Face-Down Spell and Trap cards would not be destroyed. <i>Curtis Schultz, 01/05/2004</i></p> <p>Q: If the opponent activates "Timidity" during their turn with both face-up and face-down cards in their Spell/Trap Zone, which cards if any will be destroyed when "Harpie's Feather Duster" is activated?</p> <p>A: Your face-down Spell/Trap Cards would not be destroyed. Any face-up Spell or Trap cards on your side of the field would be destroyed when "Harpie's Feather Duster" resolves. <i>Curtis Schultz, 02/14/2004</i></p>
Toll	<p>...and Dark Room of Nightmare see Dark Room of Nightmare</p> <p>... and Hayabusa Knight see Hayabusa Knight</p>
Toon Summoned Skull	<p>... is considered to be an Archfiend</p>
Toon World	<p>...and The Flute of Summoning Dragon see The Flute of Summoning Dragon</p> <p>Q: Do Toon Monsters have to wait till the next turn to attack when Special Summoned from the Graveyard?</p> <p>A: Any turn in which you Special Summon a Toon, no matter how you do it, the Summoned Toon will not be able to attack. <i>Curtis Schultz, 01/9/2004</i></p> <p>Q: Do you have to pay 1000 Life Points every turn to keep "Toon World" on the field, or do you just pay each time you want to Summon a Toon Monster?</p>

	<p>A: "Toon World" has an activation cost of 1000 Life Points. You only pay the cost during activation, which only happens once. <i>Steve Okegawa, 01/22/04</i></p> <p>Q: Can you Special Summon a Toon Monster from your opponent's Graveyard if they have the only "Toon World" on the field?</p> <p>A: No. You would need to have a "Toon World" under your control in order to Special Summon the Toon monster. <i>Curtis Schultz, 01/28/2004</i></p> <p>Q: Can you take control of your opponent's Toon Monster and attack their Life Points directly if they have the only "Toon World" on the field?</p> <p>A: Yes you can, because taking control is not Summoning a monster. <i>Curtis Schultz, 01/29/2004</i></p> <p>Q: If you take control of your opponent's Toon Monster during your turn after they have Special Summoned it to the field, can you attack with the Toon Monster?</p> <p>A: Yes you can, as long as the Toon monster was not Special Summoned during that same turn. (Which will most likely be the case) <i>Curtis Schultz, 01/29/2004</i></p> <p>Q: If both players have "Toon World" and Toon Monsters on their side of the field and the opponent's "Toon World" is destroyed, would all Toon Monsters be destroyed or only the opponent's Toon Monsters?</p> <p>A: Both player's Toon monsters would be destroyed when a "Toon World" is destroyed. <i>Curtis Schultz, 02/01/2004</i></p> <p>Question: If a face-down "Toon World" is destroyed and sent to the Graveyard, are Toon Monsters on the field also destroyed?</p> <p>Answer: All face-up Toon monsters would be destroyed because "Toon World" was destroyed. It does not matter if "Toon World" was face-up or face-down when it was destroyed. <i>Curtis Schultz, 02/22/2004</i></p> <p>Question: Why is an opponent's Toon monster destroyed when my "Toon World" is destroyed?</p> <p>Answer: The text on the Toon monsters states: "When 'Toon World' is destroyed, this card is also destroyed." It does not matter who was controlling the destroyed "Toon World" or who was controlling the Toon monsters when a "Toon World" was destroyed. <i>Curtis Schultz, 02/23/2004</i></p> <p>...and Change of Heart</p> <p>Q: Can I use "Change of Heart" on a Toon Monster if I do not have "Toon World" on the field?</p> <p>A: Yes, "Toon World" is a summon requirement, it is not required to control one. <i>bishop, 12/10/03</i></p> <p>...and Emergency Provisions</p> <p>Q: If I tribute "Toon World" for the effect of "Emergency Provisions," is it considered destroyed thus destroying any Toons on the field, or merely sent to the graveyard?</p> <p>A: "Emergency Provisions" merely sends cards to the Graveyard, rather than destroying them. In this case, "Toon World" would not be considered destroyed, so your existing Toons on the field would be safe. You would, however, need "Toon World" on the field again if you wanted to Special Summon any new Toon monsters later on. <i>Steve Okegawa, 12/11/2003</i></p> <p>...and Giant Trunade</p> <p>Q: If I have Toons on the field and I use "Giant Trunade," are my Toons destroyed?</p> <p>A: No, since "Toon World" was not destroyed. <i>bishop, 12/10/03</i></p> <p>...and Imperial Order</p> <p>Q: If "Toon World" is on the field and an opponent plays "Imperial Order", how exactly does that tie into paying 1000 Life Points?</p> <p>A: "Imperial Order" does NOT prevent you from using "Toon World" to Special Summon Toon Monster Cards. Also, you MUST pay 1000 Life Points to activate "Toon World," even when "Imperial Order" is on the field. <i>Steve Okegawa, 01/22/04</i></p> <p>...and Scapegoat</p> <p>Q: Can Sheep Tokens be used as Tributes for Toon Monsters?</p> <p>A: Yes <i>bishop 02/21/04,</i></p>
<p>Tornado Wall</p>	<p>...and Amazoness Swords Woman <i>see Amazoness Swords Woman</i></p> <p>This card has errata: The text should read: "This card can only be activated when "Umi" is active on the field. As long as "Umi" remains face-up on the field, any damage from attacking monsters to your Life Points becomes 0. When "Umi" is destroyed or removed from the field, this card is also destroyed.</p> <p>Q: Does "Tornado Wall" negate damage from payments?</p> <p>A: "Tornado Wall" only negates Battle Damage. Any other Life Point reduction (Effect Damage, Payment, etc.) will NOT be negated by "Tornado Wall." <i>Steve Okegawa, 12/06/2003</i></p> <p>Q: Will "Tornado Wall" stop damage from "Cannon Soldier's" effect?</p>

	<p>A: "Tornado Wall's" effect only applies to Battle Damage. <i>bishop, 12/12/03</i></p> <p>Q: Does the errata on "Tornado Wall" mean that you are no longer protected from overflow damage from your own attacks?</p> <p>A: That is correct. Your Life Points would only be protected from the Life Point damage that would result from an opponent's monster that is attacking you. So if your "Gemini Elf" attacks your opponent's Defense Position "Giant Soldier of Stone," you will still lose 100 Life Points. <i>Curtis Schultz, 01/29/2004</i></p>
<p>Torrential Tribute</p>	<p>...and Guardian Sphinx <i>see Guardian Sphinx</i> ...and Magical Scientist <i>see Magical Scientist</i> ...and Tribe Infecting Virus <i>see Tribe Infecting Virus</i> ...and XYZ Dragon Cannon <i>see XYZ Dragon Cannon</i></p> <p>...and Call of the Haunted Q: Can I Chain "Torrential Tribute" to "Call of the Haunted"? A: "Torrential Tribute" can only be activated in response to a Summons, not an effect that results in a Summons. <i>bishop, 01/29/04</i></p> <p>...and Cyber Jar Q: If the opponent attacks my face-down "Cyber Jar", can I activate "Torrential Tribute" in response to the monsters being Special Summoned to the field? A: "Torrential Tribute" cannot be activated during the Damage Step. So if your "Cyber Jar" was flipped by an attack, you would not be able to activate "Torrential Tribute" after the monsters are Special Summoned because they are Special Summoned during the Damage Step. <i>Curtis Schultz, 02/14/2004</i></p> <p>...and Magician of Faith Q: If "Magician of Faith" is Flip Summoned and the opponent activates "Torrential Tribute", will the effect of "Magician of Faith" still resolve? A: The effect of "Magician of Faith" will resolve properly. <i>Curtis Schultz, 02/09/2004</i></p> <p>...and Mystic Tomato Q: Can "Torrential Tribute" be played when a Monster is Special Summoned through the effect of "Mystic Tomato" and others like it? A: "Mystic Tomato's" effect is only activated due to being destroyed in battle, and you cannot activate "Torrential Tribute" during the Damage Step. <i>bishop, 12/08/03</i></p> <p>...and Premature Burial Q: If I use "Premature Burial" and target a monster in my Graveyard, and my opponent Chains "Mystical Space Typhoon", can I Chain "Torrential Tribute" to the "Mystical Space Typhoon" in response to the original Special Summon (it has not yet resolved) order to destroy all monsters on the field? A: "Torrential Tribute", can only be activated in response to a Summons as stated in the card text. If there is no Summons, then "Torrential Tribute" cannot be activated. In your example, you activated a Spell Card that targets a Monster Card in the Graveyard. That Monster Card has not been Summoned at the activation of the Spell Card, only declared. It is not Summoned until it is on the field. If "Mystical Space Typhoon" destroys "Premature Burial", then the Monster Card will not be Special Summoned at all. <i>bishop, 01/14/04</i></p> <p>...and Scapegoat Q: Can I activate "Torrential Tribute" in response to "Scapegoat" tokens? Will they be destroyed? A: Yes. Tokens are considered Monsters. <i>bishop 01/01/2004</i></p>
<p>Trap Hole</p>	<p>...and Great Maju Garzett <i>see Great Maju Garzett</i> ...and Gyaku-Gire Panda <i>see Gyaku-Gire Panda</i> ...and Invader of the Throne <i>see Invader of the Throne</i> ...and Marauding Captain <i>see Marauding Captain</i> ...and Moisture Creature <i>see Moisture Creature</i> ...and Sasuke Samurai #2 <i>see Sasuke Samurai #2</i> ...and Terroring Archfiend <i>see Terroring Archfiend</i></p> <p>Q: Can tokens be subject to traps like "Trap Hole," "House of Adhesive Tape," "Bottomless Trap Hole" and "Eatgaboon." A: Yes, they are. Tokens are considered monsters while on the field. However, since they are always special summoned, "Trap Hole," "House of Adhesive Tape" and "Eatgaboon" cannot be activated against them. <i>bishop, 12/05/2003</i></p> <p>Q: Is "Trap Hole" a targeting effect? A: Yes, "Trap Hole" is a targeting effect. One more thing: "Bottomless Trap Hole" is NOT a targeting effect. <i>Curtis Schultz, 02/10/2004</i></p>
<p>Tribe-Infecting Virus</p>	<p>...and Skill Drain <i>see Skill Drain</i> ...and Vampire Lord <i>see Vampire Lord</i></p> <p>Q: Are "Tribe-Infecting Virus" and "Breaker the Magical Warrior" Multi-Trigger effects?</p>

A: No, they may only be used on your turn during Main Phase 1 or Main Phase 2. *bishop, 12/20/2003*

Q: If I have "Tribe-Infecting Virus" on the field can I use its effect and name a monster type if there are no monsters on the field of that type?

A: You can only name a type of monster that exists face-up on the field at the time you activate the effect. *Curtis Schultz, 12/04/2003*

Q: Can you chain "Tribe-Infecting Virus" to "Ring of Destruction" or another Trap?

A: No, "Tribe-Infecting Virus's" effect is only a spell speed of 1. *bishop 01/04/2004*

Q: How many times can I use the effect of "Tribe-Infecting Virus" per turn and can my opponent use its effect too?

A: You may activate the effect once for each card you discard from your hand.

Your opponent must control a "Tribe-Infecting Virus" face-up on their side of the field during their own Main Phase 1 or 2 in order to use the effect. They cannot activate the effect of a "Tribe-Infecting Virus" that they do not control. *Curtis Schultz, 12/04/2003*

Q: When I activate the effect of "Tribe-Infecting Virus," can I choose DARK or EARTH?

A: No, those are attributes, you can only choose one of the twenty Types of monsters. You cannot choose 'Effect' as a Type, effect is not a Type. *bishop, 12/07/03*

Q: When a Type has been declared for the effect of "Tribe-Infecting Virus", does it include monsters of that Type that are summoned after the resolution of the effect?

A: The effect of "Tribe-Infecting Virus" only destroys all face-up monsters of the declared Type that exist on the field when the effect resolves.

Any monsters of that declared Type that are Summoned afterwards would be fine.

You can activate the effect of "Tribe-Infecting Virus" multiple times in the same turn if you have the cards in hand to discard for the effect. *Curtis Schultz, 02/01/2004*

Q: Can you Chain the Quick-Play Spell card that you discard for "Tribe-Infecting Virus's" effect (you discard "Mystical Space Typhoon" and your opponent activates "Skill Drain")?

A: No. Discarding a card for "Tribe-Infecting Virus's" effect is considered a cost. As such, the card (in this case, "Mystical Space Typhoon") is discarded the moment you activate the effect. If Player B activates "Skill Drain" in response to Player A's activation of "Tribe-Infecting Virus's" effect, Player A cannot activate "Mystical Space Typhoon," as it is already in the Graveyard by this point. *Steve Okegawa, 02/13/04*

Q: If your opponent activates "Trap Hole" in response to the Normal Summon of "Tribe-Infecting Virus", can the effect of "Tribe-Infecting Virus" be used before it is destroyed by "Trap Hole"?

A: The effect of "Tribe-Infecting Virus" will be placed as link 1 on the chain. It is not activated in response to "Trap Hole." *Curtis Schultz, 02/13/2004*

...and Book of Moon

Q: If the opponent summons "Tribe-Infecting Virus" and I activate "Book of Moon", would the effect of "Tribe-Infecting Virus" still resolve even though it has been turned face-down?

A: The opponent could claim priority and activate the effect of their "Tribe-Infecting Virus" before you can respond by activating your "Book of Moon."

The "Book of Moon" would resolve first, turning the "Tribe-Infecting Virus" face-down and then the effect of "Tribe-Infecting Virus" would resolve and destroy any face-up monsters of the declared Monster Type. *Curtis Schultz, 01/26/2004*

...and DNA Surgery

Q: Player A: Activates the effect of "Tribe-Infecting Virus" and declares one Type. Player B: Chains the effect with "DNA Surgery" declaring a different Type. Will the effect of "Tribe-Infecting Virus" resolve with no effect since the Type of all monsters has changed?

A: Correct. The Type declared when "Tribe-Infecting Virus" effect was activated no longer exists on the field due to "DNA Surgery," so its effect will disappear. The monster would not be destroyed. *Curtis Schultz, 01/12/2004*

...and Lord of D.

Q: Can I select Dragon-Type with the effect of "Tribe-Infecting Virus" if "Lord of D." is face-up on the field?

A: "Tribe-Infecting Virus" effect is not a targeting effect. "Lord of D's" effect cannot protect Dragon-Type monsters from the effect of the "Tribe-Infecting Virus." *Curtis Schultz, 01/11/2004*

...and Scapegoat

Q: If I summon a "Tribe Infecting Virus," and attack my opponent and they chain "Scapegoat," can I then use "Tribe Infecting Virus's" effect to destroy all Beasts and get rid of the sheep, and then attacked him directly.

A: While "Scapegoat" could be played at an appropriate time during the Battle Phase, "Tribe-Infecting Virus" cannot. It is a Spell Speed 1 and may only be activated during one's own Main Phase 1 or 2. It can NOT be activated during the Battle Phase. *bishop, 12/22/2003*

	<p>Q: Can the effect of "Tribe-Infecting Virus" be used to destroy Tokens from the card "Scapegoat"? What is the Type of these Tokens? A: Yes, as stated on the card, these Tokens are considered to be Beast-Type. <i>bishop, 01/12/04</i></p> <p>...and Torrential Tribute Q: I Summon "Tribe-Infecting Virus" and have at least 1 card in my hand. My opponent on impulse (before I can even declare I want Tribe Infecting Virus's effect to activate) activates "Torrential Tribute." However, I wanted to activate "Tribe Infecting Virus's" effect. What should happen? A: If the opponent did not give you opportunity to activate the "Tribe-Infecting Virus" effect at the time of the summon you can demand a replay. This would cause the opponent to turn their "Torrential Tribute" face-down and allow you to activate your "Tribe-Infecting Virus" effect. After you activate the effect your opponent can respond with that "Torrential Tribute." <i>Curtis Schultz, 12/23/2003</i></p> <p>Q: Does "Tribe Infecting Virus" get its effect if some one uses "Torrential Tribute" on it? A: The turn player who Summons the "Tribe-Infecting Virus" can activate its effect once at the time of the Summon, discarding 1 card from their hand and declaring one type of monster that exists face-up on the field. The opponent could then respond and activate "Torrential Tribute." "Tribe-Infecting Virus" --> "Torrential Tribute" The "Torrential Tribute" will resolve first destroying all monsters on the field. The "Tribe-Infecting Virus" will resolve without effect because no face-up monsters of the declared type will remain on the field to be destroyed. <i>Curtis Schultz, 12/29/2003</i></p>
<p>Tribute Doll</p>	<p>Q: Is "Tribute Doll" considered a targeting effect? A: "Tribute Doll" is not a targeting effect. The Tributed monster is a cost of activating the "Tribute Doll." <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: If Player A takes control of Player B's monster with "Change of Heart" and activates "Tribute Doll" which Player B chains "Imperial Order" to, what happens to Player B's monster? A: Player B's monster would be Tributed when you activate "Tribute Doll." This is assuming Player B allowed the "Change of Heart" to resolve, which it sounds like they did. <i>Curtis Schultz, 01/29/2004</i></p> <p>Q: Can you use a Sheep Token for the effect of "Tribute Doll" to summon a Level 7 monster? A: Yes, you can Tribute a Sheep Token for the effect of "Tribute Doll." <i>Curtis Schultz, 01/31/2004</i></p>
<p>Troop Dragon</p>	<p>Q: If "Troop Dragon" is used as a Tribute for a card effect such as "Cannon Soldier", will the controller be able to Special Summon another "Troop Dragon"? A: Tribute DOES NOT equal destroy. Tributing a "Troop Dragon" will not activate its effect. <i>Curtis Schultz, 01/19/2004</i></p> <p>Q: When the third "Troop Dragon" is destroyed, is your opponent allowed to inspect your deck to verify that you do not have another "Troop Dragon" to Special Summon? A: Yes they can. It should not take long to do this. The Deck would need to be shuffled afterwards, naturally. <i>Curtis Schultz, 02/01/2004</i></p> <p>...and Cyber Jar Q: If "Troop Dragon" is on the field when "Cyber Jar" is flipped, when will the effect of "Troop Dragon" be activated? A: After "Cyber Jar's" effect has completely resolved you would then activate the effect of "Troop Dragon." <i>Curtis Schultz, 01/21/2004</i></p>
<p>Tsukuyomi</p>	<p>Q: Can "Tsukuyomi" target one of your opponent's monsters? A: Yes, you can target an opponent's face-up monster with the effect of "Tsukuyomi." <i>Curtis Schultz, 01/28/2004</i></p> <p>Question: If "Tsukuyomi" is summoned to the field while there are no other monsters on either side of the field, will "Tsukuyomi" be the target of its own effect? Answer: If "Tsukuyomi" is the only face-up monster on the field when its effect activates, it would have to target itself with its own effect. In your example, the "Tsukuyomi" would have to turn itself face-down because it was the only face-up monster on the field when its effect activated. <i>Curtis Schultz, 02/24/2004</i></p> <p>...and King Tiger Wanghu Q: If "Tsukuyomi" is summoned to the field while there is a face-up "King Tiger Wanghu", can "Tsukuyomi's" effect be used to turn the "King Tiger Wanghu" face-down before its effect destroys "Tsukuyomi"? A: "King Tiger Wanghu's" effect would resolve first, so targeting it with "Tsukuyomi's" effect will not save the "Tsukuyomi" from being destroyed. <i>Curtis Schultz, 02/09/2004</i></p>
<p>Twin Swords of Flashing Light - Tryce</p>	<p>...and Checkmate see <i>Checkmate</i> ...and Injection Fairy Lily see <i>Injection Fairy Lily</i> ...and Sasuke Samurai see <i>Sasuke Samurai</i></p> <p>Q: If there are two monsters each equipped with "Twin Swords of Flashing Light – Tryce", how many attacks can occur during the Battle Phase? A: Each monster would be able to attack twice during the Battle Phase. <i>Curtis Schultz, 01/25/2004</i></p>

	<p>...and Hayabusa Knight</p> <p>Q: If I equip "Twin Swords of Flashing Light – Tryce" to "Hayabusa Knight," can it attack 4 times?</p> <p>A: The "Hayabusa Knight" may only attack twice. The effects do not stack. They essentially allow the "Hayabusa Knight" to do something it could have done on its own. The same would happen if "Tyrant Dragon" was equipped with the "Twin Swords of Flashing Light - Tryce." <i>Curtis Schultz, 12/22/2003</i></p>
Twin-Headed Behemoth	<p>Q: Say that my opponent uses a card like "Don Zaloog" and damages my Life Points, and chooses to use the discarding effect. Does the "Twin-Headed Behemoth's" effect trigger?</p> <p>A: No, discarding is not destroying. <i>bishop, 02/02/04</i></p> <p>Q: With the effect of "Twin Headed Behemoth", does "once during the current duel" mean "that's it, no more doing it" or does the effect come back into play once it's destroyed and allow it to be Special Summoned again?</p> <p>A: The answer is, "that's it, no more doing it". Once its effect has been used, it cannot be used again in the current duel. <i>bishop, 02/05/04</i></p> <p>Q: Does "Twin-Headed Behemoth's" effect only trigger when it is destroyed on the field?</p> <p>A: Normally this happens while it is on the field, but if a card effect was to destroy it while it was in your hand or Deck and then send it to the Graveyard, the effect would be satisfied.</p> <p>Say, if I had my opponent's "Twin-Headed Behemoth" in my hand from the effect of "Exchange." I Summon it and my opponent activates "Chain Destruction." "Chain Destruction" could destroy the copy in my Deck and send it to the Graveyard. ("Chain Destruction" includes the text of destroying the affected cards in the player's hand and/or Deck)</p> <p>This is most likely never going to happen though, so I wouldn't count on it.</p> <p>For the most part, the "Twin-Headed Behemoth" will be destroyed while it is on the field. <i>Curtis Schultz, 02/02/2004</i></p>
Two-Pronged Attack	<p>Q: Can monsters be used from the hand for the effect of "Two-Pronged Attack"?</p> <p>A: Only monsters on the field may be used for the effect of "Two Pronged Attack." <i>Curtis Schultz, 02/14/2004</i></p>
Type Zero Magic Crusher	<p>... and Butterfly Dagger – Elma <i>see Butterfly Dagger – Elma</i></p> <p>Q: Can you use "Type Zero Magic Crusher's" effect in combination with the discarding of "Graceful Charity" and other similar cards that require you to discard?</p> <p>A: Nope. "Type Zero Magic Crusher" requires you to discard a Spell Card from your hand as a cost. If you discard a Spell Card for some other reason ("Magic Jammer," "Tribute to the Doomed," "Double Spell," etc.), you do not get the effect of "Type Zero Magic Crusher." <i>Steve Okegawa, 01/04/2004</i></p> <p>Q: Can a player use the effect of "Type Zero Magic Crusher" during the opponent's turn?</p> <p>A: Yes they can activate the effect of "Type Zero Magic Crusher" during the opponent's turn. <i>Curtis Schultz, 01/31/2004</i></p> <p>...and Mirage of Nightmare</p> <p>Q: If a player draws cards through the effect of "Mirage of Nightmare" and needs to discard during his/her turn, can the player use "Type Zero Magic Crusher" during the Standby Phase so they don't need to discard?</p> <p>A: During their turn, the opponent would need to activate the effect of "Type Zero Magic Crusher" during their Draw Phase. If they wait until the Standby Phase it will be too late and they would have to discard for "Mirage of Nightmare." <i>Curtis Schultz, 01/31/2004</i></p>
Tyrant Dragon	<p>Q: "Tyrant Dragon," "When there is a monster on your opponent's side of the field after the first attack of your Battle Phase, this monster can attack once again during the same Battle Phase..." Does this first attack have to be from TD itself or can it be from another monster you control?</p> <p>A: From "Tyrant Dragon" itself. <i>bishop, 12/08/03</i></p> <p>Q: "Tyrant Dragon" requires a Tribute of one Dragon-Type to special summon it from the graveyard, so is this tribute offered at the activation of the card that would summon it, or at the resolution when "Tyrant Dragon" would come to the field?</p> <p>A: All costs are paid at activation. <i>bishop, 12/11/03</i></p> <p>...and Call of the Haunted</p> <p>Q: What would happen if "Tyrant Dragon" is Special Summoned by "Call of the Haunted" and "Call of the Haunted" is later destroyed by "Mystical Space Typhoon" or "Heavy Storm"?</p> <p>A: The effect of "Call of the Haunted" would be negated and destroyed by the effect of "Tyrant Dragon" and "Tyrant Dragon" would remain on the field. <i>bishop, 01/13/04</i></p> <p>Q: I have a "Twin-Headed Behemoth" in defense mode on the field, and a "Call of the Haunted" set. There is a "Tyrant Dragon" in the Graveyard. My opponent attacks the "Twin-Headed Behemoth" with "Spear Dragon". I activate "Call of the Haunted" to pull "Tyrant Dragon", tributing the "Twin-Headed Behemoth."</p> <p>Since the actual number of monsters on my side of the field never changed, (from "Twin-Headed Behemoth" to one "Tyrant Dragon") do they simply run their "Spear Dragon" into my "Tyrant Dragon", destroying the "Spear Dragon", or, since the original target of the attack disappeared, would their be a recall?</p> <p>A: A replay would still occur. The monster the opponent had declared an attack on no longer exists on the field. Play will revert to the Battle Step and the opponent will have to redecide the monster's attack. <i>Curtis</i></p>

	<i>Schultz, 01/6/2004</i>
Ultimate Offering	<p>Q: *** OFFICIAL RULING *** A: You may flip Ultimate Offering face-up during any phase of play and during either player's turn. This much is fine. You can only activate its effect of addition normal summons during YOUR Main Phase 1 and 2, and during your OPPONENT'S Battle Phase. This means you could flip it face-up during your opponent's Main Phase 1 and then activate its effect during their Battle Phase. Remember that if you flip Ultimate Offering face-up in response to an attack by your opponent's monster you CANNOT then activate its effect at that time. It must already have been face-up prior to the attack. Curtis Schultz, 12/08/2003</p> <p>Q: When can I use "Ultimate Offering?" A: Only during your main phases or your opponent's Battle Phase. <i>bishop, 12/05/2003</i></p> <p>Q: If my opponent uses a face-up "Ultimate Offering" to tribute Set a monster when I attack, does this issue a replay? A: Yes, because the number of monsters went from down one and then back up one. <i>bishop, 12/06/2003</i></p> <p>Q: If I declare an attack and my opponent uses the effect of "Ultimate Offering" to tribute the monster I am attacking for a higher level monster, does my attack continue? A: A replay would occur because the target of your attack is no longer on the field. Play will return to the Battle Step. You are not forced to attack the new monster. <i>Curtis Schultz, 12/08/2003</i></p> <p>Q: Can I attack twice with "Tyrant Dragon," tribute him using "Ultimate Offering" to summon a "Summoned Skull" without going into my Main Phase 2? A: No, You can only activate "Ultimate Offering" during your Main Phase or your opponent's Battle Phase (before the damage step). <i>bishop, 12/18/2003</i></p> <p>Q: If a player has an active "Ultimate Offering" on the field, can their opponent use the effect? A: Only the controller of "Ultimate Offering" can use its effect. <i>Curtis Schultz, 02/13/2004</i></p> <p>Q: Can "Ultimate Offering" chain to itself? A: Yes, it can. <i>bishop 02/23/04</i></p> <p>...and Jinzo Q: Can "Jinzo" be offered as a Tribute for a Tribute Summon with the effect of "Ultimate Offering"? A: "Jinzo's" effect states that "The effects of all face-up Trap Cards are also negated." You would not be able to activate the effect of "Ultimate Offering" while "Jinzo" is face-up on the field. <i>Curtis Schultz, 02/13/2004</i></p> <p>...and Magical Hats Q: Can you use the Spell or Trap cards brought to the field through the effect of "Magical Hats" as a Tribute using Ultimate Offering? A: Yes, you can offer the face-down non-monster cards selected from the effect of "Magical Hats" as Tributes for a Tribute Summon using "Ultimate Offering." The non-monster cards are being treated as monsters during that Battle Phase, so it will okay to do this. You would need to resolve "Magical Hats" first in order to get the non-monster cards into play, then activate the effect of "Ultimate Offering" afterwards. <i>Curtis Schultz, 02/02/2004</i></p> <p>...and Sonic Bird Q: If an Effect Monster such as "Sonic Bird" is summoned by the effect of "Ultimate Offering" during the opponent's Battle Phase, will the effect of the monster still activate? A: The Summon performed by "Ultimate Offering" during the opponent's Battle Phase is still considered a Normal Summon. (Due to the text of "Ultimate Offering") So if you choose to use its effect and Summon a "Sonic Bird," the "Sonic Bird's" effect will after it is successfully Summoned. Obviously this will not happen if you were to Set the "Sonic Bird." <i>Curtis Schultz, 01/25/2004</i></p>
United We Stand	<p>Q: When the control of a monster changes while equipped with "Mage Power" or "United We Stand," what side of the field is used for calculating the effect increases? A: The person who played the Spell card. <i>Curtis Schultz, 12/07/2003</i></p> <p>Q: *** CARD RULING *** A: I had heard some odd things surround this card at the Regional in Arizona, so I thought I would put out rulings for it.</p> <p>United We Stand:</p> <ul style="list-style-type: none"> - Only face-up monsters are counted in this card's effect. - Monster Tokens are counted in this card's effect.

	<p>- The monster equipped with United We Stand is included in the card's effect. (so a monster equipped with United We Stand that is the only face-up monster on that side of the field would have an increase of 800 to its ATK and DEF.)</p> <p>- The only face-up monsters counted for this card's effect are the ones on the side of the field of the person who is controlling the "United We Stand." Don Zaloog's ATK and DEF are being increased by 1600 points.</p> <p>Example 1: I have a face-up Don Zaloog and a face-up Gemini Elf. Don Zaloog is equipped with United We Stand. My opponent takes control of Don Zaloog with Change of Heart. My opponent has 3 face-up monsters on their side of the field. They take control of Don Zaloog and now have 4 face-up monsters on their side of the field.</p> <p>United We Stand would only count the face-up monsters on my side of the field, so Don Zaloog's ATK and DEF would be increased by 800 points. (for the one face-up monster I now control.)</p> <p>Example 2: I control 1 face-up monster that is equipped with United We Stand. My opponent takes control of this monster with Snatch Steal.</p> <p>The monster would now no longer get any increase to its ATK and DEF because I no longer control any face-up monsters on my side of the field.</p> <p>- A monster currently removed from the field by the effect of "Dimensionhole" or "Interdimensional Matter Transporter" is not included in this card's effect. <i>Curtis Schultz, 02/18/2004</i></p> <p>...and Change of Heart Q: If I use "Change of Heart" and take control of my opponent's only monster equipped with "United We Stand," whose monsters count towards the effect of "United We Stand" and would the same be true for "Mage Power?" A: The person who played "United We Stand" controls the monsters it uses for the effect. So if you take the only monster they had and it was equipped with "United We Stand" it will get no ATK or DEF increase because the opponent now has no face-up monsters on their side of the field. The same applies to "Mage Power." The person who played it has their Spell and Trap cards counted. It does not matter who is currently in control of the monster. <i>Curtis Schultz, 12/10/2003</i></p> <p>Q: If I have "United We Stand" on my only monster, and someone uses "Change of Heart," does the monster get any bonus at all? A: If it was your only monster, then no. Since there are no face-up monsters on your side of the field anymore, "United We Stand" doesn't increase it by any amount. <i>bishop, 12/10/03</i></p> <p>...and Scapegoat Q: Can "Scapegoat" be activated during the Damage Step to increase the ATK of a monster equipped with "United We Stand"?" A: "Scapegoat" itself does not modify the ATK or DEF of a monster, so you cannot activate "Scapegoat" during the Damage Step. A replay occurs when the number of monsters on the opponent's side of the field changes. <i>Curtis Schultz, 01/9/2004</i></p> <p>...and Snatch Steal Q: When a player takes control of a monster with "Snatch Steal" that is equipped with "United We Stand", whose monsters will be used for the effect of "United We Stand"?" A: "United We Stand" will increase by the number of face-up monsters on the side of the field of the player that controls the "United We Stand." <i>Curtis Schultz, 01/25/2004</i></p>
<p>Valkyrior the Magna Warrior</p>	<p>Q: If "Alpha the Magnet Warrior", "Beta the Magnet Warrior", and "Gamma the Magnet Warrior" are in the Graveyard, can "Valkyrior the Magna Warrior" be offered as a Tribute from the player's hand to Special Summon all 3 monsters to the field? A: No, this is not valid. "Valkyrior the Manga Warrior" must exist face-up on your side of the field in order for you to activate this effect. <i>Curtis Schultz, 02/09/2004</i></p>
<p>Vampire Lord</p>	<p>...and Skill Drain <i>see Skill Drain</i></p> <p>Q: If my "Vampire Lord" is controlled by my opp. by via. "Monster Reborn, Snatch Steal etc. does it have the potential to come back, who would have to destroy it and who would it come back to? A: "Vampire Lord" must be under your control when it is destroyed by an opponent's card effect in order to satisfy its "Special Summon during your next Standby Phase" effect. <i>Curtis Schultz, 12 /19 /2003</i></p> <p>Q: If "Vampire Lord" inflicts battle damage to your opponent's life points, and a card type is selected that no longer exists in your opponent's deck, does your opponent have to show you their deck to prove that they no longer have any cards of the declared card type in their deck? A: The general rule is that anytime the deck is changed through the effect of a card, you must show your opponent if they choose to want to verify on their own. The opponent may choose to trust you instead and take their chances that you are not cheating - and then ensure that you disqualified if</p>

you are. *bishop, 12/20/2003*

Q: If "Vampire Lord" is removed from play while in the Graveyard will it still be Special Summoned by its effect?

A: If removed from play it will not be Special Summoned. *Curtis Schultz, 12/20/2003*

Q: Is it true that "Vampire Lord" must be not only destroyed by your opponent's card effect but also must be under the "owner's" control at the time of its destruction for it's second effect to work?.

A: When your opponent takes control of your "Vampire Lord," and it inflicts Battle Damage to your Life Points, then the first effect of "Vampire Lord" is activated. Also, the second effect is activated only when you are the controller of your "Vampire Lord." *bishop, 12/20/2003*

Q: If the controller selects Monster, Spell, or Trap for the effect of "Vampire Lord" and there are no more cards of that card type in his/her opponent's Deck, can the controller select another card type?

A: The player controlling "Vampire Lord" will not be able to choose another type. *Curtis Schultz, 12/21/2003*

Q: If my opponent chooses to not special "Vampire Lord" from the graveyard on his next turn (may because I have higher attack monsters on the field) can he bring "Vampire Lord" back to the field on subsequent turns?

A: No, it must be the next Standby Phase or the effect is lost. *bishop 01/05/2004*

Q: If "Vampire Lord" is destroyed by an opponent's card effect when being Special Summoned during the Standby Phase, will it be Special Summoned again during that same Standby Phase or the next Standby Phase?

A: "Vampire Lord" would be Special Summoned during the NEXT Standby Phase. *Curtis Schultz, 01/17/2004*

Q: Since "Vampire Lord" comes back if destroyed by an opponent's card effect (including Magic, Trap, or Monster Effect), does this also include being attacked?

A: An opponent's Card EFFECT. Attacking is not considered an effect. So, it only refers to Spell, Trap, or Monster Effects.

If "Vampire Lord" is destroyed as a result of battle, it will NOT be Special Summoned to the field during the next Standby Phase. *Steve Okegawa, 02/06/04*

...and Blast Held by a Tribute

Q: If "Vampire Lord" is destroyed by your "Blast Held by a Tribute", will it be Special Summoned during the next Standby Phase?

A: It will if the "Vampire Lord" was your opponent's "Vampire Lord" that they had Tribute Summoned. *Curtis Schultz, 01/29/2004*

Q: If "Vampire Lord" returns to the field by its own effect, can "Blast Held by a Tribute" be used on it?

A: "Vampire Lord" was Special Summoned by its own effect. It was not Tribute Summoned.

"Blast Held by a Tribute" will not be able to be activate when that "Vampire Lord" attacks. *Curtis Schultz, 02/09/2004*

...and Call of the Haunted

Q: If you have used "Call of the Haunted" or "Premature Burial" to bring back "Vampire Lord" and your opponent destroys the Spell or Trap Card you used to get him will you get "Vampire Lord" back at your next standby Phase?

A: If "Vampire Lord" was sent to the Graveyard due to "Premature Burial" or "Call of the Haunted" being destroyed, "Vampire Lord's" effect would not be satisfied. "Vampire Lord" itself must be the one destroyed by the opponent's card effect. *Curtis Schultz, 12/22/2003*

...and Change of Heart

Q: Player A has A "Vampire Lord" and an "Exiled Force" on the Field. It's Player B's Turn

Scenario 1:

Player B plays "Change of Heart" on Player A's "Vampire Lord".

Player B plays "Dark Hole".

Scenario 2:

Player B plays "Change of Heart" on Player A's "Exiled Force."

Player B tributes the "Exiled Force" to destory the "Vampire Lord."

The Question is what will happen to the "Vampire Lord."

A: Scenario #1 "Vampire Lord" would NOT be Special Summoned during the owner's next Standby Phase because the owner was not controlling the "Vampire Lord" when it was destroyed by an opponent's card effect.

Scenario #2: This would still be a card effect controlled by the opponent that destroys "Vampire Lord" while it is being controlled by the owner. The "Vampire Lord" would be Special Summoned during the owner's next Standby Phase. *Curtis Schultz, 01/6/2004*

...and D.D. Warrior Lady

Q: Assume both monsters are in Attack Position. "D.D. Warrior Lady" attacks "Vampire Lord," would "Vampire Lord's" "remove from the Deck" effect still resolve, or would Warrior Lady's effect remove him beforehand?

- "Vampire Lord" attacks D.D. Warrior Lady, same question... Essentially, which effect would "trigger" first, and would "Vampire Lord's" Effect still resolve in both cases
A: "Vampire Lord's" effect would occur at the time it does Battle Damage to the opponent's Life Points. This would occur before "D.D. Warrior Lady's" effect, which occurs after damage calculation. *Curtis Schultz, 12/22/2003*

...and Delinquent Duo

Q: If "Vampire Lord" is discarded through the effect of "Delinquent Duo", is it Special Summoned during the next Standby Phase?

A: "Discard" does NOT equal "Destroy." A discarded "Vampire Lord" would not be Special Summoned during the next Standby Phase. *Curtis Schultz, 01/20/2004*

...and Fiber Jar

Q: If my opponent played a "Raigeki" with "Vampire Lord" on the field face up before flipping "Fiber Jar" to reset the field, would I be able to get him out of my deck due to his effect during the next standby phase?

A: "Vampire Lord" would have to remain in your Graveyard until your next Standby Phase.

Since it was returned to your deck it would not be Special Summoned during your next Standby Phase.

Curtis Schultz, 12/23/2003

...and Necrovalley

Q: Will "Vampire Lord" return to the field by its effect if "Necrovalley" is active?

A: "Vampire Lord" would still be Special Summoned by its effect if it was destroyed by an opponent's card effect while under your control.

"Necrovalley" will have no affect on this. *Curtis Schultz, 02/15/2004*

...and Pyramid Turtle

Q: If your opponent Summons "Pyramid Turtle" and attacks your "Gemini Elf" on the field, and they get "Vampire Lord" with that effect, can they continue with the Battle Phase and attack with the "Vampire Lord"? Is this a legal move?

A: Yes, this is a legal move. *bishop, 01/28/04*

...and Sasuke Samurai

Q: If "Vampire Lord" is destroyed by "Sasuke Samurai" can it still be special summoned?

A: "Vampire Lord" would be Special Summoned during your next Standby Phase if it was destroyed by "Sasuke Samurai's" effect while under your control. *Curtis Schultz, 12/22/2003*

...and Snatch Steal

Q: If my opponent used "Snatch Steal" on my "Vampire Lord" and I use "Raigeki," does "Vampire Lord" return? Does it return if my opponent Tributed "Vampire Lord" instead?

A: Your opponent's card effect must be what destroyed "Vampire Lord."

Since it was your "Raigeki" that destroyed him he will not be Special Summoned during your next Standby Phase. It does not matter who was controlling him, only that it was an opponent's card effect and not your own. Tributing a monster does not "destroy" them. Vampire Lord would not be Special Summoned if offered as a tribute. *Curtis Schultz, 12/10/2003*

...and Solemn Judgment

Q: If "Horn of Heaven" or "Solemn Judgment" is activated to negate the Summon of "Vampire Lord", will it still be Special Summoned during the next Standby Phase?

A: The "Vampire Lord" would be Special Summoned during your next Standby Phase.

Both of "Horn of Heaven" and "Solemn Judgement" include the test of destroying, so they would destroy the Summoned "Vampire Lord." *Curtis Schultz, 01/25/2004*

...and Thousand Eyes Restrict

Q: If someone uses a "Thousand-Eyes Restrict" to equip my "Vampire Lord" and "Thousand-Eyes Restrict" is destroyed, will "Vampire Lord" be Special Summoned during the Stand-by Phase?

A: No, because "Vampire Lord" was not destroyed by a card effect. *bishop, 12/21/2003*

Question: If "Vampire Lord" is equipped to "Thousand Eyes Restrict" and "Thousand Eyes Restrict" is taken control of by "Snatch Steal" and then destroyed, does "Vampire Lord" get Special Summoned at the next Standby Phase?

Answer: "Vampire Lord" would remain equipped to the "Relinquished"/"Thousand Eyes Restrict" when the "Relinquished/Thousand Eyes Restrict" is taken by the effect of "Snatch Steal." The "Vampire Lord" would remain in the S/T zone space it occupied.

The equipped "Vampire Lord" would NOT activate its effect if sent to the Graveyard by an opponent's card effect while equipped to a monster as an Equip-Spell Card.

In order for your "Vampire Lord's" effect to activate, it must be:

1. On your side of the field as a monster.
2. Destroyed by an opponent's card effect. *Curtis Schultz, 02/23/2004*

...and Tribe-Infecting Virus

Q: If Zombie is declared as the creature type for "Tribe-Infecting Virus" and my "Vampire Lord" face-up on the field, will it Special Summoned from the Graveyard during the following Standby Phase?

	<p>A: From the card text: 'Also, when this card is destroyed and sent to your Graveyard by your opponent's card effect, it is Special Summoned to the field during your next Standby Phase.'</p> <p>If the effect of "Tribe-Infecting Virus" is activated under your opponent's control and Zombie-Type is declared while your "Vampire Lord" is on your side of the field, "Vampire Lord" WILL be Special Summoned during your next Standby Phase.</p> <p>If the effect of "Tribe-Infecting Virus" is activated under your control and Zombie-Type is declared while your "Vampire Lord" is on your side of the field, "Vampire Lord" WILL NOT be Special Summoned during your next Standby Phase. <i>bishop, 01/23/04</i></p>
Vengeful Bog Spirit	<p>Q: If a monster is summoned to the field while there is an active "Vengeful Bog Spirit" and then the "Vengeful Bog Spirit" is destroyed, will the summoned monster be allowed to attack?</p> <p>A: "Vengeful Bog Spirit" is a Continuous Spell Card.</p> <p>If it is no longer face-up on the field, its effect is not applied.</p> <p>Since "Vengeful Bog Spirit" was destroyed, any monster Summoned during that turn would be able to attack. <i>Curtis Schultz, 02/16/2004</i></p>
Versago the Destroyer	<p>...and Supply <i>see Supply</i></p>
Vilepaw Archfiend	<p>Q: On the card text at the end it mentions that your opponent cannot attack another archfiend. I assume that means other than "Vilepaw Archfiend" itself correct?</p> <p>A: That is correct. <i>Curtis Schultz, 12/20/2003</i></p> <p>Q: If a player controls 2 "Vilepaw Archfiends," does this create a 2 "Marauding Captain-like" "no attack" situation where the attacking player cannot attack any Archfiends period? Or is it like "Umi"/"Legendary Fisherman" where the opponent can attack directly if "The Legendary Fisherman" (or in this case Archfiends) is the only monster out?</p> <p>A: The situation would be the same as two "Marauding Captains" on the same side of the field. The opponent will not be able to attack. <i>Curtis Schultz, 12/21/2003</i></p>
Waboku	<p>...and Amazoness Swords Woman <i>see Amazoness Swords Woman</i></p> <p>...and D.D. Warrior Lady <i>see D.D. Warrior Lady</i></p> <p>...and Jinzo <i>see Jinzo</i></p> <p>...and Nobleman of Extermination <i>see Nobleman of Extermination</i></p> <p>...and Sasuke Samurai <i>see Sasuke Samurai</i></p> <p>Waboku may be activated anytime prior to the Damage Step. Waboku has absolutely nothing to do with whether or not you have summoned something. It deals with Battle Damage, so it deals with attacks, not summons. Waboku does not end the Battle Phase either. Waboku, in fact, doesn't change anything about the Battle Phase at all. It merely changes any battle damage to zero (0).</p> <p>Q: What happens if I declare an attack with a monster that has a weaker ATK than the opponent monster and the opponent uses "Waboku" in response of my attack? Example: Player A declares an attack with "Injection Fairy Lily" choosing as a target the "Gemini Elf" of the Player B. Player B uses "Waboku" to protect the "Gemini Elf" What happens? Does player A have to use "Injection Fairy Lily's" effect to keep her alive?</p> <p>A: "Waboku" only prevents battle damage from the opponent's monsters. Your own monsters still inflict battle damage. So, given your example, Player B's "Gemini Elf" is still inflicting 1900 points of damage. Player A's choices are to pay 2000 LP just to keep "Injection Fairy Lily" from being destroyed, or to not pay 2000 LP and let the attack resolve with Player A taking 1500 points of damage and "Injection Fairy Lily" being destroyed (1900 ATK from "Gemini Elf" - 400 ATK from "Injection Fairy Lily"). Either way, "Gemini Elf" is safe from being destroyed in battle (and Player B is safe from taking Life Point damage), since its controller used "Waboku" to reduce the damage from "Injection Fairy Lily" to 0. <i>Steve Okegawa, 12/06/2003</i></p> <p>Q: If I activate "Waboku" and my opponent attacks my face-down monster, does it die or stay on the field?</p> <p>A: It stays on the field. <i>bishop, 12/21/2003</i></p> <p>Q: Can I activate "Waboku" and then attack my opponent's monster on my turn?</p> <p>A: Yes, you can activate "Waboku" on your turn or your opponent's turn. <i>bishop, 12/25/2003</i></p> <p>Q: Can you activate "Waboku" while a monster is being tributed? Example: My opponent tributes for "Jinzo" can I activate "Waboku?"</p> <p>A: Summoning does not have any Spell Speed, so you may not chain to a Summon. "Waboku" would have to be activated after "Jinzo" has been successfully summoned. Unfortunately, "Waboku" cannot be activated at that point, since "Jinzo" is now negating Trap Cards and preventing their activation. <i>Steve Okegawa, 12/10/2003</i></p> <p>Q: Can you activate "Waboku" after battle?</p> <p>A: No, "Waboku" must be activated before battle damage is taken. <i>bishop, 12/11/03</i></p> <p>Q: Does "Waboku" affect all monsters, or just 1?</p> <p>A: All monsters. <i>bishop 01/07/2004</i></p> <p>Q: If I attack with "Goblin Attack Force" and my opponent uses "Waboku," can I choose not to attack with them now?</p> <p>A: Once the attack is declared, unless it is negated somehow ("Mirror Force," "Magic Cylinder," "Sakuretsu</p>

	<p>Armor," etc), the attack will continue to damage calculation. "Waboku" DOES NOT negate an attack nor does it end (or skip) the Battle Phase. <i>bishop 12/30/2003</i></p> <p>Q: Player A: Declares an attack with a monster that has an equal ATK as the opponent's monster. Player B: Activates "Waboku". Player A: Chains with "Waboku". What happens to the two monsters? A: Neither monster would be destroyed by the attack. <i>Curtis Schultz, 01/14/2004</i></p> <p>Q: The card states: "Any damage inflicted by an opponent's monster is decreased to 0 during the turn this card is activated." Does this work for 1 monster, or all of your opponent's monsters? Does it prevent Effect Damage from a monster? A: That is correct, but "Waboku" prevents Battle Damage from ALL opponent's monsters for the rest of the turn. "Waboku" prevents Battle Damage only. Effect Damage from a monster such as "Cannon Soldier" is NOT prevented by "Waboku." <i>Steve Okegawa, 02/02/04</i></p> <p>Q: If "Waboku" has been activated, will the damage from "Rod of the Mind's Eye" or "Dark Scorpion Combination" be applied or will it also be reduced to 0? A: The Battle Damage will still be reduced to 0 by the effect of "Waboku." <i>Curtis Schultz, 02/18/2004</i></p> <p>Q: If "Waboku" has been activated, can a player still attack a Face-Down monster to force it to flip? A: Yes. <i>bishop 02/22/04</i></p>
<p>Wall of Illusion</p>	<p>Q: Does the effect of "Wall of Illusion" activate when it attacks another monster? A: The effect will only activate when "Wall of Illusion" is attacked by an opponent's monster. <i>Curtis Schultz, 12/08/2003</i></p> <p>Q: If "Wall of Illusion" is face-down on the field and a monster attacks it and destroys it, does "Wall of Illusion's" effect still come into play? It's effect reads: 'When this card is attacked, return the attacking monster to it's owners hand, Battle Damage is calculated normally.' A: Effects are resolved in the "Resolve effects" step of the Damage Step. Sending a monster to the Graveyard does not occur until after that is finished. This is why the effect of "Wall of Illusion" will still activate if destroyed unless otherwise negated by another card's effect. <i>bishop, 01/29/04</i></p> <p>...and Chaos Command Magician Q: If "Chaos Command Magician" attacks "Wall of Illusion," would the effect of "Chaos Command Magician" negate the effect of "Wall of Illusion?" A: "Wall of Illusion's" effect does not designate a target. "Chaos Command Magician" will return to the owners hand after damage calculation. <i>Curtis Schultz, 12/15/2003</i></p> <p>...and Dark Ruler Ha Des Q: If "Dark Ruler Ha Des" or "Terrorking Archfiend" attack a face-down "Wall of Illusion" does "Wall of Illusion's" effect happen or is it negated? A: As long as "Dark Ruler Ha-Des" or "Terrorking Archfiend" destroys the "Wall of Illusion," its effect is negated and your "Dark Ruler Ha Des" or "Terrorking Archfiend" does not return to your hand. <i>Steve Okegawa, 01/10/04</i></p>
<p>Wave-Motion Cannon</p>	<p>...and Barrel Behind the Door <i>see Barrel Behind the Door</i> ...and Magic Jammer <i>see Magic Jammer</i></p> <p>Q: Does "Wave-Motion Cannon" count turns? A: From the card text: '... equal to the number of your Standby Phases that have passed ...' So, it does not. <i>bishop, 01/21/04</i></p> <p>Q: During Main Phase 1, can "Wave-Motion Cannon" be sent to the Graveyard for its effect prior to the opponent attempting to destroy it with a Set "Mystical Space Typhoon"? A: As the turn player you could claim priority and send the "Wave Motion Cannon" to the Graveyard, to which the opponent can then respond. This would not be true if you were to activate another card's effect during your Main Phase 1 first, like "Raigeki" for example, since they could then respond with their "Mystical Space Typhoon" in a chain to "Raigeki" and destroy the "Wave Motion Cannon" in the chain. The opponent would need to destroy your "Wave Motion Cannon" during your Standby Phase. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: "Wave-Motion Cannon" can be used by its own effect without having to "Mystical Space Typhoon" or "Heavy Storm" it on your own Main Phases, right? A: "Wave-Motion Cannon" is sent to the Graveyard by its own effect in order to inflict damage. <i>bishop, 02/19/04</i></p> <p>...and Imperial Order Q: If a "Wave-Motion Cannon" is on my field and I activate "Imperial Order" does it still get its counter during my Standby phase. A: "Wave-Motion Cannon" does not use Counters. If "Imperial Order" is on the field, "Wave-Motion Cannon" will still get its phase count, but it does not use physical counters like other spell cards do. <i>bishop, 12/07/03</i></p> <p>Q: If "Imperial Order" were active after "Wave-Motion Cannon" was activated, when "Imperial Order" leaves</p>

	<p>play, does the turn count return to 0? A: No, its count starts when it enters play and leaves when it leaves play. <i>bishop 01/05/2004</i></p> <p>Q: If I activate the effect of sending "Wave-Motion Cannon" to the Graveyard to inflict damage to my opponent and my opponent activates "Imperial Order," what happens? A: It would "resolve without effect," meaning that it would go the Graveyard but it would do no damage because "Imperial Order" negated its effect. <i>bishop 01/05/2004</i></p> <p>Q: Can I stop "Wave-Motion Cannon" with "Mystical Space Typhoon" or "Imperial Order"? A: Sending "Wave-Motion Cannon" to the Graveyard is a cost, so when you send it to the Graveyard, it's too late for your opponent to chain "Mystical Space Typhoon", etc., to destroy "Wave-Motion Cannon", because "Wave-Motion Cannon" is already in the Graveyard. However, when you send "Wave-Motion Cannon" from the field to the Graveyard, your opponent can chain "Imperial Order" and because "Imperial Order" resolves first, "Wave-Motion Cannon's" effect disappears. If "Imperial Order" is active on the field, count Standby Phases as normal for "Wave-Motion Cannon", but if you send "Wave-Motion Cannon" to the Graveyard while "Imperial Order" is active on the field, "Wave-Motion Cannon's" effect disappears and it does no damage. <i>bishop, 01/13/04</i></p> <p>Q: If the turn player resolves "Imperial Order" without paying the cost during their Standby Phase, can their opponent activate a Set "Mystical Space Typhoon" to destroy "Wave-Motion Cannon" during that same Standby Phase in order to prevent the turn player from sending "Wave-Motion Cannon" to the Graveyard during Main Phase 1? A: Yes, your opponent could activate a Set "Mystical Space Typhoon" during the Standby Phase after "Imperial Order" has been removed from the field by its effect. <i>Curtis Schultz, 01/17/2004</i></p>
<p>Wicked-Breaking Flamberge - Baou</p>	<p>Q: Does "Wicked-Breaking Flamberge - Baou" permanently disable monster effects such as "Sinister Serpent?" Or are there some kind of limits as to how long its effect lasts on the monster? A: It would work just like the effect of "Dark Ruler Ha Des." <i>Curtis Schultz, 01/14/2004</i></p> <p>Q: Does "Wicked-Breaking Flamberge - Baou" negate Flip Effects of destroyed monsters, or just "Sangan", "Mystic Tomato", and "Dark Necrofer" type cards? A: A monster equipped with "Wicked-Breaking Flamberge - Baou" will negate the effect of any monster it destroys. This includes Flip Effect monsters, because Flip Effects are not applied until AFTER damage calculation (at which point a monster has already been determined to either remain on the field or be destroyed from battle). <i>Steve Okegawa, 02/22/04</i></p> <p><i>...also see Dark Ruler Ha Des</i></p>
<p>Windstorm of Etaqua</p>	<p>Q: If I activate "Windstorm of Etaqua" on my opponent's turn, can they change the monster back to Attack Position, assuming it wasn't summoned etc. that turn? Or does "Windstorm of Etaqua" count as the position change for that turn? A: If a monster's battle position is forced to change by a card's effect you cannot then perform a manual change of position for that monster in the same turn. The monsters affected by "Windstorm of Etaqua" would not be able to perform a manual change of battle position. <i>Curtis Schultz, 12/25/2003</i></p>
<p>Witch of the Black Forest</p>	<p><i>...and Axe of Despair see Axe of Despair</i> <i>...and Cyber Jar see Cyber Jar</i> <i>...and D.D Warrior Lady see D.D. Warrior Lady</i> <i>...and Dark Balter the Terrible see Dark Balter the Terrible</i> <i>...and Don Zaloog see Don Zaloog</i> <i>...and Fiber Jar see Fiber Jar</i> <i>...and Gradius's Option see Gradius's Option</i> <i>...and Last Will see Last Will</i> <i>...and Lesser Fiend see Lesser Fiend</i> <i>...and Maju Garzett see Maju Garzett</i> <i>...and Mystical Knight of Jackal see Mystical Knight of Jackal</i> <i>...and Rope of Life see Rope of Life</i> <i>...and Sasuke Samurai see Sasuke Samurai</i></p> <p>Q: If I control my opponent's "Witch of the Black Forest" with some effect, and then send it to the graveyard, does the effect go to me, or does it go to my opponent? A: "Witch of the Black Forest's" effect will go to the owner when it returns to their graveyard. <i>bishop, 12/28/2003</i></p> <p>Q: If my opponent has 2 normal monsters on their side of the field and I have a face-down "Sangan" or "Witch of the Black Forest" in defense mode, and they attack with one monster, with "Sangan," can I search for a "Kuriboh" and discard it when the other monster attacks? A: Yes you can. <i>bishop, 12/15/03</i></p> <p>Q: When "Sangan" or "Witch of the Black Forest" is sent to the Graveyard, must the owner resolve the effect? A: The effect is not optional. <i>Curtis Schultz, 01/25/2004</i></p> <p>Q: If there are no monsters left in the Deck that satisfy the condition for the effect of "Witch of the Black Forest" or "Sangan", can the opponent ask to verify the contents of the Deck?</p>

	<p>A: Yeah, you would have to verify for your opponent that there was no monster in your Deck that satisfied the effect of the "Witch of the Black Forest" or "Sangan." <i>Curtis Schultz, 01/26/2004</i></p> <p>...and Call of the Haunted Q: If my opponent targets a face-down "Call of the Haunted" with a "Mystical Space Typhoon," can I chain "Call of the Haunted" to revive "Sangan" or "Witch of the Black Forest" and get its effect? A: Yes, "Call of the Haunted" will revive a monster and "Mystical Space Typhoon" will destroy "Call of the Haunted," and the monster will also be destroyed. <i>bishop, 12/08/03</i></p> <p>...and Thousand-Eyes Restrict Q: If "Thousand-Eyes Restrict" equips "Sangan"/"Witch of the Black Forest" in face-up or face-down position and makes it into an equip card, will "Sangan"/"Witch of the Black Forest" still get its effect if it is destroyed as an equip or if "Thousand-Eyes Restrict" is destroyed? A: Yes, "Witch of the Black Forest"/"Sangan" will get their effect since they do not have the "destroyed in battle" requirement. <i>bishop, 12/06/03</i></p>
Woodland Sprite	<p>... and Butterfly Dagger – Elma <i>see Butterfly Dagger – Elma</i></p>
X-Head Cannon	<p><i>...see XYZ Dragon Cannon</i></p>
XY-Dragon Cannon	<p><i>...see XYZ Dragon Cannon</i></p>
XYZ-Dragon Cannon	<p>...and De-Fusion <i>see De-Fusion</i> ...and Limiter Removal <i>see Limiter Removal</i></p> <p>Q: Must you have "Fusion Gate" on the field or just remove them from play? A: "XYZ Dragon Cannon" does not require you to have "Polymerization" or "Fusion Gate." Instead, you merely need to have the X, Y, and Z monsters all on the field. After that, you can choose to remove all of them from the field during your own Main Phase 1 or 2 to Special Summon "XYZ Dragon Cannon" from your Fusion Deck. <i>Steve Okegawa, 12/06/2003</i></p> <p>Q: Can the X-Y-Z Fusion Monsters be Special Summoned from the Graveyard after they have been properly summoned to the field like other Fusion Monsters? A: X,Y,Z fusions: A Fusion monster is only considered to have been properly Special Summoned from the fusion deck by using Polymerization (or Fusion Gate, as it were). Since the various XYZ fusion monsters are not Special Summoned in this way they are not considered to have been properly Special Summoned. As a result, they cannot be Special Summoned from the Graveyard. The Fusion deal comes from the rulebook, which states how a Fusion Summon is performed. The method stated is the proper way to Special Summon a Fusion monster. <i>Curtis Schultz, 12/20/2003</i></p> <p>Q: For all the XYZ fusions, must the pieces must be on the field for the fusion to take place. A: Yes. <i>bishop, 12/08/03</i></p> <p>Q: Can you use fusion substitutes ("Goddess of the Third Eye", "Versago the Destroyer", etc) to summon the XYZ fusions if you remove the substitutes from the game? A: No. The XYZ fusions must use the monsters and method listed on the cards. <i>bishop, 12/14/03</i></p> <p>Q: Can I use the effect of "XYZ-Dragon Cannon" on my opponent's turn? A: No. It is not a multi-trigger effect. <i>bishop 01/02/2004</i></p> <p>Q: CLARIFICATION TO XYZ FUSIONS MONSTERS A: The card text is quite specific in regard to the SPECIAL Summon of the XYZ variant Summons. You can only SPECIAL Summon these particular Monsters by the method shown on the card. <i>bishop, 01/13/04</i></p> <p>Q: If "X-Head Cannon" and "Z-Metal Tank" are on the field and "Y-Dragon Head" is equipped to "X-Head Cannon" through its effect, can the three cards be removed from play to Special Summon the "XYZ-Dragon Cannon"? A: They would need to be monsters at the time you would remove them from play to Special Summon the associated XYZ Fusion monster. <i>Curtis Schultz, 01/29/2004</i></p> <p>Q: If one of the Fusion Monsters "XY-Dragon Cannon", "XZ-Tank Cannon", or "YZ-Tank Dragon" are on the field, can the remaining Material Monster be used to Special Summon "XYZ-Dragon Cannon"? A: No you cannot. You need to have in play on your side of the field the required monsters to Special Summon the XYZ-monster. So if I want to Special Summon my "XYZ Dragon Cannon," I will need the "X-Head Cannon," "Y-Dragon Head," and "Z-Metal Tank" monsters on my side of the field. I cannot remove "XZ - Tank Cannon" and a "Y-Dragon Head" to Special Summon the "XYZ Dragon Cannon." <i>Curtis Schultz, 02/02/2004</i></p> <p>Q: If one of the X-Y-Z Fusion Monsters is destroyed and sent to the Graveyard, are the Material Monsters returned to play? A: The removed from play monster DO NOT return to the field. <i>Curtis Schultz, 02/02/2004</i></p> <p>Question: If "X-Head Cannon", "Y-Dragon Head", and "Z-Metal Tank" are used to attack the opponent, can they be removed from play to Special Summon "XYZ-Dragon Cannon" during the Battle Phase to attack the</p>

	<p>opponent once again? Answer: You cannot perform the Special Summon of "XYZ Dragon Cannon" (per its instructions) during your Battle Phase. The XZ, XY, YZ, and XYZ can only be Special Summoned by the method written on each respective monster during Main Phase 1 and 2 of your turn only. <i>Curtis Schultz, 02/24/2004</i></p> <p>...and Torrential Tribute Q: If "XYZ Dragon Cannon" is summoned to the field and then its effect is activated targeting a face-down "Torrential Tribute," can "Torrential Tribute" be chained to the effect in response to the summon? A: The targeted "Torrential Tribute" could still be activated in response. The effect was used at the time of the Special Summon, so "Torrential Tribute" will still be legal to activate. <i>Curtis Schultz, 12/10/2003</i></p>
XZ-Tank Cannon	<i>...see XYZ Dragon Cannon</i>
Yado Karu	<p>This card has errata: The text should read: When this card is changed from Attack Position to Defense Position, you can place any number of cards from your hand at the bottom of your Deck in any order you desire.</p>
Yata-Garasu	<p>...and Infinite Dismissal <i>see Infinite Dismissal</i> ...and Spellbinding Circle <i>see Spellbinding Circle</i></p> <p>Q: If "Yata-Garasu" attacks directly, does its effect activate since it is considered direct damage when you attack and your opponent has no monsters on the field? A: Yes, "Yata-Garasu's" effect activates if you attack directly. Attacking directly is considered as battle damage from a direct attack. Whether "Yata-Garasu" does overflow damage to the player, or damage from a direct attack, both are still battle damage and will trigger "Yata-Garasu's" effect. The direct damage you are referring to is Effect Damage, such as the damage dealt by the effect of "Cannon Soldier," "Ceasefire," "Poison of the Old Man," etc... <i>Steve Okegawa, 12/16/2003</i></p> <p>Q: If "Yata-Garasu" is Set and attacked on the opponent's turn will it come back to your hand at the end of the turn? A: It will return to your hand during the End Phase of the turn that it is Normal Summoned, Flip Summoned or flipped face-up, unless it's killed in an attack. <i>bishop, 12/04/2003</i></p> <p>Q: If the player that controls "Yata-Garasu" repeatedly attacks his/her opponent's Life Points to inflict Battle Damage over a period of so many turns and/or until his/her opponent's Life Points reaches 0, will it be considered "stalling"? A: Playing out the "Yata-Garasu" effect is NOT considered stalling. However, your opponent must be allowed to concede if he/she chooses and there is no foreseeable manner to avoid a game loss. But there should not be any coercion on either player's part to sit through the effect multiple times or to be forced to play it out needlessly. <i>bishop, 02/01/04</i></p> <p>...and Creature Swap Q: If "Yata-Garasu's" control is switched with "Creature Swap", whose hand does it go to at the end of the turn? A: "Yata-Garasu" would return to the owner's hand during the End Phase. <i>Curtis Schultz, 01/21/2004</i></p>
Y-Dragon Head	<i>...see XYZ Dragon Cannon</i>
Yomi Ship	<p>Q: If "Lord of D." is out, and so are Dragon type monsters on their side of the field, and they attack a face-down "Yomi Ship," does "Yomi Ship" still destroy the Dragon? A: Yes, "Yomi Ship" does not designate a target. <i>bishop, 12/17/2003</i></p>
YZ-Tank Dragon	<i>...see XYZ Dragon Cannon</i>
Z-Metal Tank	<i>...see XYZ Dragon Cannon</i>
Zolga	<p>Q: Does "Zolga's" Life Point increase effect also apply to Ritual Tribute requirements? A: Nope. "Zolga's" effect only applies to a Tribute Summon or Set. A Ritual Summon, although requiring Tributes, only counts as a Ritual Summon/Special Summon. <i>Steve Okegawa, 01/15/2004</i></p> <p>Q: When does "Zolga's" effect activate? Can you chain to it? A: The effect of "Zolga" activates after the Tribute Summoned monster has been successfully Tribute Summoned. (Not negated by "Horn of Heaven" or "Solemn Judgement.") You can chain to the effect of "Zolga," but if "Jinzo" is the monster that was Tribute Summoned you would not be able to activate any Traps. <i>Curtis Schultz, 01/25/2004</i></p> <p>...and Skill Drain Q: When is "Zolga's" effect activated and will it be negated by "Skill Drain"? A: After the monster is offered for the Tribute Summon. "Skill Drain" will not be able to negate this. <i>Curtis Schultz, 02/14/2004</i></p>
Zombyra the Dark	<p>...and Interdimensional Matter Transporter <i>see Interdimensional Matter Transporter</i></p> <p>...and Adhesion Trap Hole Q: Will "Zombyra the Dark's" attack decrease from the modified ATK caused by "Adhesion Trap Hole" (1050), or will it decrease from the original ATK (2100) and then the effect from "Adhesion Trap Hole" take effect each time it destroys a monster. i.e., "Zombyra the Dark" destroys a monster. Is its ATK now 850 or 950? A: "Adhesion Trap Hole" will only cause the original ATK of the monster to be halved. So in "Zombyra the Dark's" case, "Adhesion Trap Hole" will cause it to be at 1050 ATK after being summoned. Then, "Zombyra the Dark's" effect will cause it to lose 200 ATK points each time it destroys a</p>

monster. After destroying 1 monster, "Zombyra the Dark's" ATK value will be 850. <i>Steve Okegawa, 12/06/2003</i>

Monsters

Q: Is Tributing and Discarding considered destroying?

A: No. Tributing is not destroying. Discarding is not destroying.

Q: Can you chain to a Monster Card being sent to the Graveyard?

A: It is not a "chainable" event as it has no spell speed.

Q: If a card says special summon a creature (assuming there is not other notation on the card), which position does the creature return to the field it? Face-up ATK, Face-up DEF, Face-down DEF, or players choice?

A: If a card does not specify choices for Special Summoning, always assume that you can only place it in face-up Attack Position or face-up Defense Position. Facedown Defense Position is only allowed when the card specifically states it (Cyber Jar and Shallow Grave, for example). Sometimes, face up Attack Position is required (Mystic Tomato, and similar monsters). Again, if no specific choice is given, you are allowed to put it in face-up Attack Position or face-up Defense Position ONLY.

Q: Can you equip a face-down card?

A: No, you cannot equip a face-down card.

Q: If a monster is equipped with a card, does the equip become destroyed?

A: No, an equip card equipped to a monster when the monster is destroyed is "sent to the Graveyard."

Q: Do tokens count as effect monsters?

A: No, all tokens are normal monsters.

Q: If my opponent attacks my face-down monster, is it being Summoned?

A: When a face-down monster is attacked, it is simply flipped face-up at the beginning of the Damage Step. This is not considered a Summon of any kind. *Steve Okegawa, 02/24/04*

Q: Is a Tribute Summon the same thing as a Normal Summon?

A: Tribute Summons count as Normal Summons. To put it in simple terms, a Tribute Summon is basically a Normal Summon that involves Tributing monsters. *Steve Okegawa, 02/24/04*

Q: Can you shuffle your face down monsters at any time? What about your face up monsters? Face down magic or traps? Face up Magic or Traps?

A: At ANY time? No, you may not.

Q: Why is a Ritual Monster not allowed to be Special Summoned from your hand with another card's effect? Wouldn't it follow from the ruling for Fusion Monsters that they can be Special Summoned by a card's effect (Magical Scientist, etc.) but would not be legal targets for returning from the Graveyard because they were not "properly" Summoned?

A: Fusion Monsters -- generally speaking -- can be Special Summoned by various means, but only Fusion Summoned "properly" by the cards "Polymerization" and "Fusion Gate". Other means are not proper Fusion Summons and therefore these cards cannot be Special Summoned from the Graveyard by "Monster Reborn", "Call of the Haunted", etc.

There are exceptions to this, of course, like the XYZ Fusion monsters that can only be Special Summoned in the first place by the requirements on the cards. Again, just to stress this point, the requirements for these Special Summons are explicit ON the card unlike other Fusion monsters that are merely listed with a "Fusion" Type and therefore fair game for monsters like "Summoner of Illusions" and "Magical Scientist".

This does not take into account other Fusion monsters that have restrictions on what material is required for them to be Fusion Summoned (e.g., Ryu Senshi, etc), but even those do not limit HOW they are Summoned as the XYZ Fusion monsters do.

Ritual Summons, on the other hand, have specific requirements that must be met in order to Summon them and those are listed on the card. They can only be Ritual Summoned by the appropriate Ritual Spell Card. There is, currently, only one exception to the "specific Ritual Spell Card" listed requirement and that is "Contract with the Abyss" which allows for any DARK Ritual Monster to be Ritual Summoned with its effect.

Q: Is Tributing a monster considered targeting?

A: Tributing is NOT considered "targeting."

Q: Can more than 2 Monster Cards be used for the Tribute of a Ritual Summon?

A: You can use more than 2 monsters if needed.

For example: I play "Contract with the Dark Master" to Ritual Summon "Dark Master - Zorc."

I could offer a "Gemini Elf" from my hand [4 stars], a "Sangan" from my field [3 stars], and a "Kuriboh" from my hand [1 star] as Tributes for the Ritual Summon. No where on the card is it written that there is a limit to the number of monsters that can be offered as Tributes. You just can't offer anymore monsters as Tributes once you have met the required amount of Level Stars. For example, still using "Dark Master - Zorc":

I control my opponent's "Blue Eyes White Dragon" [8 stars] and their "Lord of D." [4 stars] (Let's pretend I used "Change of Heart" on the "Lord of D.," then "Snatch Steal" on the "Blue Eyes White Dragon.")

I then activate my "Contract with the Dark Master" If I offer the "Blue Eyes White Dragon," I would not then be able to offer the "Lord of D." because I will have met the required number of Level Stars when I offer the "Blue Eyes White Dragon."

Also keep in mind that all of the Tributes are offered at the same time, so I can't say "Well, I am going to offer Lord of D. first, and then the Blue Eyes." That won't work. The Blue Eyes is enough, so no other monster could be offered in addition.

Q: What happens to a token when it is removed from the field?

A: It is removed from play.

Q: At what point do 'when this card is sent to the graveyard from the field' effects activate? Who controls the effect when it does activate, the controller or the owner?

A:All Graveyard effects are activated in the Graveyard of the owner of the card. The owner of the card gets the effect.

Q:Is the ruling for Aqua Spirit or similar cards that it cannot be Normal Summoned, Flip Summoned, or Special Summoned by any card effect unless it was successfully Special Summoned through its own effect first?

A:Yes.

Keep in mind that the "Aqua Spirit" must be Special Summoned successfully. So if its Special Summon is negated by "Horn of Heaven" or "Solemn Judgment," you would not be able to Special Summon it from the Graveyard with "Monster Reborn," etc. Special Summoned monsters are always Special Summoned face-up UNLESS the card specifically tells you to do otherwise. ("Shallow Grave," for example)

With "Last Will" I can choose to Special Summon the selected monster into face-up Attack or face-up Defense position.

Q: Please describe what a multitriggered monster is and how to identify one

A: A Multi-Trigger Monster is a Monster that has a condition that must be met, and then a cost to activate its effect.

For example, Dark Paladin has a condition of an opponent activating a Spell Card. The cost is to discard a card from the hand. The effect is to negate the activation and effect of that Spell Card.

If all of these conditions are met, the monster is Multi-Trigger. Generally speaking, the effect can be used during both your own turn and your opponent's, at an appropriate time.

Q: Please describe what a Trigger Monster is and how to identify one

A: A Trigger, or Cost-Effect monster, is a monster that has you pay a cost to activate its effect.

For example, Exiled Force has you pay a cost of Tributing itself. It then results in the effect of destroying one monster on the field.

Trigger, or Cost-Effect Monsters can only be used during your own Main Phases, and never on your opponent's turn.

Q:Can Monster Tokens be destroyed by effects such as Exiled Force , Tribe-Infecting Virus , or Cyber Jar ?

A:They are treated as non-effect monster cards while on the field. They can most certainly be destroyed by "Exiled Force," "Tribe- Infecting Virus," and "Cyber Jar."

Spells & Traps

Q: Say you have two face down cards on your field, is it legal to swap their positions? Say your opponent used De-Spell and the card was trap card and not destroyed, could you switch your two cards later so your opponent doesn't know which is which?

A: Once you have set a card it will remain in the location that it was set. You cannot shuffle it around.

Q: When an equipped monster is flipped face down, what happens to the Equip Spell Card?

A: It is sent to the Graveyard and not considered destroyed.

Q: Is it true that if you set a Quick-Play Spell Card you cannot activate it that turn?

A: This is correct. A set Quick-Play Spell card takes on the activation properties of a Trap card.

Q: Do Phase Changes constitute triggers for activating Quick-Play Spell Cards and Trap Cards?

A: Not really. What it means is that if my opponent is leaving his Draw Phase and entering his Standby Phase (for example), I can say 'no wait, before you end your Draw Phase...' and use a card. Your <turn/phase> isn't over until you and your opponent agree it is over.

Q: Can you Set a Normal Spell Card and activate it in the same turn?

A: You CAN set a Normal Spell Card and activate it in the same turn. You cannot, of course, activate it during your opponent's turn for obvious reasons.

Q: Since Set Quick-Play Spell Cards take on the properties of Trap Cards, can they be destroyed by cards that specifically destroy Traps?

A: They are still not Traps. They may have the activation properties of a Trap, but they are still Quick-Play Spell Cards. Jinzo won't prevent you from activating your Set Quick-Play Spell Card.

Q: If you activate a Spell Card when the target would be illegal, such as "Fusion Sword Murasame Blade", will you still be able to add a Spell Counter to cards that add Spell Counters when Spell Cards are activated?

A: No other effects would activate. The Equip Spell Card's activation was illegal. It returns to its original state (Set on field or in a player's hand) and nothing else occurs.

Q: What if you accidentally activate a potentially game breaking card (Such as Mirror Force), then (after setting it face-down again) do not wish for your opponent to know what card it is (as it would give them a rather large advantage)? Would it be acceptable then, or not?

A: No. It will stay in the Spell and Trap Zone space it had been Set in.

Q:What are the rules regarding Spell Cards and Quick Play Spell Cards?

A:Spell Speed 1 Spell Cards - Can only be activated during Main Phase 1 or 2 of your turn only.

Spell Speed 2 Spell Cards (Quick-Play Spell Cards) have 3 basic rules:

1. You may activate a Quick-Play Spell Card from your hand during any phase of your own turn. (Draw Phase, Standby Phase, Main Phase 1, Battle Phase, Main Phase 2, and End Phase)
2. If you want to activate a Quick-Play Spell Card during your opponent's turn, you must first Set it during your turn in Main Phase 1 or Main Phase 2.
3. If you Set a Quick-Play Spell Card, it cannot be activated during that same turn. (This is because a Set Quick-Play Spell Card takes on the activation properties of a Trap Card. Trap Cards cannot be activated the same turn they are Set.)

This is exactly why a player can activate a "Mystical Space Typhoon" from their hand during their Draw Phase or Standby Phase to destroy "Mirage of Nightmare."

The section of Quick-Play Spell Cards in the rulebook is out of date. The section on Quick-Play Spell Cards in the new F.A.Q. on the Yugioh-card.com website tells the current play for these cards.

Draw Phase

Q: Can I respond to the opponent beginning their Draw Phase before they draw their card? Could I respond after they draw their card?

A: Drawing is the very first thing to occur in a turn. NOTHING can happen prior to that, you can, however, respond to their draw afterward if it is with an appropriate card.

Battle Phase

Q: Can I attack with a face-down Attack Position Card?

A: No, from the rulebook, "During their respective turns, players are allowed 1 attack for every monster on the field in face-up Attack Position."

Q: If a monster card has an effect that is activated when it is Flip Summoned, is this effect activated when it is flipped due to an attack?

A: If a monster is flipped by an attack it has only been FLIPPED. It has not been flip-summoned. A Flip-Summon is when a monster is changed from Face-Down Defense Position to Face-Up Attack Position.

Q: Does a Replay occur anytime the number of monsters changes, or is it specific?

A: A Replay occurs only when the number of monsters changes on the DEFENDING player's side during the Battle Step.

Q: Does playing a Quick-Play Spell Card during your battle phase end it?

A: No.

Q: Who gets the opportunity to activate a card first in the Damage Step?

A: The turn player gets the first chance to play Quick-Play Spell Cards and/or Trap Cards during the Damage Step. If they choose not to play any then the opponent may activate a Quick-Play Spell or Trap Card. The turn player can respond to this.

Q: How many chains can you have in the Battle Phase?

A: You get 1 chain in the Battle Step and 1 chain in the Damage Step.

In the example provided, after the chain resolves neither player could activate a Quick-Play Spell or Trap Card during that same Damage Step.

This is why a person who's "Mirror Force" was negated by "Seven Tools of the Bandit" cannot then activate "Waboku" in the same Battle Step.

Do keep in mind that the turn player can respond to what the opponent activates.

And the Turn player gets the first chance to play cards during the Battle Step. If they choose not to then the opponent will be able to activate their card effects. They do

not have to wait for the turn player to activate a card effect in order to activate their own.

Q: Is Battle Damage done before or after any Flip Effects?

A: Damage Calculation is done before effects.

Q: If I attack my opponent and they do not respond to the attack when I give them the chance to, and I even ask if they want to respond and they say no, can they respond to the attack if I then power up my monster with a Quick-Play Spell Card such as Limiter Removal or Rush Recklessly ?

A: If I understand correctly...You definitely gave your opponent the chance to respond to your attack, and they declined. If that is the case, then you enter the Damage Step, and it is legal to activate a card like "Limiter Removal" or "Rush Recklessly" (for example), since both of them affect the ATK of a monster and are Quick-Play Spell Cards.

Q: If two monsters battle and both have 0 ATK points, what is the result?

A: Both monsters would be destroyed.

Q: Does Zero Damage constitute Battle Damage?

A: Zero Damage does not constitute damage.

Q: I have "X-Head Cannon" on the field. I state my attack, and ask my opponent if he is going to do anything about it, he says no. I play my "Limiter Removal," and boost "X-Head Cannon" up, can my opponent then activate "Magic Cylinder," "Mirror Force," "Gravity bind," or similar?

A: Not if you have entered the Damage Step. It is always a good idea to be very clear about changing from the Battle Step to the Damage Step in order to avoid confusion.

End Phase

Q: Can a player chain to or respond to the end of a turn with a Quickplay Spell Card like Scapegoat?

A: Player A would be activating Scapegoat during their opponent's End Phase. This is fine. You are not "chaining" to the phase or to the end of a phase. If the turn player did not want to do anything during their End Phase the opponent may activate card effects of their own.

Q: Can you use Spell & Trap Cards during the End Phase that don't specifically state during the End Phase ?

A: Yes.

Chaining

Q: Once a Chain starts resolving, can I activate an effect?

A: You cannot add to a chain once it has begun to resolve.

Q: Does any card effect that discards (send a card from your hand to the graveyard) count as being destroyed?

A: Discarding from your hand NEVER counts as being destroyed.

Similarly, when an effect merely sends to the Graveyard (Woodland Sprite , Guardian Ceal , etc.), it also does NOT count as being destroyed.

A card is only destroyed when an effect specifically states that it destroys a card. This is besides the obvious game mechanics (such as that a monster is considered DESTROYED in battle if it is attacked by a monster with higher ATK).

Q:What happens if both players try to start a chain at the same time?

A:Same thing as any other situation that involves priority. The turn player goes first.

Miscellaneous

Q: If I see my opponent's hand and I get to randomly remove a card, should they shuffle first? It doesn't seem to be random if I know what card is where.

A: One should certainly "mix up" their hand after revealing a card or cards to their opponent.

Q: What is the difference between Owner and Controller?

A: The Owner is the person who brought the card to the duel, while the controller is the person who is actually using the card and it's effects.

Q: The effect of "Iron Blacksmith Kotetsu" does not state that the Deck must be shuffled after selecting a card. Must the Deck be shuffled after the card is selected or does this card allow the controller to view the order of their Deck?

A: ANYTIME you have to search your Deck or your opponent's Deck for a card the Deck is shuffled afterwards.

"Painful Choice," "Reinforcements of the Army," "Witch of the Black Forest," "Sangan," "Mystic Tomato," "Giant Rat," "Mother Grizzly," "Shining Angel," "UFO Turtle," "Magical Hats," "Different Dimension Capsule," "Troop Dragon," "Nimble Momonga," "Giant Germ," "Last Will," Dark Scorpion – Meanee the Thorn," "Pandemonium," "Chain Destruction," "Apprentice Magician," "Gather Your Mind," "Emblem of Dragon Destroyer," "Nobleman of Crossout," "Nobleman of Extermination," "Arsenal Summoner," "Arsenal Robber," "Iron Blacksmith Kotetsu," "Spell Vanishing," "Destiny Board," and "Skull Knight #2" are all examples of effects that would search the Deck. Each would require the Deck to be shuffled afterwards.

The randomization of the Deck must be assured. This is not the same as "Big Eye" or "Pigeonholing Books of Spell" which has you look at the top X cards and rearrange them.

Q: Can you actually deny your opponent permission to see your Graveyard?

A: The only time a player is not allowed permission to view a player's Graveyard is when a "Question" Spell Card has been activated. The Graveyard is open to both players for viewing.

Q: Can you use different color sleeves to separate your Deck, Side Deck, and Fusion Deck?

A: Your Deck and Fusion Deck should be the same color of sleeves. Your Side Deck might not need to be (I will have to ask to be sure) but it does help if the sleeves are the same color. I know some people use different colors for the Side Deck in order to keep them more visibly separate from their Deck. *Curtis Schultz, 01/10/2004*

Q: What is the minimum (if any) amount of card that must be displayed to satisfy that a card has been shown?

A: You show the whole card. Period.

Q: Is there a limit to the number of cards that can be in a Fusion Deck?

A: No, there is no limit at this time. 40 is the recommended maximum.

Q: Is 8000 the maximum number of Life Points a duelist can have during the duel?

A: No maximum limit exists for how many Life Points you can gain in a duel. You could gain thousands upon thousands of Life Points if you wanted and would never hit a Ceiling.

Q: With the new Penalty Guidelines, How come registering 2 Imperial Orders , but only having 1 in the Deck causes a Game Loss when in 5.1 Deck Error - Illegal Deck List (Penalty: Warning), having "A player register two copies of Jinzo - a limited card in the Yu-Gi-Oh! TCG, when his actual deck contains only one copy and meets the minimum number of cards requirement" only gets a "Warning??"

A: The difference is where in the process you are. In the first, the List and the Deck are illegal. In the second, the List is illegal while the Deck is legal. One is a functional error while the other is a clerical error.

That said, both could be discovered prior to the tournament and (most likely) be corrected without extensive penalties, but once the match has started, that's a different scenario.

Q: I was at a tournament where a Judge made a ruling that was wrong according to your Netrep file, what should I do?

A: In cases where a Judge seems to be inaccurate, it should be deferred to the Head Judge. In cases where the Head Judge is inaccurate for whatever reason -- and as callous as this sounds -- tough. No, it is NOT anyone's wish that Judges be wrong in their decisions, but it does happen. In a tournament situation, the Head Judge is final.

Q: Can you pre-Side Deck before beginning a match?

A: You may ONLY use your Side Deck between Duels of a match, i.e., between Duel #1 & #2 and between Duel #2 & #3. Your deck MUST return to its original state prior to each separate match.

Q:What situations can create a Draw?

A:• Ring of Destruction" could be used to create that very situation. (A tie game at 0 Life Points for each player)
• Last Turn" can lead to draws by its mechanics. (Both players controlling a monster at the end of the turn.)
• Tremendous Fire" could lead to a draw if both players Life Points are sufficiently low.
Ties are rare in this game.

Q:With the card errata for some cards , can a player mark the card in some way to identify the errata without violating the rules?

A:Players cannot place stickers onto the cards.

Players may not artistically modify cards if it obstructs the cards name or values.

These should be covered in the Tournament Rules when they are released.

Q: Please describe a Targeting Effect and how to identify one

A: A Targeting Effect is one where you as the one who activates the effect decides the target at activation.

For example, Man-Eater Bug when flipped has the controller pick a target to be destroyed. If the target is removed before the effect resolves, the effect will resolve without effect and the effect is lost.

Compare this to Fissure, which is not a Targeting Effect. This card, when activated, destroys the monster on the opponent's field with the lowest ATK value at the resolution of the effect. Even though it may seem obvious what the monster would be at activation, you as the controller of Fissure still don't have any control over what monster it destroys. For example, if you activate Fissure with the only monster on the opponent's field being Dark Magician (2500 ATK), and your opponent chains to the activation of Fissure with Scapegoat, when Fissure resolves, the monster with the lowest ATK will no longer be the Dark Magician (2500 ATK), but instead will be a Sheep Token (0 ATK), which will be destroyed instead.

The following is the Priority List as of February 27, 2004:

All XYZ Fusion Monsters

Amazon Archer

Cannon Soldier

Catapult Turtle

Exiled Force

Hysteric Fairy

Jowgen the Spiritualist

Magical Scientist

Possessed Dark Soul

Throwstone Unit

Tribe-Infecting Virus

Wave-Motion Cannon