**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.
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. 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 Monsters the turn player can be Normal/Tribute Summon and Normal/Tribute Set 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.
    4. 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)
    5. While it’s a Pendulum Zone it’s still a Spell/Trap Card Zone.
    6. 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.
    7. 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.
    8. 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.
    9. 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.
    10. A Pendulum Monster sent from any other Zone to the Graveyard it will go to the Graveyard normally.
    11. 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 on the field all Pendulum Monsters sent from the field to the Graveyard will be banished and not be sent to the Extra Deck.*
11. P