



GOLD SERIES 3 – CARD RULINGS

Compiled as of September 9, 2010 - <version 1.0>

Vice Dragon

GLD3-EN002

If your opponent controls a monster and you control no monsters, you can Special Summon this card from your hand. If you do, its original ATK and DEF are halved.

Halving the ATK and DEF of **Vice Dragon** happens as part of the inherent Special Summon. When **Vice Dragon** successfully Special Summoned with its own effect, its ATK will be 1000 and its DEF will be 1200.

You cannot Special Summon **Vice Dragon** while **Testudo erat Numen** is on the field.

Amazoness Archer

GLD3-EN003

You can Tribute 2 monsters to inflict 1200 damage to your opponent.

REVISED TEXT:

This card's name has changed from **Amazon Archer** to **Amazoness Archer**.

Tributing 2 monsters is a cost.

You can Tribute **Amazoness Archer** itself as one of the two monsters.

If you use **Soul Exchange**, you can Tribute your opponent's monster to activate this effect.

Amazoness Paladin

GLD3-EN004

This card gains 100 ATK for each "Amazoness" monster you control.

Amazoness Paladin itself counts for its ATK gaining effect.

Amazoness Fighter

GLD3-EN005

You take no Battle Damage from battles involving this card.

The effect of this card is applied even when it is attacked by **Dark Ruler Ha Des** or a monster equipped with **Wicked-Breaking Flamberge - Baou**.

If you take control of your opponent's **Amazoness Fighter** you will not take Battle Damage from battles involving it.

Amazoness Fighter and **Amazoness Swords Woman** are still destroyed if they battle a stronger monster.

If **Amazoness Fighter** or **Amazoness Swords Woman** is attacked by a monster that is affected by **Diffusion Wave-Motion**, their effects are still applied.

If **Amazoness Swords Woman** attacks **Amazoness Fighter**, the Battle Damage will be 0.

Amazoness Swords Woman

GLD3-EN006

Your opponent takes all Battle Damage that you would have taken from a battle involving this card.

Amazoness Fighter and **Amazoness Swords Woman** are still destroyed if they battle a stronger monster.

The damage your opponent takes because of this card's effect is still Battle Damage, not Effect Damage.

If you redirect an opponent's attack to their own **Amazoness Swords Woman** with the effect of **Ancient Lamp**, then you will take the Battle Damage.

Robbin' Goblin's effect will not activate when your opponent takes Battle Damage due to **Amazoness Swords Woman's** effect. The attacking monster is the one considered to have inflicted the damage, not **Amazoness Swords Woman**.

If **Amazoness Swords Woman** battles **Spear Dragon** or a monster equipped with **Fairy Meteor Crush**, the player who controls the **Spear Dragon** or equipped monster will take the Battle Damage.

If your opponent attacks your **Amazoness Swords Woman** with a monster like **Airknight Parshath**, the controller of **Airknight Parshath** will take damage and Parshath's effect will not activate.

If your **Airknight Parshath** attacks a face-down **Ancient Lamp** and your opponent redirects its attack to your **Amazoness Swords Woman**, your opponent will take the Battle Damage and Parshath's effect will activate.

The controller of **Dark Flare Knight** takes no Battle Damage from battles involving it. If it attacks **Amazoness Swords Woman**, the controller of **Dark Flare Knight** will take no Battle Damage.

While **Begone, Knave!** is active, if **Amazoness Swords Woman** is attacked and inflicts damage to the opponent but is also determined to be destroyed by the battle, **Begone, Knave!** will not return her to the hand.

If **Amazoness Swords Woman** attacks your opponents Defense Position **Stone Statue of the Aztecs**, the controller of **Stone Statue of the Aztecs** will take the damage, and it will be the doubled amount.

If you activate **Dimension Wall** when your opponent attacks your weaker monster with **Amazoness Swords Woman**, only the effect of **Dimensional Wall** will be applied and your opponent will take the Battle Damage.

Amazoness Blowpiper

GLD3-EN007

Select 1 face-up monster your opponent controls during each of your Standby Phases. It loses 500 ATK until the end of this turn.

If the monster targeted by **Amazoness Blowpiper** is flipped face-down, it will no longer be affected by this effect.

If **Amazoness Blowpiper** is flipped face-down or leaves the field, its effect will still be applied.

Spirit Reaper will be destroyed if it is targeted by the effect of **Amazoness Blowpiper**.

Amazoness Tiger

GLD3-EN008

You can only control 1 "Amazoness Tiger". This card gains 400 ATK for each "Amazoness" monster you control. Your opponent cannot attack another "Amazoness" monster.

If multiple **Amazoness Tigers** would be Special Summoned face-up simultaneously, you Special Summon 1 and destroy the other.

You can Set another **Amazoness Tiger** if you already control a face-up one, but if it is flipped face-up during the Battle Phase due to an attack it will be destroyed after damage calculation. If it is flipped face-up by **Swords of Revealing Light**, it is destroyed after **Swords of Revealing Light** resolves.

If you control an **Amazoness Tiger** you can still activate **Brain Control** or **Mind Control** targeting your opponent's face-up **Amazoness Tiger**. When you gain control of the new Tiger, it will be destroyed.

If **Amazoness Tiger** is Summoned you can activate **Bottomless Trap Hole** because its ATK becomes 1500 as soon as it is successfully Summoned.

If you control **Amazoness Tiger** and another "Amazoness" monster equipped with **Ring of Magnetism**, the one equipped with **Ring of Magnetism** is the one that must and will be attacked. If your monster is instead equipped with **Raregold Armor**, your opponent cannot attack.

Elemental Hero Prisma

GLD3-EN014

REVISED TEXT:

Once per turn, you can activate this card's effect by revealing 1 Fusion Monster from your Extra Deck and sending 1 of the Fusion Material Monsters listed on that card from your Main Deck to the Graveyard. Until the End Phase, this card's name becomes the name of the monster you sent to the Graveyard.

This text is functionally different from the old text. Revealing 1 Fusion Monster from your Extra Deck and sending 1 of the Fusion Material Monsters listed on that card from your Main Deck to the Graveyard is now a cost to activate the effect.

Elemental Hero Prisma can only be used for Fusion Monsters that have at least 1 Fusion Material Monster that is specifically named, and can only be used to change its name to a specifically named Fusion Material Monster. You cannot reveal a monster like **Five-Headed Dragon** and send any Dragon-Type monster from your Deck to the Graveyard.

If **Elemental Hero Prisma**'s effect activates and resolves and later that turn **Skill Drain** is activated, **Elemental Hero Prisma** will still retain the Fusion Material Monster's name since the effect has already been applied.

If the Fusion Material Monster that was sent to the Graveyard is removed from play, **Elemental Hero Prisma** retains the name of that monster since the effect has already been applied. You must send the Fusion Material Monster from your Main Deck to the Graveyard. You cannot send a monster from your Extra Deck.

If **Elemental Hero Prisma** is already on the field and your opponent activates **Prohibition** naming **Gladiator Beast Bestiari**, then **Elemental Hero Prisma** can still copy Bestiari's name and can attack or change its battle position. If Prisma is Summoned *after* **Prohibition** is activated, you can still copy Bestiari's name, but you cannot declare an attack or change its battle position.

You choose when during the End Phase to return Prisma's name to normal.

Amazoness Chain Master

GLD3-EN017

When this card is destroyed by battle and sent to the Graveyard, you can pay 1500 Life Points to look at your opponent's hand, select 1 Monster Card in it, and add that card to your hand.

If you activate this effect but your opponent has no monsters in their hand, the rest of the effect will not apply and you will not receive a refund on the Life Points paid.

If the card you took from the opponent's hand is returned from the field to the hand or Deck or sent to the Graveyard, it goes to the owner's hand/Deck/Graveyard.

You cannot activate this effect if your opponent has no cards in their hand.

If your opponent has your monster in their hand because of **Amazoness Chain Master** and you use **Trap Dustshoot** to return it to the Deck, it returns to your Deck.

Thunder King Rai-Oh

GLD3-EN020

Neither player can add cards from their Deck to their hand except by drawing them. You can send this face-up card to the Graveyard to negate the Special Summon of 1 of your opponent's monsters, and destroy it.

Sending this card to the Graveyard is a cost to activate that effect. It does not target.

You activate the Summon negating effect at the same time you would use **Solemn Judgment**, **Horn of Heaven**, or **Black Horn of Heaven** to negate a Special Summon that does not start a Chain.

Thunder King Rai-Oh cannot negate the Special Summon of a monster due to the effect of another card, like **Call of the Haunted** or **Polymerization**.

You cannot activate **Reinforcement of the Army** while **Thunder King Rai-Oh**'s effect is active. If **Reinforcement of the Army** is activated and an effect is Chained to Summon **Thunder King Rai-Oh** then the effect of **Reinforcement of the Army** is negated.

You can still activate cards like **Gold Sarcophagus** that do not directly add cards from your Deck to your hand.

You can activate cards like **Emblem of the Dragon Destroyer**, but you must add the **Buster Blader** from your Graveyard to your hand because you cannot add cards from your Deck to your hand except by drawing them.

Crystal Seer's effect will still activate even if **Thunder King Rai-Oh** is on the field. If **Thunder King Rai-Oh** is still on the field when **Crystal Seer**'s effect resolves, the card that would be added to your hand goes to the Graveyard instead. If your opponent controls 3 monsters, including **Thunder King Rai-Oh** and you Tribute the other 2 to Special Summon **Lava Golem** to your opponent's side of the field, your opponent can use the effect of **Thunder King Rai-Oh** to negate the Special Summon.

Sangan's effect will still activate if it sent to the Graveyard while **Thunder King Rai-Oh** is on the field. It will resolve without effect since you cannot add a card to your hand.

You cannot use the effect of **Elemental Hero Stratos** to add a monster to your hand while **Thunder King Rai-Oh**'s effect is active. You can use the effect to destroy Spell or Trap Cards.

You cannot activate **Morphtronic Forcefield** while **Thunder King Rai-Oh** is face-up on the field. If, somehow, **Thunder King Rai-Oh** becomes face-up on the field before **Morphtronic Forcefield** resolves, the activation of the Spell or Trap Card that **Morphtronic Forcefield** was Chained to will still be negated, but you cannot add a "Morphtronic" card to your hand.

You can negate the Special Summon of **Machina Fortress** or **Endymion, the Master Magician** due to their own effects with the effect of **Thunder King Rai-Oh**.

My Body as a Shield

GLD3-EN041

REVISED TEXT:

Activate only by paying 1500 Life Points when your opponent activates a card or effect that would destroy a monster(s) on the field. Negate the activation of that card and destroy it.

TAGFORCE 5 - CARD RULINGS

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Fleur Synchron

TF04-EN001

If this card is sent to the Graveyard as a Synchro Material Monster, you can Special Summon 1 Level 2 or lower monster from your hand.

This effect does not target.

If you change **Fleur Synchron** into an EARTH monster and use multiple copies of it to Synchro Summon **XX-Saber Gottoms**, you can activate the effect of each copy of **Fleur Synchron**.

This effect activates in the Graveyard, so it can't be negated by **Skill Drain**, **Junk Synchron**, or **Debris Dragon**.

If you take control of your opponent's **Fleur Synchron** and use it as a Synchro Material Monster, your opponent can activate the effect of **Fleur Synchron**.

Chevalier de Fleur

TF05-EN002

"Fleur Synchron" + 1 or more non-Tuner monsters

Once during each of your turns, when your opponent activates a Spell/Trap Card, you can negate the activation and destroy that card.

You can activate this effect during the damage step.

You can only use this effect during your turn.

You must Chain this effect directly to the activation of the Spell or Trap Card.

You cannot use this effect when your opponent activates the effect of one of their face-up Spell or Trap Cards.

If **Chevalier de Fleur**'s effect is used, and it is flipped face-down and face-up in the same turn, you can use its effect again.

Liberty at Last!

TF05-EN003

*Activate only when a monster you control is destroyed by battle and sent to the Graveyard. Select 2 face-up monsters on the field and return them to the **Deck**.*

Note that there is an official revision to the text. This card returns the monsters to the Deck, not to the hand.

This card targets the 2 monsters.

You can target Tokens, Fusion Monsters, and Synchro Monsters with this card too. Tokens will simply disappear, and Fusions and Synchro Monsters will return to the Extra Deck.

You can activate this card when your opponent's monster that you control is destroyed by battle and sent to their Graveyard.

If one of the targets is no longer face-up on the field when this card resolves, you still return the remaining target.

If you Chain this card to the effect of **Rescueroïd** to return **Rescueroïd** to the Deck, **Rescueroïd**'s effect will not be applied.

If a monster attacks and destroys your **Exploder Dragon** and sends it to the Graveyard, and you Chain **Liberty at Last!** to return that monster to the Deck, it will return to the Deck and not be destroyed by **Exploder Dragon**'s effect.