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**n. Card Types**

00. General

1. The card types are Monster, Spell and Trap.
2. Cards can have multiple types at the same time (see trap monsters TODO) but this additional types can only be gained by effect and that effect specifies that the added type is not removed.  
   1. The card will have the new type as long as it’s on the field and the card or effect that added it is still applying
   2. These cards are subject to cards and effects that affect either of those types.

01. Monster

1. Monsters have 1 subtype.
   1. The subtype can be found at the top left of the effect box, inside the first square brackets. All other words inside bracket next to the subtype are abilities of the card. (See 01.5 for abilities)
   2. When a card refers to “Type” in its card text it refers to these subtype unless it specifies otherwise.
   3. The subtypes are the following: Aqua, Beast, Beast-Warrior, Cyberse, Dinosaur, Divine-Beast, Dragon, Fairy, Fiend, Fish, Illusion, Insect, Machine, Plant, Psychic, Pyro, Reptile, Rock, Sea Serpent, Spellcaster, Thunder, Warrior, Winged Beast, Wyrm, and Zombie. TODO
2. Monsters have an Attribute that can be one of the following: DARK, DIVINE, EARTH, FIRE, LIGHT, WATER and WIND. TODO
3. Monsters have attack points (ATK) and a defense points (DEF) (The values in the lower right corner of the card) except Link monsters that only have ATK. (See Link TODO) TODO ??? ATK
4. Monsters have a Level, a Rank or a LINK rating depending on their abilities.
   1. An XYZ Monster has a Rank.
   2. A Link Monster has a LINK rating.
   3. Every other Monster has a level.
5. Monsters have can have any number of abilities but they have at least 1.
   1. The abilities can be found at the top left of the effect box, after the first square bracket. All words in the square brackets are abilities of the monster, the first bracket indicate the subtype. (See 01.1b for subtypes)
   2. Fusion, Link, Synchro and Xyz monsters reside in the Extra Deck while the rest in the Main Deck.
   3. The abilities are the following: Effect, Flip, Fusion, Gemini, Link, Normal, Pendulum, Ritual, Spirit, Synchro, Toon, Tuner, Union, Xyz.
   4. In the OCG there is an extra ability called Special Summon Monster.  
      [Ruling163](https://db.ygoresources.com/qa#163)
6. Monsters can attack and be attacked. (battle TODO)
7. Monsters do not get destroyed if their ATK and/or DEF goes to 0.
8. While on the field a monster can be in 3 different positions: face-up attack, face-up defense and face-down defense.
   1. During the Main Phase if there isn’t a chain forming or resolving, it’s not during a response window and the turn player has priority they can change the position of a monster on their field. A Monster if face-up attack position is changed to face-down defense position.
   2. A Monster if face-up defense position is changed to face-up attack position. A monster in face-down defense position is changed to face-up attack position, this is considered a Flip Summon. (See Flip TODO)
   3. A Monster’s position can be changed only if it was on the field since the start of the current turn, if it hasn’t attacked since the start of the current turn and its position hasn’t been changed since the start of the current turn. (Maybe to be moved somewhere else)
   4. While in face-up attack it’s placed vertically in a monster zone with the front of the card facing up. Only face-up attack position monster can attack.
   5. While in face-up defense it’s placed horizontally in a monster zone with the front of the card facing up.
   6. While in face-down defense it’s placed horizontally in a monster zone with the front of the card facing down. All the characteristic of the card are known only to the controller of the card.

02. Main Deck Monster (Unofficial term)

1. A Main Deck Monster is a monster that resides in the Main Deck, this includes Monsters with only the following abilities: Effect, Flip, Gemini, Normal, Pendulum, Ritual, Spirit, Toon, Tuner, Union. The OCG Special Summon Monster is included here. If a Monster has an ability not mentioned here it’s an Extra Deck Monster.
2. The border of the card is Orange/Brown for every Main Deck Monster except for Normal Monsters with a Yellow/Brown border, Ritual Monsters with a Light Blue border and Pendulum Monsters with an Orange/Brown Border on top that fades to a Green (The same as Spell Cards).
3. All Main Deck Monsters have a Level from 1 to 12 and no Rank or LINK Rating.
4. Except for Ritual and Special Summon Monsters the turn player can Normal/Tribute Summoned or Normal/Tribute Set a Main Deck Monster from the hand during their Main Phase if there isn’t a chain forming or resolving, it’s not during a response window and they have priority. (See Normal Summon TODO)
5. Some abilities have an effect in the way the Monster works or interacts with other cards. Here are what each Main Deck Monster ability does.
6. Effect
   1. An Effect Monster is any Monster that has an effect, this includes effect printed on the card and effects that are written because of other abilities, for example Spirit.
7. Flip
   1. A Flip Monster has an effect that activates when from face-down defense position is flipped to face-up attack or face-up defense position.
   2. The effect can activate if was flipped manually by a player, (See 01.8a) flipped as a result of battle (See Battle TODO) or flipped by an effect.
8. Gemini
   1. Gemini Monster are treated as Normal Monsters while they are on the field or in the Graveyard.
   2. While a Gemini Monster is treated as a Normal Monsters it doesn’t have any effect.
   3. While a Gemini Monster treated as a Normal Monster is on the field if that monster’s controller is the turn player during their Main Phase if there isn’t a chain forming or resolving, it’s not during a response window and they have priority they can be Normal Summoned again.
   4. When they are Normal Summoned this way they become Effect Monsters and gain the effects written on the card.
   5. To Normal Summon a Level 5 or higher Gemini Monster a second time, no Monster is required as Tribute.
   6. This summon follows the normal rules of Normal Summoning. (See Normal Summon TODO)
9. Normal
   1. The Normal ability has no direct effect on gameplay.
   2. A Normal Monster is considered to be a Non-Effect Monster. (See Something TODO)
10. Pendulum
    1. A Pendulum Monster can be activated as a Spell from the hand by the turn player during their Main Phase if there isn’t a chain forming or resolving, it’s not during a response window and they have priority.
    2. A Pendulum Monster activated as a Spell can only be placed in the rightmost or leftmost Spell/Trap Card Zone.
    3. Activating a Pendulum Monster as a Spell is the same as activating a Spell that remains on the field after resolution like a Field Spell or a Continuous Spell.
    4. A Pendulum Monster cannot be placed face-down in a Pendulum Zone.
    5. When a Pendulum Monster is activated or places by an effect that specifically places in the Pendulum Zone in a Spell/Trap Card Zone that zone becomes a Pendulum Zone. (Maybe move to zone explanation TODO)
    6. While it’s a Pendulum Zone it’s still a Spell/Trap Card Zone.
    7. While a Spell/Trap Card Zone is treated as a Pendulum Zone in that zone there can only be a Pendulum Monster treated as a Spell.
    8. If a Pendulum Monster treated as a Spell leaves the Pendulum Zone or stops being a Pendulum Spell the zone immediately returns to being a normal Spell/Trap Card Zone.
    9. If there is a card in the rightmost or leftmost Spell/Trap Card Zone a Pendulum card cannot be activated in that zone and if both Zones are occupied no Pendulum Monster can be placed. This applies if the card in the zone is a Pendulum Monster treated as a Spell and if there is any other card.
    10. If a Pendulum Monster is sent to the Graveyard while it’s on the field it is sent to the Extra Deck face-up instead. This will happen if the Pendulum Monster is in the Pendulum Zone or if it’s in any other Zone on the field.
    11. A Pendulum Monster sent from any other Zone to the Graveyard it will go to the Graveyard normally.
    12. If a Pendulum Monster is sent to the Graveyard while it’s on the field and an effect that changes the destination of a card sent to the Graveyard, that Pendulum Monster will not go to the Extra Deck and instead be sent to that location.
        * ***Example****: Macro Cosmos has the effect “While this card is face-up on the field, any card sent to the GY is banished instead.” While Macro Cosmos is face-up on the field all Pendulum Monsters sent from the field to the Graveyard will be banished and not be sent to the Extra Deck.*
    13. If the turn player controls 2 cards in their Pendulum Zones they can perform a Pendulum Summon.
11. Ritual
    1. A Ritual Monster is a Special Summon Monster and the method to Properly Summon a Ritual Monster is a Ritual Summon.
12. Spirit
    1. Spirit Monsters all have a shared effect to return themselves to the hand during the End Phase of the turn they were either Normal/Tribute Summoned or flipped face-up, or Special Summoned depending on the card.
    2. Most Spirit Monsters Cannot be Special Summoned and will return to the hand if they were Normal/Tribute Summoned or flipped face-up.
    3. Four cards: “Han-Shi Kyudo Spirit”, “Kai-Den Kendo Spirit”, “Kuro-Obi Karate Spirit” and “Yoko-Zuna Sumo Spirit” Do not have the Restriction against Special Summon, but they will return to the hand in the same way.
    4. Most other Spirit Monsters Cannot be Normal/Tribute Summoned or Normal/Tribute Set and will return to the hand if they were Special Summoned.
    5. One card: “Amaterasu” Cannot be Normal/Tribute Summoned or Special Summoned and will return to the hand if it was flipped face-up.
13. Toon
    1. The Toon has no consistent effect on gameplay, every Toon card behaves differently and is connected only by name and the “Toon” archetype.
14. Tuner
    1. Tuner Monsters are required to perform a Synchro Summon and Summon a Synchro Monster. (See Synchro Summon TODO)
15. Union
    1. Union Monster have an effect that allows them to equip themselves to a Monster or unequip themselves and Special Summon themselves.
    2. To activate the effect to equip themselves they must be a Monster in the Monster Zone and there must be a legal Monster that they can equip themselves to, the turn player during their Main Phase if there isn’t a chain forming or resolving, it’s not during a response window and they have priority can activate the effect of their Union Monster to equip itself to another Monster.
    3. Some Union Monster have a specific requirement for the Monster they equip themselves to, if so it is written on the card.
    4. This effect changes the type of the card from Monster to an Equip Spell, it is no longer a Monster but is still a Monster Card.
    5. To activate the effect to Special Summon themselves they must be an Equip Spell in the Monster Zone equipped to a Monster in the field, the turn player during their Main Phase if there isn’t a chain forming or resolving, it’s not during a response window and they have priority can activate the effect of the Union Monster equipped to a Monster to Special Summon.
    6. This effect changes the type of the card from Equip Spell to Monster, it is no longer an Equip Spell.
    7. Both of these effects are part of the same effect, and it is Once per turn.
    8. Some Union Monster have written “(A monster can only be equipped with 1 Union monster at a time. If the equipped monster would be destroyed [“by battle”, “as a result of battle”, “by card effect”], destroy this card instead.)”, this is not an effect.
    9. While you control a Monster equipped with a Union Monster with that text you cannot attempt to equip another Union Monster to it.  
       [Ruling6281](https://db.ygoresources.com/qa%236281)
    10. While you control a Monster equipped with a Union Monster without that text you can attempt to equip a Union Monster without that text but not a Union Monster with that text.  
        [Ruling19487](https://db.ygoresources.com/qa#19487)
16. Special Summon
    1. A Special Summon Monster cannot be Normal/Tribute Summoned or Normal/Tribute Set. They are Fusion, Link, Ritual, Synchro, Xyz, Tokens and Main Deck Monsters with the text “Cannot be Normal Summoned/Set.”.
    2. Even if not written on the card all Special Summon Monsters cannot be Normal Summoned/Set
    3. The only ways to Special Summon a Special Summon Monster is to use the correct Summoning Procedure depending on the card (Fusion, Link, Ritual, Synchro or Xyz Summon) has or the one written on the card (this is the way to “Properly Special Summon” a Special Summon Monster) or to Special Summon a Special Summon Monster from the Graveyard or Banishment that was previously Properly Special Summoned and sent there.
    4. If the text of the card contains “Must be Special Summoned by a card effect” that Monster can be Special Summoned by other effect but cannot be Special Summoned by something that is not an effect like a Pendulum Summon.  
       [Ruling16780](https://db.ygoresources.com/qa#16780)
    5. If the text of the card contains “Must be [Summon Procedure]” and not “Must first be [Summon Procedure]“ that Monster cannot be Special Summoned by other effect even after they are Properly Special Summoned. Some older cards may have written “Must be [Summon Procedure], and cannot be Special Summoned by other ways” or “This card cannot be Special Summoned except by [Summon Procedure]”, these mean the exact same thing.
    6. A Token can only be Special Summoned by the effect that created it, so it cannot be Special Summoned by other effects even if it was Properly Special Summoned.
       * ***Example****: If a Token is put into the Spell/Trap Card Zone by Sinful Spoils of Subversion - Snake-Eye that says “Target 1 face-up monster on the field; place it face-up in its owner's Spell & Trap Zone as a Continuous Spell.” It cannot be Special Summoned by an effect such as the 3rd effect of Divine Temple of the Snake-Eye “Once per turn, if your opponent Normal or Special Summons a monster(s) (except during the Damage Step): You can target 1 Monster Card on the field treated as a Continuous Spell; Special Summon it to your field.”. TODO source*
    7. Three cards: “Blue Mountain Butterspy”, “Fenrir the Nordic Wolf” and “Jormungardr the Nordic Serpent” are Special Summon Monsters but don’t have any restriction on how they can be summoned.
    8. If a Special Summon Monster that was Properly Summoned is moved to a non-public knowledge location, it will lose its Properly Summoned status. Flipping face-down and banishing face-down do not remove this status.

03. Extra Deck Monster (Unofficial term)