

## Tables

```
df <- read.csv("../results/merged_results.csv", stringsAsFactors = FALSE)
```

```
escape_latex <- function(x) {
  x <- as.character(x)
  x <- gsub("\\\\n", " ", x)
  x <- gsub("\\n", " ", x)
  x <- gsub("\\r", " ", x)

  x <- gsub("\\\\", "\\textbackslash{}", x)
  x <- gsub("&", "\\&", x)
  x <- gsub("%", "\\%", x)
  x <- gsub("\\$", "\\$", x)
  x <- gsub("#", "\\#", x)
  x <- gsub("_", "\\_", x)
  x <- gsub("\\{", "\\{", x)
  x <- gsub("\\}", "\\}", x)
  x <- gsub("~", "\\textasciitilde{}", x)
  x <- gsub("\\^", "\\textasciicircum{}", x)
  x
}

for (i in seq_len(nrow(df))) {

  row <- df[i, ]

  scenario <- escape_latex(row$id)
  game_state <- escape_latex(row$game_state)
  query <- escape_latex(row$query)

  expected_dec <- escape_latex(row$expected_decision)
  expected_exp <- escape_latex(row$expected_explanation)

  baseline_dec <- escape_latex(row$baseline_decision)
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  rag1_dec <- escape_latex(row$rag1_dec)
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  rag5_dec <- escape_latex(row$rag5_dec)
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  input_block <- paste0(
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```

```

"{\\footnotesize ",
"\\textbf{Game State:} ", game_state, "\\\\",
"\\textbf{Query:} ", query,
"}",
}"
)

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\\begin{table}[ht]
\\centering
\\begin{tabular}{p{0.08\\textwidth} p{0.32\\textwidth} p{0.12\\textwidth} p{0.12\\textwidth} p{0.32\\textwidth}}
\\hline
\\textbf{Scenario} &
\\textbf{Input (Game State \\& Query)} &
\\textbf{Model} &
\\textbf{Ruling} &
\\textbf{Reasoning} \\\\
\\hline
")

# --- Expected row (NEW) ---
cat(
  scenario, " & ",
  input_block,
  " & Expected & ", expected_dec, " & {\\footnotesize ", expected_exp, "} \\\\n",
  sep=""
)

cat("
\\hline
")

# --- Baseline ---
cat(
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  input_block,
  " & Baseline & ", baseline_dec, " & {\\footnotesize ", baseline_exp, "} \\\\n",
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)

cat("
\\hline
")

# --- RAG 1 ---
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  " & RAG(Top 1) & ", rag1_dec, " & {\\footnotesize ", rag1_exp, "} \\\\n",
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cat("

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\\hline
")

# --- RAG 3 ---
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")

# --- RAG 5 ---
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  input_block,
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  sep=""
)

cat("
\\hline
\\multicolumn{5}{c}{\\footnotesize (Continued on next page)} \\\\
\\hline
\\end{tabular}
\\end{table}

", sep="")
}

```

Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case_001	<b>Game State:</b> Player B activates "Royal Decree". Player A controls "Mystical Space Typhoon". <b>Query:</b> Can Player A chain "Mystical Space Typhoon" to the activation of "Royal Decree"?	Expected	YES	A Quick-Play Spell can be chained to a Trap activation.
case_001	<b>Game State:</b> Player B activates "Royal Decree". Player A controls "Mystical Space Typhoon". <b>Query:</b> Can Player A chain "Mystical Space Typhoon" to the activation of "Royal Decree"?	Baseline	NO	"Mystical Space Typhoon" cannot be chained to the activation of "Royal Decree" because "Royal Decree" is a Quick-Play Spell Card that negates the activation of other cards. Once "Royal Decree" resolves, it negates the activation of "Mystical Space Typhoon" and no chain link is established for "Mystical Space Typhoon" to resolve.
case_001	<b>Game State:</b> Player B activates "Royal Decree". Player A controls "Mystical Space Typhoon". <b>Query:</b> Can Player A chain "Mystical Space Typhoon" to the activation of "Royal Decree"?	RAG(Top 1)	NO	"Mystical Space Typhoon" is a Quick-Play Spell Card, which means it has Spell Speed 1. "Royal Decree" is a Continuous Trap Card, which means it has Spell Speed 2. Since "Royal Decree" has a higher Spell Speed than "Mystical Space Typhoon", it will always resolve before "Mystical Space Typhoon" can be activated, even if "Mystical Space Typhoon" is chained to it. Therefore, "Mystical Space Typhoon" cannot be chained to the activation of "Royal Decree".
case_001	<b>Game State:</b> Player B activates "Royal Decree". Player A controls "Mystical Space Typhoon". <b>Query:</b> Can Player A chain "Mystical Space Typhoon" to the activation of "Royal Decree"?	RAG(Top 3)	NO	"Mystical Space Typhoon" is a Quick-Play Spell Card with a Spell Speed of 1. "Royal Decree" is a Continuous Trap Card with a Spell Speed of 2. Since "Mystical Space Typhoon" has a lower Spell Speed than "Royal Decree", Player A cannot chain it to the activation of "Royal Decree".
case_001	<b>Game State:</b> Player B activates "Royal Decree". Player A controls "Mystical Space Typhoon". <b>Query:</b> Can Player A chain "Mystical Space Typhoon" to the activation of "Royal Decree"?	RAG(Top 5)	NO	"Mystical Space Typhoon" is a Quick-Play Spell Card, which has a Spell Speed of 1. "Royal Decree" is a Continuous Trap Card, which has a Spell Speed of 2. Since "Mystical Space Typhoon" has a lower Spell Speed than "Royal Decree", Player A cannot chain it to the activation of "Royal Decree".

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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case__002	<b>Game State:</b> Player A controls a face-up "Skill Drain". Player B summons "Jinzo". <b>Query:</b> Does "Jinzo" negate "Skill Drain"?	Expected	NO	"Skill Drain" is already active and negates Jinzo's effect on summon.
case__002	<b>Game State:</b> Player A controls a face-up "Skill Drain". Player B summons "Jinzo". <b>Query:</b> Does "Jinzo" negate "Skill Drain"?	Baseline	NO	"Jinzo" is a monster card, and it does not have the ability to negate "Skill Drain". "Skill Drain" is a continuous spell card, and it negates the effects of all face-up monsters on the field.
case__002	<b>Game State:</b> Player A controls a face-up "Skill Drain". Player B summons "Jinzo". <b>Query:</b> Does "Jinzo" negate "Skill Drain"?	RAG(Top 1)	NO	"Jinzo" does not negate "Skill Drain" because "Skill Drain" is a Trap Card, and "Jinzo" only negates the effects of Trap Cards on the field, not the Trap Cards themselves. "Skill Drain" is still a face-up Trap Card on the field, and its effect is still negated by "Jinzo", but the effect of "Skill Drain" cannot be activated to negate the effects of other monsters.
case__002	<b>Game State:</b> Player A controls a face-up "Skill Drain". Player B summons "Jinzo". <b>Query:</b> Does "Jinzo" negate "Skill Drain"?	RAG(Top 3)	NO	"Jinzo" does not negate "Skill Drain" because "Jinzo" is an Effect Monster that negates Trap effects on the field, while "Skill Drain" is a Trap Card that negates the effects of all face-up monsters. They function differently and do not directly interact with each other.
case__002	<b>Game State:</b> Player A controls a face-up "Skill Drain". Player B summons "Jinzo". <b>Query:</b> Does "Jinzo" negate "Skill Drain"?	RAG(Top 5)	NO	"Jinzo" does not negate "Skill Drain". "Jinzo" negates the effects of Trap Cards and their effects on the field, but "Skill Drain" is a Continuous Trap Card, not a Trap Card. "Skill Drain" negates the effects of all face-up monsters, not just Trap Cards. Therefore, "Jinzo" cannot negate "Skill Drain".

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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case__003	<p><b>Game State:</b> Player A controls "Geomathmech Final Sigma" in the Extra Monster Zone. Player B have "Gameciel, the Sea Turtle Kaiju" in their hand.</p> <p><b>Query:</b> Can "Geomathmech Final Sigma" be Tributed for the special summon of "Gameciel, the Sea Turtle Kaiju"?</p>	Expected	YES	"Geomathmech Final Sigma" can be tributed as cost to activate an effect, like the special summon of "Gameciel, the Sea Turtle Kaiju"
case__003	<p><b>Game State:</b> Player A controls "Geomathmech Final Sigma" in the Extra Monster Zone. Player B have "Gameciel, the Sea Turtle Kaiju" in their hand.</p> <p><b>Query:</b> Can "Geomathmech Final Sigma" be Tributed for the special summon of "Gameciel, the Sea Turtle Kaiju"?</p>	Baseline	NO	"Geomathmech Final Sigma" is a Fusion Monster and cannot be Tributed for the Special Summon of another monster. "Gameciel, the Sea Turtle Kaiju" is a Kaiju-Type monster and can be Special Summoned by Tributing a monster, but not "Geomathmech Final Sigma".
case__003	<p><b>Game State:</b> Player A controls "Geomathmech Final Sigma" in the Extra Monster Zone. Player B have "Gameciel, the Sea Turtle Kaiju" in their hand.</p> <p><b>Query:</b> Can "Geomathmech Final Sigma" be Tributed for the special summon of "Gameciel, the Sea Turtle Kaiju"?</p>	RAG(Top 1)	NO	"Geomathmech Final Sigma" cannot be Tributed for the special summon of "Gameciel, the Sea Turtle Kaiju" because "Geomathmech Final Sigma" is a Synchro Monster and cannot be Tributed or Tribute Summoned. Only monsters that can be Tributed or Tribute Summoned can be used as Tributes.
case__003	<p><b>Game State:</b> Player A controls "Geomathmech Final Sigma" in the Extra Monster Zone. Player B have "Gameciel, the Sea Turtle Kaiju" in their hand.</p> <p><b>Query:</b> Can "Geomathmech Final Sigma" be Tributed for the special summon of "Gameciel, the Sea Turtle Kaiju"?</p>	RAG(Top 3)	NO	"Geomathmech Final Sigma" is a Synchro Monster and cannot be Tributed for the Special Summon of "Gameciel, the Sea Turtle Kaiju". Synchro Monsters are Special Summoned using a Synchro Monster Card and the required Synchro Materials, not by Tributing monsters.
case__003	<p><b>Game State:</b> Player A controls "Geomathmech Final Sigma" in the Extra Monster Zone. Player B have "Gameciel, the Sea Turtle Kaiju" in their hand.</p> <p><b>Query:</b> Can "Geomathmech Final Sigma" be Tributed for the special summon of "Gameciel, the Sea Turtle Kaiju"?</p>	RAG(Top 5)	NO	"Geomathmech Final Sigma" cannot be Tributed for the special summon of "Gameciel, the Sea Turtle Kaiju" because "Geomathmech Final Sigma" is a Synchro Monster and cannot be Tributed for the summon of another monster. Additionally, "Gameciel, the Sea Turtle Kaiju" can only be Special Summoned by Tributing a monster your opponent controls or by the effect of "Gameciel, the Sea Turtle Kaiju" itself.
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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case__004	<b>Game State:</b> Player A controls "Geomathmech Final Sigma" in the Extra Monster Zone. Player B activates "The Monarchs Stormforth". <b>Query:</b> Can "Geomathmech Final Sigma" be Tributed by the effect of "The Monarchs Stormforth"?	Expected	NO	"Geomathmech Final Sigma" can not be tributed by the effect of cards, except "Mathmech" cards, while in the Extra Monster Zone.
case__004	<b>Game State:</b> Player A controls "Geomathmech Final Sigma" in the Extra Monster Zone. Player B activates "The Monarchs Stormforth". <b>Query:</b> Can "Geomathmech Final Sigma" be Tributed by the effect of "The Monarchs Stormforth"?	Baseline	NO	"The Monarchs Stormforth" is a Spell Card that allows the player to Tribute one monster to Special Summon a Monarch monster from their Deck. It does not target "Geomathmech Final Sigma" or specify it in any way, so it cannot be used to Tribute that monster. Additionally, "Geomathmech Final Sigma" is in the Extra Monster Zone, which is not a Zone where monsters can be Tributed from.
case__004	<b>Game State:</b> Player A controls "Geomathmech Final Sigma" in the Extra Monster Zone. Player B activates "The Monarchs Stormforth". <b>Query:</b> Can "Geomathmech Final Sigma" be Tributed by the effect of "The Monarchs Stormforth"?	RAG(Top 1)	NO	"Geomathmech Final Sigma" is a Synchro Monster and it is in the Extra Monster Zone. According to the rulebook context, a Synchro Monster in the Extra Monster Zone cannot be Special Summoned by another card's effect unless it was properly Special Summoned first. Since "Geomathmech Final Sigma" was not Special Summoned by a card effect or by using its own effect, it cannot be Tributed by the effect of "The Monarchs Stormforth".
case__004	<b>Game State:</b> Player A controls "Geomathmech Final Sigma" in the Extra Monster Zone. Player B activates "The Monarchs Stormforth". <b>Query:</b> Can "Geomathmech Final Sigma" be Tributed by the effect of "The Monarchs Stormforth"?	RAG(Top 3)	NO	"Geomathmech Final Sigma" is a Synchro Monster and was not properly Special Summoned before being in the Extra Monster Zone. Therefore, it cannot be Tributed by the effect of "The Monarchs Stormforth".
case__004	<b>Game State:</b> Player A controls "Geomathmech Final Sigma" in the Extra Monster Zone. Player B activates "The Monarchs Stormforth". <b>Query:</b> Can "Geomathmech Final Sigma" be Tributed by the effect of "The Monarchs Stormforth"?	RAG(Top 5)	NO	"Geomathmech Final Sigma" is not considered Summoned when it is in the Extra Monster Zone. It is considered Tribute Set. Therefore, it cannot be Tributed by the effect of "The Monarchs Stormforth" as it is not considered a monster on the field.
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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case_005	<b>Game State:</b> Player A special summons "Mathmech Sigma" by its own effect and it is then used to summon an Xyz monster. <b>Query:</b> Is "Mathmech Sigma" still banished when it is detached as Xyz material?	Expected	NO	Since "Mathmech Sigma" was used as material for an Xyz summon it is no longer treated as a card on the field, and is sent to the Graveyard.
case_005	<b>Game State:</b> Player A special summons "Mathmech Sigma" by its own effect and it is then used to summon an Xyz monster. <b>Query:</b> Is "Mathmech Sigma" still banished when it is detached as Xyz material?	Baseline	NO	When "Mathmech Sigma" is used as an Xyz Material Monster, it is not sent to the Graveyard, but instead remains face-up on the field as an Xyz Material. Once the Xyz Monster is destroyed or leaves the field, the Xyz Materials are no longer needed and are sent to the Graveyard. However, "Mathmech Sigma" was not sent to the Graveyard when it was detached, so it is still on the field.
case_005	<b>Game State:</b> Player A special summons "Mathmech Sigma" by its own effect and it is then used to summon an Xyz monster. <b>Query:</b> Is "Mathmech Sigma" still banished when it is detached as Xyz material?	RAG(Top 1)	NO	When "Mathmech Sigma" is detached as Xyz material, it is no longer on the field and thus its effect that activates when it leaves the field will not activate. However, it is not banished, it remains attached as Xyz material.
case_005	<b>Game State:</b> Player A special summons "Mathmech Sigma" by its own effect and it is then used to summon an Xyz monster. <b>Query:</b> Is "Mathmech Sigma" still banished when it is detached as Xyz material?	RAG(Top 3)	NO	When "Mathmech Sigma" is detached as Xyz material, it is not sent to the Graveyard, but remains attached to the Xyz monster as an Xyz material. Therefore, it is not considered to have left the field and its banish effect does not activate.
case_005	<b>Game State:</b> Player A special summons "Mathmech Sigma" by its own effect and it is then used to summon an Xyz monster. <b>Query:</b> Is "Mathmech Sigma" still banished when it is detached as Xyz material?	RAG(Top 5)	NO	When "Mathmech Sigma" is detached as Xyz material, it is not sent to the Graveyard, but remains attached to the Xyz monster. Therefore, it is not considered to be in the Graveyard and cannot be banished when it leaves the field as a banished card.
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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case__006	<b>Game State:</b> Player A Xyz summons "Primathmech Laplacian" and uses its trigger effect, detaching 3 materials. <b>Query:</b> Does the trigger effect of Primathmech Laplacian target?	Expected	NO	No, it does not. Cards to be sent to the Graveyard are chosen at resolution.
case__006	<b>Game State:</b> Player A Xyz summons "Primathmech Laplacian" and uses its trigger effect, detaching 3 materials. <b>Query:</b> Does the trigger effect of Primathmech Laplacian target?	Baseline	NO	The trigger effect of Primathmech Laplacian does not target. It simply requires the detachment of three materials from the Xyz Monster to activate.
case__006	<b>Game State:</b> Player A Xyz summons "Primathmech Laplacian" and uses its trigger effect, detaching 3 materials. <b>Query:</b> Does the trigger effect of Primathmech Laplacian target?	RAG(Top 1)	NO	The trigger effect of Primathmech Laplacian does not target. It is an ability that the player can activate when certain conditions are met. The player chooses which effects to activate from the list provided, but no specific cards or zones are targeted.
case__006	<b>Game State:</b> Player A Xyz summons "Primathmech Laplacian" and uses its trigger effect, detaching 3 materials. <b>Query:</b> Does the trigger effect of Primathmech Laplacian target?	RAG(Top 3)	NO	The trigger effect of Primathmech Laplacian does not target. It is an ability that resolves when the monster is Xyz Summoned and allows the player to choose which effects to activate from a list.
case__006	<b>Game State:</b> Player A Xyz summons "Primathmech Laplacian" and uses its trigger effect, detaching 3 materials. <b>Query:</b> Does the trigger effect of Primathmech Laplacian target?	RAG(Top 5)	NO	The trigger effect of Primathmech Laplacian does not target. It allows the player to choose which effects to activate from a list, but it does not require the player to select a specific target for those effects.
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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case_007	<b>Game State:</b> Player A Synchro summons "Geomathmech Magma". Player B activates "Solemn Judgment" to negate the summon and destroys "Geomathmech Magma". <b>Query:</b> Can the search effect of "Geomathmech Magma" be activated?	Expected	YES	"Geomathmech Magma" says "this card in its owner possession..." so the search effect can be activated whenever "Geomathmech Magma" is destroyed, even if it was not properly summoned first.
case_007	<b>Game State:</b> Player A Synchro summons "Geomathmech Magma". Player B activates "Solemn Judgment" to negate the summon and destroys "Geomathmech Magma". <b>Query:</b> Can the search effect of "Geomathmech Magma" be activated?	Baseline	NO	The effect of "Geomathmech Magma" that searches for a "Geomathmech" card when it is Synchro Summoned can only be activated when the Synchro Summon is successful. Since Player B was able to negate the Synchro Summon with "Solemn Judgment", the effect was not activated and cannot be used.
case_007	<b>Game State:</b> Player A Synchro summons "Geomathmech Magma". Player B activates "Solemn Judgment" to negate the summon and destroys "Geomathmech Magma". <b>Query:</b> Can the search effect of "Geomathmech Magma" be activated?	RAG(Top 1)	NO	The effect of "Geomathmech Magma" that allows you to add a "Mathmech" card from your Deck to your hand can only be activated when "Geomathmech Magma" is destroyed by battle or by an opponent's card effect. Since "Geomathmech Magma" was negated and destroyed by "Solemn Judgment" before it could destroy a monster by battle, the effect cannot be activated.
case_007	<b>Game State:</b> Player A Synchro summons "Geomathmech Magma". Player B activates "Solemn Judgment" to negate the summon and destroys "Geomathmech Magma". <b>Query:</b> Can the search effect of "Geomathmech Magma" be activated?	RAG(Top 3)	NO	The effect of "Geomathmech Magma" that allows the player to add a "Mathmech" card from their deck to their hand when it is destroyed can only be activated when the card is actually destroyed. Since "Solemn Judgment" negates the summon of "Geomathmech Magma" and destroys it, the effect cannot be activated.
case_007	<b>Game State:</b> Player A Synchro summons "Geomathmech Magma". Player B activates "Solemn Judgment" to negate the summon and destroys "Geomathmech Magma". <b>Query:</b> Can the search effect of "Geomathmech Magma" be activated?	RAG(Top 5)	NO	The effect of "Geomathmech Magma" can only be activated when it is destroyed by battle or when it is in its owner's possession is destroyed by an opponent's card effect. Since it was negated and destroyed by "Solemn Judgment" before it could be destroyed by battle, the effect cannot be activated.

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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case__008	<b>Game State:</b> Player A controls a set "Mathmech Induction" and has declared an attack. <b>Query:</b> Can "Mathmech Induction" be activated during the Damage Step?	Expected	YES	"Mathmech Induction" can be activated at the Start of the Damage Step before performing Damage calculation
case__008	<b>Game State:</b> Player A controls a set "Mathmech Induction" and has declared an attack. <b>Query:</b> Can "Mathmech Induction" be activated during the Damage Step?	Baseline	NO	"Mathmech Induction" is a Quick Effect, meaning it can only be activated when it is chain link 1 or 2 in a chain, or when no chains exist yet. During the Damage Step, there is already a chain (the attack chain) that started with the declaration of an attack, so "Mathmech Induction" cannot be activated during this phase.
case__008	<b>Game State:</b> Player A controls a set "Mathmech Induction" and has declared an attack. <b>Query:</b> Can "Mathmech Induction" be activated during the Damage Step?	RAG(Top 1)	NO	Mathmech Induction is a Continuous Trap Card, and according to the rule-book context, Continuous Trap Cards cannot be activated during the Damage Step.
case__008	<b>Game State:</b> Player A controls a set "Mathmech Induction" and has declared an attack. <b>Query:</b> Can "Mathmech Induction" be activated during the Damage Step?	RAG(Top 3)	NO	Mathmech Induction is a Continuous Trap Card, and according to the rule-book, Continuous Trap Cards cannot be activated during the Damage Step.
case__008	<b>Game State:</b> Player A controls a set "Mathmech Induction" and has declared an attack. <b>Query:</b> Can "Mathmech Induction" be activated during the Damage Step?	RAG(Top 5)	NO	"Mathmech Induction" is a Continuous Trap Card, and as such, it can only be activated during the Main Phase (1 or 2) or the End Phase. The Damage Step is not considered a part of the Main Phase, but rather a separate step that occurs after the Battle Step. Therefore, "Mathmech Induction" cannot be activated during the Damage Step.
(Continued on next page)				

Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case_009	<b>Game State:</b> Player A activates the second effect of "Mathmech Superfactorial", targeting 3 "Mathmech" monsters in the Graveyard to perform an Xyz summon. Player B chains "D.D. Crow", banishing one of the targets. <b>Query:</b> Will the effect of "Mathmech Superfactorial" resolve?	Expected	YES	If one of the targeted monsters no longer exists in the Graveyard when resolving a "Mathmech Superfactorial" that was activated targeting three monsters, the two remaining monsters are Special Summoned. Then, if there is an Xyz Monster in your Extra Deck that can be Xyz Summoned using those two Special Summoned monsters, immediately after "Mathmech Superfactorial" resolves, Xyz Summon such a monster.
case_009	<b>Game State:</b> Player A activates the second effect of "Mathmech Superfactorial", targeting 3 "Mathmech" monsters in the Graveyard to perform an Xyz summon. Player B chains "D.D. Crow", banishing one of the targets. <b>Query:</b> Will the effect of "Mathmech Superfactorial" resolve?	Baseline	NO	The effect of "Mathmech Superfactorial" requires the targeted monsters to remain in the Graveyard until the end of the turn. Since one of the targets was banished by "D.D. Crow", the effect cannot be completed and thus cannot resolve.
case_009	<b>Game State:</b> Player A activates the second effect of "Mathmech Superfactorial", targeting 3 "Mathmech" monsters in the Graveyard to perform an Xyz summon. Player B chains "D.D. Crow", banishing one of the targets. <b>Query:</b> Will the effect of "Mathmech Superfactorial" resolve?	RAG(Top 1)	YES	The effect of "Mathmech Superfactorial" can still resolve even if one of the targets is banished by "D.D. Crow". The effect does not require all targeted monsters to remain on the field for the Xyz Summon to occur. The banished monster is no longer considered a card on the field, but the effect does not activate when a card leaves the field. Instead, the effect activates when the Xyz Summon is performed, which occurs immediately after the effect resolves. Therefore, the banished monster does not prevent the Xyz Summon from occurring.
case_009	<b>Game State:</b> Player A activates the second effect of "Mathmech Superfactorial", targeting 3 "Mathmech" monsters in the Graveyard to perform an Xyz summon. Player B chains "D.D. Crow", banishing one of the targets. <b>Query:</b> Will the effect of "Mathmech Superfactorial" resolve?	RAG(Top 3)	NO	Since one of the targeted monsters for the Xyz Summon was banished by "D.D. Crow", Player A cannot perform the Xyz Summon with the effect of "Mathmech Superfactorial". The effect of "Mathmech Superfactorial" requires that all targeted monsters are in the Graveyard for the Xyz Summon to occur. Since one of the monsters is now in the Graveyard due to being banished, rather than being sent there by the effect of "Mathmech Superfactorial", the effect cannot resolve.
case_009	<b>Game State:</b> Player A activates the second effect of "Mathmech Superfactorial", targeting 3 "Mathmech" monsters in the Graveyard to perform an Xyz summon. Player B chains "D.D. Crow", banishing one of the targets. <b>Query:</b> Will the effect of "Mathmech Superfactorial" resolve?	RAG(Top 5)	YES	The effect of "Mathmech Superfactorial" can still resolve even if one of the targeted monsters is banished by "D.D. Crow". The effect does not require all targeted monsters to be present on the field for the Xyz Summon to occur. However, the banished monster cannot be used as an Xyz Material.

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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case__010	<b>Game State:</b> Player A activates "Mathmech Superfactorial". <b>Query:</b> Can Player A target a "Mathmech" Xyz monster in the Graveyard and special summon it?	Expected	NO	You must be able to resolve "Mathmech Superfactorial" at activation: since a Xyz monster does not have a level it can not be used for a Synchro or Xyz summon and thus it is not a legal target.
case__010	<b>Game State:</b> Player A activates "Mathmech Superfactorial". <b>Query:</b> Can Player A target a "Mathmech" Xyz monster in the Graveyard and special summon it?	Baseline	YES	"Mathmech Superfactorial" allows you to special summon a "Mathmech" Xyz monster from your Graveyard by paying half of its original Xyz Materials. Since Player A activated this card, they can target a "Mathmech" Xyz monster in their Graveyard and special summon it by paying half of its original Xyz Materials.
case__010	<b>Game State:</b> Player A activates "Mathmech Superfactorial". <b>Query:</b> Can Player A target a "Mathmech" Xyz monster in the Graveyard and special summon it?	RAG(Top 1)	YES	Player A can target a "Mathmech" Xyz monster in the Graveyard and special summon it using the effect of "Mathmech Superfactorial". However, the monster's effects will be negated immediately after its summon.
case__010	<b>Game State:</b> Player A activates "Mathmech Superfactorial". <b>Query:</b> Can Player A target a "Mathmech" Xyz monster in the Graveyard and special summon it?	RAG(Top 3)	NO	The card text states that the "Mathmech" monsters are special summoned from the graveyard, but the rulebook context states that monsters cannot be special summoned from the graveyard unless they were properly special summoned first. Since the "Mathmech" monsters were not special summoned before being sent to the graveyard, they cannot be special summoned again using "Mathmech Superfactorial".
case__010	<b>Game State:</b> Player A activates "Mathmech Superfactorial". <b>Query:</b> Can Player A target a "Mathmech" Xyz monster in the Graveyard and special summon it?	RAG(Top 5)	NO	The card text states that the "Mathmech" monsters are special summoned, but their effects are negated and then either Synchro or Xyz Summoned using those monsters as materials. Since they are being Synchro or Xyz Summoned immediately after being special summoned, they are not considered properly special summoned first and cannot be special summoned from the graveyard using another card's effect.

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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case_011	<b>Game State:</b> Player A controls a face-up "Macro Cosmos". <b>Query:</b> Can Player B activate the first effect of "Mathmech Circular" while "Macro Cosmos" is face up on the field?	Expected	NO	Since "Macro Cosmos" banishes all cards sent to the Graveyard, Player B are not able to pay the cost required by "Mathmech Circular" for summoning itself.
case_011	<b>Game State:</b> Player A controls a face-up "Macro Cosmos". <b>Query:</b> Can Player B activate the first effect of "Mathmech Circular" while "Macro Cosmos" is face up on the field?	Baseline	NO	The effect of "Macro Cosmos" negates the activation of all card effects, except for Spell Speed 3 effects. Since "Mathmech Circular" is a Level 4 Effect Monster, its effect is of the Monster Type and is considered a Card Effect. Therefore, Player B cannot activate the first effect of "Mathmech Circular" while "Macro Cosmos" is face up on the field.
case_011	<b>Game State:</b> Player A controls a face-up "Macro Cosmos". <b>Query:</b> Can Player B activate the first effect of "Mathmech Circular" while "Macro Cosmos" is face up on the field?	RAG(Top 1)	NO	The effect of "Mathmech Circular" that allows the player to send a "Mathmech" monster to the graveyard in order to special summon it from the hand is considered an effect that activates when a card leaves the field. Since "Macro Cosmos" is face-up on the field and prevents cards from being sent to the graveyard, the effect of "Mathmech Circular" cannot be activated.
case_011	<b>Game State:</b> Player A controls a face-up "Macro Cosmos". <b>Query:</b> Can Player B activate the first effect of "Mathmech Circular" while "Macro Cosmos" is face up on the field?	RAG(Top 3)	NO	The effect of "Mathmech Circular" that allows it to be Special Summoned from the hand requires the player to send a "Mathmech" monster from their Deck to the Graveyard. However, while "Macro Cosmos" is face-up on the field, any card sent to the Graveyard is banished instead, preventing the player from sending a "Mathmech" monster to the Graveyard and thus preventing the activation of the effect that allows the Special Summon of "Mathmech Circular".
case_011	<b>Game State:</b> Player A controls a face-up "Macro Cosmos". <b>Query:</b> Can Player B activate the first effect of "Mathmech Circular" while "Macro Cosmos" is face up on the field?	RAG(Top 5)	NO	The effect of "Mathmech Circular" requires the player to send a "Mathmech" monster from their Deck to their Graveyard as a cost to Special Summon the monster from their hand. However, while "Macro Cosmos" is face-up on the field, any card sent to the Graveyard is banished instead, preventing the player from sending a "Mathmech" monster to their Graveyard to activate the effect of "Mathmech Circular". Therefore, Player B cannot activate the first effect of "Mathmech Circular" while "Macro Cosmos" is face-up on the field.

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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case_012	<b>Game State:</b> Player A controls a face-up Beast-Type monster. Player B activates "Raigeki" and destroys the Beast-Type monster. <b>Query:</b> Can Player A Special Summon multiple "Green Baboon, Defender of the Forest"?	Expected	NO	Even though the effect of "Green Baboon, Defender of the Forest" is not an Only once per chain effect, Player A cannot Special Summon multiple "Green Baboon, Defender of the Forest", even if Player A has multiple copies of "Green Baboon, Defender of the Forest" in their Hand/Graveyard.
case_012	<b>Game State:</b> Player A controls a face-up Beast-Type monster. Player B activates "Raigeki" and destroys the Beast-Type monster. <b>Query:</b> Can Player A Special Summon multiple "Green Baboon, Defender of the Forest"?	Baseline	NO	"Green Baboon, Defender of the Forest" is a monster that can only be Special Summoned from the hand when a Beast-Type monster is destroyed by a card effect. Since Player A's Beast-Type monster was destroyed, Player A can Special Summon one "Green Baboon, Defender of the Forest" if they have it in their hand. However, they cannot Special Summon multiple "Green Baboons" in the same turn due to the normal summoning and special summoning limitations.
case_012	<b>Game State:</b> Player A controls a face-up Beast-Type monster. Player B activates "Raigeki" and destroys the Beast-Type monster. <b>Query:</b> Can Player A Special Summon multiple "Green Baboon, Defender of the Forest"?	RAG(Top 1)	NO	Player A cannot Special Summon multiple "Green Baboon, Defender of the Forest" because the effect of "Green Baboon, Defender of the Forest" can only be activated once per turn when a face-up Beast-Type monster they control is destroyed and sent to the Graveyard. Since Player A's Beast-Type monster was destroyed by "Raigeki," the effect of "Green Baboon, Defender of the Forest" can only be activated once, allowing Player A to Special Summon one "Green Baboon, Defender of the Forest" from their hand or Graveyard.
case_012	<b>Game State:</b> Player A controls a face-up Beast-Type monster. Player B activates "Raigeki" and destroys the Beast-Type monster. <b>Query:</b> Can Player A Special Summon multiple "Green Baboon, Defender of the Forest"?	RAG(Top 3)	NO	Player A's Beast-Type monster was destroyed and sent to the Graveyard, but it was not properly Special Summoned before being destroyed. Therefore, Player A cannot Special Summon "Green Baboon, Defender of the Forest" using its effect.
case_012	<b>Game State:</b> Player A controls a face-up Beast-Type monster. Player B activates "Raigeki" and destroys the Beast-Type monster. <b>Query:</b> Can Player A Special Summon multiple "Green Baboon, Defender of the Forest"?	RAG(Top 5)	NO	Green Baboon, Defender of the Forest can only be Special Summoned from the hand or graveyard when a face-up Beast-Type monster you control is destroyed and sent to the graveyard (except during the Damage Step). Since Player A's Beast-Type monster was destroyed by Raigeki, it was not sent to the graveyard in the correct way for Player A to Special Summon Green Baboon, Defender of the Forest.

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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case__013	<b>Game State:</b> Player A's "Petén the Dark Clown" is destroyed by the effect of Player B's "Soul Taker" <b>Query:</b> Can Player A activate the effect of "Petén the Dark Clown"?	Expected	NO	The effect of "Petén the Dark Clown" is a "When...You can..." effect, and misses timing due to the effect of "Soul Taker".
case__013	<b>Game State:</b> Player A's "Petén the Dark Clown" is destroyed by the effect of Player B's "Soul Taker" <b>Query:</b> Can Player A activate the effect of "Petén the Dark Clown"?	Baseline	NO	Once a card is destroyed, its effects cannot be activated.
case__013	<b>Game State:</b> Player A's "Petén the Dark Clown" is destroyed by the effect of Player B's "Soul Taker" <b>Query:</b> Can Player A activate the effect of "Petén the Dark Clown"?	RAG(Top 1)	NO	The effect of "Petén the Dark Clown" can only be activated when it is sent to the Graveyard. Since it is destroyed by the effect of "Soul Taker", it is not sent to the Graveyard and therefore the effect cannot be activated.
case__013	<b>Game State:</b> Player A's "Petén the Dark Clown" is destroyed by the effect of Player B's "Soul Taker" <b>Query:</b> Can Player A activate the effect of "Petén the Dark Clown"?	RAG(Top 3)	NO	The effect of "Petén the Dark Clown" can only be activated when it is sent to the Graveyard. Since it is already in the Graveyard when it is destroyed by the effect of "Soul Taker", the effect cannot be activated.
case__013	<b>Game State:</b> Player A's "Petén the Dark Clown" is destroyed by the effect of Player B's "Soul Taker" <b>Query:</b> Can Player A activate the effect of "Petén the Dark Clown"?	RAG(Top 5)	NO	The effect of "Petén the Dark Clown" can only be activated when it is sent to the Graveyard. Since it was destroyed by the effect of "Soul Taker," it was not sent to the Graveyard, but rather banished. Therefore, the effect cannot be activated.
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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case_014	<b>Game State:</b> Player A controls "Formula Synchron". Player B. controls "Light and Darkness Dragon" with the following stats ATK/DEF 2800/2400, and tries to leave Main Phase 1 and enter the Battle Phase. <b>Query:</b> Can Player A activate the quick effect of "Formula Synchron" multiple times?	Expected	YES	The quick effect of "Formula Synchron" can be activated multiple times, just not on the same chain, each activation is negated by the quick effect of "Light and Darkness Dragon" until it no longer can pay the cost to activate the quick effect
case_014	<b>Game State:</b> Player A controls "Formula Synchron". Player B. controls "Light and Darkness Dragon" with the following stats ATK/DEF 2800/2400, and tries to leave Main Phase 1 and enter the Battle Phase. <b>Query:</b> Can Player A activate the quick effect of "Formula Synchron" multiple times?	Baseline	NO	The quick effect of "Formula Synchron" can only be activated once per turn. Since Player A has already activated it during their turn, they cannot activate it again during the Battle Phase.
case_014	<b>Game State:</b> Player A controls "Formula Synchron". Player B. controls "Light and Darkness Dragon" with the following stats ATK/DEF 2800/2400, and tries to leave Main Phase 1 and enter the Battle Phase. <b>Query:</b> Can Player A activate the quick effect of "Formula Synchron" multiple times?	RAG(Top 1)	NO	The quick effect of "Formula Synchron" can only be activated once per chain, meaning it can only be activated once per turn. Since Player A has already activated it during their opponent's Main Phase, they cannot activate it again during the same Battle Phase.
case_014	<b>Game State:</b> Player A controls "Formula Synchron". Player B. controls "Light and Darkness Dragon" with the following stats ATK/DEF 2800/2400, and tries to leave Main Phase 1 and enter the Battle Phase. <b>Query:</b> Can Player A activate the quick effect of "Formula Synchron" multiple times?	RAG(Top 3)	NO	The quick effect of "Formula Synchron" can only be activated once per chain during the opponent's Main Phase. It cannot be activated multiple times in the same turn, even if the opponent leaves Main Phase 1 and enters the Battle Phase.
case_014	<b>Game State:</b> Player A controls "Formula Synchron". Player B. controls "Light and Darkness Dragon" with the following stats ATK/DEF 2800/2400, and tries to leave Main Phase 1 and enter the Battle Phase. <b>Query:</b> Can Player A activate the quick effect of "Formula Synchron" multiple times?	RAG(Top 5)	NO	The quick effect of "Formula Synchron" can only be activated once per chain during the opponent's main phase. Since Player A has already activated it during the opponent's main phase, they cannot activate it again.

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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case_015	<b>Game State:</b> Player A Normal Summons a monster, triggering the effect of Player B's "Future Visions". Player A chains "Book of Moon" targeting the Normal Summoned monster <b>Query:</b> Is the monster still banished by the effect of "Future Vision"?	Expected	YES	The monster still banished by the effect of "Future Vision" after being flipped face-down by "Book of Moon", since the target do not need to meet the target requirements at resolution, only when targeted.
case_015	<b>Game State:</b> Player A Normal Summons a monster, triggering the effect of Player B's "Future Visions". Player A chains "Book of Moon" targeting the Normal Summoned monster <b>Query:</b> Is the monster still banished by the effect of "Future Vision"?	Baseline	NO	The effect of "Future Visions" is a continuous effect that banishes a monster when a monster is Normal Summoned or Set. Once "Book of Moon" is activated, the effect of the Normal Summon is no longer being applied, and the monster is no longer considered to be Normal Summoned or Set. Therefore, the effect of "Future Visions" no longer applies and the monster is not banished.
case_015	<b>Game State:</b> Player A Normal Summons a monster, triggering the effect of Player B's "Future Visions". Player A chains "Book of Moon" targeting the Normal Summoned monster <b>Query:</b> Is the monster still banished by the effect of "Future Vision"?	RAG(Top 1)	NO	The monster was banished by the effect of "Future Visions" when it was Normal Summoned. "Book of Moon" only changes the position of the monster, it does not prevent the effect of "Future Visions" from activating. Therefore, the monster is no longer on the field and is not considered to be Summoned, so it is not subject to the effect of "Future Visions" during the next Standby Phase.
case_015	<b>Game State:</b> Player A Normal Summons a monster, triggering the effect of Player B's "Future Visions". Player A chains "Book of Moon" targeting the Normal Summoned monster <b>Query:</b> Is the monster still banished by the effect of "Future Vision"?	RAG(Top 3)	NO	The effect of "Future Visions" banishes the monster when it is Normal Summoned. "Book of Moon" changes the position of the monster, it does not change the status of the monster. Since the monster is no longer on the field when it is changed to face-down Defense Position by "Book of Moon", the effect of "Future Visions" does not activate and the monster is not banished.
case_015	<b>Game State:</b> Player A Normal Summons a monster, triggering the effect of Player B's "Future Visions". Player A chains "Book of Moon" targeting the Normal Summoned monster <b>Query:</b> Is the monster still banished by the effect of "Future Vision"?	RAG(Top 5)	NO	The effect of "Future Visions" banishes the monster when it is Normal Summoned. When Player A Normal Summons a monster, the effect of "Future Visions" is activated and the monster is banished. However, when Player A chains "Book of Moon" targeting the Normal Summoned monster, the monster is changed to face-down Defense Position instead of being banished. Since the monster is no longer on the field when the next Standby Phase occurs, the effect of "Future Visions" does not have a chance to return it to the field. Therefore, the monster is not returned to the field in the next Standby Phase and is not considered to be under the effect of "Future Visions".

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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case_016	<b>Game State:</b> Player A controls "Spirit Reaper". Player B activates "Book of Moon" targeting "Spirit Reaper". <b>Query:</b> Is "Spirit Reaper" destroyed?	Expected	NO	"Spirit Reaper" is face-down after the effect of "Book of Moon" finishes resolving, so "Spirit Reaper" is not destroyed.
case_016	<b>Game State:</b> Player A controls "Spirit Reaper". Player B activates "Book of Moon" targeting "Spirit Reaper". <b>Query:</b> Is "Spirit Reaper" destroyed?	Baseline	NO	"Book of Moon" only turns a monster face-down, it does not destroy it.
case_016	<b>Game State:</b> Player A controls "Spirit Reaper". Player B activates "Book of Moon" targeting "Spirit Reaper". <b>Query:</b> Is "Spirit Reaper" destroyed?	RAG(Top 1)	NO	"Spirit Reaper" is not destroyed. The effect of "Book of Moon" changes the face-up status of "Spirit Reaper" to face-down Defense Position. This is not considered as destroying the card.
case_016	<b>Game State:</b> Player A controls "Spirit Reaper". Player B activates "Book of Moon" targeting "Spirit Reaper". <b>Query:</b> Is "Spirit Reaper" destroyed?	RAG(Top 3)	NO	"Spirit Reaper" is not destroyed. The effect of "Book of Moon" changes the face-up status of "Spirit Reaper" to face-down Defense Position. The card itself is still on the field and is not considered destroyed.
case_016	<b>Game State:</b> Player A controls "Spirit Reaper". Player B activates "Book of Moon" targeting "Spirit Reaper". <b>Query:</b> Is "Spirit Reaper" destroyed?	RAG(Top 5)	NO	"Spirit Reaper" is not destroyed. The effect of "Book of Moon" only changes the face-up status of "Spirit Reaper" to face-down Defense Position. The card itself remains on the field.

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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case_017	<b>Game State:</b> Player A Flip Summons a "Karakuri" monster, while controlling a face-up "Karakuri Anatomy". <b>Query:</b> Will a Karakuri Counter be placed on "Karakuri Anatomy"?	Expected	YES	Flip Summmoning a monster counts as changing its battle position.
case_017	<b>Game State:</b> Player A Flip Summons a "Karakuri" monster, while controlling a face-up "Karakuri Anatomy". <b>Query:</b> Will a Karakuri Counter be placed on "Karakuri Anatomy"?	Baseline	YES	When a "Karakuri" monster is Flip Summoned, if the controller of "Karakuri Anatomy" in their Graveyard is sent there by the effect of that monster, a Karakuri Counter is placed on "Karakuri Anatomy". In this case, Player A Flip Summoned a "Karakuri" monster, and "Karakuri Anatomy" was sent to the Graveyard by that monster's effect. Therefore, a Karakuri Counter is placed on "Karakuri Anatomy".
case_017	<b>Game State:</b> Player A Flip Summons a "Karakuri" monster, while controlling a face-up "Karakuri Anatomy". <b>Query:</b> Will a Karakuri Counter be placed on "Karakuri Anatomy"?	RAG(Top 1)	YES	When a "Karakuri" monster is Flip Summoned, the battle position is changed, triggering the effect of "Karakuri Anatomy" to place a Karakuri Counter on it.
case_017	<b>Game State:</b> Player A Flip Summons a "Karakuri" monster, while controlling a face-up "Karakuri Anatomy". <b>Query:</b> Will a Karakuri Counter be placed on "Karakuri Anatomy"?	RAG(Top 3)	YES	The text of "Karakuri Anatomy" states that each time a "Karakuri" monster's battle position is changed, a Karakuri Counter is placed on this card. Since Player A Flip Summoned a "Karakuri" monster, the battle position of the monster was changed, triggering the effect of "Karakuri Anatomy" to place a Karakuri Counter on it.
case_017	<b>Game State:</b> Player A Flip Summons a "Karakuri" monster, while controlling a face-up "Karakuri Anatomy". <b>Query:</b> Will a Karakuri Counter be placed on "Karakuri Anatomy"?	RAG(Top 5)	YES	The text of "Karakuri Anatomy" states that each time a "Karakuri" monster's battle position is changed, a Karakuri Counter is placed on the card. Since Player A Flip Summoned a "Karakuri" monster, the battle position of the monster was changed, triggering the effect of "Karakuri Anatomy" to place a Karakuri Counter on it.

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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case__018	<b>Game State:</b> Player A controls a set "Torrential Tribute" and declares a direct attack on Player B. Player B Special Summons "Battle Fader" <b>Query:</b> Can Player A activate "Torrential Tribute"?	Expected	NO	When Player B resolve the effect of "Battle Fader" they Special Summon "Battle Fader" and then end the Battle Phase. "Torrential Tribute" cannot be activated because ending the Battle Phase is the last thing to happen.
case__018	<b>Game State:</b> Player A controls a set "Torrential Tribute" and declares a direct attack on Player B. Player B Special Summons "Battle Fader" <b>Query:</b> Can Player A activate "Torrential Tribute"?	Baseline	NO	Torrential Tribute can only be activated when a player declares an attack, but the attack has not yet resolved. Since Player B has already Special Summoned Battle Fader in response to the attack declaration, the attack has already resolved and Torrential Tribute cannot be activated.
case__018	<b>Game State:</b> Player A controls a set "Torrential Tribute" and declares a direct attack on Player B. Player B Special Summons "Battle Fader" <b>Query:</b> Can Player A activate "Torrential Tribute"?	RAG(Top 1)	NO	Torrential Tribute can only be activated during the opponent's turn when a monster(s) is Summoned. Player A declared an attack before Player B Special Summoned Battle Fader, so there was no monster Summoned for Player A to activate Torrential Tribute.
case__018	<b>Game State:</b> Player A controls a set "Torrential Tribute" and declares a direct attack on Player B. Player B Special Summons "Battle Fader" <b>Query:</b> Can Player A activate "Torrential Tribute"?	RAG(Top 3)	NO	The player cannot activate "Torrential Tribute" because the Battle Phase has ended. "Battle Fader" was Special Summoned in response to the attack declaration, so the attack is now resolved and the Battle Phase has ended. "Torrential Tribute" can only be activated during the opponent's turn when a monster(s) is Summoned, and since "Battle Fader" was Special Summoned in response to an attack, it is not considered a Summon for the purpose of activating "Torrential Tribute".
case__018	<b>Game State:</b> Player A controls a set "Torrential Tribute" and declares a direct attack on Player B. Player B Special Summons "Battle Fader" <b>Query:</b> Can Player A activate "Torrential Tribute"?	RAG(Top 5)	NO	Torrential Tribute can only be activated during the opponent's turn when a monster(s) is Summoned. Player A declared an attack before Player B Special Summoned Battle Fader, so Torrential Tribute cannot be activated.

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Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case_019	<b>Game State:</b> Player A controls "Relinquished" equipped with Player B's "Archlord Kristya". Player B attacks "Relinquished" with a monster that would destroy "Relinquished" by battle, which destroys the equipped "Archlord Kristya". <b>Query:</b> Does "Archlord Kristya" return to the top of the Deck?	Expected	YES	"Archlord Kristya" will return to the top of the Deck, since it is still considered face-up on the field while being equipped to "Relinquished".
case_019	<b>Game State:</b> Player A controls "Relinquished" equipped with Player B's "Archlord Kristya". Player B attacks "Relinquished" with a monster that would destroy "Relinquished" by battle, which destroys the equipped "Archlord Kristya". <b>Query:</b> Does "Archlord Kristya" return to the top of the Deck?	Baseline	NO	When "Archlord Kristya" is destroyed by battle while equipped to "Relinquished", it is sent to the Graveyard, not the top of the Deck.
case_019	<b>Game State:</b> Player A controls "Relinquished" equipped with Player B's "Archlord Kristya". Player B attacks "Relinquished" with a monster that would destroy "Relinquished" by battle, which destroys the equipped "Archlord Kristya". <b>Query:</b> Does "Archlord Kristya" return to the top of the Deck?	RAG(Top 1)	NO	The text of "Archlord Kristya" states that if it is sent from the field to the graveyard, it is placed on top of the deck instead. The monster was destroyed by battle, and the equipped "Archlord Kristya" was destroyed along with it. Therefore, "Archlord Kristya" was not sent to the graveyard, but rather placed on top of the deck. The card is not returned to the top of the deck when it is destroyed by battle, but rather when it would be sent to the graveyard.
case_019	<b>Game State:</b> Player A controls "Relinquished" equipped with Player B's "Archlord Kristya". Player B attacks "Relinquished" with a monster that would destroy "Relinquished" by battle, which destroys the equipped "Archlord Kristya". <b>Query:</b> Does "Archlord Kristya" return to the top of the Deck?	RAG(Top 3)	NO	The text of "Archlord Kristya" states that if it is sent from the field to the Graveyard, it should be placed on top of the Deck instead. The monster "Relinquished" was destroyed by battle, and the equipped "Archlord Kristya" was destroyed along with it. Since "Archlord Kristya" was not sent to the Graveyard by a card effect, it does not return to the top of the Deck.
case_019	<b>Game State:</b> Player A controls "Relinquished" equipped with Player B's "Archlord Kristya". Player B attacks "Relinquished" with a monster that would destroy "Relinquished" by battle, which destroys the equipped "Archlord Kristya". <b>Query:</b> Does "Archlord Kristya" return to the top of the Deck?	RAG(Top 5)	NO	"Archlord Kristya" is not returned to the top of the Deck when it is destroyed by battle while equipped to "Relinquished". The card text of "Archlord Kristya" states that if it would be sent from the field to the Graveyard, it should be placed on top of the Deck instead. However, when "Archlord Kristya" is destroyed by battle while equipped to "Relinquished", "Relinquished" is destroyed instead, and "Archlord Kristya" is not considered to be sent from the field to the Graveyard. Instead, it is destroyed along with "Relinquished". Therefore, the effect of "Archlord Kristya" that places it on top of the Deck when it would be sent to the Graveyard does not apply in this situation.

Scenario	Input (Game State & Query)	Model	Ruling	Reasoning
case__020	<b>Game State:</b> Player A sends a Synchro monster to the Graveyard by the effect of "Gale Dogra" <b>Query:</b> Can Player A use the effect of "Monster Reborn" to Special Summon this Synchro monster?	Expected	NO	Player A cannot use the effect of "Monster Reborn" to Special Summon the Synchro monster from the Graveyard, because the Synchro monster has to be properly Special Summoned first, before it can be Special Summoned by another card's effect.
case__020	<b>Game State:</b> Player A sends a Synchro monster to the Graveyard by the effect of "Gale Dogra" <b>Query:</b> Can Player A use the effect of "Monster Reborn" to Special Summon this Synchro monster?	Baseline	NO	The effect of "Monster Reborn" can only Special Summon a monster from the Graveyard that was previously face-up on the field. Since Player A's Synchro monster was sent to the Graveyard by the effect of "Gale Dogra," it was not face-up on the field when it was sent there, so "Monster Reborn" cannot be used to Special Summon it.
case__020	<b>Game State:</b> Player A sends a Synchro monster to the Graveyard by the effect of "Gale Dogra" <b>Query:</b> Can Player A use the effect of "Monster Reborn" to Special Summon this Synchro monster?	RAG(Top 1)	NO	The effect of "Gale Dogra" sends a Synchro monster from the Extra Deck to the Graveyard, but it does not Synchro Summon it. The effect of "Monster Reborn" requires a monster in the Graveyard to be Special Summoned, but the Synchro monster sent to the Graveyard by "Gale Dogra" cannot be Special Summoned by "Monster Reborn" because it was not originally on the field.
case__020	<b>Game State:</b> Player A sends a Synchro monster to the Graveyard by the effect of "Gale Dogra" <b>Query:</b> Can Player A use the effect of "Monster Reborn" to Special Summon this Synchro monster?	RAG(Top 3)	NO	Since Player A sent the Synchro monster to the Graveyard by the effect of "Gale Dogra" without properly Synchro Summoning it first, Player A cannot use the effect of "Monster Reborn" to Special Summon this Synchro monster.
case__020	<b>Game State:</b> Player A sends a Synchro monster to the Graveyard by the effect of "Gale Dogra" <b>Query:</b> Can Player A use the effect of "Monster Reborn" to Special Summon this Synchro monster?	RAG(Top 5)	NO	The Synchro monster was not properly Special Summoned first, it was sent to the Graveyard by the effect of another card. Therefore, it cannot be Special Summoned by the effect of "Monster Reborn".

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