

KONAMI

ENGLISH EDITION

SHONEN JUMP'S

YU-GI-OH!

TRADING CARD GAME

OFFICIAL RULEBOOK

VERSION 6.0

- ABOUT THE GAME 1

1 Getting Started

- YOU NEED THESE THINGS TO DUEL 2

2 Game Cards

- MONSTER CARDS 6
- SUMMONING MONSTER CARDS 14
- SPELL & TRAP CARDS 16

3 How to Play

- HOW TO DUEL AND HOW TO WIN 22
- PREPARING TO DUEL 23
- TURN STRUCTURE 24

4 Battles and Chains

- MONSTER BATTLE RULES 32
- CHAINS AND SPELL SPEED 35

5 Other Rules

- OTHER RULES 40
- GLOSSARY 42

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

The Yu-Gi-Oh! TRADING CARD GAME is based on the action-packed card game from "Yu-Gi-Oh!" and "Yu-Gi-Oh! GX": the TV and comic mega-hits.

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 of cards to select from, so collecting additional cards in booster packs and trading cards with your friends will let you customize your Deck and increase your chances of winning!

This is the official Yu-Gi-Oh! TRADING CARD GAME rule book. It's important to learn how to play correctly, so you should read this rulebook before playing if you're new to the game.

ABOUT THE GAME

CREATE YOUR OWN DECK

With thousands of cards to select 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.



Getting Started

You need these things to Duel.

■ Deck (minimum of 40 cards)

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

- The Deck must have at least 40 cards.
- You can only have up to 3 copies of the same card in your Deck.

Also, some cards are Forbidden or Limited in official tournaments.
(See page 40 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.

■ Side Deck (15 cards)

This is a separate stack of cards you can use to change your Deck. During a Match, after each Duel, you can swap any card from your Side Deck with a card from your Main Deck to customize your strategy against your opponent. The rules for Side Decks are:

- The Side Deck must contain exactly 15 cards.
- You can only have up to 3 copies of the same card in the Main Deck and the Side Deck combined.

■ 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 cards.

■ 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 to be extra-careful.

Card Sleeves

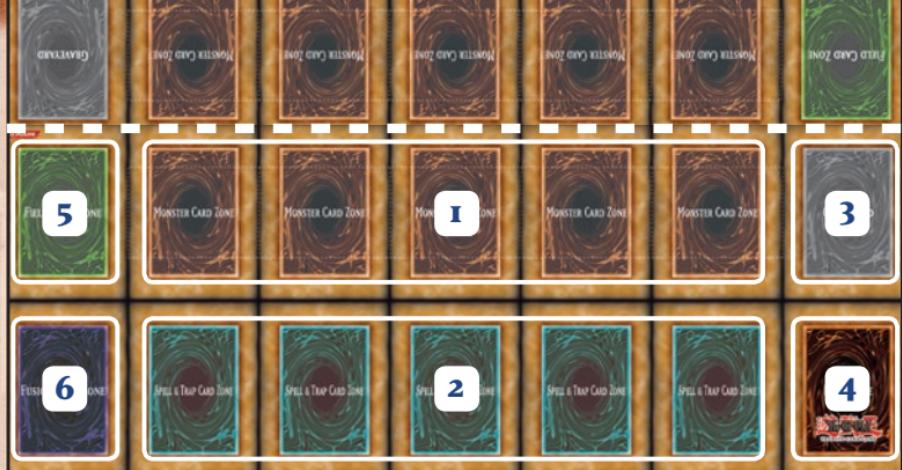
Plastic sleeves can prevent your cards from getting bent or scratched. If you use card sleeves, they all have to be the same so your cards aren't marked.

The Game Mat

Every card you play or discard will be placed on the Game Mat. Every card has a specific type and can only be placed on its corresponding zone on the Game Mat.

The Game Mat contained in this product is just for your half of the field. Each Duelist needs their own Game Mat; place them together while Dueling.

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. Up to 5 Monster Cards can be played here at a time. 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 when they're activated. You can also place them face-down here. You can have up to 5 cards in this zone. 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. Normally, if the contents of the Deck are revealed by a card effect, shuffle the Deck and put it back in this space after resolving the effect.



5 Field Card Zone

Special Spell Cards called "Field Spell Cards" are played here and are NOT counted towards the 5-card limit of the Spell & Trap Card Zone. However, only 1 Field Card can be active at a time, and whenever a new Field Spell Card is activated, the previous active one is automatically destroyed.



6 Fusion Deck Zone

All of your "Fusion Monsters" go in a separate Fusion Deck. Put it face-down in this space. You can only have up to 3 copies of the same card in your Fusion Deck, but there is no limit to the size of your Fusion Deck, and the cards in your Fusion Deck are NOT counted in the 40 card minimum limit of your Main Deck.

Monster Cards

HOW TO READ A CARD



1 Card Name

This is the card's name. Even if the pictures on two cards are different, they're considered to be the same card if they have the same name.

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 1 or more monsters.

3 Attribute

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



4 Type

There are 20 different Types of monsters. Some monsters will have additional information here too, next to their Type.

Dragon	Fiend	Machine
Spellcaster	Fairy	Thunder
Zombie	Insect	Aqua
Warrior	Dinosaur	Pyro
Beast-Warrior	Reptile	Rock
Beast	Fish	Plant
Winged Beast	Sea Serpent	

5 Card Number

A card's Booster Pack and identification number are listed 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

For Normal Monsters, a description of the monster is written here. Other monsters have their effect written here, or instructions on how to use the monster. Normally, the special abilities of Effect Monsters cannot be used while they are Set face-down on the field.

WHAT IS A MONSTER CARD?

A Monster Card is the basic card used to battle your opponent. Battles between these 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 types of cards. Let's take a look at the different types 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. Since they have no restrictions to Summon them, these monsters are reliable.



<< Fusion Monsters

Fusion Monsters are special monsters that go in your "Fusion Deck" (not in your Main Deck) and are Summoned by using the specific monsters listed on the card, combined with the Spell Card "Polymerization". Their Attack Points are usually very high and some of them have a special ability as well.

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

I 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 on the Spell & Trap Card Zone.

2 After sending the Fusion Material Monsters to the Graveyard, select the appropriate Fusion Monster from your Fusion Deck and place it face-up in an empty Monster Card Zone space, in either Attack or Defense Position. Finally, place the "Polymerization" card in the Graveyard, and your Fusion Summon is complete.

3 In order to use Fusion Monster Cards during a Duel, the Fusion Deck must be created and placed face-down in the Fusion Deck Zone before the Duel. Be sure and include the cards necessary for the Fusion Summon in your Main Deck!



Polymerization



«« 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 Attack points and Defense points and some have special abilities, just like Fusion Monsters.

How to Ritual Summon

1 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 on the Spell and Trap Card Zone.

2 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.

3 After sending the Tributed Monsters to the Graveyard, the Ritual Monster Card is placed face-up on the field in either Attack or Defense Position. Finally, place the Ritual Spell Card in the Graveyard and the Ritual Summon is complete.



«« 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**
- **Multi-Trigger 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 Card, your opponent must be wary because they don't know if it has a Flip Effect or not.

Example

FLIP: Destroy 1 monster on your opponent's side of the field.

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. You should prepare some strategy to preserve these monsters.

Example

While this card is face-up on the field...

Ignition Effect

You can use this type of effect just by declaring its activation. You can normally activate this type of effect only during your Main Phases. (See Turn Structure, page 24) There are some Ignition Effects that have a cost to activate, like discarding cards from your hand or Tributing your monster. Because you can choose when to activate this type of effect, it's easy to create combos with them.

Example

By Tributing 1 monster on your side of the field...

Trigger Effect

These cards 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 you inflict Battle Damage to your opponent's Life Points...

Multi-Trigger Effect

These are special monster effects that you can activate even during your opponent's turn, as long as the specific requirements are met. 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 35.) Since it's difficult for your opponent to predict these cards, they can give them an unexpected surprise.

Example

This effect can be activated even during your opponent's turn.

Summoning Monster Cards

There are several ways to get monsters onto the field. These ways can be categorized into 2 groups: Summons that can be done only once a turn, and other Summons that can be done multiple times a turn.

■ Normal Summon (and Tribute Summon)

This is the most common way to Summon a monster. Simply place 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 other monster from your side of the field 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 place a Monster Card from your hand onto the field in face-down Defense Position is called a "Set". You do need to Tribute in order to Set Monsters that are Level 5 or higher.

It's important to remember that a Monster Card Set on the field in face-down Defense Position IS NOT considered to be Summoned. Instead, it has simply been Set and can be Summoned with a Flip Summon or flipped face-up by an attack or card effect. However, Setting a monster does count as your once-per-turn Normal Summon.

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

You can do one of these once per turn

■ Flip Summon

The act of flipping a face-down Defense Position Monster into face-up Attack Position (without using a card effect) is called a "Flip Summon". When you Flip Summon, you cannot change the monster to face-up Defense Position. A Monster Card cannot be Flip Summoned in the same turn that it was Set onto the field. You cannot use a monster's effect until it is face-up.

■ Special Summon

Placing a monster on the field using any special procedure is called a "Special Summon". Fusion Monsters, Ritual Monsters, and some Effect Monsters that require specific conditions are all called "Special Summon Monsters". Unless otherwise specified, a Special Summoned monster is Summoned onto the field in your choice of face-up Attack Position or face-up Defense Position.

■ Special Summon with a Card's Effect

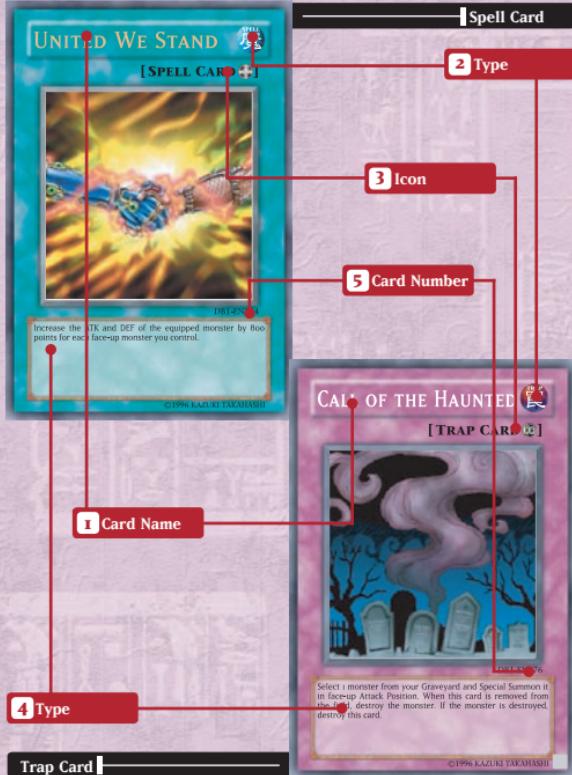
Monsters can also be Special Summoned onto the field through the effect of another card. This Special Summon is different from that of a "Special Summon Monster" like a Fusion or Ritual Monster.

You cannot use a card effect to Special Summon a "Special Summon Monster" from your hand, Deck, or the Graveyard unless it was Special Summoned properly first. (For example, if a Ritual Monster Card was discarded from your hand to the Graveyard without being Special Summoned with the appropriate Ritual Spell Card, you cannot use a Spell Card to Special Summon it from the Graveyard to the field, because Ritual Monsters are "Special Summon Monsters" and it was not Special Summoned properly first.)

You can do as many of these during a turn as you want

Spell & Trap Cards

HOW TO READ A CARD



1 Card Name

Just like Monster Cards, Spell and Trap 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 罪" 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".



4 Card Description

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

5 Card Number

A card's Booster Pack and identification number are indicated here. This number is useful for collecting, and for sorting your collection.



Spell Cards

Spell Cards can normally be activated during your Main Phases (except for Quick-Play Spell Cards), 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. The card is destroyed after resolving the effect and will be sent 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 remains 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 if it's removed from the field you may not get the effect.

Equip Spell Cards

These cards allow you to give an extra effect to 1 monster (either your own or your opponent's, depending on the card). They remain on the field after they are activated. When you place the Equip Spell Card on the field, you normally overlap the card slightly with the affected Monster Card. The Equip Spell Card still occupies one of your Spell & Trap Card Zone spaces. If the equipped monster is destroyed, flipped face-down, or removed from the field, its Equip Spell 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 the 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 destroyed and 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 the 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 Phases.

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 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 Fusion Monster Cards, place them face-down on the Fusion Deck Zone.

3

Both players show each other that their Side Decks, if they have them, contain exactly 15 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 there are still 15 cards in it.

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 normally consists of 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. Details of each phase are explained starting on the next page.

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

If a card says to do certain things during the Standby Phase, do them now.

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 (including during your Main Phase 2).

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 do this once for each monster on the field. However, you cannot change the battle position of a monster that was placed onto the field this turn. Also, even if you have not changed a monster's battle position this turn, you cannot change it in Main Phase 2 if the monster attacked during the Battle Phase.

Active a Card or Effect

You can activate Spell Cards 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

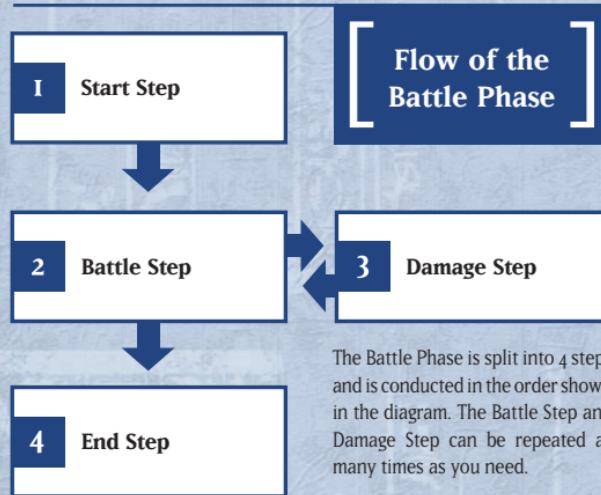
You can Set Spell & Trap Cards during this phase. You can have up to 5 Spell & Trap Cards in play at a time, including both Set cards and already active cards. (But not including the Field Card Zone)

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, depending on your situation.

Possible Actions in this phase	Battle with Monsters Activate Trap Cards and Quick-Play Spell Cards
--------------------------------	------------------------------------------------------------------------



I 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 an 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. Normally, each face-up Attack Position monster is allowed 1 attack per turn. Monsters don't have to attack if you don't want them 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 32.) 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 placed on 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.



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. You can 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
- Activate 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

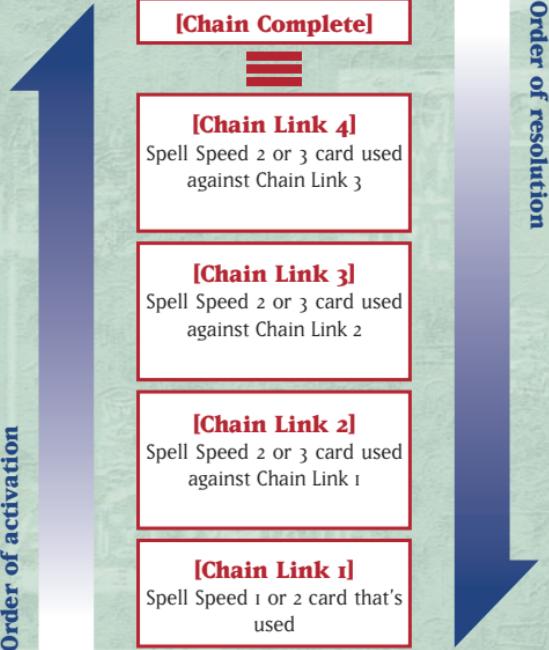
WHAT IS A CHAIN?

A "Chain" is how players activate and resolve multiple card effects. A Chain also refers to the activation of a card in response to another card's activation. If a card's effect is activated, the opponent is always given a chance to respond with 1 of their own cards, creating a Chain. You must always be careful not to resolve the effects of your cards before asking your opponent if they wish to make a Chain. If your opponent makes a Chain, then you will be given a chance to make an additional play on the Chain. If your opponent does not make a Chain, you may 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.

SPELL SPEED

Spell Speed refers to the speed of a card's effect. If you want to respond to a card effect in a Chain, you cannot respond with a card that has a slower Spell Speed. Please see page 37 for an introduction to each type of card's Spell Speed. In general, from fastest to slowest, it's Counter Trap → Quick-Play Spell Card/Trap Card → Effect Monster/Spell Card.

How a Chain Works



As shown in the diagram above, the first activated card is Chain Link 1. The next card 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 Cards have different speeds. There are Spell Speeds from 1 to 3. Remember that you can only respond to a card with a card of equal or greater speed.

■ Spell Speed 1

Normal Spell, Continuous Spell, Equip Spell, Field Spell, Effect Monster (Continuous, Ignition, Trigger, and Flip)

This is the slowest of all Spell Speeds. These cards cannot be activated in a Chain to any other cards. So it normally cannot be Chain Link 2 or higher.

■ Spell Speed 2

Quick-Play Spell, Normal Trap, Effect Monster (Multi-Trigger)

These cards can be used against a card with a Spell Speed of 1 or 2 and can be activated at any time.

■ Spell Speed 3

Counter Trap

This is the fastest of all Spell Speeds and can be Chained against 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 "Dark Hole" and Player B responds by activating their Set "Magic Jammer". 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" Negates the effect of "Magic Jammer"	Spell Speed 3
Chain Link 2	"Magic Jammer" Negates the effect of "Dark Hole"	Spell Speed 3
Chain Link 1	"Dark Hole" Destroys all monsters on the field.	Spell Speed 1

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

"Magic Jammer" (Chain Link 2) would then be resolved, but the effect of "Seven Tools of the Bandit" stops its activation.

Therefore the effect of "Dark Hole" (Chain Link 1), which would have been negated by the effect of "Magic Jammer", is resolved successfully, and all monsters on the field are destroyed as originally intended.

TURN PLAYER'S PRIORITY

The turn player always has priority to activate a card first in each phase or step of their turn. This is called the turn player's "Priority".

As long as the Turn player has Priority, the opponent cannot activate cards first, except for effects that activate automatically, like Trigger or Flip effects. When the Turn player "uses Priority to activate a card" or "passes Priority", Priority is automatically passed to the opponent. A player must pass Priority when moving on to the next phase or step.

Obeyed strictly, you would always declare that you're giving up 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. This means the opponent used the priority you (implicitly) gave up.

- A turn player has 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 can contain up to 3 copies of a card that has the same name. However, according to the Official Rules, 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 (as needed) and is posted on the Yu-Gi-Oh! TCG official website.

This list is applied for 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 since they are not physical cards, and when destroyed, they are removed from the field instead of going to the Graveyard.

When put into play, use coins, paper clips or any similar marker (as long as it can indicate Attack Position or Defense Position) as Monster Tokens and place them on the Monster Card Zones of the field. Monster Tokens count toward the 5-Card monster limit. 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, 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 draws 1 card", where both players resolve an effect simultaneously, the turn player resolves the effect first. In this example, after the turn player draws 1 card, the other player draws.

■ When multiple cards are activated simultaneously

If effects of Spell Speed 1 cards (like Trigger effects) are activated at a 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.

■ Spell Counters

You may need these for some specific card effects. You cannot place counters on cards unless a card effect allows it.

■ 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 Chain to the activation of a card or effect. Summoning a Monster, Tributing, and Paying Costs are not card activations and therefore you cannot respond to those actions using a Chain.

Glossary

●ATTACK DIRECTLY

Attacking directly means that a monster attacks a player directly instead of attacking a monster. In this case, the damage to the player will be equal to the monster's ATK.

●BATTLE DAMAGE

Battle Damage means damage to a player or monster that is caused as a result of battle with a monster during the Battle Phase. This is different from damage by the effect of an Effect Monster, Spell Card or Trap Card.

●CARDS ON THE FIELD

When "cards on the field" is written on a card description, it usually means all the cards on the Game Mat excluding the Graveyard, Deck, and Fusion Deck.

●CONTROL

The player who has the right to control a card is called "the controller". Normally the cards on your side of the field are under your control, but if your opponent takes control of a card with a card effect, 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 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. The action of returning a card from the field to the hand or Deck, or sending a card to the Graveyard as a cost or Tribute, is not considered "destroyed".

●DISCARD TO THE GRAVEYARD

Discard to the Graveyard means to place a card from your hand in the Graveyard because of a card effect or adjusting the number of cards in your hand during your End Phase.

●DRAW COUNT

The draw count for effects like "each time you draw a card(s)" is counted as 1 per effect. For example, in the case of "Draw 2 cards" it is counted as 1 draw count. It is not the number of cards you draw. The same method of counting is applied for effects like "discarding a card(s)" or "each time you receive damage".

●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. Paying a cost or destroying a monster as a result of battle is not included in the effect of a card.

●EFFECTS THAT TARGET A CARD

For an effect that targets a card, you select the target that you would like and then activate the effect. A card that affects cards in general, or an effect for which you select a target when you resolve the effect, is not an effect that targets a card.

●EQUIP CARD

Normally Equip Card means an Equip Spell Card. However, sometimes Trap Cards or Monster Cards are treated the same as an Equip Spell Card; the term "Equip Card" includes these.

●EQUIPPED MONSTER

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

●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

Paying a cost means an action like discarding or sending a card to the Graveyard from your hand, or paying Life Points, in order to Summon a monster or activate an effect. 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.

●PICK UP CARDS

To "pick up" cards normally means the action of looking at a card which is face-down. When you pick up a card, Flip Effects, etc., are not activated. Normally, after looking at it, return the card to its original position.

●RANDOM

There is no definite way to randomly select a card. When a card effect says to select a card randomly, there is no official way to do so, as long as your opponent chooses a card(s) without knowing the card(s).

●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.

●SEND TO THE GRAVEYARD

A card can be "sent to the Graveyard" in various ways. Destroying a card and sending it to the Graveyard, discarding a card from your hand, and Tributing a monster are all examples.

●SET

Placing a card face-down is called a "Set". For Monster Cards, placing it in face-down Defense Position is called a "Set".

●SHUFFLE

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

●TRIBUTE

Tributing a monster is one possible cost for Summoning a monster or activating an effect. Normally it is the action of sending a Monster Card from the field to the Graveyard. Tributing a monster is conducted before the activation of the card that requires a Tribute. A monster sent to the Graveyard by Tributing is not treated as "destroyed".

MEMO

FOR FURTHER INFORMATION ON
THE Yu-Gi-Oh! TRADING CARD GAME,

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UPPER DECK AT (800) 873-7332

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