

KONAMI

ENGLISH EDITION



OFFICIAL RULEBOOK

VERSION 7.1

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What is the Yu-Gi-Oh! TRADING CARD GAME?

With the Yu-Gi-Oh! TRADING CARD GAME you can take part in the exciting card game action seen in the family of Yu-Gi-Oh! TV and comic mega-hits, including Yu-Gi-Oh! 5D's.

In this game, two players Duel each other using a variety of Monster, Spell, and Trap Cards to defeat their opponent's monsters and be the first to drop the other's Life Points to 0.

Everything you need to start playing is in this Deck, but there are thousands more cards to choose from, so collecting additional cards in Booster Packs will let you customize your Deck and increase your chances of winning!

This is the official Yu-Gi-Oh! TRADING CARD GAME rulebook. It's important to learn how to play correctly, so you should read this rulebook before playing if you're new to the game. Understanding the rules will help you make the best use of your cards, so keep the rulebook handy during your first few games. You can also visit www.yugioh-card.com for answers to frequently asked questions and an interactive game demonstration.

ABOUT THE GAME

CREATE YOUR OWN DECK

With thousands of cards to choose from, you can create and customize your own Deck with your favorite cards. Every Duelist will have their own unique Deck, completely different from every other Duelist's Deck, which makes it really exciting to play!

BATTLE WITH FANTASTIC MONSTERS & GREAT COMBOS

Even if a card does not have enough power on its own, it may become powerful when combined with other cards. It's fun to collect all the different cards available and create your own combos, then unleash them in a Duel.



POWER UP YOUR DECK WITH BOOSTER PACKS

Booster Packs are released every few months, bringing new cards and new combos to add new strength to your Deck. Duels evolve every time a new Booster Pack is released, keeping your Duels cool and exciting.



I

Getting Started

Things you need to Duel

■ Deck (40 to 60 cards)

Assemble your favorite cards into a Deck that follows these rules:

- The Deck must be 40 to 60 cards.
- You can only have up to 3 copies of the same card in your Deck, Extra Deck and Side Deck combined.

Also, some cards are Forbidden, Limited or Semi-Limited in official tournaments. (See page 42 for details.)

Try to keep your Deck close to the 40 card minimum. Having a Deck with too many cards makes it hard to draw your best cards when you need them. This Deck is called your Main Deck.

■ Extra Deck.....(0 to 15 cards)

This Deck consists of Synchro Monsters and Fusion Monsters, which can be used during the game if you meet certain requirements. The rules for Extra Decks are:

- You can have up to 15 cards in the Extra Deck.
- The Extra Deck can only contain Synchro Monsters and Fusion Monsters.
- These cards are not counted towards the 40 card minimum limit of your Main Deck.

■ Side Deck(0 to 15 cards)

This is a separate Deck of cards you can use to change your Deck during a Match. After each Duel in a Match, you can swap any card from your Side Deck with a card from your Deck and/or Extra Deck to customize your strategy against your opponent. The number of cards in your Side Decks must not exceed 15. The number of cards in your Side Deck before and after you swap any cards must be exactly the same.

■ Additional items you may need

Coin

Some cards require a coin toss. If you play with these, have a coin ready to flip.

Dice

Just like the coin, there are some cards that need a die roll. If you play with these, have a standard die ready with numbers 1 through 6.

Counters

Some cards will require markers (called counters) to keep track of things like the number of turns, or a card's power level. You can use small objects like glass beads, paper clips, or pennies for the counters, which are then placed on these face-up cards.

Monster Tokens

Tokens are used to represent monsters that can be created by card effects. Any object used for a Token needs to have two distinct ways to place it that can clearly indicate the monster's Battle Position. (See page 42 for details.)

■ Items which can help during a Duel

Calculator

Life Points change quickly during a Duel. It's smart to use a calculator to keep track of your Life Points. During important Duels, you should track your Life Points on paper as well to be extra-careful.

Card Sleeves

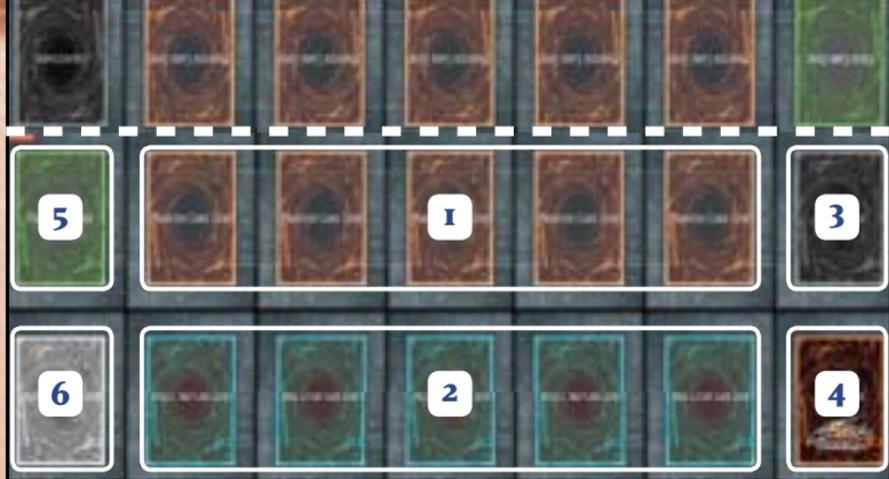
Plastic sleeves can prevent your cards from getting bent or scratched. If you use card sleeves, they all have to be the same so your cards aren't marked.

The Game Mat

The Game Mat helps you organize your cards during a Duel. When you use your cards you place them on the Game Mat. Different kinds of cards are placed in different Zones.

Each Duelist needs their own Game Mat; place them together while Dueling. This combined space is known as "the field." The Game Mat contained in this product is just for your half of the field. The cards you "control" are the cards on your side of the field.

You can also Duel without using the Game Mat as long as you remember where to place the cards.



1

Monster Card Zone

This is where you put your monsters when they're played. You can have up to 5 cards here. There are 3 main ways to position your Monster Cards: face-up Attack Position, face-up Defense Position, and face-down Defense Position. Place the card vertically for Attack Position, and horizontally for Defense Position.

2

Spell & Trap Zone

This is where you put Spell and Trap Cards. You can have up to 5 cards here. You place them here face-up to activate them, or place them face-down. Because a Spell Card is placed in this zone when it is activated, no further Spell Cards can be used if all 5 spaces are occupied already.

3

Graveyard

When Monster Cards are destroyed, and when Spell & Trap Cards are used, they're sent face-up to this space. The contents of both players' Graveyards are public knowledge, and your opponent can look through yours at any time during the Duel. The order of the cards in the Graveyard should not be changed.

4

Deck Zone

Your Deck is placed face-down in this space. Players draw cards from here to their hands. If a card effect requires you to reveal cards from your Deck, or look through it, shuffle it and put it back in this space after resolving the effect.

5

Field Spell Zone

Special Spell Cards called Field Spell Cards are played here. Only 1 Field Card can be active at a time. Whenever a new Field Spell Card is activated, the previous active one is automatically destroyed. Field Spell Cards do not count towards the 5-card limit of your Spell & Trap Zone.

6

Extra Deck Zone

Place your Extra Deck face-down in this space. You can look at the cards in your own Extra Deck during the game. This area was formerly for the Fusion Deck. Any card effects applied to the Fusion Deck are now applied to the Extra Deck.

Monster Cards

HOW TO READ A CARD

1 Card Name



3 Attribute

2 Level

7 Card Description

4 Type

5 Card Number

6 ATK (Attack Points)
DEF (Defense Points)

1 Card Name

This is the card's name. When a card name is mentioned in card text it appears in quotations. If cards have the same name, they are considered to be the same card.

2 Level

Count the number of stars here to find out the monster's Level. In order to Normal Summon a monster that is Level 5 or higher, you must Tribute monsters you have on the field.

3 Attribute

There are 6 different Attributes a monster can have. This Attribute is sometimes important for card effects.



4 Type

Monsters are divided into various Types. Some monsters with specific abilities will have additional information here too, next to their Type.

5 Card Number

A card's identification number is found here. This number is useful for collecting, and for sorting your collection.

6 ATK (Attack Points) / DEF (Defense Points)

ATK is a monster's Attack Points and DEF is a monster's Defense Points. High Attack and Defense Points are good when battling!

7 Card Description

Card effects are written here, describing the monster's special abilities and how to use them. Normally, the effects of monsters cannot be used while they are Set face-down on the field. Yellow Normal Monster Cards do not have effects, and have a description of them written here that does not affect the game.

WHAT IS A MONSTER CARD?

Monster Cards are used to battle and defeat your opponent. Battles between Monster Cards are the foundation of any Duel.

There are many kinds of Monster Cards. This game is more than a simple slugfest, so monsters with high Attack and Defense Points will not be enough. There are also monsters with strong special effects even though their ATK and DEF points are low. Therefore, your success in a Duel depends on how skillfully you can make use of the different kinds of cards. Let's take a look at the different kinds of monsters.



«« Normal Monsters

These are basic Monsters. Cards without special abilities. Many Normal Monsters have higher Attack Points and Defense Points than Effect Monsters, instead of having special abilities.



«« Effect Monsters

An Effect Monster is a monster that has special abilities.

The effects of these monsters are split into five categories:

- Flip Effect
- Continuous Effect
- Ignition Effect
- Trigger Effect
- Quick Effect

■■■■ Flip Effect ■■■■

This is an effect that is activated when a face-down card is flipped face-up. This can happen when it is Flip Summoned, attacked while face-down, or flipped face-up by a card effect. These effects start with the word "FLIP:" on the card.

When you have a face-down monster, your opponent must be wary because they don't know if it has a Flip Effect or not.

Example **FLIP:** Destroy 1 monster your opponent controls.

Continuous Effect

This effect is active while the Effect Monster Card is face-up on the field. The effect starts when the face-up monster appears on the field, and ends once that monster is gone or is no longer face-up; there is no trigger for its activation. These monsters are most useful if you have a strategy to protect them while they are on the field.

Example

Monsters with 2000 or less ATK cannot declare an attack.

Ignition Effect

You use this type of effect just by declaring its activation during your Main Phase. (See Turn Structure, page 26.) There are some Ignition Effects that have a cost to activate, like discarding cards from your hand, Tributing a monster, or paying Life Points. Because you can choose when to activate this type of effect, it's easy to create combos with them.

Example

You can Tribute this card to destroy 1 monster on the field.

Trigger Effect

These effects are activated at specific times, such as "during the Standby Phase" or "when this monster is destroyed." These cards can make for some great combos, but it's easier for your opponent to predict what will happen, so they might try to stop you.

Example

When this card is destroyed by battle and sent to the Graveyard, destroy 1 card on the field.

Quick Effect

These are special monster effects that you can activate even during your opponent's turn. These types of effects have a Spell Speed of 2, even though all other monster effects have a Spell Speed of 1. (See Spell Speed, page 39.) Since it's difficult for your opponent to predict these cards, they can give them an unexpected surprise.

(Formerly called Multi-Trigger Effects.)

Example

You can activate this effect during either player's turn.



«« Synchro Monsters

Synchro Monsters are placed in the Extra Deck, separate from the Main Deck. You can Special Summon a powerful Synchro Monster to the field in an instant just by using the Levels of your monsters. They can be Synchro Summoned from the Extra Deck by sending 1 face-up "Tuner" monster and any number of face-up non-Tuner monsters from your side of the field to the Graveyard, when the sum of all their Levels is exactly equal to the Level of the Synchro Monster.



«« Tuner Monsters for Synchro Summon

In order to Synchro Summon a Synchro Monster, you need 1 Tuner (look for "Tuner" next to its Type). The Tuner Monster and other face-up monsters you use for the Synchro Summon are called Synchro Material Monsters. The sum of their Levels is the Level of Synchro Monster you can Summon.

----- How to Synchro Summon -----

- 1 During your Main Phase, you can declare a Synchro Summon when the combined total Levels of 1 face-up Tuner Monster and any number of other face-up monsters you control are equal to the Level of the Synchro Monster you want to Synchro Summon.
- 2 After double-checking the Level of the Synchro Monster you want, send the face-up Synchro Material Monsters from your side of the field to the Graveyard. Remember, only 1 can be a Tuner Monster.
- 3 After sending the monsters from the field to the Graveyard, take the Synchro Monster from your Extra Deck and play it onto the field in face-up Attack Position or face-up Defense Position.





«« Fusion Monsters

Fusion Monsters are also placed in your Extra Deck (not in your Main Deck). They are Summoned by using the specific monsters listed on the card (called Fusion Material Monsters) combined with the Spell Card "Polymerization." They usually have special abilities and very high Attack Points as well.

----- How to Fusion Summon -----

If you have all the Fusion Material Monsters listed on the Fusion Monster Card (either on the field or in your hand) you can activate "Polymerization," placing it in your Spell & Trap Card Zone.

After sending the Fusion Material Monsters to the Graveyard, take the appropriate Fusion Monster from your Extra Deck and play it onto the field in either face-up Attack or Defense Position. Finally, place the "Polymerization" card in the Graveyard.

Remember that in order to use a Fusion Monster during a Duel it needs to be in your Extra Deck. Since Fusion Summons require specific cards, be sure and include those necessary cards in your Main Deck!



«« Ritual Monsters

Ritual Monsters are special monsters that are Special Summoned with a specific Ritual Spell Card, along with a required Tribute. Ritual Monster Cards are placed in the Main Deck and cannot be Summoned unless you have all the proper cards together in your hand or on the field. Ritual Monsters generally have high ATK and DEF and some have special abilities, just like Fusion Monsters.

----- How to Ritual Summon -----

When you have a Ritual Spell Card, along with the matching Ritual Monster Card, in your hand, along with the required Tribute (as listed on the Ritual Spell Card), you can activate the Ritual Spell Card, placing it in the Spell & Trap Card Zone.

If the activation of the Ritual Spell Card is successful, Tribute monsters by sending them from your hand or the field to the Graveyard. The Ritual Spell Card will list the required amount to Tribute.

After sending the Tributed Monsters to the Graveyard, play the Ritual Monster Card onto the field in either face-up Attack or Defense Position. Finally, place the Ritual Spell Card in the Graveyard.



Summoning Monster Cards

There are several ways to play monsters onto the field. These ways can be categorized into 2 groups: actions that can be done only once per turn, and actions that can be done multiple times per turn.

■ Normal Summon (and Tribute Summon)

This is the most common way to Summon a monster. Simply play a Monster Card from your hand onto the field in face-up Attack Position. All Normal Monsters, and most Effect Monsters (unless they have a specific restriction), can be Summoned in this way.

However, for monsters that are Level 5 or higher, you must Tribute at least 1 monster you control before the Normal Summon. This is called a Tribute Summon. Monsters that are Level 5 or 6 require 1 Tribute and Monsters that are Level 7 or higher require 2 Tributes.

Level 5, 6	Level 7 or higher
1 Tribute	2 Tributes

■ Set

To play a Monster Card from your hand in face-down Defense Position is called a Set. In order to Set Monsters that are Level 5 or higher, you still need to Tribute.

It's important to remember that a monster Set on the field in face-down Defense Position IS NOT considered Summoned. It has been Set and can be Summoned with a Flip Summon or flipped face-up by an attack or card effect. Remember, you can only Normal Summon OR Set once per turn, so if you Set a monster you cannot Normal Summon a monster that turn.

(Note: you cannot play a monster from your hand onto the field in face-up Defense Position.)

■ Flip Summon

You can change a face-down Defense Position Monster into face-up Attack Position, without using a card effect. This is called a Flip Summon. When you Flip Summon, you cannot change the monster to face-up Defense Position, only to face-up Attack Position. A Monster Card cannot be Flip Summoned in the same turn that it was Set onto the field. You cannot use most monsters' effects until they are face-up.

■ Special Summon

Some monsters can be played onto the field without being Normal Summoned or Set. This is called a Special Summon. Synchro Summons, Fusion Summons and Ritual Summons are all Special Summons. Some Effect Monsters also have specific conditions that allow you to Special Summon them. These monsters are considered "Special Summon Monsters." Unless otherwise specified, a Special Summoned monster is played onto the field in your choice of face-up Attack Position or face-up Defense Position.

■ Special Summon with a Card's Effect

Monsters can also be Special Summoned onto the field through the effect of another card. This is different from "Special Summon Monsters." You cannot use a card effect to Special Summon those monsters from your hand, Deck, or the Graveyard unless it was properly Special Summoned first. For example, if a Synchro Monster is sent from your Extra Deck to the Graveyard without being Synchro Summoned, you cannot use a Spell Card to Special Summon it from the Graveyard, because Synchro Monsters have to be properly Special Summoned first, before they can be Special Summoned by another card's effect.

Spell & Trap Cards

HOW TO READ A CARD



1 Card Name

Remember, cards with the same name are considered to be the same card, and you can only have up to 3 copies of the same card in your Main Deck and Side Deck combined.

2 Type

Instead of having an Attribute symbol like Monster Cards, a Spell Card has the "SPELL 魔" symbol and a Trap Card has the "TRAP 罨" symbol.

3 Icon

There are 6 types of icons that represent special properties a Spell or Trap Card may have. Spell and Trap Cards without an icon are called Normal Spell Cards or Normal Trap Cards.



Equip



Field



Quick-Play



Ritual



Continuous



Counter

4 Card Description

Each card's activation conditions and effects are provided here. Read the card description carefully and follow the instructions.

5 Card Number

A card's identification number is found here. This number is useful for collecting, and for sorting your collection.



« Spell Cards

Spell Cards can normally be activated only during your Main Phase, and help you out with different effects. Spell Cards have many powerful effects, like destroying other cards or strengthening monsters. Save these cards in your hand until you can get the best results out of them.

Normal Spell Cards

Normal Spell Cards have single-use effects. To use a Normal Spell Card, announce its activation to your opponent, placing it face-up on the field. If the activation succeeds, then you resolve the effect written on the card. After resolving the effect, send the card to the Graveyard.

Ritual Spell Cards

These Spell Cards are used to perform Ritual Summons. Use these cards in the same way as you would use Normal Spell Cards.

Continuous Spell Cards

These cards remain on the field once they are activated, and their effect continues while the card stays face-up on the field. By using Continuous Spell Cards, you can create lasting positive effects with a single card, which is great but there's the chance that the opponent will remove it from the field before you benefit from the effect.

Equip Spell Cards

These cards give an extra effect to 1 face-up monster of your choice (either your own or your opponent's, depending on the card). They remain on the field after they are activated. The Equip Spell Card affects only 1 monster (called the equipped monster), but still occupies one of your Spell & Trap Card Zones. If possible, place it in the zone directly behind the equipped monster to help you remember. If the equipped monster is destroyed, flipped face-down, or removed from the field, its Equip Cards are destroyed.

Field Spell Cards

These cards are placed in the Field Card Zone and remain on the field after they are activated. There can only be 1 face-up Field Spell Card on the field at any given time between both players. When a new Field Spell Card is activated, the previous active Field Spell Card is destroyed automatically.

These cards may be placed face-down in the Field Card Zone, but are not active until flipped face-up.

Quick-Play Spell Cards

These are special Spell Cards that can be activated during any Phase of your turn, not just your Main Phase. You can also activate them during your opponent's turn if you Set the card face-down first, but then you cannot activate the card in the same turn you Set it.



◀◀ Trap Cards

Trap Cards will help you out with different effects, just like Spell Cards. The big difference between them is that you can activate Trap Cards during your opponent's turn. Many Spell Cards have effects useful for offense, but Trap Cards have the ability to surprise the opponent by disrupting their attacks and strategies. Using Trap Cards can sometimes be tricky, since your opponent might have to do certain things before you can unleash them.

Normal Trap Cards

Before you can activate a Trap Card, you must Set it on the field first. You cannot activate a Trap in the same turn that you Set it, but you can activate it at any time after that—starting from the beginning of the next turn.

Normal Trap Cards have single-use effects and once their effects are resolved, they will be sent to the Graveyard, just like Normal Spell Cards. They are also similar to Normal Spell Cards because once activated, their effects are not likely to be stopped. However, your opponent can destroy your face-down Trap Cards on the turn they were Set, or before the time is right to activate them. Because of this, you must be smart about how you use your Trap Cards.

Continuous Trap Cards

Just like Continuous Spell Cards, Continuous Trap Cards remain on the field once they are activated and their effects continue while they are face-up on the field. Some Continuous Trap Cards have abilities similar to the Ignition Effects or Trigger Effects that can be found on Effect Monster Cards.

Continuous Trap Cards can have effects that limit your opponent's options, or that slowly damage your opponent's Life Points.

Counter Trap Cards

These Trap Cards are normally activated in response to the activation of other cards, and may have abilities like negating the effects of those cards. These types of Traps are effective against Normal Spell Cards or Normal Trap Cards, which are otherwise hard to stop, however many Counter Trap Cards require a cost to activate them.

■ The Difference Between Set Spell Cards and Set Trap Cards

Spell Cards can be Set face-down on the field like Trap Cards. However, the rules for the two types of cards are different. Spell Cards can be activated during the Main Phases even in the same turn that you Set them (except for Quick-Play Spell Cards). Setting them does not allow you to use them on your opponent's turn; they still can only be activated during your Main Phase.

You can Set a Spell Card face-down on the field to bluff your opponent into thinking you have a powerful Trap.

Let the Duel Begin!

How to Duel and How to Win

A single game is called a Duel, and a Duel ends when one player wins or the game ends in a draw. Duels are played in sets of 3 called a Match, and the winner of best 2-out-of-3 wins the Match.

Winning a Duel

Each player starts a Duel with 8000 Life Points. You win a Duel if: you reduce your opponent's Life Points to 0; if your opponent is unable to draw a card; or if a card's special effect says you win. If you and your opponent both reach 0 Life Points at the same time, the Duel is declared a draw.

Victory Conditions

- Reduce your opponent's Life Points to 0.
- Your opponent is unable to draw a card when they are supposed to draw.
- Win with a card's special effect.

Preparing to Duel

Before starting a Duel, follow these 4 steps. Also, make sure you have all your extra items that your Deck might need, like a coin or counters.

1

After greeting your opponent, shuffle your Deck thoroughly. Then you may shuffle and cut your opponent's Deck (be careful when touching your opponent's cards).

2

After cutting, place the Decks face-down in the proper Deck Zones on the field. If using an Extra Deck with Synchro Monsters or Fusion Monsters, place it face-down in the Extra Deck Zone.

3

Both players show each other their Side Decks, and record the number of cards in it, also confirming that they have 15 or fewer cards (the cards should be counted face-down). If you exchange cards between your Side and Main Decks after a Duel, count the cards of your Side Deck for your opponent again to show that the number of your cards remain the same.

4

Play rock-paper-scissors or flip a coin. The winner decides to go first or second in the Duel. For your next Duels, the loser of the previous Duel decides who goes first. If the previous Duel ended in a tie, determine who starts first in the next Duel with another coin toss, etc.

Finally, draw 5 cards from the top of your Deck; this is your starting hand.

Starting with the first player, it's time to Duel!

Turn Structure

A Duel progresses in a series of turns which are divided into phases.

■ Turns

During a Duel, players alternate taking turns. Each player's turn consists of up to six phases.

■ Phases

You move through the phases of your turn in the order shown on the right. You can only do certain things during each phase, as detailed in this chapter.

Prepare to Duel

1st Player's turn

Draw Phase

Standby Phase

Main Phase 1

Battle Phase

Main Phase 2

End Phase

If no battles are conducted

2nd Player's turn

Draw Phase

This is the first phase. The player whose turn it is (the "turn player") draws 1 card from the top of their Deck. A player with no cards left in their Deck and unable to draw loses the Duel. After you draw, Trap Cards or Quick-Play Spell Cards can be activated before proceeding to the Standby Phase.

Main Action in this Phase	Draw 1 Card
Possible Other Actions	Activate Trap Cards, Quick-Play Spell Cards, etc.

Standby Phase

Some cards have effects that activate, or costs you must pay, in the Standby Phase. If you do not have any of these cards on the field, you can still activate Trap Cards or Quick-Play Spell Cards before moving on to your Main Phase 1.

Main Action in this Phase	Resolve card effects that happen in this phase
Possible Other Actions	Activate Trap Cards, Quick-Play Spell Cards, etc.

Main Phase 1

This is when you play most of your cards: you can Normal Summon, Set, or change the battle position of a monster, activate a card's effect, and Set Spell and Trap Cards. These actions can be done in any order you want, but some actions have restrictions.

Possible Actions in this Phase

Summon or Set a Monster

There is no limit to the number of times you can Flip Summon or Special Summon during a turn, but you can only Normal Summon or Set a monster (including a Tribute Summon) once per turn.

Change Your Monsters' Battle Positions

This includes Flip Summoning a monster, or changing the position of a face-up monster to face-up Attack or Defense Position. You can change the position of each monster you control, except in three cases. 1. You cannot change the battle position of a monster that was played onto the field this turn. 2. You cannot change it in Main Phase 2 if the monster attacked during the Battle Phase. 3. You cannot change it if you have already changed its battle position once this turn.

Active a Card or Effect

You can activate Spell and Trap Cards, or the effects of Spell, Trap, or Effect Monster Cards as many times as you want during this phase, as long as you can keep paying any costs involved.

Set Spell Cards & Trap Cards

You can Set Spell and Trap Cards face-down in your Spell & Trap Card Zone during this phase, as long as you have space.

Battle Phase

Now it's time to battle with your Monster Cards! This phase is divided into steps.

You do not have to conduct a Battle Phase every turn. Even if you have a monster on the field, you can choose to either enter the Battle Phase, or to proceed to the End Phase.

Possible Actions in this Phase

Battle with Monsters
Activate Trap Cards and Quick-Play Spell Cards

1 Start Step

Flow of the Battle Phase

2 Battle Step

3 Damage Step

4 End Step

The Battle Phase is split into 4 steps and is conducted in the order shown in the diagram. The Battle Step and Damage Step are repeated each time you attack with a monster.

1 Start Step

This step starts the Battle Phase. The turn player should announce "I'm entering the Battle Phase." IMPORTANT: The player who goes first cannot conduct a Battle Phase in their very first turn.

2 Battle Step

Select 1 monster on your side of the field to attack with, and 1 of your opponent's monsters as your attack target, and then declare the attack. If your opponent does not have any monsters on the field, you can attack directly. Play then proceeds to the Damage Step. Afterwards, the attacking player returns to the Battle Step, and repeats this procedure. Each face-up Attack Position monster you control is allowed 1 attack per turn. You do not have to attack with a monster if you don't want to.

3 Damage Step

In this step, the players calculate the result of the battle and whatever damage is done. (See "Monster Battle Rules", page 34.) After finishing the Damage Step, return to the Battle Step.

4 End Step

After you've resolved all your battles by repeating the Battle and Damage Steps, and you have no more monsters you want to attack with, announce to your opponent that you are ending your Battle Phase.

■ Replay Rules during the Battle Step

After you've announced your attacking monster and the attack target monster during a Battle Step, the attack target might be removed from the field, or a new monster may be played onto the opponent's side of the field before the Damage Step, due to a card's effect. This causes a "Replay." When this occurs, you can choose to attack with the same monster again, or choose to attack with a different monster, or choose not to attack at all. Note that if you attack with a different monster, the first monster is still considered to have declared an attack, and it cannot attack again this turn.

Declare your attacking monster and your attack target monster.

The monsters your opponent controls change before the Damage Step.

A replay happens!
Re-select a target monster.

Main Phase 2

If you conducted your Battle Phase, your turn moves to Main Phase 2 afterwards. The actions a player can perform in this phase are the same as in Main Phase 1. However, if the player already did something in Main Phase 1 that has a limit to the number of times it can be done, the player cannot do it again in Main Phase 2. Consider if you want to activate and Set Spell & Trap Cards, or Summon or Set a monster (if you didn't do that in Main Phase 1) based on your situation after the Battle Phase. Use this phase to prepare for the opponent's turn.

Possible Actions in this Phase

Summon or Set a Monster
Change your Monsters' Battle Positions
Active a Card or Effect
Set Spell Cards & Trap Cards

End Phase

Announce the end of your turn, and if there are any cards on the field which say "...during the End Phase..." in their text, resolve those effects in this phase. If you have more than 6 cards in your hand at the end of this phase, select and discard cards to the Graveyard until you only have 6 cards in your hand.

Actions in this Phase

Resolve card effects which activate in this phase
Discard if you have more than 6 cards in hand

Possible Other Actions in this Phase

Activate Trap Cards and Quick-Play Spell Cards

Monster Battle Rules

DAMAGE STEP RULES

During the Damage Step, there are limits on what cards you can activate. Also, during the Damage Step, Flip Effects resolve a bit differently than they normally do.

■ Limitations on Activating Cards

During the Damage Step, you can only activate Counter Trap Cards, or cards with effects that directly change a monster's ATK or DEF. Also, these cards can only be activated up until the start of damage calculation.

■ Attacking a Face-Down Card

If you attack a face-down Defense Position monster, flip the card to face-up Defense Position in the Damage Step. Now you can see the monster's DEF and then calculate damage.

■ Activation of a Flip Effect

When an attacked monster is flipped face-up, any Flip Effects are activated and resolved after damage calculation. If you need to select a monster for the Flip Effect to target, you cannot target a monster that has already been destroyed during damage calculation.

DETERMINING DAMAGE

You calculate Battle Damage based on the battle position of the monster you are attacking. If you attack an Attack Position monster, compare ATK vs. ATK. If you attack a Defense Position monster, compare your monster's ATK vs. the attacked monster's DEF.

When You Attack an Attack Position Monster

ATK of Attacking
Monster

VS.

ATK of Opponent's
Monster

WIN

When your attacking monster's ATK is higher than the ATK of the opponent's monster, the attacking monster destroys the opponent's monster and sends it to the Graveyard.

The amount that your attacking monster's ATK exceeds the ATK of your opponent's monster is subtracted from your opponent's Life Points as Battle Damage.

TIE

When your attacking monster's ATK is equal to the ATK of the opponent's monster, the result is considered a tie, and both monsters are destroyed.

Neither player takes any Battle Damage.

LOSE

When your attacking monster's ATK is lower than the ATK of the opponent's monster, the attacking monster is destroyed and sent to the Graveyard.

The amount that the opponent's monster's ATK exceeds the ATK of your attacking monster is subtracted from your Life Points as Battle Damage.

When You Attack a Defense Position Monster

ATK of Attacking
Monster

VS.

DEF of Opponent's
Monster

WIN

When your attacking monster's ATK is higher than the DEF of the opponent's monster, the attacking monster destroys the opponent's monster and sends it to the Graveyard. Neither player takes any Battle Damage.

TIE

When your attacking monster's ATK is equal to the DEF of the opponent's monster, neither monster is destroyed. Neither player takes any Battle Damage.

LOSE

When your attacking monster's ATK is lower than the DEF of the opponent's monster, neither monster is destroyed. The amount that the opponent's monster's DEF exceeds the ATK of your attacking monster is subtracted from your Life Points as Battle Damage.

If Your Opponent Has No Monsters

If there are no monsters on your opponent's side of the field, you can attack directly. The full amount of your attacking monster's ATK is subtracted from the opponent's Life Points as Battle Damage.

Chains and Spell Speed

WHAT IS A CHAIN?

Chains are a way to order the resolution of multiple card effects. They are used when the effects of more than 1 card are activated at once (see page 43), or when a player wants to use an effect after a card has been played, but BEFORE that card has an effect on the game.

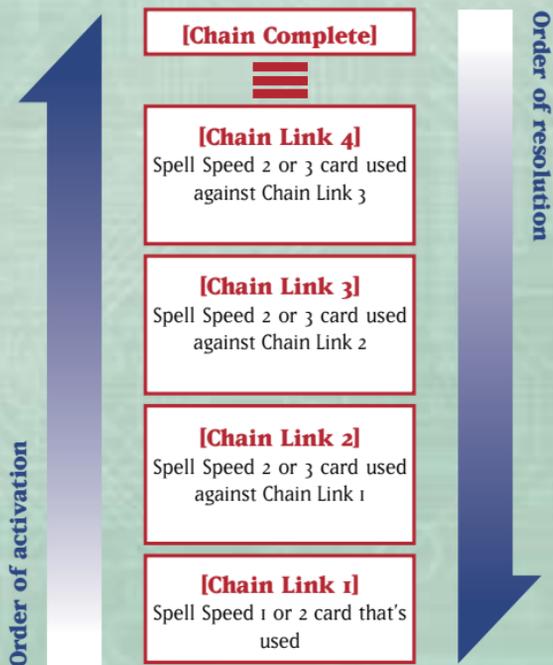
If a card's effect is activated, the opponent is always given a chance to respond with a card effect of their own, creating a Chain. If your opponent responds with an effect, then you can choose to respond and add another effect to the Chain. If your opponent does not respond, you may activate a second effect and create a Chain to your own card's activation. Both players continue to add effects to the Chain until they both wish to add nothing else, then you resolve the outcome in reverse order — starting with the last card that was activated.

You must always be careful not to resolve the effects of your cards before asking your opponent if they wish to make a Chain.

SPELL SPEED

Every type of card effect has a Spell Speed between 1 and 3. If you want to respond to a card effect in a Chain, you have to use an effect with Spell Speed 2 or higher, and it cannot have a lower Spell Speed than the effect you are responding to. Please see page 39 for an introduction to each type of card's Spell Speed.

How a Chain Works



As shown in the diagram above, the first effect activated is Chain Link 1. The next effect is Chain Link 2, and so on. Every time a new Chain Link is made, they are stacked up in the order that the cards are activated. Once the Chain is completed, the outcome is resolved starting with the most recent card to be activated at the top of the Chain and proceeding down to Chain Link 1.

Spell Speeds

Spell, Trap, and Effect Monster effects have different Spell Speeds. There are Spell Speeds from 1 to 3. You can only respond with an effect if it is Spell Speed 2 or higher, and has an equal or greater Spell Speed than the effect on the Chain Link before it.

■ Spell Speed 1

Spells (Normal, Equip, Continuous, Field, Ritual),
Effect Monster's effects (Ignition, Trigger, and Flip)

This is the slowest of all Spell Speeds. These cards cannot be activated in response to any other effects. Typically, these effects cannot be Chain Link 2 or higher, unless multiple Spell Speed 1 effects are activated simultaneously.

■ Spell Speed 2

Traps (Normal, Continuous), Quick-Play Spells,
Effect Monster's Quick Effects

These cards can be used to respond to a Spell Speed 1 or 2 effect, and can typically be activated during any phase.

■ Spell Speed 3

Counter Trap

This is the fastest of all Spell Speeds and can be used to respond to a card of any Spell Speed. Only another Spell Speed 3 card may be used to respond to these cards.

EXAMPLE OF A CHAIN

Player A plays "Heavy Storm" and Player B responds by activating their Set "Threatening Roar." Then, Player A responds to that by activating "Seven Tools of the Bandit."

In this case, Chain Links are stacked up as seen below.

Chain Link 3 "Seven Tools of the Bandit" Spell Speed 3
Negates the effect of "Threatening Roar"

Chain Link 2 "Threatening Roar" Spell Speed 2
Prevents the opponent from declaring attacks this turn.

Chain Link 1 "Heavy Storm" Spell Speed 1
Destroys all Spell and Trap Cards on the field.

"Seven Tools of the Bandit" (Chain Link 3) is resolved first and negates the activation of "Threatening Roar."

"Threatening Roar" (Chain Link 2) would then be resolved, but the effect of "Seven Tools of the Bandit" stops its activation. The turn player will still be able to declare attacks.

Then the effect of "Heavy Storm" (Chain Link 1) is resolved successfully, destroying all Spell and Trap Cards on the field, allowing the turn player to attack without interference from Spell or Trap Cards.

TURN PLAYER'S PRIORITY

The turn player always starts with Priority, or the choice to activate a card first, in each phase or step of their turn. As long as the turn player has Priority, the opponent cannot activate cards or effects, except for effects that activate automatically, like Trigger or Flip effects.

The turn player can either:

- Use Priority to play a card or activate an effect OR
- Pass Priority to the opponent so they can activate an effect.

A player must pass Priority to the opponent when moving on to the next phase or step. Strictly speaking, you would always declare that you're passing Priority before the end of every phase and step, and ask your opponent if they wish to play a card. However, for ease of play, announcing the end of your phases or steps implies giving up Priority. Therefore, when announcing the end of a phase, your opponent can just say "Before the end of your phase, I activate this card" and use a card.

- The turn player starts with Priority to activate a card or effect first.
- After a card's activation, and at the end of each phase or step, Priority passes to the opponent.

■ Limited Cards

Normally, your Deck (including Extra Deck and Side Deck) can contain up to 3 copies of a card that has the same name. However, certain cards have specific quantity restrictions that further limit the number that can be included in a Deck.

There are 3 types of restrictions: Limited cards are restricted to 1 copy in a Deck, while Semi-Limited Cards are restricted to 2 copies in a Deck. Forbidden cards are not allowed to be included at all. The list of Forbidden and Limited cards is updated regularly and is posted on the Yu-Gi-Oh! TCG Official Website.

This list is applied to official tournaments so please check it before participating.

Official Website: www.yugioh-card.com

■ Monster Tokens

Monster Tokens are monsters that appear on the field as the result of a card's effect. They are not included in the Deck, and cannot be sent anywhere other than the field, such as the hand or Graveyard. When a Token is destroyed or returned to the hand or deck, they are simply removed from the field instead.

You can use official Token cards or use coins, card sleeves, or any similar marker (as long as it can indicate Attack Position or Defense Position) as Monster Tokens and play them in Monster Card Zones. Each Monster Token takes up 1 of your 5 Monster Card Zones. Their battle position is always either face-up Attack Position or face-up Defense Position.



■ Public knowledge

The number of cards in a player's hand and Decks, the cards in their Graveyards, and each player's current Life Points are all public knowledge and both players can verify these things at any time. If asked, you must answer these things to your opponent truthfully. You are allowed to pick up and verify the cards in your opponent's Graveyard but you must ask their permission first. Also, you may not change the order of the cards when verifying their Graveyard.

■ If both players conduct actions simultaneously

For cases like "Each Player selects 1 monster," where both players resolve an effect simultaneously, the turn player resolves the effect first. In this example, after the turn player makes their selection, the other player makes theirs.

■ When multiple cards are activated simultaneously

If effects of Spell Speed 1 cards (like Trigger effects) are activated at the same time, they will be resolved in a special Chain.

This Chain is made starting with the turn player's effects. If there is only 1 effect, that will be Chain Link 1. If there are 2 or more effects, the turn player builds the Chain with their card effects, selecting the order in which they go on the Chain. Then the opponent continues the Chain with their effects. Therefore, the effects will be resolved starting with those of the opponent.

■ Counters

You may need to place these on cards for some card effects. You cannot place counters unless a card effect allows it. Cards may have effects that change with the number of counters on them, or require you to remove counters as a cost. Some counters have specific names, such as "Spell Counter" or "Clock Counter." Other than their names, each individual counter itself does not have any effects.

■ Rules vs. Card Effects

If there is a discrepancy between the basic rules and a card's effect, the card effect takes precedence. For example, a monster can only attack once per turn, but with a card effect, it is possible to attack twice.

■ Actions which Cannot Be Chained To

You can only create a Chain by responding to the activation of a card or effect. Summoning a monster, Tributing, changing a monster's Battle Position and paying costs are not effect activations and therefore you cannot respond to those actions using a Chain.

Glossary

● ATTACK DIRECTLY

Attacking directly means that a monster attacks a player instead of attacking a monster. In this case, the damage to the player will be equal to the monster's ATK. Some monsters have an effect that allows them to attack directly even if the opponent controls a monster.

● BATTLE DAMAGE

Battle Damage is damage inflicted to a player by an attacking monster, or by a battle between two monsters. This is different from damage from the effect of an Effect Monster, Spell Card or Trap Card.

● CARDS ON THE FIELD

When "cards on the field" is written in card text, it means all the cards on the Game Mat other than the Graveyard, Deck, and Extra Deck.

● CONTROL

A card you control is a card on your side of the field. You are the player that gets to make decisions regarding that card. Your opponent can take control of a card away from you with a card effect. In that case the card is moved to your opponent's side of the field. However, if your card that is controlled by your opponent is sent to the Graveyard, or returned to the hand or Deck, it is always returned to the hand or Deck of the card's owner.

●DESTROY

A card is destroyed when it is sent to the Graveyard due to battle between monsters or by an effect that destroys a card. A card that is returned from the field to the hand or Deck, or, that is sent to the Graveyard as a cost or Tribute, is NOT considered "destroyed."

●DISCARD

Discard means to send a card from your hand to the Graveyard. This can happen because of a card effect or by adjusting the number of cards in your hand during the End Phase.

●EFFECT OF CARDS

The effect of a card is the special ability written on it, like the effect of a Spell, Trap, or Effect Monster. Costs that are needed to activate an ability are not part of the effect. The conditions that describe how to play a "Special Summon Monster" are also not an effect.

●EFFECTS THAT COUNT

For effects that count the number of times something happens, like "each time you draw a card(s)," drawing multiple cards at once is counted as 1 time. For example, in the case of "Draw 2 cards" it is counted as 1 draw. The same method of counting is applied for effects like "each time you discard a card(s)" or "each time you receive damage."

●EFFECTS THAT TARGET

Effects that require you to select 1 or more specific cards when activated "target" the selected cards. Players can then decide if they want to respond once they know the target of the effect. A card that affects all cards or all of one kind of card does not target. An effect that requires players to make a selection when the effect is resolving also does not target.

●EQUIP CARD

In addition to Equip Spell Cards, sometimes Trap Cards or Monster Cards are treated as an Equip Card; and the rules about Equip Spell Cards apply to them. The term "Equip Card" includes both those cards and Equip Spells.

●EQUIPPED MONSTER

A monster that is equipped with an Equip Card is an "equipped monster." When this monster is destroyed or flipped face-down, the equipped card loses its target, and is destroyed and sent to the Graveyard.

●FUSION DECK

Older card text may mention the Fusion Deck. This is known as the Extra Deck now, so read the card text as if it said Extra Deck. Card text that mentions Fusion Monsters still only affects Fusion Monsters, it does not include Synchro Monsters unless specified.

●ORIGINAL ATK (OR DEF)

The Original ATK (or DEF) is the number of ATK (or DEF) points printed on the Monster Card. This does not include an increase from an Equip Spell Card or other card effect. If "?" is written as the ATK or DEF, the original ATK or DEF is treated as zero.

●PAY A COST

To pay a cost is an action required in order to activate a card, an effect, or to Summon a monster. Tributing to Tribute Summon a Level 5 monster is an example of a cost. Other common costs are discarding, paying Life Points, or removing cards from play. You have to pay any costs before you declare the activation of the card. Even if the activation of the card is negated, you cannot get a refund of the cost that you have paid.

●RANDOM

When a card effect says to select a card randomly, there is no official way of doing so, but it is fine as long as neither player has a way of knowing which card is being selected.

●REMOVE FROM PLAY

Although a card that has been used is normally sent to the Graveyard, a card which is removed from play is separated from the field instead. Normally you cannot use it again during the current Duel. You must return a card that was removed from play to your Deck and use it for the next Duel.

●REVEAL

When an effect says to reveal a card, you show it to both players. You may have to reveal a face-down card, a card from your hand, or from the top of your Deck. Revealing a card does not activate the card or its Flip Effect. Normally, revealed cards are returned to their original position after being looked at by both players.

●SEARCH YOUR DECK

Whenever an effect instructs you to add a card from your Deck to your hand, or to Special Summon a monster from your Deck, you can pick up your Deck and search through it for the appropriate card. You must shuffle your Deck after any time you search it and let your opponent shuffle or cut. You cannot activate an effect to search your Deck for a card if there are no cards that meet the requirements in your Deck.

●SEND TO THE GRAVEYARD

A card can be sent to the Graveyard in various ways. Destroying a card, discarding, and Tributing a monster are all actions that send a card to the Graveyard, and will normally activate "When this card is sent to the Graveyard..." Trigger Effects.

●SET

Playing a card face-down is called a Set. For Monster Cards, playing it in face-down Defense Position is called a Set. Any card that is face-down on the field is a Set card.

●SHUFFLE

There is no rule for how to shuffle, but while shuffling you cannot look at the cards you are shuffling, or arrange the cards and then shuffle them.

●TRIBUTE

Tributing is sending a monster you control to the Graveyard. You can Tribute a face-up or face-down monster, unless otherwise specified. Tributing a monster is one possible cost for Summoning a monster or activating an effect. A monster sent to the Graveyard by Tributing is not treated as "destroyed."

MEMO

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