



Duelist Pack Collection Tin 2010 – Card Rulings

Compiled as of March 24th, 2010 - <version 1.0>

Starlight Road

DPCT-EN004

Activate only when an effect is activated that would destroy 2 or more cards you control. Negate the effect and destroy that card. Then, you can Special Summon 1 "Stardust Dragon" from your Extra Deck.

You can only Chain this card directly to the effect that would destroy 2 or more cards you control.

If you negate an effect with "Starlight Road" but cannot destroy the card, you cannot Special Summon "Stardust Dragon."

If you Chain "Starlight Road" to "Heavy Storm" while you control 2 or more Spell or Trap Cards and Special Summon "Stardust Dragon" you cannot activate "Torrential Tribute" afterwards. Even though the effect of "Heavy Storm" is negated, the activation was not, so the card will still resolve without effect and you will miss the timing to activate "Torrential Tribute."

If you control 2 face-up monsters including "Horus the Black Flame Dragon LV6" and your opponent activates "Lightning Vortex," you can activate "Starlight Road."

You can activate "Starlight Road" even if you cannot Special Summon due to the effect of "Vanity's Fiend."

You can activate "Starlight Road" even if you don't have a "Stardust Dragon" in your Extra Deck.

You cannot activate "Starlight Road" during the Damage Step.

You cannot Chain "Starlight Road" to the effect of "Elemental Hero Stratos" because it might not destroy any cards.

You cannot activate "Starlight Road" if your opponent activates "Crush Card Virus" while your only monsters are two face-down monsters with 1500 or more ATK.

Negating and destroying a card and Special Summoning "Stardust Dragon" do not happen at the same time. First you negate and destroy the card, then you Special Summon "Stardust Dragon." If you don't Special Summon, the effect of "Starlight Road" ends after negating and destroying the card.

You can Chain the effect of "Royal Oppression" to negate and destroy "Starlight Road."

Special Summoning "Stardust Dragon" with "Starlight Road" is not a Synchro Summon. If that "Stardust Dragon" is later sent to the Graveyard, it cannot be Special Summoned by its own effect or "Call of the Haunted."

Hidden Arsenal – Card Rulings

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Blizzed, Defender of the Ice Barrier

HA01-EN001

When this card is destroyed by battle and sent to the Graveyard, draw 1 card.

This is a mandatory Trigger Effect.

Blizzard Warrior

HA01-EN002

If this card destroys an opponent's monster by battle, look at the top card of their Deck, then return that card to either the top or the bottom of their Deck.

This effect activates at the end of the Damage Step.

Mist Valley Thunderbird

HA01-EN004

When this face-up card on the field returns to the hand, Special Summon it. This card cannot attack during the turn it was Special Summoned by this effect.

The effect that lets you Special Summon “Mist Valley Thunderbird” is a Trigger Effect that activates in the hand.

The effect that prevents you from attacking with “Mist Valley Thunderbird” is part of the effect that Special Summons it. It is not negated by “Skill Drain.”

You can Special Summon “Mist Valley Thunderbird” by its effect even during the Damage Step.

If “Mist Valley Thunderbird” is returned to your hand and you Chain “Reload” to the activation of its effect, you cannot Special Summon it even if you draw it again during the resolution of “Reload.”

Mist Valley Shaman

HA01-EN005

Once per turn, you can return 1 other monster you control to the hand, to have this card gain 500 ATK until the End Phase.

Returning 1 other monster you control to the hand is a cost.

You cannot activate this effect while “Degenerate Circuit” is active.

You can return your opponent's monster that you've taken control of to their hand.

Mist Valley Soldier

HA01-EN006

While you control this face-up card, any opponent's monster that battles this card, but is not destroyed by the battle, returns to its owner's hand at the end of the Damage Step.

If “Mist Valley Soldier” itself is destroyed by battle, the effect to return an opponent's monster will not activate.

If you would return a Synchro or Fusion Monster to its owner's hand, it returns to the Extra Deck instead.

Flamvell Dragnov

HA01-EN007

When this card is destroyed by battle and sent to the Graveyard, inflict 500 damage to your opponent. You can remove from play this card in your Graveyard, along with 1 face-up FIRE monster you control, to add 1 "Flamvell Dragnov" from your Deck to your hand.

Removing this card and 1 FIRE monster you control from play is a cost.

X-Saber Axel

HA01-EN010

While you control this face-up card, when a face-up "Saber" monster you control is destroyed by battle and sent to the Graveyard, draw 1 card.

"X-Saber Axel" must be face-up on the field when its effect resolves for you to draw 1 card.

X-Saber Airbellum

HA01-EN011

When this card inflicts Battle Damage to your opponent by a direct attack, discard 1 random card from your opponent's hand.

The effect to discard a card only activates if you attack directly with "X-Saber Airbellum" and inflict at least 1 damage.

X-Saber Uruz

HA01-EN012

When this card destroys an opponent's monster by battle and sends it to the Graveyard, you can Tribute this card to return the destroyed card to the top of its owner's Deck.

Tributing "X-Saber Uruz" is a cost.

The effect to return the destroyed card does not target.

Commander Gottoms, Swordmaster

HA01-EN013

All face-up "Saber" monsters you control gain 400 ATK.

This includes "Saber Beetle" and "Sabersaurus."

Worm Apocalypse

HA01-EN017

FLIP: Destroy 1 Spell or Trap Card.

The effect of "Worm Apocalypse" targets 1 Spell or Trap Card.

Worm Dimikles

HA01-EN020

FLIP: This card gains 300 ATK and DEF.

If "Skill Drain" is activated after "Worm Dimikles" gains 300 ATK and DEF, the effect to gain ATK and DEF is then negated.

Worm Erokin

HA01-EN021

This card cannot be Special Summoned. Once per turn, select 1 face-up Reptile-Type "Worm" monster on the field and change it to face-down Defense Position.

The effect of "Worm Erokin" targets.

"Worm Erokin" is a valid target for its own effect.

Brionac, Dragon of the Ice Barrier

HA01-EN022

You can discard any number of cards to the Graveyard to return the same number of cards from the field to the hand.

Discarding cards to the Graveyard is a cost.

The effect of "Brionac, Dragon of the Ice Barrier" targets a number of cards equal to the number of cards that you discarded to the Graveyard.

If you Synchro Summon "Brionac, Dragon of the Ice Barrier" using a monster with a mandatory effect like "Goblin Zombie" as one of the Synchro Material Monsters, when the Synchro Summon is successful the effect of that monster will activate automatically. You will not be able to activate the Ignition effect of Brionac before the mandatory effect of "Goblin Zombie."

If 1 or more of the targeted cards are removed from the field before the effect resolves, the rest will still be returned to the owner's hand.

Mist Wurm

HA01-EN023

1 Tuner + 2 or more non-Tuner monsters

When this card is Synchro Summoned, return up to 3 cards your opponent controls to the hand.

The effect of "Mist Wurm" targets 1, 2, or 3 cards your opponent controls.

If you use a monster with a mandatory Trigger Effect like "Goblin Zombie" as a Synchro Material Monster for "Mist Wurm" you will activate both the effect of "Goblin Zombie" and the effect of "Mist Wurm" after the Synchro Summon is successful.

Flamvell Uruquizas

HA01-EN024

1 Tuner + 1 or more non-Tuner monsters

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. This card gains 300 ATK each time it inflicts Battle Damage to your opponent.

The effect to increase the ATK of "Flamvell Uruquizas" starts a Chain.

If you use "Shrink" on "Flamvell Uruquizas" you halve the original ATK and then add the increases. So the ATK will be $1050 + 300$ for each time its effect resolved.

Ally of Justice Catastor

HA01-EN026

1 Tuner + 1 or more non-Tuner monsters

If this card attacks or is attacked by a non-DARK monster, destroy that monster at the start of the Damage Step (without damage calculation).

The effect of "Ally of Justice Catastor" activates at the very start of the Damage Step before face-down monsters are flipped face-up.

If "Ally of Justice Catastor" or the opponent's monster is face-down at the start of the Damage Step, the effect of "Ally of Justice Catastor" will not apply.

If "Ally of Justice Catastor" battles a monster that can be treated as both DARK and another Attribute, such as "Dark Simorgh," the effect of "Ally of Justice Catastor" will activate and destroy the monster.

If "Ally of Justice Catastor" battles a monster like "D.D. Warrior" the monster will be destroyed by the effect of "Ally of Justice Catastor's" effect without damage calculation. The effect of "D.D. Warrior" that would activate after damage calculation will not activate.

If "Ally of Justice Catastor" battles "Neo-Spacian Grand Mole," the mandatory effect of Catastor will activate first and become Chain Link 1 and the effect of "Neo-Spacian Grand Mole" will be Chained to it.

If the monster that “Ally of Justice Catastor” is battling survives the effect of Catastor because of “Heavy Mech Support Platform” or “Spirit of the Six Samurai,” damage calculation will be carried out normally.

Wrath of Neos

HA01-EN027

Select 1 face-up "Elemental Hero Neos" you control. Return it to the Deck and destroy all cards on the field.

“Wrath of Neos” targets 1 face-up monster named “Elemental Hero Neos” you control.

You can activate “Wrath of Neos” and target a Token or “Embodiment of Apophis” being treated as “Elemental Hero Neos.” If you target a Token, you cannot return it to the Deck or destroy all cards on the field. If you target “Embodiment of Apophis,” you can return it to the Deck and destroy all cards on the field.

If your opponent gains control of “Elemental Hero Neos” targeted by “Wrath of Neos” before it resolves, you still return that card to your Deck and destroy all cards on the field.

Detonate

HA01-EN028

Destroy all face-up "Kuriboh" and "Kuriboh Tokens" you control, along with a number of cards your opponent controls, up to the number of "Kuriboh" and "Kuriboh Tokens" destroyed by this effect.

You cannot activate “Detonate” if you control no “Kuriboh” or “Kuriboh Tokens.”

You must destroy at least 1 of your opponent’s cards if you activate “Detonate.”

Berserker Crush

HA01-EN029

Remove from play 1 monster from your Graveyard. The ATK and DEF of 1 face-up "Winged Kuriboh" you control become equal to the ATK and DEF of that monster, until the End Phase of this turn.

Removing from play 1 monster is a cost to activate “Berserker Crush.”

“Berserker Crush” targets 1 face-up “Winged Kuriboh” you control.

You can activate “Berserker Crush” during the Damage Step.

Warriors’ Strike Structure Deck – Card Rulings

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Phoenix Gearfreed

SDWS-EN001

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect:

● *When your opponent activates a Spell Card, you can select 1 Gemini monster from your Graveyard and Special Summon it. Also, you can send 1 face-up Equip Card you control to the Graveyard to negate the activation of a Spell or Trap Card that targets a monster on the field, and destroy it.*

The effect to Special Summon 1 Gemini monster from the Graveyard targets.

Sending an Equip Card you control to the Graveyard is a cost.

You can send a Trap Card like “Kunai with Chain” that is equipped to a monster as the cost to activate the effect to negate a Spell or Trap Card.

The effect to negate a Spell or Trap Card does not target.

You can activate the effect to negate a Spell or Trap Card more than once in the same Chain.

You cannot activate the effect to Special Summon a Gemini monster during the Damage Step.

You can activate the effect to negate a Spell or Trap Card during the Damage Step.

Evocator Chevalier

SDWS-EN002

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect:

- You can send 1 face-up Equip Card you control to the Graveyard to destroy 1 card your opponent controls.

Sending an Equip Card you control to the Graveyard is a cost to activate the effect.

You can send a Trap Card like "Kunai with Chain" that is equipped to a monster as the cost to activate the effect to destroy 1 card.

If you Special Summoned "Evocator Chevalier" with "Symbols of Duty" and then send "Symbols of Duty" to the Graveyard as a cost, "Evocator Chevalier" will still destroy 1 card your opponent controls.

If the effect of "Evocator Chevalier" is active due to "Supervise" and you send "Supervise" to the Graveyard as a cost to activate the effect of "Evocator Chevalier," you still destroy 1 card your opponent controls.

Featherizer

SDWS-EN003

When this card is destroyed by battle and sent to the Graveyard, you can send 1 Gemini monster from your Deck to the Graveyard and draw 1 card.

If you activate this effect, you must send 1 Gemini monster from your Deck and draw 1 card. You cannot choose to just do only one part of the effect.

If you do not have a Gemini monster in your Deck, you cannot activate this effect.

If your Deck contains 1 or fewer cards, even if your remaining card is a Gemini monster you cannot activate this effect.

Gemini Soldier

SDWS-EN004

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect:

- Once per turn, if this card would be destroyed by battle, it is not destroyed. If this card battles, after damage calculation, you can Special Summon 1 Level 4 or lower Gemini monster from your Deck, except "Gemini Soldier".

Even if this card is not destroyed by battle, damage calculation is still conducted.

If this card would be destroyed as a result of battle you can still activate the effect to Special Summon a Gemini monster.

You cannot activate the effect to Special Summon if you have no Gemini monsters in your Deck.

The effect to Special Summon 1 Gemini monster activates at the same time as effects that trigger when damage is dealt, such as "Airknight Parshath."

Supervise

SDWS-EN017

Equip only to a Gemini monster. It is treated as an Effect Monster, and gains its effect(s). When this face-up card on the field is sent to the Graveyard, select and Special Summon 1 Normal Monster from your Graveyard.

You can equip this card to a Gemini monster that has already gained its effect.

The effect to Special Summon 1 Normal Monster in your Graveyard targets. It starts a Chain.

If “Mystical Space Typhoon” is Chained to the activation of “Supervise” to destroy it, the effect to Special Summon 1 Normal Monster will still be activated.

If “Supervise” is sent to the Graveyard during the Damage Step, the effect to Special Summon 1 Normal Monster still activates.

If “Supervise” is Special Summoned by “Magical Hats” and is attacked and destroyed by battle, the effect to Special Summon 1 Normal Monster will not activate.

You can equip “Supervise” to a Gemini monster while “Skill Drain” is face-up on the field.

If you send a monster equipped with “Supervise” to the Graveyard as a Synchro Material Monster for “Brionac, Dragon of the Ice Barrier,” the effect to Special Summon 1 Normal Monster will activate immediately after Brionac is Summoned. You will not be able to activate Brionac’s effect until the Chain resolves.

If you send a monster equipped with “Supervise” to the Graveyard as a Synchro Material Monster for “Black Rose Dragon” you can activate the effect of that Synchro Monster in a Chain with the effect of “Supervise.” The mandatory effect of “Supervise” will be Chain Link 1.

You cannot equip “Supervise” to “Neo-Spacian Dark Panther” even if it copies the name and effect of a Gemini monster.

A Gemini monster that is being treated as an Effect Monster due to “Supervise” returns to being treated as a Normal Monster when “Supervise” is removed from the field.

If the equipped monster and “Supervise” are destroyed at the same time, you can use the effect of “Supervise” to Special Summon the monster it was equipped to.

Hidden Armory

SDWS-EN021

Send 1 card from the top of your Deck to the Graveyard. Add 1 Equip Spell Card from your Deck or Graveyard to your hand. You cannot Normal Summon or Set the turn you activate this effect.

Sending 1 card from the top of your Deck to the Graveyard is a cost.

This card does not target.

You cannot Normal Summon or Set during the turn you activate this card, even with the effect of “Ultimate Offering.”

You cannot activate “Hidden Armory” while the effect of “Dimension Fortress Weapon” is being applied.

You can activate the effect of “Red-Eyes Wyvern” during the End Phase of the turn you could not Normal Summon due to the effect of “Hidden Armory.”

Burden of the Mighty

SDWS-EN019

Each face-up monster your opponent controls loses 100 ATK x its own Level.

If you have multiple copies of this card face-up on the field, their effects will accumulate.

This effect is applied continuously and does not use the Chain.

Dark Bribe

SDWS-EN032

Negate the activation of an opponent’s Spell or Trap Card, and destroy it. Your opponent draws 1 card.

This effect does not target.

You cannot activate this card if your opponent has no cards in their Deck.
Both parts of this card's effect are considered to resolve at the same time.

If this card is activated as Chain Link 2 negating a Spell or Trap Card, the negated effect will not be resolved, so the Chain is over after the opponent draws 1 card.

Starter Deck 2009 – Card Rulings

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Road Synchron

5DS2-EN006

If this card is used for the Synchro Summon of a monster other than "Road Warrior", its Level is reduced by 2. If this card attacks, at the end of the Damage Step, increase its Level by 1 until the End Phase.

If "Skill Drain" is negating the effect of "Road Synchron," it is treated as a Level 4 Tuner even if you Synchro Summon a monster other than "Road Warrior."

If "Road Synchron's" Level is increased by its own effect and "Skill Drain" is activated later in the same turn, "Road Synchron's" Level will return to 4.

X-Saber Airbellum

5DS2-EN019

When this card inflicts Battle Damage to your opponent by a direct attack, discard 1 random card from your opponent's hand.

This effect will only activate if you attack your opponent directly and successfully inflict damage. If your opponent took 0 damage because of "Waboku," this effect will not activate.

X-Saber Galahad

5DS2-EN020

If this card attacks an opponent's monster, this card gains 300 ATK during the Damage Step only. If this card is attacked by an opponent's monster, this card loses 500 ATK during the Damage Step only. When this card is selected as an attack target, you can Tribute another "Saber" monster to negate the attack.

The effect to negate an attack does not target.

Pride of the Weak

5DS2-EN021

When a Level 2 or lower monster you control destroys an opponent's monster by battle and sends it to the Graveyard, if you have no cards in your hand, draw 2 cards.

This effect starts a Chain.

You must have no cards in your hand when this effect resolves in order to draw 2 cards.

Gottoms' Emergency Call

5DS2-EN033

Activate only if there is a face-up "X-Saber" monster(s) on the field. Select 2 "X-Saber" monsters in either player's Graveyard(s). Special Summon those monsters to your side of the field.

This effect targets the 2 "X-Saber" monsters.

If either of the "X-Saber" monsters targeted by this card is not in the Graveyard when it resolves, the other one is not Summoned.

If your opponent controls the only face-up "X-Saber" monster on the field, you can still activate this card. You can select 1 "X-Saber" monster in your Graveyard and 1 in your opponent's Graveyard.

Road Warrior

5DS2-EN041

"Road Synchron" + 2 or more non-Tuner monsters

Once per turn, you can Special Summon 1 Level 2 or lower Warrior-Type or Machine-Type monster from your Deck.

This effect does not target.