



## SCORE ENTERTAINMENT'S VERIFIED EVENT NETWORK

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YU YU HAKUSHO CURRENT RULINGS DOCUMENT – VERSION 4.04.05



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## General Guidelines

### Rule - Active Date

The active date for all card clarifications will be based on that document's version date. Hence, all rulings in the Current Rulings v4.04.05 document will be effective April 4th of the current year.

### The Golden Rule

The text of a card always overrides the rules printed in the latest version of the YYH TCG rulebook. *Example: The card 'Power Strike' lets you deal 3 points of damage even though the rulebook states that you may only deal 2 points of damage from an attack.*

### Most Recent Printing Rule

If two or more cards share the same title, then the text, the numbers, and all other symbols of that card are to read as they appear on the most recent printing (MRP) of that card with that title.

### Card Eligibility

As noted in the most recently published Tournament Manual, the following information covers when cards are viable for tournament play:

“All cards that have been previously produced by Score Entertainment for a particular card game will be considered viable for tournaments sponsored by *SEVEN* for that game as of their official release date of the product or expansion that a card was released on.”

## Deck Building Clarifications

The following are clarifications based the rules involved with building a deck for the YYH card game. Other than the following, deck building rules from the most recent printing of the rulebook should be followed.

### Deck Size

- Decks need a minimum of 40 cards. This limit does not include your Team characters.
  
- If a card has the phrase “limit 1 per deck,” then you can only have 1 copy of that card in your Deck.

### Card Clarifications

The following list of card clarifications has been provided so that each card may be played as it was originally intended. Judges and Players should always keep current on any changes. Specific questions should be directed to [yuyurules@scoreent.com](mailto:yuyurules@scoreent.com).

*NOTE: Cards are clarified by expansion, with the most recent expansions first. For easy understanding (ATK) = Attack Value, (DEF) = Defense Value, ((#)) = Attack Cost, ♦ = a line break. A line break separates separate card effects on the same card.*

## Alliance

Card Name	#	Old Effect	New Effect	Date
110%	C69	<b>Pay X Spirit:</b> Before Playing, choose X to equal 0, 2, 3, or 4. If X = 0, your attacks gain +2000 (ATK) until your next Draw Step. If X = 2, choose for your attacks to gain either +3000 (ATK) or +5000 (ATK) until your next Draw Step. If X = 3, your attacks gain either +4000 (ATK) or +6000 (ATK) until your next Draw Step. If X = 4, your attacks gain +9000 (ATK).	<b>Pay X Spirit:</b> Before Playing, choose X to equal 0, 2, 3, or 4. If X = 0, your attacks gain +2000 (ATK) until your next Draw Step. If X = 2, choose for your attacks to gain either +3000 (ATK) or +5000 (ATK) until your next Draw Step. If X = 3, your attacks gain either +4000 (ATK) or +6000 (ATK) until your next Draw Step. If X = 4, your attacks gain +9000 (ATK) <u>until your next Draw Step.</u>	02/09/05
Desu Button	C89	<b>Draw:</b> You may discard this item to control your opponent's next turn.	<b>Draw:</b> You may discard this item to control your opponent's next turn. <u>If you do, place this card face-up in the Winner's Circle. ♦ Limit 1 per Deck.</u>	02/09/05
Enki, the Champion	C47	<b>((S15)) 0 (ATK) Kiai:</b> Deal 3 damage to all characters in play. ♦ <b>((1)) 7000 (ATK) Shuto Uke:</b> Until your next Draw Step, this attack gains +1000 (ATK) for each attached event in play.	<b>((S15)) 0 (ATK) Kiai:</b> Deal 3 damage to all <u>your</u> characters in play. <u>Deal 3 damage to all your opponent's characters in play.</u> ♦ <b>((1)) 7000 (ATK) Shuto Uke:</b> Until your next Draw Step, this attack gains +1000 (ATK) for each attached event in play. <u>♦ This card is banned for Constructed play.</u>	02/09/05
Gale Force	C74	<b>Pay X Spirit:</b> Before playing, choose X to equal 3 or 6. Limit once per turn. Limit 1 per Deck. If X = 3, choose either for your attacks to gain either the text "You may use this attack a second time this Attack Step," or "You may attack an opponent's Sidelined character instead of his or her fighter this Attack Step." If X = 6, do both.	<b>Pay X Spirit:</b> Before playing, choose X to equal 3 or 6. Limit once per turn. Limit 1 per Deck. If X = 3, choose either for your attacks to gain either the text "You may use this attack a second time this Attack Step," or " <u>Up to two times this attack Step</u> you may attack an opponent's Sidelined character instead of his or her fighter this Attack Step." If X = 6, do both.	02/09/05
Murugu, the Cunning	S13	<b>((1)) 0 (ATK) Disorienting Rush:</b> Deal your opponent's fighter 1 point of damage. Switch control of this character with your opponent's fighter at the end of this turn. ♦ <b>Sideline Effect: Draw: Tactical Dive:</b> Until your next Draw Step, you may discard a card from your hand to prevent all players from gaining Spirit from card effects.	<b>((1)) 0 (ATK) Disorienting Rush:</b> Deal your opponent's fighter 1 point of damage. Switch control of this character with your opponent's <u>non-King</u> fighter at the end of this turn. ♦ <b>Sideline Effect: Draw: Tactical Dive:</b> <u>You may discard a card from your hand to prevent all players from gaining Spirit from card effects until your next Draw Step.</u>	02/09/05
Psychic Scalpel	R45	Your fighter's attacks gain the text "You may discard X cards from your hand to use this attack again during this Attack Step. X = the printed (#) of this attack."	Your fighter's attacks gain the text "You may discard X cards from your hand to use this attack again during this Attack Step. X = the printed (#) of this attack." ♦ <u>This card is banned for Constructed play.</u>	02/09/05

## Betrayal

Card Name	#	Old Effect	New Effect	Date
<b>Apocalyptic Prevention</b>	C73	<b>Pay 1 Spirit:</b> Until your next Draw Step, your attacks gain +1000 (ATK) for each hero you have in play. If you have the Spirit Defense Force Team Bonus, then until your next Draw Step, your opponent's fighter gains -500 (DEF) for each villain in play.	<b>Pay 1 Spirit:</b> Until your next Draw Step, your attacks gain +1000 (ATK) for each hero you have in play. ♠ If you have the Spirit Defense Force Team Bonus, then until your next Draw Step, your opponent's fighter gains -500 (DEF) for each villain in play.	10/25/04
<b>Bond Of Friends</b>	C74	<b>Pay 2 Spirit:</b> Attach this card to your character in the 5 <sup>th</sup> Match Slot. This character cannot be discarded from your opponent's card effects.	<b>Pay 2 Spirit:</b> Attach this card to your character in the 5 <sup>th</sup> Match Slot. ♠ This character cannot be discarded from your opponent's card effects.	10/25/04
<b>Circumvention</b>	R33	<b>Pay 1 Spirit:</b> If your fighter is a villain, discard up to 2 face-up attached cards in play. If your fighter is a hero, your opponent loses 3 Spirit.	<b>Pay 1 Spirit:</b> If your fighter is a villain, discard up to 2 face-up attached cards in play. ♠ If your fighter is a hero, your opponent loses 3 Spirit.	10/25/04
<b>Cunning Bandits</b>	C75	<b>Pay 3 Spirit:</b> Choose a face-up attached card in play and attach it to your fighter without paying its Spirit. If you have the Yomi Team Bonus, you can play this card from your Discard Pile. If you do, shuffle this card into your Deck.	<b>Pay 3 Spirit:</b> Choose a face-up attached card in play and attach it to your fighter without paying its Spirit. ♠ If you have the Yomi Team Bonus, you can play this card from your Discard Pile. If you do, shuffle this card into your Deck.	10/25/04
<b>Defiance Of Authority</b>	C76	<b>Pay 2 Spirit:</b> If your fighter is a villain, your opponent's fighter gains -500 (DEF) until the end of the turn for each villain in play. If your opponent has the Koenma Team Bonus, your attacks cannot be reduced or prevented for the rest of the match.	<b>Pay 2 Spirit:</b> If your fighter is a villain, your opponent's fighter gains -500 (DEF) until the end of the turn for each villain in play. ♠ If your opponent has the Koenma Team Bonus, your attacks cannot be reduced or prevented for the rest of the match.	10/25/04
<b>Demoralize</b>	R34	Your attacks gain +3000 (ATK) until the end of the turn. If you have the Toguro Team Bonus, your opponent's fighter gains -1000 (DEF) until your next Draw Step.	Your attacks gain +3000 (ATK) until the end of the turn. ♠ If you have the Toguro Team Bonus, your opponent's fighter gains -1000 (DEF) until your next Draw Step.	10/25/04
<b>Destined Greatness</b>	S15	<b>Pay 2 Spirit:</b> Your attacks gain -2 ((#)) for this turn. If you have the Riazen Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck.	<b>Pay 2 Spirit:</b> Your attacks gain -2 ((#)) for this turn. ♠ If you have the Riazen Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck.	10/25/04

<b>Domination</b>	C77	<b>Pay 2 Spirit:</b> Attach this card to your fighter. <b>Draw:</b> Choose a character in play. Until the end of your next Draw Step, that character cannot use any Sideline Effects. If you have the Masho Team Bonus, your opponent may not use any Sideline Effects.	<b>Pay 2 Spirit:</b> Attach this card to your fighter. <b>Draw:</b> Choose a character in play. Until the end of your next Draw Step, that character cannot use any Sideline Effects. <b>Draw:</b> If you have the Masho Team Bonus, your opponent may not use any Sideline Effects.	10/25/04
<b>Exterminate</b>	TC18	N/A	<i>"Exterminate" is now "Exterminated".</i>	9/22/04
<b>Fire Extinguisher</b>	C97	<b>Draw:</b> Put the bottom card of your Discard Pile at the bottom of your Deck. If you have the Sarayashki Team Bonus and the bottom card of your Discard Pile is an item, you may attach that item to 1 of your Sidelined Characters.	<b>Draw:</b> <b>You must</b> put the bottom card of your Discard Pile at the bottom of your Deck. If you have the Sarayashki Team Bonus and the bottom card of your Discard Pile is an item, you may attach that item to 1 of your Sidelined Characters.	9/22/04
<b>Flyby</b>	C112	<b>Effect: Draw:</b> Put the bottom card of your Discard Pile at the bottom of your Deck. If you have the Genkai Team Bonus, and the bottom card of your Discard Pile is a technique, put that card into your hand.	<b>Effect: Draw:</b> <b>You must</b> put the bottom card of your Discard Pile at the bottom of your Deck. If you have the Genkai Team Bonus, and the bottom card of your Discard Pile is a technique, put that card into your hand.	9/22/04
<b>Friendly Fire</b>	C78	<b>Pay 1 Spirit:</b> Choose an attack on 1 of your face-up characters in play. Until your next Draw Step, you may use that attack as if it were printed on your fighter. If your opponent has the Kuroko Team Bonus, your opponent's attacks from the Sideline gain +2 (#) for the rest of the match.	<b>Pay 1 Spirit:</b> Choose an attack on 1 of your face-up characters in play. Until your next Draw Step, you may use that attack as if it were printed on your fighter. <b>Draw:</b> If your opponent has the Kuroko Team Bonus, your opponent's attacks from the Sideline gain +2 (#) for the rest of the match.	10/25/04
<b>Heroic Aspirations</b>	C79	<b>Pay 2 Spirit:</b> If your fighter is a hero, your attacks gain +1000 (ATK) until the end of the turn for each hero in play. If your opponent has the Sensui Team Bonus, discard 1 of your opponent's face-up cards that are in the Winner's Circle.	<b>Pay 2 Spirit:</b> If your fighter is a hero, your attacks gain +1000 (ATK) until the end of the turn for each hero in play. <b>Draw:</b> If your opponent has the Sensui Team Bonus, discard 1 of your opponent's face-up cards that are in the Winner's Circle.	10/25/04
<b>Hokushin Paranormal Taoist</b>	TC14	<b>((S4)) 3000 (ATK) Reach-around:</b> You may use this attack again during this Attack Step. <b>Draw:</b> <b>((2)) 3000 (ATK) Reach:</b> You may attack a character on your opponent's Sideline instead of attacking his or her fighter.	<b>((S4)) 3000 (ATK) Reach-around:</b> You may <b>pay 4 Spirit to</b> use this attack again during this Attack Step <b>Draw:</b> <b>((2)) 3000 (ATK) Reach:</b> You may attack a character on your opponent's Sideline instead of attacking his or her fighter.	11/22/04
<b>Human World's Protectors</b>	U8	<b>Pay 2 Spirit:</b> All players draw 2 cards. If you have the Urameshi Team Bonus, your Sideline characters cannot be dealt points of damage for the rest of the match.	<b>Pay 2 Spirit:</b> All players draw 2 cards. <b>Draw:</b> If you have the Urameshi Team Bonus, your Sideline characters cannot be dealt points of damage for the rest of the match.	10/25/04
<b>Icy Glare</b>	R35	<b>Pay 1 Spirit:</b> If you use an attack during your Attack Step this turn, draw a card at the end of your turn. If you have the St. Beasts Team Bonus, draw a card.	<b>Pay 1 Spirit:</b> If you use an attack during your Attack Step this turn, draw a card at the end of your turn. <b>Draw:</b> If you have the St. Beasts Team Bonus, draw a card.	10/25/04
<b>Impeded Progress</b>	C82	<b>Pay 3 Spirit:</b> Attach this card to 1 of your characters in play. Neither player may gain Spirit from card effects. If your opponent has the Urameshi Team Bonus, you may gain Spirit from your card effects.	<b>Pay 3 Spirit:</b> Attach this card to 1 of your characters in play. <b>Draw:</b> Neither player may gain Spirit from card effects. <b>Draw:</b> If your opponent has the Urameshi Team Bonus, you may gain Spirit from your card effects.	10/25/04

<b>Imprisonment</b>	C83	<b>Pay 1 Spirit:</b> Put the bottom 5 cards of your opponent's Discard Pile face-down in the Winner's Circle. If your opponent has the Mukuro Team Bonus, put the top 2 cards of your opponent's Deck face-down in the Winner's Circle and shuffle this card into your Deck.	<b>Pay 1 Spirit:</b> Put the bottom 5 cards of your opponent's Discard Pile face-down in the Winner's Circle. ♠ If your opponent has the Mukuro Team Bonus, put the top 2 cards of your opponent's Deck face-down in the Winner's Circle and shuffle this card into your Deck.	10/25/04
<b>Insatiable</b>	S18	<b>Pay 3 Spirit:</b> All floating effects end. If your opponent has the Raizen Team Bonus, draw a card for each Team Leader in play and in the Winner's Circle. You cannot play events for the rest of the turn. You cannot end floating effects for the rest of the game.	<b>Pay 3 Spirit:</b> All floating effects end. ♠ If your opponent has the Raizen Team Bonus, draw a card for each Team Leader in play and in the Winner's Circle. ♠ You cannot play events for the rest of the turn. ♠ You cannot end floating effects for the rest of the game.	10/25/04
<b>Jin The Wind Master</b>	TS4	<b>((S4)) 5000 (ATK) Jet Stream:</b> You may use this attack another time this Attack Step. ♠ <b>((1)) 4000 (ATK) Hypersonic Speed:</b> You may use this attack a second time this Attack Step.	<b>((S4)) 5000 (ATK) Jet Stream:</b> You may <a href="#">pay 4 Spirit to</a> use this attack <a href="#">again</a> this Attack Step. ♠ <b>((1)) 4000 (ATK) Hypersonic Speed:</b> You may use this attack a second time this Attack Step.	11/22/04
<b>Kazuma Kuwabara</b>	R25	N/A	<i>Kazuma Kuwabara counts as Kuwabara for deck construction and card effects.</i>	9/22/04
<b>Mischief</b>	R38	<b>Pay 1 Spirit:</b> Look at your opponent's hand and choose a card. Discard the chosen card. If you have the Yomi Team Bonus, you may pay 2 Spirit to discard a card at random from your opponent's hand.	<b>Pay 1 Spirit:</b> Look at your opponent's hand and choose a card. Discard the chosen card. ♠ If you have the Yomi Team Bonus, you may pay 2 Spirit to discard a card at random from your opponent's hand.	10/25/04
<b>Overloaded</b>	C85	Each player skips his/her next Main Step. If your opponent has the St. Beasts Team Bonus, your characters in play gain +3000 (DEF) until the end of the match. Limit once per match.	Each player skips his/her next Main Step. ♠ If your opponent has the St. Beasts Team Bonus, your characters in play gain +3000 (DEF) until the end of the match. ♠ Limit once per match.	10/25/04
<b>Overwhelming Odds</b>	R40	<b>Pay 3 Spirit:</b> Play this card immediately after you play an event that cannot attach nor be put into the Winner's Circle. Copy the effects of that event. If your opponent has the Sarayashki Team Bonus, choose 2 face-down cards attached to 1 of your opponent's Sideline characters and attach them to your fighter without paying their Spirit.	<b>Pay 3 Spirit:</b> Play this card immediately after you play an event that cannot attach nor be put into the Winner's Circle. Copy the effects of that event. ♠ If your opponent has the Sarayashki Team Bonus, choose 2 face-down cards attached to 1 of your opponent's Sideline characters and attach them to your fighter without paying their Spirit. ♠ <a href="#">Limit 1 per Deck.</a>	11/29/04
<b>Provocation</b>	R41	<b>Pay 1 Spirit:</b> Your opponent discards a card at random from his or her hand. If you have the Uraotogi Team Bonus, shuffle this card into your Deck.	<b>Pay 1 Spirit:</b> Your opponent discards a card at random from his or her hand. ♠ If you have the Uraotogi Team Bonus, shuffle this card into your Deck.	10/25/04
<b>Raizen Supremacy</b>	C87	<b>Pay 2 Spirit:</b> Choose a character in play. The chosen character is now a Team Leader for the rest of the match. If you have the Raizen Team Bonus, all characters in play are Team Leaders for the rest of the game.	<b>Pay 2 Spirit:</b> Choose a character in play. The chosen character is now a Team Leader for the rest of the match. ♠ If you have the Raizen Team Bonus, all characters in play are Team Leaders for the rest of the game.	10/25/04
<b>Renewed Kinship</b>	C89	<b>Pay 1 Spirit:</b> Your attacks gain +3000 (ATK) for the rest of the turn. If your fighter lost the previous match, your characters gain +2000 (DEF) and their attacks gain +3000 (ATK) for the rest of the match.	<b>Pay 1 Spirit:</b> Your attacks gain +3000 (ATK) for the rest of the turn. ♠ If your fighter lost the previous match, your characters gain +2000 (DEF) and their attacks gain +3000 (ATK) for the rest of the match.	10/25/04

<b>Ruler's Regard</b>	C90	<b>Pay 2 Spirit:</b> Attach this card to 1 of your characters in play. At the beginning of your Draw Step, put the bottom card of your Discard Pile at the bottom of your Deck. If you have the Koenma Team Bonus, shuffle the bottom 2 cards of your Discard Pile into your Deck instead.	<b>Pay 2 Spirit:</b> Attach this card to 1 of your characters in play. ♣ At the beginning of your Draw Step, put the bottom card of your Discard Pile at the bottom of your Deck. If you have the Koenma Team Bonus, shuffle the bottom 2 cards of your Discard Pile into your Deck instead.	10/25/04
<b>Rurimaru Stones</b>	TR11	<b>Draw:</b> Draw a card. ♣ If this card flips face-up when it enters the Arena, draw 2 cards. ♣ If this card flips face-up when it enters the Arena, pay 2 Spirit or discard this item.	<b>Draw:</b> <u>You must</u> draw a card. ♣ If this card flips face-up when it enters the Arena, draw 2 cards. ♣ If this card flips face-up when it enters the Arena, pay 2 Spirit or discard this item.	9/22/04
<b>Serenity</b>	P1	<b>Pay 5 Spirit:</b> When you play this card, put it face-up in the Winner's Circle. Your maximum Spirit is now 15 instead of 10. Limit 1 per Deck.	<b>Pay 5 Spirit:</b> When you play this card, put it face-up in the Winner's Circle. ♣ Your maximum Spirit is now 15 instead of 10. ♣ Limit 1 per Deck.	10/25/04
<b>Soul Exchange</b>	TS5	Count your Discard Pile and shuffle it into your Deck. Discard that number of cards from your Deck. The number of cards discarded in this way cannot be modified or prevented.	Count your Discard Pile and shuffle it into your Deck. Discard that number of cards from your Deck. The number of cards discarded in this way cannot be modified or prevented. ♣ <u>You may not shuffle cards from your Discard Pile into your Deck for the rest of the match.</u>	11/22/04
<b>Space Tornado Hand</b>	C117	<b>((3)) 7000 (ATK)</b> You may use this attack again during this Attack Step.	<b>((3)) 7000 (ATK)</b> You may <u>discard 3 cards from your hand to</u> use this attack again during this Attack Step.	11/22/04
<b>Spirit Siphon</b>	C92	Until the end of your turn, your attacks printed on your characters now have a spirit attack cost equal to the printed ((#)) instead of the printed ((#)). If your opponent has the Uraotogi Team Bonus, then at the end of your turn draw cards until you have 6 in your hand.	Until the end of your turn, your attacks printed on your characters now have a spirit attack cost equal to the printed ((#)) instead of the printed ((#)). ♣ If your opponent has the Uraotogi Team Bonus, then at the end of your turn draw cards until you have 6 in your hand.	10/25/04
<b>Stern Teachings</b>	S20	<b>Pay 2 Spirit:</b> Put both players' Discard Piles face-down in the Winner's Circle. If your opponent has the Yomi Team Bonus, cards in your Discard Pile cannot be targeted by your opponent's effects for the rest of the match. Limit once per match.	<b>Pay 2 Spirit:</b> Put both players' Discard Piles face-down in the Winner's Circle. ♣ If your opponent has the Yomi Team Bonus, cards in your Discard Pile cannot be targeted by your opponent's effects <u>including Team Bonus</u> , for the rest of the match. ♣ Limit once per match.	10/25/04
<b>Shura Mischievous Prince</b>	R30	<b>((2)) 6000 (ATK) Combat Training:</b> This character's attacks gain +2000 (ATK) for the rest of the match. ♣ <b>((3)) 10000 (ATK) Combo:</b> You may use an attack on this character a second time this Attack Step. Your attacks gain +1 (ATK COST ICON) for the rest of the turn.	<b>((2)) 6000 (ATK) Combat Training:</b> This character's attacks gain +2000 (ATK) for the rest of the match. ♣ <b>((3)) 10000 (ATK) Combo:</b> <u>You may attack with this character a second time this Attack Step.</u> Your attacks gain +1 (ATK COST ICON) for the rest of the turn.	9/22/04
<b>Sword Of The Second Energy</b>	C119	<b>((S4)) 6000 (ATK)</b> You may use this attack again during this Attack Step. ♣ <b>Effect: Draw:</b> If you used this technique during your previous turn gain 4 Spirit.	<b>((S4)) 6000 (ATK)</b> You may <u>pay 4 Spirit to</u> use this attack again during this Attack Step. ♣ <b>Effect: Draw:</b> If you used this technique during your previous turn gain 4 Spirit.	11/22/04

<b>Taunt</b>	C94	<b>Pay 5 Spirit:</b> Attach this card to one of your characters in play. Your other attached events cannot be discarded from card effects. Limit 1 per Deck.	<b>Pay 5 Spirit:</b> Attach this card to one of your characters in play. ♠ Your other attached events cannot be discarded from card effects. ♠ Limit 1 per Deck.	10/25/04
<b>Touou</b>	C69	<b>((2)) 2000 (ATK) Rush:</b> You may use this attack again during this Attack Step. ♠ <b>((2)) 6000 (ATK) Hide:</b> At the end of this turn, you may switch this character with 1 of your Sidelined characters.	<b>((2)) 2000 (ATK) Rush:</b> You may <u>discard 2 cards from your hand to</u> use this attack again during this Attack Step. ♠ <b>((2)) 6000 (ATK) Hide:</b> At the end of this turn, you may switch this character with 1 of your Sidelined characters.	11/22/04
<b>Tornado Attack</b>	C121	<b>((S3)) 7000 (ATK)</b> You may use this attack again during this Attack Step.	<b>((S3)) 7000 (ATK)</b> You may <u>pay 3 Spirit to</u> use this attack again during this Attack Step.	11/22/04
<b>Ultimate Sacrifice</b>	G3	During setup, you may search your Deck for this card and put it in the Winner's Circle face-up. Your attacks gain +5000 (ATK) and -1 ((#)). At the end of your 5 <sup>th</sup> turn, you lose the game. Limit 1 per Deck.	During setup, you may search your Deck for this card and put it in the Winner's Circle face-up. ♠ Your attacks gain +5000 (ATK) and -1 ((#)). ♠ At the end of your 5 <sup>th</sup> turn, you lose the game. ♠ Limit 1 per Deck.	10/25/04
<b>Ura Urishima</b>	C70	N/A	<i>"Ura Urishima" is now "Ura Urashima"</i>	10/25/04
<b>Yusuke's Fury</b>	G4	<b>Pay 3 Spirit:</b> Your fighter may attack a second time this Attack Step.	<b>Pay 3 Spirit:</b> Your fighter may attack a second time this Attack Step. ♠ <u>Limit 1 per Deck.</u>	02/09/05

## Exile

Card Name	#	Old Effect	New Effect	Date
<b>All You Need Is The Ground</b>	U11	<b>Pay 3 Spirit:</b> Play this card when one of your Sidelined characters is defeated to win that Match.	<b>Pay 3 Spirit:</b> Play this card when one of your Sidelined characters is defeated <u>by an opponent's character or card effect</u> to win that Match.	04/04/05



<b>Amidst</b>	C75	<b>Pay 1 Spirit:</b> If you have the Rokuyukai Team Bonus, your characters in play with the Rokuyukai Team Symbol gain +2000 (DEF) for the rest of the match. Discard the top 2 cards of your opponent's Deck.	<b>Pay 1 Spirit:</b> If you have the Rokuyukai Team Bonus, your characters in play with the Rokuyukai Team Symbol gain +2000 (DEF) for the rest of the match. ♦ Discard the top 2 cards of your opponent's Deck.	10/25/04
<b>Angelic Embrace</b>	S25	<b>Pay 1 Spirit:</b> Until the start of your next turn, all cards discarded by you from the top of your Deck are put on the bottom of your Deck instead of into your Discard Pile. If you have the Koenma Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	<b>Pay 1 Spirit:</b> Until the start of your next turn, all cards discarded by you from the top of your Deck are put on the bottom of your Deck instead of into your Discard Pile. ♦ If you have the Koenma Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use. ♦ <b>Limit 1 per Deck.</b>	10/25/04
<b>Awaken</b>	S26	<b>Pay 4 Spirit:</b> Your fighter gains +500 (DEF) for each card under Gateway until the beginning of your next turn. If you have the Sensui Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	<b>Pay 4 Spirit:</b> Your fighter gains +500 (DEF) for each card under Gateway until the beginning of your next turn. ♦ If you have the Sensui Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	10/25/04
<b>Bizarre</b>	C76	<b>Pay 1 Spirit:</b> Put this card in the Winner's Circle. Each player at the end of their turn discards 2 cards at random from their hand and draws 3 cards. Limit 1 per Deck.	<b>Pay 1 Spirit:</b> Put this card <b>face-up</b> in the Winner's Circle. ♦ Each player, at the end of their turn, discards 2 cards at random from their hand and draws 3 cards. ♦ <b>Limit 1 per Deck.</b>	10/25/04
<b>Breaking Point</b>	S27	If you have the Kuroko Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. All of your cards that affect your Sidelined characters also affect your fighter. All of your opponent's cards that affect your Sidelined characters only affect your fighter.	If you have the Kuroko Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♦ <b>All of your cards that affect your Sidelined characters also affect your fighter. ♦ All of your opponent's cards that affect your Sidelined characters only affect your fighter. ♦ <u>Limit 1 per Deck.</u></b>	10/25/04
<b>Bui's Final Strike</b>	S28	<b>Pay 2 Spirit:</b> Your fighter can attack any character in play this turn. If you have the Toguro Team Bonus, you can play this card from your Discard Pile. If you do, shuffle this card into your Deck after use.	<b>Pay 2 Spirit:</b> Your fighter can attack any character in play this turn. ♦ If you have the Toguro Team Bonus, you can play this card from your Discard Pile. If you do, shuffle this card into your Deck after use. ♦ <b>Limit once per match. ♦ <u>This card is banned for Constructed play.</u></b>	11/29/04
<b>Carnage</b>	S29	You may attach this card to any of your opponent's characters in play. If you have the Ichigaki Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck when it is discarded from play.	You may attach this card to any of your opponent's characters in play. ♦ If you have the Ichigaki Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck when it is discarded from play.	10/25/04
<b>Challenge of Wills</b>	S30	<b>Pay 3 Spirit:</b> Put a card from your Discard Pile into your hand. If you have the Genkai Team Bonus, you can play this card from your Discard Pile as if it were in your hand. If you do so, shuffle this card into your Deck.	<b>Pay 3 Spirit:</b> <b><u>Choose a card in your Discard Pile. Put the chosen card into your hand. ♦ If you have the Genkai Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use. ♦ Limit 1 per Deck.</u></b>	10/25/04
<b>Chaos</b>	TR9	<b>Pay 6 Spirit:</b> Both players detach all the cards attached to their Sidelined characters and attached them to their fighters without paying the cards' Spirit. Your fighter gains +2000 (DEF) until your next Draw Step.	<b>Pay 6 Spirit:</b> <b><u>Each player detaches all the cards attached to their Sidelined characters and attaches</u></b> them to their fighters without paying the cards' Spirit. ♦ Your fighter gains +2000 (DEF) until your next Draw Step.	10/25/04

<b>Code</b>	L1	Choose a card type and look at your opponent's hand. If there are more cards in your opponent's hand of the chosen type than any other type, your opponent discards all those cards of the chosen type.	Choose a card type and look at your opponent's hand. If there are more cards in your opponent's hand of the chosen type than any other type, your opponent discards all those cards of the chosen type. <u>Limit 1 per Deck.</u>	6/21/04
<b>Congregate</b>	S31	Until the beginning of your next turn, your fighter gains +1000 (DEF) for each villain your opponent has in play. If you have the Spirit Defense Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	Until the beginning of your next turn, your fighter gains +1000 (DEF) for each villain your opponent has in play. ♠ If you have the Spirit Defense Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	10/25/04
<b>Continue?</b>	R48	Play when you lose a match. The fighters from the next match go to the Winner's Circle instead of the fighters from this last match. Both fighters heal all their damage and start the next match.	Play when you lose a match. The fighters from the next match go to the Winner's Circle instead of the fighters from this last match. Both fighters heal all their damage and start the next match. <u>This card cannot be played during the 5th match, or if either player does not have a character in their next match slot.</u>	6/21/04
<b>Counterparts</b>	C79	Play this card when your opponent uses a card effect to draw cards. The same number of cards that were drawn by that card effect are randomly discarded from your opponent's hand.	<u>This card cannot be played during Setup.</u> Play this card when your opponent uses a card effect to draw cards. The same number of cards that were drawn by that card effect are randomly discarded from your opponent's hand.	9/03/04
<b>Crucial Encounter</b>	S32	Discard a card from your hand. Until the end of your turn, your fighter gains +500 (ATK) for each Spirit you have more than your opponent. If you have the Urameshi Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	Discard a card from your hand. ♠ Until the end of your turn, your fighter gains +500 (ATK) for each Spirit you have more than your opponent. ♠ If you have the Urameshi Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	10/25/04
<b>Delude</b>	S33	If you have the Yomi Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. Whenever you play a card that you do not own, shuffle 2 cards from your Discard Pile into your Deck and discard the top card of your opponent's Deck. Limit 1 per Deck.	If you have the Yomi Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♠ Whenever you play a card that you do not own, shuffle 2 cards from your Discard Pile into your Deck and discard the top card of your opponent's Deck. ♠ Limit 1 per Deck.	10/25/04
<b>Demonic Clash</b>	C82	<b>Pay 4 Spirit:</b> If both Fighters are Villains, defeat both Fighters. The next match is worth two matches for victory. Limit once per game.	<b>Pay 4 Spirit:</b> If both Fighters are Villains, defeat both Fighters. The next match is worth two matches for victory. Limit once per game. <u>This card cannot be played during the 5th match, or if either player does not have a character in their next match slot. This card is banned for Constructed play.</u>	10/12/04
<b>Demonic Presence</b>	S34	<b>Pay 1 Spirit:</b> Until the end of the turn, when you discard cards from your opponent's Deck, discard an additional card. If you have the Mukuro Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	<b>Pay 1 Spirit:</b> Until the end of the turn, when you discard cards from your opponent's Deck, discard an additional card. ♠ If you have the Mukuro Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	10/25/04

<b>Destructive Lust</b>	S35	<b>Pay 1 Spirit:</b> Your attacks gain +1000 (ATK) for each card you have drawn this turn. If you have the Saint Beasts Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	<b>Pay 1 Spirit.</b> <u>Until your next Draw Step</u> , your attacks gain +1000 (ATK) for each card you have drawn this turn. ♦ If you have the Saint Beasts Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	10/25/04
<b>Double Slash</b>	C87	<b>Pay 1 Spirit:</b> If you have the Saint Beasts Team Bonus, then for the rest of the match gain 2 Spirit every time you use an attack. Draw a card.	<b>Pay 1 Spirit:</b> If you have the Saint Beasts Team Bonus, then for the rest of the match gain 2 Spirit every time you use an attack. ♦ Draw a card. ♦ <u>Limit once per match.</u> ♦ <u>Limit 1 per Deck.</u>	10/25/04
<b>Dragon's Victory</b>	TS5	<b>Pay 3 Spirit:</b> You may raise your opponent's Spirit by 1. If you and your opponent are both at 7 Spirit, you win the game.	<b>Pay 3 Spirit:</b> You may raise your opponent's Spirit by 1. ♦ If you and your opponent are both at 7 Spirit, you win the game. <u>This card is banned for Constructed play.</u>	10/12/04
<b>Emotional Shackles</b>	C137	<b>Draw:</b> You may attach this card to one of your opponent's characters in play. While attached, that character's attacks gain -2000 (ATK) and it gains -500 (DEF). Your opponent cannot use this card.	<b>Draw:</b> You may attach this card <u>face-up</u> to one of your opponent's characters in play. While attached, that character's attacks gain -2000 (ATK) and it gains -500 (DEF). Your opponent cannot use this card.	9/03/04
<b>Final Charge</b>	C91	<b>Pay 1 Spirit:</b> All of your attacks gain +2000 (ATK) until your next Draw Step. Discard a face-up technique in play.	<b>Pay 1 Spirit:</b> All of your attacks gain +2000 (ATK) until your next Draw Step. ♦ Discard a face-up technique in play.	10/25/04
<b>Genkai, Spirit Guide</b>	ST175	<b>((3)) 0 (ATK) Lead:</b> This attack gains +1200 (ATK) for each technique in all Discard Piles. ♦ <b>Sideline Effect: Main: Learn</b> Discard 2 of your attached techniques to attach one of your opponent's attached face-up items or techniques to your fighter.	<b>((3)) 0 (ATK) Lead:</b> This attack gains +1200 (ATK) for each technique in all Discard Piles. ♦ <b>Sideline Effect: Main: Learn</b> <u>You may</u> discard 2 of your attached techniques to attach one of your opponent's attached face-up items or techniques to your fighter.	8/04/04
<b>Gloom</b>	U13	<b>Pay 1 Spirit:</b> You may play this card when you defeat one of your opponent's heroes to draw 3 cards. If your next fighter is a villain, his attacks gain +4000 (ATK) for the rest of the match.	<b>Pay 1 Spirit:</b> You may play this card when you defeat one of your opponent's heroes to draw 3 cards. ♦ If <u>the character in your next match slot</u> is a villain, <u>that character's</u> attacks gain +4000 (ATK) for the rest of the match.	10/25/04
<b>Hatred</b>	P2	<b>Pay 2 Spirit:</b> Deal any number of points of damage to your fighter. Your next attack used by this character this turn deals the same amount of damage. Limit once per game.	<b>Pay 2 Spirit:</b> Deal any number of points of damage to your fighter, <u>to a maximum of 3.</u> Your next attack used by <u>that fighter</u> this turn deals the same amount of damage. Limit once per game.	11/29/04
<b>Hiei, Villain Demon</b>	C159	<b>((2)) (ATK) 7000 Opportunity:</b> If your opponent's fighter is a hero. Draw a card. ♦ <b>Sideline Effect: Wound</b> Deal this character 1 point of damage to stop the effects of an event your opponent just played. This character may not heal points of damage.	<b>((2)) (ATK) 7000 Opportunity:</b> If your opponent's fighter is a hero. Draw a card. ♦ <b>Effect: Wound:</b> <u>Once per turn, you may</u> deal this character 1 point of damage to stop the effects of an event your opponent just played. This character may not heal points of damage.	8/04/04 "Wound" isn't a Sideline Effect Anymore

<b>Hiei's Emotional Slash</b>	C94	<b>Pay 20 Spirit:</b> If Kuwabara is on your Sideline, this card costs -10 Spirit. For the rest of the match, all of your attacks gain +7000 (ATK), and your opponent cannot draw cards with card effects. If your fighter is Hiei, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	<b>Pay 20 Spirit:</b> If Kuwabara is on your Sideline, this card costs -10 Spirit. ♦ For the rest of the match, all of your attacks gain +7000 (ATK), and your opponent cannot draw cards with card effects. ♦ If your fighter is Hiei, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	10/25/04
<b>Improvised Defense</b>	C155	<b>Pay 2 Spirit: Effect:</b> All of your other Techniques in play cannot be discarded from play. You can only have 1 face-up copy if this card in play.	<b>Clarification:</b> When a match ends, this card and all of your other techniques attached to your fighter are discarded.	7/07/04
<b>Intensive Training</b>	S36	<b>Pay 2 Spirit:</b> If you have more Team Leaders in play than your opponent, draw 2 cards. If you have the Raizen Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	<b>Pay 2 Spirit:</b> If you have more Team Leaders in play than your opponent, draw 2 cards. ♦ If you have the Raizen Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	10/25/04
<b>Intimidate</b>	S37	<b>Pay 2 Spirit:</b> Until the end of the turn, your ((#)) gain -1. If you have the Kuroko Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	<b>Pay 2 Spirit:</b> Until the end of the turn, your ((#)) gain -1. ♦ If you have the Kuroko Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	10/25/04
<b>In Shadow</b>	G2	If you discard this card to pay for an attack, return it to your hand at the end of the turn. Limit 1 per Deck.	If you discard this card <b>to your Discard Pile</b> to pay for an attack, return it to your hand at the end of the turn. Limit 1 per Deck.	8/04/04
<b>Itsuki, Distressed Lover</b>	C161	<b>((2)) 8000 (ATK) Malign:</b> Name a card. Reveal the top 3 cards of your opponent's Deck. Place all copies of the named card revealed in this way under your Gateway. ♦ <b>Sideline Effect: Unbalanced:</b> If you have the Sensui Team Bonus, your opponent's characters are both heroes and villains for your card effects.	<b>((2)) 8000 (ATK) Malign:</b> Name a card. Reveal the top 3 cards of your opponent's Deck. Place all copies of the named card revealed in this way under your Gateway. ♦ <b>Effect: Unbalanced:</b> If you have the Sensui Team Bonus, your opponent's characters are both heroes and villains for your card effects.	01/04/05 "Unbalanced" is no longer a Sideline Effect.
<b>King's Conflict</b>	C97	<b>Pay 2 Spirit:</b> If your opponent has no Team Bonus, draw 3 cards. If you have more than 2 Team Bonuses, draw 3 cards.	<b>Pay 2 Spirit:</b> If your opponent has no Team Bonus, draw 3 cards. ♦ If you have more than 2 Team Bonuses, draw 3 cards.	10/25/04
<b>Kurama, Gloomy Shadow</b>	L6	<b>((1)) (ATK) 5000 Quick Slash:</b> Discard a face-up attached card in play. ♦ <b>Effect: Crumble</b> Discard up to 5 cards attached to this fighter. Gain 2 Spirit for each card discarded in this way.	<b>((1)) (ATK) 5000 Quick Slash:</b> Discard a face-up attached card in play. ♦ <b>Effect: Main: Crumble</b> Discard up to 5 cards attached to this fighter. Gain 2 Spirit for each card discarded in this way.	6/21/04

<b>Kurama, Prepared Fighter</b>	C124	<b>((1)) 5000 (ATK) Regrowth:</b> Until your next Draw Step, this character gains +500 (DEF) for each card in your Discard Pile with "Death" in the title. ♦ <b>Sideline Effect: Barter</b> Discard an attached card on your fighter to draw a card.	<b>((1)) 5000 (ATK) Regrowth:</b> Until your next Draw Step, this character gains +500 (DEF) for each card in your Discard Pile with "Death" in the title. ♦ <b>Sideline Effect: Main: Barter</b> <u>You may</u> discard an attached card on your fighter to draw a card.	9/03/04
<b>Kuwabara's Emotional Slash</b>	C99	<b>Pay 20 Spirit:</b> If Hiei is on your Sideline, this card costs -10 Spirit. For the rest of the match, all of your characters cannot have their (DEF) lowered by your opponent's cards, all your cards that raise your (DEF) raise your (ATK) instead, and your opponent's cards that raise their (DEF) raise it by only 500 (DEF). If your fighter is Kuwabara, you can play this card directly from your Discard Pile, and then is shuffled into your Deck after use.	<b>Pay 20 Spirit:</b> If Hiei is on your Sideline, this card costs -10 Spirit. ♦ For the rest of the match, all of your characters cannot have their (DEF) lowered by your opponent's cards, all your cards that raise your (DEF) raise your (ATK) instead, and your opponent's cards that raise their (DEF) raise it by only 500 (DEF). ♦ If your fighter is Kuwabara, you can play this card directly from your Discard Pile. <u>If you do, shuffle this card into your Deck after use.</u>	10/25/04
<b>Later</b>	S38	<b>Pay 2 Spirit:</b> All of your attacks gain +2000 (ATK) until the end of the turn for each face-down character on your Sideline. If you have the Masho Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	<b>Pay 2 Spirit:</b> All of your attacks gain +2000 (ATK) until the end of the turn for each face-down character on your Sideline. ♦ If you have the Masho Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	10/25/04
<b>Making The News</b>	C100	If your Hiei is in play, gain 2 Spirit and discard the top 2 cards of your opponent's Deck. If your opponent's Hiei is in play, you may shuffle 7 cards from your Discard Pile into your Deck. Limit once per match.	If your Hiei is in play, gain 2 Spirit and discard the top 2 cards of your opponent's Deck. ♦ If your opponent's Hiei is in play, you may shuffle 7 cards from your Discard Pile into your Deck. ♦ Limit once per match.	10/25/04
<b>Malefic Grenade</b>	P1	<b>Main:</b> Attach this card face-up to one of your opponent's characters in play. ♦ <b>Sideline Effect:</b> If a player discards this card from play, it is attached to the character of that player's choice. ♦ <b>Sideline Effect:</b> If this card is attached to a character at the end of its controller's Attack Step deal the attached, character 2 points of damage, and put this card in the Winner's Circle.	<b>Main:</b> Attach this card face-up to one of your opponent's characters in play. <u>Your opponent cannot use this effect.</u> ♦ <b>Sideline Effect:</b> If a player discards this card from play, it is attached <u>face-up</u> to the character of that player's choice. ♦ <b>Sideline Effect:</b> If this card is attached to a character at the end of its controllers Attack Step, deal the attached character 2 points of damage, and put this card <u>face-down</u> in the Winner's Circle. ♦ <b>Limit 1 per Deck.</b> <b>Clarification:</b> "its controller" refers to the attached character's controller.	11/22/04

<b>Malevolent Apprentice</b>	C101	<b>Pay 1 Spirit:</b> Discard a face-up Darkness Approaches and leave any cards under it in the Winner's Circle. If you discard this card from your hand because of one of your opponent's card effects, draw 2 cards.	<b>Pay 1 Spirit:</b> Discard a face-up Darkness Approaches and leave any cards under it in the Winner's Circle. ♦ If you discard this card from your hand because of one of your opponent's card effects, draw 2 cards.  <b>Clarification:</b> You do not have to pay the Spirit if this card is discarded from your hand by an opponent's card effect.	10/25/04
<b>Malevolent Influence</b>	S39	Until your next Draw Step, your opponent cannot draw cards when his/her hand has 3 or more cards. If you have the Uraotogi Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use.	Until your next Draw Step, your opponent cannot draw cards when his/her hand has 3 or more cards. ♦ If you have the Uraotogi Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck after use. ♦ <b>Limit 1 per Deck.</b>	10/25/04
<b>Malicious Children</b>	C103	<b>Pay 1 Spirit:</b> You may play this card when your opponent plays Kitty Love to draw 4 cards. If your opponent's fighter is a hero, discard 2 items attached to that fighter.	<b>Pay 1 Spirit:</b> You may play this card when your opponent plays Kitty Love to draw 4 cards. ♦ If your opponent's fighter is a hero, discard 2 items attached to that fighter.	10/25/04
<b>Mukuro's Unforgiving Glare</b>	S40	If you have the Mukuro Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. The first time each turn that one of your cards discards an item or technique from the top of your opponent's Deck, you may play it, without paying Spirit.	If you have the Mukuro Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♦ The first time each turn that one of your cards discards an item or technique from the top of your opponent's Deck, you may play it, without paying <b>its</b> Spirit. ♦ <b>Limit 1 per Deck.</b>	10/25/04
<b>Ookii Kouckuu, Indestructible Goliath</b>	C141	<b>((1)) 4000 (ATK) Spear:</b> All of your attacks gain +1000 (ATK) for the rest of the match. ♦ <b>Effect: Endurance:</b> Whenever your fighter is attacked, gain +1000 (DEF) until the end of the match.	<b>((1)) 4000 (ATK) Spear:</b> All of your attacks gain +1000 (ATK) for the rest of the match. ♦ <b>Effect: Endurance</b> Whenever your fighter is attacked, <b>this character gains</b> +1000 (DEF) until the end of the match.	9/03/04

<b>Perfect Timing</b>	S41	<b>Pay 4 Spirit:</b> Attach 2 items from your Discard Pile face-down to one of your Sidelined characters. If you have the Sarayashki Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck.	<b>Pay 4 Spirit:</b> Attach 2 items from your Discard Pile face-down to one of your Sidelined characters. ♦ If you have the Sarayashki Team Bonus, you can play this card directly from your Discard Pile. If you do, shuffle this card into your Deck.	10/25/04
<b>Purgatory</b>	TS6	<b>Pay 3 Spirit:</b> Play this card to the Winner's Circle. At the start of each player's turn, put the top card of that player's Deck face-up under Purgatory. All characters under Purgatory count as that character's opponent having won a match. Limit 1 per Deck.	<b>Pay 3 Spirit:</b> Play this card to the Winner's Circle. ♦ At the start of each player's turn put the top card of that player's Deck face-up under Purgatory. ♦ All characters under Purgatory count as that character's opponent having won a match. ♦ Limit 1 per Deck. <i>Clarification: Cards under Purgatory are not considered active.</i>	10/25/04
<b>Reckless Charge</b>	U15	<b>Pay 2 Spirit:</b> Your attacks gain +12000 (ATK) until the end of the turn. If you do not defeat your opponent's fighter this turn, you lose the current match.	<b>Pay 2 Spirit:</b> Your attacks gain +12000 (ATK) until the end of the turn. If you do not defeat your opponent's fighter this turn, you lose the current match. ♦ <u>Limit 1 per Deck.</u>	02/09/05
<b>Rejected!</b>	TU3	<b>Pay 2 Spirit:</b> Play when you opponent chooses one of your cards in play. He or she must choose one of his or her cards instead	<b>Pay 2 Spirit.</b> Play when your opponent chooses one of your cards in play. He or she must choose one of his or her cards of the same type instead. <u>This card cannot be used against attacks or the effects of attacks. Limit 1 per Deck.</u>	01/04/05
<b>Resurgence of Power</b>	TC13	<b>Pay 1 Spirit:</b> Place a non-character card from your Discard Pile into your Winner's Circle. That cards effect cannot be used. Draw a card.	<b>Pay 1 Spirit:</b> Place a non-character card from your Discard Pile <u>face-down</u> into <u>the</u> Winner's Circle. That card's effect cannot be used. Draw a card. <i>Clarification: This does not prevent future copies of the chosen card's effect(s) from being used.</i>	8/04/04
<b>Rinku's Rush</b>	C112	Until the end of the turn, when you play a card that discards cards off of the top of your Deck, draw a card and gain 1 Spirit.	Until the end of the turn, when you play a card that discards cards off of the top of your Deck, draw a card and gain 1 Spirit. <u>This card is banned for Constructed play.</u>	9/03/04
<b>Sakyo, Sadistic Creature</b>	C164	<b>((1)) 5 (ATK) Resuscitate:</b> Heal 1 point of damage to a character in play that has the Toguro Team Symbol. ♦ <b>Sideline Effect: Gambler:</b> When a character with the Toguro Team Symbol wins a match, search your Deck for an item or technique that increases your attacks and attach it without paying its Spirit Cost to one of your characters in play that has the Toguro Team Symbol.	<b>((1)) 5 (ATK) Resuscitate:</b> Heal 1 point of damage <u>on</u> a character in play that has the Toguro Team Symbol. ♦ <b>Sideline Effect: Gambler:</b> When a character with the Toguro Team Symbol wins a match, search your Deck for an item or technique that increases your attacks and attach it without paying its Spirit to one of our characters in play that has the Toguro Team Symbol.	6/21/04
<b>Scatter Shot</b>	TC19	<b>((2)) 9000 (ATK)</b> If your fighter's (DEF) is higher than your opponent's fighter's (DEF), this attack can be used a second time this turn. If you use this attack a second time this turn, the second attack can attack your opponent's Sidelined character.	<b>((2)) 9000 (ATK)</b> If your fighter's (DEF) is higher than your opponent's fighter's (DEF), this attack can be used a second time this Attack Step. If you use this attack a second time this <u>Attack Step</u> , the second attack can attack a character on your opponent's Sideline <u>instead of his/her fighter. Limit 1 per Deck.</u>	10/12/04

<b>Shigure Cool Mercenary</b>	C166	<b>((1)) 4000 (ATK) Dissect</b> Your opponent discards 1 card from his/her Deck for each card in your opponent's hand. ♦ <b>Effect: Draw: Sneer</b> You may discard up to 3 techniques from your hand. For each technique discarded in this way draw a card and discard the bottom card of your opponent's Deck.	<b>((1)) 4000 (ATK) Dissect</b> <u>If you have the Mukuro Team Bonus</u> , your opponent discards 1 card from <u>the top of</u> his/her Deck for each card in your opponent's hand. ♦ <b>Effect: Draw: Sneer</b> You may discard up to 3 techniques from your hand. For each technique discarded in this way draw a card and discard the bottom card of your opponent's Deck.	10/12/04
<b>Shizuru, Gifted Seer</b>	C130	<b>((1)) 0 (ATK) Predictions</b> This attack gains +2000 (ATK) for each unit of Spirit required by the top card of your Deck. ♦ <b>Effect: Foreknowledge:</b> Play with the top card of your Deck face-up. You can play cards directly from the top of your Deck. All cards you play from the top of your deck cost +1 Spirit. ♦ <b>Sideline Effect: Main: Good Relations</b> Choose a Team Symbol in play. Until your next Draw step, this character gains that Team Symbol.	<b>((1)) 0 (ATK) Predictions</b> This attack gains +2000 (ATK) for each unit of Spirit required by the top card of your Deck. ♦ <b>Effect: Foreknowledge</b> Play with the top card of your Deck face-up. <u>Once during each of your turns, you may pay 1 Spirit to play the top card of your Deck as if it was in your hand. You must still pay all costs associated with that card.</u> ♦ <b>Sideline Effect: Main: Good Relations</b> Choose a Team Symbol in play. Until your next Draw step, this character gains that Team Symbol.	7/13/04
<b>Sinister Trap</b>	C64	<b>Pay 3 Spirit.</b> Play this card when your opponent's hero attacks one of your characters. Take 1 point of damage, and stop your opponent's attack and all of its effects.	<b>Pay 3 Spirit.</b> Play this card when your opponent's hero attacks one of your characters. <u>Deal your fighter 1 point of damage</u> , and stop your opponent's attack and all of its effects.	9/22/04
<b>Spirit Absorption</b>	C113	<b>Pay 12 Spirit:</b> Attach this card to your fighter. Whenever your opponent gains Spirit, you gain that much Spirit.	<b>Pay 12 Spirit:</b> Attach this card to your fighter. ♦ Whenever your opponent gains Spirit, you gain that much Spirit.	10/25/04
<b>Spirit Flare</b>	TC20	<b>((2)) 6000 (ATK)</b> You may discard a card from your hand to draw a card. ♦ <b>Effect: Main:</b> Both players gain 2 Spirit.	<b>((2)) 6000 (ATK)</b> You may discard a card from your hand to draw a card. ♦ <b>Effect: Draw:</b> Both players gain 2 Spirit.	7/07/04
<b>Spirit Force Emerges</b>	S43	<b>Pay 3 Spirit:</b> For the rest of the match, all of your characters with the Spirit Defense Force Team Symbol gain +1000 (DEF) for each villain your opponent has in play. If you have the Spirit Defense Force Team Bonus, draw a card for each hero your opponent has in play. Limit once per match. Limit once per Deck.	<b>Pay 3 Spirit:</b> For the rest of the match, all of your characters with the Spirit Defense Force Team Symbol gain +1000 (DEF) for each villain your opponent has in play. ♦ If you have the Spirit Defense Force Team Bonus, draw a card for each hero your opponent has in play. ♦ Limit once per match. ♦ Limit once per Deck.	10/25/04
<b>Spirit Force Starter</b>	S44	If you have the Spirit Defense Force Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. All of your opponent's characters in the Winner's Circle count for your Team Bonus. Limit 1 per Deck.	If you have the Spirit Defense Force Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♦ All of your opponent's characters in the Winner's Circle count for your Team Bonus. ♦ Limit 1 per Deck.	10/25/04
<b>Swift Moves</b>	C115	<b>Pay 1 Spirit:</b> Attach this card to your fighter if it has 4000 (DEF) or less. Your fighter gains +4000 (DEF).	<b>Pay 1 Spirit:</b> Attach this card to your fighter if it has 4000 (DEF) or less. Your fighter gains +4000 (DEF).	10/25/04



<b>Take Me!</b>	C116	Your opponent chooses a character on your Sideline. Discard the chosen character and search your Deck for a different character and put it in the discarded character's Match Slot.	Your opponent chooses a character on your Sideline. Discard the chosen character and search your Deck for a different character and put it in the discarded character's Match Slot. <u>Limit 1 per Deck.</u>	1/04/05
<b>Team Genkai's Support</b>	R52	<b>Pay 3 Spirit:</b> If you have the Genkai Team Bonus, choose 3 techniques in your Discard Pile and put them in your hand. For the rest of the match, all of your characters with the Genkai Team Symbol gain +500 (DEF) for each attached, face-up technique in play. <u>Limit 1 per Deck.</u>	<b>Pay 3 Spirit:</b> If you have the Genkai Team Bonus, choose 3 techniques in your Discard Pile and put them in your hand. ♦ For the rest of the match, all of your characters with the Genkai Team Symbol gain +500 (DEF) for each attached, face-up technique in play. ♦ <u>Limit 1 per Deck.</u>	10/25/04
<b>Team Ichigaki's Devastation</b>	R53	<b>Pay 3 Spirit:</b> If you have the Ichigaki Team Bonus, discard all cards attached to a character in play. For the rest of the match, all attacks from characters with the Ichigaki Team Symbol gain +1000 (ATK) for each of your attached cards in play and -1000 (ATK) for each of your opponent's attached cards in play.	<b>Pay 3 Spirit:</b> If you have the Ichigaki Team Bonus, <u>choose a character in play. Discard all cards attached to the chosen character.</u> ♦ For the rest of the match, all attacks from characters with the Ichigaki Team Symbol gain +1000 (ATK) for each of your attached cards in play and -1000 (ATK) for each of your opponent's attached cards in play.	10/25/04
<b>Team Koenma's Support</b>	R54	<b>Pay 3 Spirit:</b> For the rest of the match, all attacks from characters with the Koenma Team Symbol gain +1000 (ATK) for each villain your opponent has in play. If you have the Koenma Team Bonus, discard the top 3 cards of your Deck and put all events discarded in this way into your hand. <u>Limit once per match. Limit 1 per Deck.</u>	<b>Pay 3 Spirit:</b> For the rest of the match, all attacks from characters with the Koenma Team Symbol gain +1000 (ATK) for each villain your opponent has in play. ♦ If you have the Koenma Team Bonus, discard the top 3 cards of your Deck and put all events discarded in this way into your hand. ♦ <u>Limit once per match. Limit 1 per Deck.</u>	10/25/04
<b>Team Masho's Overwhelming Power</b>	R56	<b>Pay 3 Spirit.</b> If you have the Masho Team Bonus, heal 1 point of damage on all of your characters in play. For the rest of the match, all of your characters with the Masho Team Symbol gain +500 (ATK) for each character you have in play. Put this card in the Winner's Circle. <u>Limit 1 per Deck.</u>	<b>Pay 3 Spirit.</b> If you have the Masho Team Bonus, heal 1 point of damage on all of your characters in play. ♦ For the rest of the match, all of your characters with the Masho Team Symbol gain +500 (ATK) for each character you have in play. Put this card <u>face-down</u> in the Winner's Circle. ♦ <u>Limit 1 per Deck.</u>	10/25/04
<b>Team Raizen's Support</b>	R57	If you have the Raizen Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. <b>Main:</b> Choose one of your characters in play. Until the beginning of your next turn, the chosen character is a Team Leader.	If you have the Raizen Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♦ <b>Main:</b> Choose one of your characters in play. Until the beginning of your next turn, the chosen character is a Team Leader. ♦ <u>Limit 1 per Deck.</u>	10/25/04
<b>Team Rokuyukai's Hidden Power</b>	R58	<b>Pay 2 Spirit:</b> Until your next Draw Step all of your opponent's attacks cannot deal you more than one point of damage. If you have the Rokuyukai Team Bonus, you can play this card from your Discard Pile as if it were in your hand. If you do, shuffle this card into your Deck.	<b>Pay 2 Spirit:</b> Until your next Draw Step, all of your opponent's attacks cannot deal <u>your characters in play</u> more than one point of damage. ♦ If you have the Rokuyukai Team Bonus, you can play this card from your Discard Pile as if it were in your hand. If you do, shuffle this card into your Deck.	10/25/04

<b>Team Saint Beasts Advantage</b>	R59	<b>Pay 3 Spirit:</b> If you have the Saint Beasts Team Bonus, Draw 3 cards. For the rest of the match, all of your characters with the Saint Beasts Team Symbol gain +500 (ATK) for each card in your hand. You can only use this card once per match. Limit 1 per Deck.	<b>Pay 3 Spirit:</b> If you have the Saint Beasts Team Bonus, draw 3 cards. ♦ For the rest of the match, <u>all of your attacks from</u> characters with the Saint Beasts Team Symbol gain +500 (ATK) for each card in your hand. ♦ You can only use this card once per match. ♦ Limit 1 per Deck.	10/25/04
<b>Team Toguro's Surprise</b>	R60	<b>Pay 3 Spirit:</b> All of your characters with the Toguro Team Symbol gain +1000 (ATK) for the rest of the match. If you have the Toguro Team Bonus, all of your attacks gain +3000 (ATK) for the rest of the match. Limit once per match. Limit 1 per Deck.	<b>Pay 3 Spirit:</b> All of your <u>attacks from</u> characters with the Toguro Team Symbol gain +1000 (ATK) for the rest of the match. ♦ If you have the Toguro Team Bonus, all of your attacks gain +3000 (ATK) for the rest of the match. ♦ Limit once per match. ♦ Limit 1 per Deck.	10/25/04
<b>Team Urameshi's Support</b>	R61	<b>Pay 3 Spirit:</b> For the rest of the match, all of your characters with the Urameshi Team Symbol gain +500 (DEF) for each Spirit you have. If you have the Urameshi Team Bonus, draw the bottom 2 cards of your Deck. You can only play this card once per match. Limit 1 per Deck.	<b>Pay 3 Spirit:</b> For the rest of the match, all of your characters with the Urameshi Team Symbol gain +500 (DEF) for each Spirit you have. ♦ If you have the Urameshi Team Bonus, draw the bottom 2 cards of your Deck. ♦ You can only play this card once per match. ♦ Limit 1 per Deck.	10/25/04
<b>Team Uraotogi On The Hunt</b>	R62	<b>Pay 2 Spirit:</b> If you have the Uraotogi Team Bonus, your opponent's next Draw Step is skipped. For the rest of the match, your characters with the Uraotogi Team Symbol gain +4000 (DEF), and if your opponent's hand has 3 cards or less, your opponent's fighter gains -1000 (DEF) for each card in his/her hand. Limit once per match. Limit 1 per Deck.	<b>Pay 2 Spirit:</b> If you have the Uraotogi Team Bonus, your opponent's next Draw Step is skipped. ♦ For the rest of the match, your characters with the Uraotogi Team Symbol gain +4000 (DEF), and if your opponent's hand has 3 cards or less, your opponent's fighter gains -1000 (DEF) for each card in his/her hand. ♦ Limit once per match. ♦ Limit 1 per Deck.	10/25/04
<b>Very Bizarre!</b>	C120	<b>Pay 1 Spirit:</b> Until your next Draw Step, the attacker draws 3 cards and discards 2 cards from his/her hand at the end of each turn. Put this card in the Winner's Circle. If Bizarre! is in the Winner's Circle, both Players also discard their hands at the beginning of their next Draw Step and draw 3 cards.	<b>Pay 1 Spirit:</b> Until your next Draw Step, the attacker draws 3 cards and discards 2 cards from his or her hand at the end of each turn. Put this card <u>face-up</u> in the Winner's Circle. If Bizarre! is <u>face-up</u> in the Winner's Circle, both players also discard their hands at the beginning of their next Draw Step and draw 3 cards.	6/21/04
<b>Villionaire Wages</b>	G7	You may search your Deck for this card at the beginning of the game and put it in the Winner's Circle, or you may play it from your hand into the Winner's Circle later. When your fighter wins a match, draw 3 cards. If your opponent's fighter wins a match, your opponent draws 3 cards. Limit 1 per Deck.	You may search your Deck for this card at the beginning of the game and put it in the Winner's Circle, or you may play it from your hand into the Winner's Circle later. ♦ When your fighter wins a match, draw 3 cards. ♦ If your opponent's fighter wins a match, your opponent draws 3 cards. ♦ Limit 1 per Deck.	10/25/04
<b>Yusuke, Tribal Fighter</b>	R70	<b>((1)) 4000 (ATK) Concentrate:</b> If you use Demoralize during your next Attack Step, all of your attacks gain +1000 (ATK) for the rest of the game. ♦ <b>((2)) 8000 (ATK) Demoralize:</b> Gain 3 Spirit. Discard a face-up attached card in play.	<b>((1)) 4000 (ATK) Concentrate:</b> If you use <u>the attack</u> Demoralize during your next Attack Step, all of your attacks gain +1000 (ATK) for the rest of the game. ♦ <b>((2)) 8000 (ATK) Demoralize:</b> Gain 3 Spirit. Discard a face-up attached card in play.	9/03/04

<b>Yusuke's Alliance</b>	S46	If you do not qualify for a Team Bonus during your Setup step, search your Deck for this card and put it in the Winner's Circle. All of your attacks gain +1000 (ATK) and -1 ((#)), to a minimum of 1. Limit 1 per Deck.	If you do not qualify for a Team Bonus during your Setup step, search your Deck for this card and put it in the Winner's Circle. ♦ All of your attacks gain +1000 (ATK) and -1 ((#)), to a minimum of 1. ♦ Limit 1 per Deck.	10/25/04
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## Gateway

Card Name	#	Old Effect	New Effect	Date
<b>Amanuma, the Gamer</b>	C111	<b>((2)) 0 (ATK) Game Over:</b> You can only use attack if this character has 3 points of damage. Draw the bottom 5 cards from your Deck to deal this character 4 points of damage. ♦ <b>Effect: Main: Let's Play</b> Search your Deck for a copy of Game Battler and attach it to this character without paying its Spirit.	<b>((2)) 0 (ATK) Game Over:</b> You can only use <u>this</u> attack if this character has 3 points of damage. Draw the bottom 5 cards from your Deck to deal this character 4 points of damage. ♦ <b>Effect: Main: Let's Play</b> <u>You may</u> search your Deck for a copy of Game Battler and attach it to this character without paying its Spirit.	9/03/04
<b>Big Brother</b>	S12	If you have the Toguro Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. While you have fewer cards in your hand than your opponent, your fighter's attacks gain +3000 (ATK). Limit 1 per Deck.	If you have the Toguro Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♦ While you have fewer cards in your hand than your opponent, your fighter's attacks gain +3000 (ATK). ♦ Limit 1 per Deck.	10/25/04
<b>Blade Storm</b>	S13	If you have the Urameshi Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. You have no maximum Spirit. Limit 1 per Deck.	If you have the Urameshi Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♦ You have no maximum Spirit. ♦ Limit 1 per Deck.	10/25/04
<b>Botan, Pilot of the River Styx</b>	R33	<b>((3)) 2000 (ATK) Guidance:</b> This attack gains +500 (ATK) for each event in your Discard Pile and -500 (ATK) for each event in your opponent's Discard Pile to a minimum of 0. ♦ <b>Effect: Main: Guide:</b> Discard 1 event from your hand to search your Deck for an event that doesn't require Spirit and put it in your hand when this turn ends.	<b>((3)) 2000 (ATK) Guidance:</b> This attack gains +500 (ATK) for each event in your Discard Pile and -500 (ATK) for each event in your opponent's Discard Pile to a minimum of 0. ♦ <b>Effect: Main: Guide: You may</b> discard 1 event from your hand to search your Deck for an event that doesn't require Spirit and put it in your hand when this turn ends.	5/19/04

<b>Botan, Wise Scholar</b>	C73	<b>((1)) 3000 (ATK) Spirit Guide:</b> If this attack deals 1 or more points of damage to your opponent's fighter, you may take an item or technique attached to that fighter and attach it facedown to one of your Sidelined characters. ♦ <b>Sideline Effect: Helping Hand:</b> If the bottom card of your Discard Pile is an item or technique, pay 1 Spirit to attach it face-down to one of your Sidelined characters.	<b>((1)) 3000 (ATK) Spirit Guide:</b> If this attack deals 1 or more points of damage to your opponent's fighter, you may take an item or technique attached to that fighter and attach it face-down to one of your Sidelined characters. ♦ <b>Sideline Effect: Main: Helping Hand:</b> If the bottom card of your Discard Pile is an item or technique, pay 1 Spirit to attach it face-down to one of your Sidelined characters.	11/22/04
<b>Contemplate</b>	S14	If you have the Genkai Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. When you play a technique from your hand, your fighter gains +1000 (ATK) for this turn. Limit 1 per Deck.	If you have the Genkai Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♦ When you play a technique from your hand, your <b>fighter's attacks gain</b> +1000 (ATK) for this turn. ♦ Limit 1 per Deck.	10/25/04
<b>Counter Strike</b>	R2	<b>Pay 2 Spirit:</b> Play this card when your fighter is dealt 1 or more points of damage by your opponent's fighter. If you haven't used a copy of Counter Strike in this match and if the fighter that damaged your fighter is still in the Arena at the end of this turn, he takes 1 point of damage.	<b>Pay 2 Spirit:</b> Play this card when your fighter is dealt 1 or more points of damage by your opponent's fighter. If you haven't used a copy of Counter Strike in this match and if the fighter that damaged your fighter is still in the Arena at the end of this turn, <b>deal your opponent's fighter 1 point of damage.</b>	9/03/04
<b>Cruel Punishment</b>	C47	<b>Pay 1 Spirit:</b> If you have less Spirit than your opponent, all of your attacks gain +3000 (ATK) until the end of your turn. If you have the Koenma Team Bonus, shuffle 2 events that are not Cruel Punishment into your Deck.	<b>Pay 1 Spirit:</b> If you have less Spirit than your opponent, all of your attacks gain +3000 (ATK) until the end of your turn. ♦ If you have the Koenma Team Bonus, shuffle 2 events that are not Cruel Punishment <b>from your Discard Pile</b> into your Deck.	10/25/04
<b>Dark Ritual</b>	S15	If you have the Sensui Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. When you would put an event under Gateway, you may put any one of your cards under Gateway instead. <b>Draw:</b> You may put a card from your hand under Gateway. Limit 1 per Deck.	If you have the Sensui Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♦ When you would put an event under Gateway, you may put any one of your cards <b>from your hand</b> under Gateway instead. ♦ <b>Draw:</b> You may put a card from your hand under Gateway. ♦ Limit 1 per Deck.	10/25/04
<b>Darkness Approaches</b>	G2	<b>Pay 4 Spirit:</b> Play this card to the Winner's Circle. Whenever any of your card effect's discard cards from your opponent's Deck, those cards are put under this card instead of being discarded.	<b>Pay 4 Spirit.</b> Play this card to the Winner's Circle. ♦ Whenever any of your card effects discards cards from your opponent's Deck, those cards are put under this card <b>face-down</b> instead of being discarded.	10/25/04

<b>Deadly Dice</b>	C89	If Deadly Dice is discarded from your hand or Deck by an opponent's effect, draw 3 cards. If Deadly Dice is discarded from your hand or Deck by your effect, skip your next turn. Limit once per match.	<b>Card Clarification:</b> Discarding Deadly Dice to pay for part of the attack cost for an attack is not discarding for an effect. If you discard Deadly Dice to pay for an attack, you do not skip your next turn.	6/14/04
<b>Decoy</b>	S21	If you have the Masho Team Bonus during setup, you may search your Deck for this card and play it in the Winner's Circle. All of your characters with "Shinobi" in the title gain -2#, to a minimum of 1. <b>Main:</b> Flip any of your Sidelined characters face-up. Limit 1 per Deck.	If you have the Masho Team Bonus during setup, you may search your Deck for this card and play it in the Winner's Circle. ♦ All of your characters with "Shinobi" in the title gain -2 (#), to a minimum of 1. ♦ <b>Main:</b> Flip any of your Sidelined characters face-up. ♦ Limit 1 per Deck.	10/25/04
<b>Demonic Strike</b>	TC18	<b>((2)) (ATK) 10000</b> The next time you would draw a card – don't. ♦ <b>Effect:</b> If you have the Saint Beast Team Bonus, your attacks gain +1000 (ATK) for each card attached to your opponent's fighter. Double this bonus if your opponent has the Genkai Team Bonus.	<b>((2)) (ATK) 10000</b> The next time you would <u>draw 1 or more cards, subtract 1 card from the number of cards you are supposed to draw.</u> ♦ <b>Effect:</b> If you have the Saint Beast Team Bonus, your attacks gain +1000 (ATK) for each card attached to your opponent's fighter. Double this bonus if your opponent has the Genkai Team Bonus.	4/20/04
<b>Distractions</b>	S16	If you have the Saint Beasts Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. Once per turn, when you draw a card, you may discard a card from your hand to draw a card. Limit 1 per Deck.	If you have the Saint Beasts Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♦ Once per turn, when you draw a card, you may discard a card from your hand to draw a card. ♦ Limit 1 per Deck.	10/25/04
<b>Double Block</b>	S17	If you have the Rokuyukai Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. All of your Rokuyukai characters don't pay to deal minimum damage. Limit 1 per Deck.	If you have the Rokuyukai Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♦ All of your Rokuyukai characters don't pay to deal minimum damage. ♦ Limit 1 per Deck.	10/25/04
<b>Exterminate</b>	C51	<b>Pay 2 Spirit:</b> Put your opponent's 5 <sup>th</sup> character under your Gateway. If they don't have a 5 <sup>th</sup> character, they choose one card from their hand and put it under your Gateway.	<b>Pay 2 Spirit:</b> Put your opponent's <u>character in the 5<sup>th</sup> match slot face-down</u> under your Gateway. If they don't have a <u>character in the 5<sup>th</sup> match slot</u> , they choose one card from their hand and put it <u>face-down</u> under your Gateway.	9/03/04
<b>Game Battler</b>	TR7	<b>Pay 6 Spirit:</b> Attach this card to your Amanuma in play. While attached, and when your opponent uses an attack, you may search your Deck for a card with "Mini Game" in the title and put it in your hand, and all cards with "Mini Game" in the title cost -5 Spirit to play.	<b>Pay 6 Spirit:</b> Attach this card to your Amanuma in play. ♦ While attached, and when your opponent uses an attack, you may search your Deck for a card with "Mini Game" in the title and put it in your hand. <u>If you do, you may immediately play a card with "Mini Game" in the title from your hand.</u> ♦ All cards with "Mini Game" in the title cost -5 Spirit to play.	10/25/04
<b>Gateway</b>	U7	When you play this card put it in the Winner's Circle. At the end of your Draw Step, reveal your hand to your opponent and put an event from your hand under this card. <b>Draw:</b> If there are 35 cards under this card, you win the game.	When you play this card, put it <u>face-up</u> in the Winner's Circle. ♦ At the end of your Draw Step, reveal your hand to your opponent and put an event from your hand under this card. <u>Put all cards under this card face-down.</u> ♦ <b>Draw:</b> If there are 35 cards under this card, you win the game.	10/25/04

<b>Guardians of the Human World</b>	C54	<b>Pay 3 Spirit:</b> Play this card when your opponent's villain attacks one of your characters. Take 1 point of damage, and stop your opponent's attack and all of its effects.	<b>Pay 3 Spirit:</b> Play this card when one of your opponent's villain characters attacks one of your characters. <b>Deal your fighter</b> 1 point of damage, and stop your opponent's attack and all of its effects.	9/03/04
<b>Hagiri, the Hunter</b>	TC22	<b>((3)) 0 (ATK) Stalk:</b> This attack defeats your opponent's fighter. You can only pay for this attack with Deadly Dice.	<b>((3)) 0 (ATK) Stalk:</b> <b>If you discarded 3 Deadly Dice from your hand to pay for this attack, defeat your opponent's fighter.</b>	11/22/04
<b>Hiei's Tainted Glare</b>	L4	<b>Pay 5 Spirit:</b> Attach this card to your Hiei, Dark Fighter. While attached, prevent 1 point of damage when he is dealt damage. <b>Limit 1 per Deck.</b>	<b>Pay 5 Spirit:</b> Attach this card to your Hiei, Dark Fighter. <b>♠</b> While attached, prevent 1 point of damage when <b>this character</b> is dealt damage. <b>♠</b> <b>Limit 1 per Deck.</b>	10/25/04
<b>Hostage</b>	R35	<b>Draw:</b> If your opponent has a character in his 5 <sup>th</sup> Match Slot and you do not, take your opponent's 5 <sup>th</sup> Match Slot character and play him in your 5 <sup>th</sup> Match Slot. You now control that character.	<b>Draw:</b> If your opponent has a character in his 5 <sup>th</sup> Match Slot and you do not, take your opponent's 5 <sup>th</sup> Match Slot character and <b>all its attached cards</b> and play <b>it</b> in your 5 <sup>th</sup> Match Slot. You now control that character.	4/20/04
<b>Humans On The Hunt</b>	C121	<b>Pay 2 Spirit:</b> If both fighters are villains, draw a card for each hero your opponent has in play.	<b>Pay 2 Spirit:</b> If both fighters are villains, draw a card for each hero your opponent has in play. <b>Limit 1 per Deck.</b>	1/04/05
<b>Imposing Evil</b>	R45	<b>Pay 1 Spirit:</b> If you have more villains in play than your opponent, draw 2 cards. All of your attacks gain +2000 (ATK) until your next Draw Step.	<b>Pay 1 Spirit:</b> If you have more villains in play than your opponent, draw 2 cards. <b>♠</b> All of your attacks gain +2000 (ATK) until your next Draw Step.	10/25/04
<b>Kamiya's Territory</b>	C106	<b>Effect: Main:</b> Discard Kamiya's Territory from play to search your Deck or Discard Pile for any card with "Sensui" in the title or text box and put it in your hand. If attached to Kamiya, you don't discard this card to use this effect.	<b>Effect: Main:</b> Discard Kamiya's Territory from play to search your Deck or Discard Pile for any card with "Sensui" in the title or text box <b>other than Kamiya's Territory</b> and put it in your hand. If attached to Kamiya, you don't discard this card to use this effect.	4/16/04
<b>Kamiya, the Doctor</b>	TC23	<b>((2)) 4000 (ATK) Infect:</b> This attack gains +2000 (ATK) for each card in your Discard Pile that heals. <b>♠</b> <b>Sideline Effect: Hospitalize</b> All of your cards that heal damage are free.	<b>((2)) 4000 (ATK) Infect:</b> This attack gains +2000 (ATK) for each card in your Discard Pile that heals. <b>♠</b> <b>Sideline Effect: Hospitalize</b> All of your cards that heal damage <b>cost 0 Spirit.</b>	4/20/04
<b>King Yama</b>	C77	<b>((3)) 9000 (ATK) Banish:</b> All characters in play lose their Team Symbols for the rest of the match. <b>♠</b> <b>Effect: Main: Dismiss:</b> Discard 1 item and 1 event from your hand to search through your opponent's Deck and discard all of his characters in it.	<b>((3)) 9000 (ATK) Banish:</b> All characters in play lose their Team Symbols for the rest of the match. <b>♠</b> <b>Effect: Main: Dismiss</b> <b>You may</b> discard 1 item and 1 event from your hand to search through your opponent's Deck and discard all characters in it.	5/19/04

<b>Koenma's Pacifier</b>	S22	If you have the Koenma Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. When you attack, you may discard 2 cards from the top of your Deck. For each event discarded in this way, your attacks gain +1500 (ATK) for this turn. Limit 1 per Deck.	If you have the Koenma Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♠ When you attack, you may discard 2 cards from the top of your Deck. For each event discarded in this way, your attacks gain +1500 (ATK) for this turn. ♠ Limit 1 per Deck.	10/25/04
<b>Koorime, Guilty Conscience</b>	C79	<b>((1)) 0 (ATK) Regret:</b> +2000 (ATK) for each character in play without a Team Symbol. <b>Sideline Effect: Built</b> If all of your characters have no Team Symbol, all of your attacks are +2000 (ATK) and all of your characters have +2000 (DEF).	<b>((1)) 0 (ATK) Regret:</b> <b>This attack gains</b> +2000 (ATK) for each character in play without a Team Symbol. ♠ <b>Sideline Effect: Built</b> If all of your characters <b>in play</b> have no Team Symbol, all of your attacks <b>gain</b> +2000 (ATK) and all of your characters <b>in play gain</b> +2000 (DEF).	9/03/04
<b>Kurama, Entrapped Demon</b>	??	(NA)	This cards number is "C80."	4/01/04
<b>Kurama's Tainted Glare</b>	L6	<b>Pay 5 Spirit:</b> Attach this card to your Kurama, Legendary Fighter. While attached, prevent 1 point of damage when he is dealt damage. Limit 1 per Deck.	<b>Pay 5 Spirit:</b> Attach this card to your Kurama, Legendary Fighter. ♠ While attached, prevent 1 point of damage when <b>this character</b> is dealt damage. ♠ Limit 1 per Deck.	10/25/04
<b>Kuwabara, Righteous Warrior</b>	C98	<b>((1)) 4000 (ATK) United Strike:</b> Your attacks gain +1000 (ATK) for each type of Team Symbol on your characters in the Winner's Circle. ♠ <b>Sideline Effect: Attack: Unite</b> Discard 2 cards from your hand to draw a card for each type of Team Symbol that is on your character in play.	<b>((1)) 4000 (ATK) United Strike:</b> Your attacks gain +1000 (ATK) <b>until your next Draw Step</b> for each type of Team Symbol on your character(s) in the Winners Circle. ♠ <b>Sideline Effect: Attack: Unite:</b> <b>You may</b> discard 2 cards from your hand to draw a card for each type of Team Symbol that is on your character <u>s</u> in play.	5/19/04
<b>Kuwabara's Tainted Glare</b>	L8	<b>Pay 5 Spirit:</b> Attach this card to your Kuwabara, Emotional Fighter. While attached, prevent 1 point of damage when he is dealt damage. Limit 1 per Deck.	<b>Pay 5 Spirit:</b> Attach this card to your Kuwabara, Emotional Fighter. ♠ While attached, prevent 1 point of damage when <b>this character</b> is dealt damage. ♠ Limit 1 per Deck.	10/25/04
<b>Liquid Drill</b>	C60	<b>Pay 1 Spirit:</b> Discard 1 copy of Darkness Approaches from your opponent's Winner's Circle. All cards already under Darkness Approaches stay in the Winner's Circle. Your fighter gains +2000 (DEF) for the rest of the match for each copy of Liquid Rush in your Discard Pile.	<b>Pay 1 Spirit:</b> Discard 1 copy of Darkness Approaches from <b>the</b> Winner's Circle. All cards already under Darkness Approaches stay in the Winner's Circle. ♠ Your fighter gains +2000 (DEF) for the rest of the match for each copy of Liquid Rush in your Discard Pile.	10/25/04
<b>Liquid Rush</b>	C61	<b>Pay 3 Spirit:</b> Your fighter gains +2000 (DEF) for the rest of the match. Your fighter gains +2000 (ATK) for the rest of the match for each copy of Liquid Drill in your Discard Pile.	<b>Pay 3 Spirit:</b> Your fighter gains +2000 (DEF) for the rest of the match. ♠ Your fighter gains +2000 (ATK) for the rest of the match for each copy of Liquid Drill in your Discard Pile.	10/25/04
<b>M2, Ryo</b>	C81	<b>((1)) 5000 (ATK) Diversion:</b> Discard a face-up item in play. ♠ <b>Sideline Effect: Invisible Strike</b> If you have the Ichigaki Team Bonus and have more attached cards in play than your opponent, all of your attacks gain +1 Attack Cost to a minimum of 0.	<b>((1)) 5000 (ATK) Diversion:</b> Discard a face-up item in play. ♠ <b>Sideline Effect: Invisible Strike</b> If you have the Ichigaki Team Bonus and have more attached cards in play than your opponent, all of your attacks gain <b>-1</b> Attack Cost to a minimum of 0.	4/01/01

<b>M3, Kai</b>	C82	<b>((2)) 4000 (ATK) Demolish:</b> You can discard an additional card from your hand to add the printed (ATK) to this attack from any one of your characters with the Ichigaki Team Symbol.	<b>((2)) 4000 (ATK) Demolish:</b> <u>You may discard a card from your hand to choose an attack on one of your characters in play with the Ichigaki Team Symbol and add the chosen attack's printed ATK to this attack.</u>	9/03/04
<b>Malevolent Glare</b>	C62	<b>Pay 1 Spirit:</b> No player can heal for the rest of the match. If this card is discarded for the Toguro Team Bonus, draw a card.	<b>Pay 1 Spirit:</b> No player can heal for the rest of the match. ♦ If this card is discarded for the Toguro Team Bonus, draw a card. <b>Clarification:</b> <i>You do not have to pay the 1 Spirit if you are discarding Malevolent Glare to the Toguro Team Bonus.</i>	10/25/04
<b>Metamorphose</b>	R28	<b>Pay 2 Spirit:</b> If you have the Sarayashki Team Bonus, discard 2 cards at random from your hand. For each item discarded in this way, your attacks gain +3000 (ATK) until your next Draw Step. Your ((#)) gains -1 ((#)) for the rest of the match.	<b>Pay 2 Spirit:</b> If you have the Sarayashki Team Bonus, discard 2 cards at random from your hand. For each item discarded in this way, your attacks gain +3000 (ATK) until your next Draw Step. ♦ Your ((#)) gains -1 ((#)) for the rest of the match.	10/25/04
<b>Mini Game, Action Battle</b>	R29	<b>Pay 6 Spirit:</b> Play when your opponent uses an attack to cancel all effects and damage of that attack. You and your opponent search both your Decks for a character and discarded it. The player who discards the character with the highest (DEF) deals 1 point of damage to his opponent's fighter (no damage is dealt for ties). Limit once per game.	<b>Pay 6 Spirit:</b> Play when your opponent uses an attack to cancel all effects and damage of that attack. <u>Each player searches his or her Deck for a character and discards it.</u> The player who discarded the character with the highest (DEF) deals 1 point of damage to his or her opponent's fighter (no damage is dealt for ties). Limit once per game.	9/03/04
<b>Mini Game, Flight Shooter</b>	TR8	<b>Pay 1 Spirit:</b> Play when your opponent uses an attack to cancel all effects and damage of that attack. Choose a card type. Both Players discard the top 5 cards of their Decks. The Player who discarded the highest number of cards of that type in those 5 cards deals 1 point of damage to his opponent's fighter. If there is a tie, no damage is dealt.	<b>Pay 6 Spirit:</b> Play when your opponent uses an attack to cancel all effects and damage of that attack. Choose a card type. Both Players discard the top 5 cards of their Decks. The Player who discarded the highest number of cards of that type in those 5 cards deals 1 point of damage to his opponent's fighter. If there is a tie, no damage is dealt. <u>Limit once per match. Limit 1 per Deck.</u>	7/07/04
<b>Mini Game, Flight Shooter</b>	TR8	1 Spirit Cost	6 Spirit Cost	4/01/04
<b>Mini Game, Master Quiz</b>	TR9	1 Spirit Cost	6 Spirit Cost	4/01/04
<b>Mini Game, Tennis</b>	TR10	1 Spirit Cost	6 Spirit Cost	4/01/04



<b>Mitamura, the Master</b>	C83	<b>((1)) 3000 (ATK) Discipline:</b> This attack gains +1000 (ATK) for each card attached to this fighter. ♦ <b>Sideline Effect: Main: Enlighten</b> If you have the Ichigaki Team Bonus, you opponent can only attach up to 2 cards per turn.	<b>((1)) 3000 (ATK) Discipline:</b> This attack gains +1000 (ATK) for each card attached to this fighter. ♦ <b>Sideline Effect: Enlighten</b> If you have the Ichigaki Team Bonus, you opponent can only attach up to 2 cards per turn. (NOTE: The word "Main" no longer is in "Enlighten.")	9/03/04
<b>Mitarai Misguided</b>	C118	<b>((2)) 4000 (ATK) Liquid Probe:</b> If you have Darkness Approaches in play, search your opponent's Deck for any card and put it under Darkness Approaches.	<b>((2)) 4000 (ATK) Liquid Probe:</b> If you have Darkness Approaches <b>face-up in the Winners Circle</b> , search your opponent's Deck for any card and put it face-down under Darkness Approaches.	4/20/04
<b>Natural Reaction</b>	TC15	<b>Pay 2 Spirit.</b> All of your attacks gain +1500 (ATK) for each point of damage on your character until your next Draw Step.	<b>Pay 2 Spirit.</b> All of your attacks gain +1500 (ATK) for each point of damage on your <b>fighter</b> until your next Draw Step.	4/20/04
<b>Panic</b>	C63	Play this card when your opponent would gain Spirit. You opponent now loses that much Spirit instead of gaining it. You now gain that much Spirit.	Play this card when your opponent would <b>use a card effect to</b> gain Spirit. Your opponent now loses that much Spirit instead of gaining it. You now gain that much Spirit.	4/16/04
<b>Rubber Slam</b>	R36	When Rubber Slam comes in play or flips face-up, it copies one of your techniques in play. If you have the Genkai Team Bonus, then Rubber Slam copies any technique or item in play instead.	<b>Clarification:</b> <i>Rubber Slam becomes an exact copy of the chosen card including: Name, type, item/technique, and all printed text on the card.</i>	7/07/04
<b>Sensui's Energy Sphere</b>	R31	<b>Pay 1 Spirit:</b> If you have the Sensui Team Bonus and your Gateway is in the Winner's Circle, take a card from the bottom of your Discard Pile and put it under Gateway for each character you have in play that is both a hero and a villain. You may search your Deck for Gateway and put it in your hand.	<b>Pay 1 Spirit:</b> If you have the Sensui Team Bonus and your Gateway is in the Winner's Circle, take <b>the bottom card</b> of your Discard Pile and put it under Gateway for each character you have in play that is both a hero and a villain. ♦ You may search your Deck for Gateway and put it in your hand.	10/25/04
<b>Sinister Slash</b>	C101	<b>((1)) 4000 (ATK)</b> This attack gains +1000 (ATK) for each point of damage on your opponent's Sidelined characters. ♦ <b>Effect:</b> Your attacks gain +1000 (ATK). You gain an additional +2000 (ATK) while attacking Sidelined characters.	<b>((1)) 4000 (ATK)</b> This attack gains +1000 (ATK) for each point of damage on your opponent's Sidelined characters. ♦ <b>Effect:</b> Your attacks gain +1000 (ATK). <b>Your attacks</b> gain an additional +2000 (ATK) while attacking Sidelined characters.	4/20/04
<b>Sinning Tree</b>	G4	<b>Draw:</b> Discard this technique to discard up to 2 face-up cards in play. If you discard 2 items in this way, draw 2 cards at the end of this turn.	<b>Draw:</b> <b>You may</b> discard this technique to discard up to 2 face-up <b>attached</b> cards in play. If you discarded 2 items in this way, draw 2 cards at the end of this turn.	8/09/04
<b>Smoke Screen Catalyst</b>	C65	If you have the Uraotogi Team bonus, attach this card to a character with the Uraotogi Team Symbol. All of your Attack Costs gain -1 Attack Cost to a minimum of 0.	If you have the Uraotogi Team Bonus, attach this card to a character with the Uraotogi Team Symbol. ♦ <b>While attached or until your next Draw Step, all of your characters in play with the Uraotogi Team Symbol gain</b> -1 ((#)) to a minimum of 0.	10/25/04

<b>Sorrow</b>	S18	If you have the Ichigaki Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. Whenever you discard one of your opponent's cards, your fighter gains +1000 (ATK) for the rest of the Match. Limit 1 per Deck.	If you have the Ichigaki Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♦ Whenever you discard one of your opponent's cards <b>from play</b> , your attacks gain +1000 (ATK) for the rest of the Match. ♦ Limit 1 per Deck.	10/25/04
<b>Splinter Resshuiken</b>	TC19	<b>((1)) 3000 (ATK)</b> This attack gains +1000 (ATK) for each card in your opponent's hand. ♦ <b>Effect:</b> While attached you gain +1500 (DEF).	<b>((1)) 3000 (ATK)</b> This attack gains +1000 (ATK) for each card in your opponent's hand. ♦ <b>Effect:</b> While attached, <b>this character</b> gains +1500 (DEF).	9/03/04
<b>Stop It!</b>	C66	Play when your opponent attacks you. Gain +2000 (DEF) for the rest of the turn. If you have the Rokuyukai Team Bonus, draw 2 cards.	Play this card when your opponent <b>uses an attack</b> . <b>Your characters in play</b> gain +2000 (DEF) for the rest of the turn. If you have the Rokuyukai Team Bonus, draw 2 cards.	4/29/04
<b>Tag Team</b>	L9	<b>Pay 2 Spirit:</b> If you dealt your opponent's fighter minimum damage in your last Attack Step and you deal minimum damage to him this turn, your opponent takes 2 points of damage. Gain 3 Spirit.	<b>Pay 2 Spirit:</b> If you dealt your opponent's fighter minimum damage in your last Attack Step and you deal minimum damage to <b>that fighter</b> this turn, deal your opponent's fighter 2 points of damage. ♦ Gain 3 Spirit. <b>Clarification:</b> <i>Minimum damage deals 1 point of damage and Tag Team deals 2 points of damage for a total of 3 points of damage that turn.</i>	10/25/04
<b>Team Sensui Appears</b>	C68	<b>Pay 1 Spirit:</b> If all your characters in play are both heroes and villains, search your Deck or Discard Pile for a copy of Gateway and play it. All your attacks gain +2000 (ATK) for the rest of the turn.	<b>Pay 1 Spirit:</b> If all your characters in play are both heroes and villains, search your Deck or Discard Pile for a copy of Gateway and play it. ♦ All your attacks gain +2000 (ATK) for the rest of the turn.	10/25/04
<b>Tiny Guardian</b>	C110	<b>Pay 2 Spirit: Effect:</b> Techniques do not leave the Arena when fighters switch with another character. ♦ <b>Main:</b> Discard Tiny Guardian from play to draw a card	<b>Pay 2 Spirit: Effect:</b> Techniques do not leave the Arena when fighters switch with another character. ♦ <b>Main:</b> <b>You may</b> discard Tiny Guardian from play to draw a card.	8/09/04
<b>Torture</b>	S19	If you have the Uraotogi Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. For each card in your opponent's hand less than six, your attacks gain +1000 (ATK). Limit 1 per Deck.	If you have the Uraotogi Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♦ For each card in your opponent's hand less than six, your attacks gain +1000 (ATK). ♦ Limit 1 per Deck.	10/25/04
<b>Tracking Device</b>	R37	Your opponent cannot switch characters. If you have the Sarayashki Bonus, your other items cannot be discarded from play. You may only have one Tracking Device in the Arena.	<b>Clarification:</b> <i>When a match ends, this card and all of your other items attached to your fighter are discarded.</i>	7/07/04

<b>What Friends Are For</b>	S20	If you have the Sarayashki Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. When you use the Sarayashki Team Bonus to search your Deck for an item, you may pay 1 Spirit to search your Deck for an item, reveal it, and then attach it to one of your Sideline characters. Limit 1 per Deck.	If you have the Sarayashki Team Bonus during setup, you may search your Deck for this card and put it in the Winner's Circle. ♦ When you use the Sarayashki Team Bonus to search your Deck for an item, you may pay 1 Spirit to search your Deck for an item, reveal it, and then attach it to one of your Sideline characters. ♦ Limit 1 per Deck.	10/25/04
<b>Wicked Grin</b>	C71	If you have the Koenma Team Bonus, then for the rest of the turn, shuffle 3 cards from your Discard Pile into your Deck for each point of damage dealt from your attacks to your opponent's characters.	If you have the Koenma Team Bonus, then for the rest of the turn, Shuffle 3 cards from your Discard Pile <b>other than Wicked Grin</b> into your Deck for each point of damage dealt from your attacks to your opponent's characters in play.	4/16/04
<b>Yusuke's Tainted Glare</b>	L2	<b>Pay 5 Spirit:</b> Attach this card to your Yusuke, Noble Fighter. While attached, prevent 1 point of damage when he is dealt damage. If you have 4 cards in play with "Tainted Glare" in the title, you win the game. Limit 1 per Deck.	<b>Pay 5 Spirit:</b> Attach this card to your Yusuke, Noble Fighter. ♦ While attached, prevent 1 point of damage when <b>this character</b> is dealt damage. ♦ If you have 4 cards in play with "Tainted Glare" in the title, you win the game. ♦ Limit 1 per Deck.	10/25/04

## Dark Tournament

Card Name	#	Old Effect	New Effect	Date
<b>Ace of Spades</b>	C96	This character's attacks gain +1000 (ATK). If your opponent's fighter is a villain, his attacks gain +3000 (ATK) instead.	This character's attacks gain +1000 (ATK). If your opponent's fighter is a villain, <b>this character's attacks</b> gain +3000 (ATK) instead.	9/3/04
<b>Advantage Team Urameshi</b>	C65	<b>Pay 3 Spirit:</b> If all of your characters in play are heroes, then for the rest of the match your characters on the Sideline cannot be dealt points of damage.	<b>Pay 3 Spirit:</b> If all of your characters in play are heroes, then for the rest of the match your characters on the Sideline cannot be dealt points of damage. <b>This card cannot be played if you have Breaking Point face-up in the Winner's Circle.</b>	10/12/04
<b>Allied Forces</b>	U7	If you do not have a Team Bonus, then for the rest of the game draw a card whenever you use an attack, and all of your attacks gain +1000 (ATK). You can only use 1 copy of Allied Forces per game.	<b>Clarification:</b> If you gain a Team Bonus, the floating effect created by Allied Forces "turns off." If have no team bonus, it "turns back on."	1/23/04

<b>Baiting The Dragon</b>	C68	<b>Pay 1 Spirit:</b> You may search your Deck for a copy of Dragon of the Darkness Flame and put it in your hand. If Hiei is a fighter, your opponent discards a card from his hand.	<b>Pay 1 Spirit:</b> You may search your Deck for a copy of Dragon of the Darkness Flame and put it in your hand. ♦ If Hiei is a fighter, your opponent discards a card from his hand.	10/25/04
<b>Botan's Calling</b>	C69	<b>Pay 1 Spirit:</b> If you have the Sarayashki Team Bonus, you may search your Discard Pile for an item and attach it to a character on your Sideline. If your opponent has the Genkai Team Bonus, discard up to techniques in play and heal up to 2 points of damage on any one of your characters.	<b>Pay 1 Spirit:</b> If you have the Sarayashki Team Bonus, you may search your Discard Pile for an item and attach it to a character on your Sideline. ♦ If your opponent has the Genkai Team Bonus, discard up to techniques in play and heal up to 2 points of damage on any one of your characters.	10/25/04
<b>Cape Of No Return</b>	R34	This character's attacks gain +1500 (ATK). This character gains +1500 (DEF). If attached to Shishi, his attacks gain +2500 (ATK) instead, and he gains +2500 (DEF) instead.	This character's attacks gain +1500 (ATK). This character gains +1500 (DEF). <u>If attached to a character with "Shishi" in the title,</u> his attacks gain +2500 (ATK) instead, and he gains +2500 (DEF) instead.	9/03/04
<b>Confrontation</b>	TC14	<b>Pay 1 Spirit:</b> If your fighter is a hero discard up to 2 face-up attached cards in play. If your fighter is a villain, your opponent must discard a card from his hand.	<b>Pay 1 Spirit:</b> If your fighter is a hero, discard up to 2 face-up attached cards in play. ♦ If your fighter is a villain, your opponent must discard a card from his hand.	10/25/04
<b>Dark Glare</b>	C70	<b>Pay 1 Spirit:</b> If you have Toguro Team Bonus and your fighter has the Toguro Team Symbol, all of your attacks gain +2000 (ATK) for the rest of the Match. If your opponent has the Rokuyakai Team Bonus, all of your attacks gain +3000 (ATK) instead.	<b>Pay 1 Spirit:</b> If you have Toguro Team Bonus and your fighter has the Toguro Team Symbol, all of your attacks gain +2000 (ATK) for the rest of the Match. If your opponent has the <u>Rokuyukai</u> Team Bonus, all of your attacks gain +3000 (ATK) instead.	1/20/04
<b>The Dark One</b>	G0	The card was made for Score Employees and each employee got a grand total of 3 copies. Each DARK ONE is signed by the employee it was given to and that employee can do anything he wants with it.  <b>Gameplay Rules:</b> If used by a NON-Score employee, who can be anybody the card was given to or who owns a card signed by a Score Employee....  *They can play it in tournaments like any other card. *They can NOT use the effect on the second attack (Errata), because the effect only works if the card is used by a Score Employee. But they could still pay the attack cost of 10 to deal 99000 damage and get NO effects from that attack.  <b>New Wording for the DARK ONE:</b> <b>Effect: Intimidate</b> - This character cannot be dealt minimum damage. <b>((0)) 6000 (ATK)</b> Your opponent discards a card from his hand. <b>((10)) 99000 (ATK) Errata:</b> If you are a Score Employee, Choose a card in play or in your hand. Change that card's card effect to anything you wish.		1/7/04

<b>Desperate Assault</b>	R43	<b>((0)) 3000 (ATK)</b> If your opponent's fighter is a villain, this attack deals +6000 (ATK) instead, and if attached to a hero, draw 2 cards. This attack cannot deal minimum damage.	<b>((0)) 3000 (ATK)</b> If your opponent's fighter is a villain, this attacks <b>is 6000 (ATK)</b> instead, <b>and</b> if attached to a hero, you draw 2 cards. This attack cannot deal minimum damage.  <b>Clarification:</b> <i>The icon inside this card's text has changed. That icon is now [ATK 6000] and not [ATK +6000].</i>	N/A
<b>Dragon Pen</b>	R37	At the beginning of your turn discard a card at random from your hand and discard the top card of your Deck. If both cards were events draw 4 cards. Limit 1 per Deck.	At the beginning of your turn, <b>you must</b> discard a card at random from your hand and discard the top card of your Deck. If both <b>those</b> cards <b>are</b> events, draw 4 cards. Limit 1 per Deck.	9/03/04
<b>Entrapment</b>	C76	If you have the Genkai Team Bonus gain 3 Spirit and search your Deck or Discard Pile for a technique and attach it to one of your characters in play. If your opponent has the Saint Beasts Team Bonus draw 3 cards.	If you have the Genkai Team Bonus, gain 3 Spirit and search your Deck or Discard Pile for a technique and attach it to one of your characters in play. ♣ If your opponent has the Saint Beasts Team Bonus, draw 3 cards.	10/25/04
<b>Epic Showdown</b>	TU2	<b>Pay 2 Spirit:</b> Both players shuffle 2 Techniques from their Discard Pile into their Deck and draw the bottom card of their Discard Pile. Gain 2 Spirit. Limit 1 per Deck.	<b>Pay 2 Spirit:</b> Both players shuffle 2 Techniques from their Discard Pile into their Deck and draw the bottom card of their Discard Pile. ♣ Gain 2 Spirit. ♣ Limit 1 per Deck.	10/25/04
<b>Freak Show</b>	C80	<b>Pay 1 Spirit:</b> If you have the Uraotogi Team Bonus, your opponent must discard 2 cards at random from his hand. If your opponent has the Toguro Team Bonus, your opponent must discard his hand. Limit 2 per Deck.	<b>Pay 1 Spirit:</b> If you have the Uraotogi Team Bonus, your opponent must discard 2 cards at random from his hand. ♣ If your opponent has the Toguro Team Bonus, your opponent must discard his hand. ♣ Limit 2 per Deck.	10/25/04
<b>Hiei's Essence</b>	TC17	<b>Pay 1 Spirit:</b> Discard the top 5 cards of your Deck. For the rest of the turn, all of your attacks gain +2000 (ATK) for each technique discarded in this way. Shuffle the bottom 7 cards of your Discard Pile into your Deck.	<b>Pay 1 Spirit:</b> Discard the top 5 cards of your Deck. For the rest of the turn, all of your attacks gain +2000 (ATK) for each technique discarded in this way. ♣ Shuffle the bottom 7 cards of your Discard Pile into your Deck.	10/25/04
<b>I'm Callin' You Out (Premier G180) &amp; I'm Calling You Out (TU3) [1/5/04]</b>		<b>Pay 2 Spirit:</b> Switch one of your opponent's characters on his Sideline with his fighter. Limit 1 per Deck.	<b>Clarification:</b> <i>You may currently have 1 copy of 'I'm Callin' You Out' and 1 copy of 'I'm Calling You Out' in your Deck.</i>	1/5/04
<b>Koenma, Noble Leader</b>	L4	<b>Effect: Celestial Tactics</b> If Kurama, Caring Fighter is in play, you may discard a card from your hand during your opponent's Draw Step to make your opponent draw 2 cards when he uses an attack that turn. ♣ <b>Effect: Wise Retreat</b> If Hiei, Unpredictable Warrior is in play and this character is your fighter, you may switch this character with your Sidelined character when this character takes any points of damage.	<b>Effect: Celestial Tactics</b> If Kurama, Caring Fighter is in play, you may discard a card from your hand during your opponent's Draw Step to make your opponent draw 2 cards when he uses an attack that turn. ♣ <b>Effect Wise Retreat</b> If Hiei, Unpredictable Warrior is in play and this character is your fighter, you may switch this character with <b>one of your Sidelined characters</b> when this character takes any points of damage."	9/03/04

<b>Kuwabara's Inspiration</b>	C81	(N/A)	'Kuwabara's Inspiration' is now 'Kuwabara's Inspiration.	
<b>Persevere</b>	TR9	If you have not dealt damage to your opponent's fighter and your opponent has more cards in his Deck than you, your characters take a max of 1 point of damage from your opponent during his next turn. If your fighter is Bui, all damage you take during your opponent's next turn is reduced to 0.	If you have not dealt damage to your opponent's fighter and your opponent has more cards in his Deck than you, your characters take a <b>maximum</b> of 1 point of damage from your <b>opponent's character's attacks and card effects</b> during his next turn. ♦ If your fighter is Bui, all damage <b>your characters in play</b> take during your opponent's next turn is reduced to 0.	10/25/04
<b>Power Strike</b>	P3	<b>Pay 2 Spirit:</b> If the (ATK) of your attack this turn is at least 2 or more times your opponent's character's (DEF), your opponent takes 3 points of damage from the attack instead of 2.	<b>Pay 2 Spirit:</b> If the (ATK) of your attack this turn is at least 2 or more times your opponent's character's (DEF), your <b>opponent's character</b> takes 3 points of damage from the attack instead of 2.	9/03/04
<b>Rainbow Cyclone</b>	R44	<b>Effect:</b> While attached, this character gains +500 (DEF). ♦ <b>((1)) 4000 (ATK)</b> If attached to a hero, this attack deals +7000 (ATK) instead.	<b>Effect:</b> While attached, this character gains +500 (DEF). ♦ <b>((1)) 4000 (ATK)</b> If attached to a hero, this attack <b>is 7000 (ATK)</b> instead.	
<b>Rush</b>	C118	<b>((0)) 1000 (ATK)</b> If your character has more points of damage than your opponent's fighter, you can use this attack a 2nd time during your Attack Step.	<b>((0)) 1000 (ATK)</b> If your <b>fighter</b> has more points of damage than your opponent's fighter, you can use this attack a 2 <sup>nd</sup> time during <b>this</b> Attack Step.	9/03/04
<b>Sakyo, the High Roller</b>	C63	<b>((1)) 1 (ATK) Insult:</b> You may discard a facedown attached card in play. ♦ <b>Effect: Entrapment:</b> If Younger Toguro is in play, you may discard up to 3 cards from your hand to make your opponent discard the same number of cards from his hand. ♦ <b>Effect: Demise:</b> If your Younger Toguro has 4 points of damage, this character is defeated.	<b>((1)) 1 (ATK) Insult:</b> You may discard a facedown attached card in play. ♦ <b>Effect: Entrapment:</b> If Younger Toguro is in play, you may discard up to 3 cards from your hand to make your opponent discard the same number of cards from his hand. ♦ <b>Sideline Effect: Demise:</b> If your Younger Toguro has 4 points of damage, this character is defeated.	4/06/04
<b>Stand Off</b>	R33	<b>Pay 3 Spirit:</b> For the rest of the match, players cannot use cards that can discard cards from their opponent's Deck. Limit 2 per Deck.	<b>Clarification:</b> If <i>Stand Off</i> is a current floating effect, characters cannot use any attacks or effects that can discard cards from their opponent's deck.	5/19/04
<b>Surprise!</b>	C90	<b>Pay 1 Spirit:</b> If you have the Ichigaki Team Bonus discard up to 2 cards attached to your opponent's fighter. If your opponent has the Sarayashki Team Bonus, he discards the top 10 cards of his Deck.	<b>Pay 1 Spirit:</b> If you have the Ichigaki Team Bonus, discard up to 2 cards attached to your opponent's fighter. ♦ If your opponent has the Sarayashki Team Bonus, he discards the top 10 cards of his Deck.	10/25/04
<b>Suzaku's Multiform</b>	C91	<b>Pay 1 Spirit:</b> If you have the Saint Beasts Team Bonus, your attacks gain +2000 (ATK) and your fighter gains +2000 (DEF) until your next Draw Step. If your opponent has the Urotogi Team Bonus, you draw a card at the end of each of your opponent's turns for the rest of the match.	<b>Pay 1 Spirit:</b> If you have the Saint Beasts Team Bonus, your attacks gain +2000 (ATK) and your fighter gains +2000 (DEF) until your next Draw Step. ♦ If your opponent has the <b>Uraotogi</b> Team Bonus, you draw a card at the end of each of your opponent's turns for the rest of the match.	10/25/04

<b>Yusuke's Sacrifice</b>	C93	<b>Pay 2 Spirit:</b> If you have the Urameshi Team Bonus choose 3 cards in your opponent's Discard Pile and put them on top of his Deck. If your opponent has the Ichigaki Team Bonus gain 10 Spirit and shuffle up to 10 cards from your Discard Pile into your Deck.	<b>Pay 2 Spirit:</b> If you have the Urameshi Team Bonus, choose 3 cards in your opponent's Discard Pile and put them on top of his Deck. ♦ If your opponent has the Ichigaki Team Bonus, gain 10 Spirit and shuffle up to 10 cards from your Discard Pile into your Deck.	10/25/04
<b>Yuu Kaitou, Taboo Master</b>	TS5	<b>Effect: Pacifism:</b> While Yu Kaitou's Territory is in play, players may not attack. ♦ <b>Effect: Forbidden Words:</b> At the beginning of each of your turns name a word. If a player says any of the chosen words, that player's fighter takes 1 point of damage. ♦ <b>((2)) 0 (ATK) Say It:</b> When you perform this attack choose a letter. Your opponent must say the name of a card in play that begins with that letter.	<b>Effect: Pacifism:</b> While <u>Yuu</u> Kaitou's Territory is in play, players may not attack. ♦ <b>Effect: Forbidden Words</b> At the beginning of each of your turns name a word. If a player says any of the chosen words, that player's Fighter takes 1 point of damage. ♦ <b>((2)) 0 (ATK) Say It:</b> When you perform this attack choose a letter. Your opponent must say the name of a card in play that begins with that letter.	N/A

## Premier

Card Name	#	Old Effect	New Effect	Date
<b>All For One and One For All</b>	R84	If all of your characters in play have the same Team Symbol, gain 3 Spirit and draw a card.	If all of your characters in play have the same Team Symbol, gain 3 Spirit and draw a card. <u>Limit once per match.</u>	
<b>Banshee Shriek</b>	U140	This character's attacks gain +1000 to their attack value. If attached to Shishi Wakamaru, the attacks gain +3000 (ATK) instead, and your opponent discards the top card of his Deck at the beginning of his turn.	This character's attacks gain +1000 (ATK). <u>If attached to a card with "Shishi" in the title, this attack gains +3000 (ATK) instead, and your opponent discards the top card of his deck at the beginning of his turn.</u>	9/03/04
<b>Chu, the Team Captain</b>	U10	<b>((1)) 3500 (ATK) Blurred Movement ♦ ((2)) 4000 (ATK) Buzz Attack:</b> Choose for your opponent's attacks to gain +1 Attack Cost or -1 Attack Cost until your next Draw Step. ♦ <b>Effect: Suiken Technique</b> Chu takes no points of damage from attacks with an attack cost of 1 (after modifiers), unless the opponent pays for minimum damage.	<b>((1)) 3500 (ATK) Blurred Movement ♦ ((2)) 4000 (ATK) Buzz Attack:</b> Choose for your opponent's attacks to gain +1 Attack Cost or -1 Attack Cost until your next Draw Step. ♦ <b>Sideline Effect: Suiken Technique</b> Chu the Team Captain takes no damage from attacks with a 1 Attack Cost (after modifiers) unless the opponent pays for minimum damage. <u>If your opponent pays for minimum damage, Chu will take 1 point from minimum damage.</u>	5/19/04

<b>Demon Compass</b>	C117	<b>Main:</b> Discard this card to shuffle 2 cards in your Discard Pile that are not Demon Compass into your Deck.	<b>Draw:</b> Discard this item to shuffle 2 cards in you Discard Pile that are not Demon Compass into your Deck.	
<b>Dr. Ichigaki</b>	ST7	<b>((1)) 3000 (ATK) Horrific Science:</b> At the end of this turn, you may switch Dr. Ichigaki with one of your characters with the Ichigaki Team Symbol on the Sideline. ♦ <b>Effect: Villainous Leader</b> This effect works as long as this character is face-up in play. While you have a Character in the Arena with the Ichigaki Team Symbol, your opponent's character in the Arena gains -1000 (ATK), to a minimum of 0 (ATK).	<b>((1)) 3000 (ATK) Horrific Science:</b> At the end of this turn, you may switch Dr. Ichigaki with one of your characters with the Ichigaki Team Symbol on the Sideline. ♦ <b>Sideline Effect: Villainous Leader</b> This effect works as long as this character is face-up in play. While you have a Character in the Arena with the Ichigaki Team Symbol, your opponent's character in the Arena gains -1000 (ATK), to a minimum of 0 (ATK).	4/06/04
<b>Heroic Team</b>	C63	<b>Pay 1 Spirit:</b> If you have the Urameshi Team Bonus, until the game ends, when you draw a card you may draw the bottom card of your Deck instead.	<b>Pay 1 Spirit:</b> If you have the Urameshi Team Bonus, then until the game ends, when you <u>would</u> draw a card you may draw the bottom card of your Deck instead.	9/03/04
<b>Hiei's Sword Mastery</b>	C64	Choose an item attached to your character in the Arena. Double the (ATK) it gives, if any.	Choose an item attached to your character in the Arena. Double the <b>+(ATK)</b> it gives, if any, <b>for the rest of the turn.</b>	
<b>Kayko's Promise</b>	S105	<b>Pay 2 Spirit:</b> Name a non-character card. Neither player may use that card until the match ends. For the remainder of the match, your opponent may discard the top 5 cards of his Deck at the end of his turn to stop this effect.	<b>Clarification:</b> This card does not "turn off" cards that are face-up in the Winner's Circle since those cards are creating floating effects not being "used".	
<b>Kuro Momotaru</b>	R34	<b>((1)) 2000 (ATK) Armor Abuse:</b> This attack gains +1000 (ATK) for this turn for each card with "Armor" in the title attached to this character. ♦ <b>Effect: Injury Memory</b> This character gains +1000 (DEF) for each card with "Armor" in the title attached to him.	<i>"Kuro Momotaru" is now "Kuro Momotaro"</i> <b>((1)) 2000 (ATK) Armor Abuse:</b> This attack gains +1000 (ATK) for this turn for each card with "Armor" in the title attached to this character. ♦ <b>Sideline Effect: Injury Memory</b> This character gains +1000 (DEF) for each card with "Armor" in the title attached to him.	9/22/04
<b>"Lucky" Winners</b>	R87	<b>Pay 1 Spirit:</b> If you have 9 Spirit, choose a card in your Discard Pile and put it in your hand. Limit 1 per Deck.	<b>Clarification:</b> This card's effect only works if you are at exactly 9 Spirit after paying the cost of "Lucky" Winners.	9/03/04
<b>Overpowered</b>	C61	If you played Overwhelming Kill this turn and you achieve its requirement to deal 4 points of damage during this turns Attack Step, you may choose to do 1 point of damage to each of your opponent's characters in the Arena and on his Sideline instead.	If you played Overwhelming Kill this turn and you achieve its requirement to deal 4 points of damage during this turns Attack Step, you may choose to do 1 point of damage to each of your opponent's characters in the Arena and on his Sideline instead. ♦ <b>Limit 1 per Deck.</b>	10/25/04
<b>Overwhelming Kill</b>	R89	<b>Pay 2 Spirit:</b> If the (ATK) of your attack this turn is at least 4 or more times your opponent's character's (DEF), your opponent takes 4 points of damage from the attack instead of 2.	<b>Pay 2 Spirit:</b> If the (ATK) of your attack this turn is at least 4 or more times your opponent's character's (DEF), your <b>opponent's character</b> takes 4 points of damage from the attack instead of 2.	9/03/04



<b>Power Strike</b>	U110	<b>Pay 2 Spirit:</b> If the attack value of your attack this turn is at least 2 or more times your opponent's character's defense value, your opponent takes 3 points of damage from the attack instead of 2.	<b>Pay 2 Spirit:</b> If the (ATK) of your attack this turn is at least 2 or more times your opponent's character's (DEF) your <b>opponent's character</b> takes 3 points of damage from the attack instead of 2.	9/03/04
<b>Recuperation</b>	U111	<b>1 Spirit:</b> Shuffle 5 cards in your Discard Pile into your Deck. Limit 1 per Deck.	<b>1 Spirit:</b> Shuffle 5 cards in your Discard Pile into your Deck. Limit 1 per Deck. <b>Limit once per match.</b>	
<b>Sacrifice of Life</b>	P2	When you pay (#) this turn, instead of discarding cards from your hand you may discard twice that amount of cards from the top of your Deck.	When you pay (#) this turn, instead of discarding cards from your hand you may discard twice that amount of cards from the top of your Deck. <b>♦ Limit 1 per Deck.</b>	2/9/05
<b>Signature Moves</b>	R91	Choose a word. Shuffle all cards in your Discard Pile with that word in the title into your Deck.	<b>Clarification:</b> You cannot use this card to shuffle any number of copies of Signature Moves into your Deck.	9/03/04
<b>Spirit Cuffs</b>	R126	<b>Main:</b> Attach to your opponent's character in the Arena. While attached, his attacks gain -2000 (ATK), to a minimum of 0 (ATK).	<b>Main:</b> Attach to your opponent's character in the Arena. While attached, <b>that character's</b> attacks gain -2000 (ATK), to a minimum of 0 (ATK). <b>Your opponent cannot use this card.</b>	9/03/04
<b>Storm of Torment</b>	F156	<b>((1)) 3000 (ATK)</b> This attack gains +1000 (ATK) for this turn for each card in your hand.	<b>((1)) 3000 (ATK)</b> This attack gains <b>+500 (ATK)</b> for this turn for each card in your hand.  The "F" in the card number is now "C."	
<b>Suzaku, Makai Master</b>	U11	<b>((1)) 3000 (ATK) Storm of Torment ♦ ((2)) 3000 (ATK) Demonic Advantage:</b> This attack gains +3000 (ATK) for this turn for each of your characters with the Saint Beast Team Symbol that has won a match this game. <b>♦ Effect: Lightning Charge:</b> If the technique card 'Storm of Torment' is attached to this character, the effect of the card is +1000 (DEF) for each card in your hand instead of the +500 (ATK) to your attack value.	<b>((1)) 3000 (ATK) Storm of Torment ♦ ((2)) 3000 (ATK) Demonic Advantage:</b> This attack gains +3000 (ATK) for this turn for each of your characters with the Saint Beast Team Symbol that has won a match this game. <b>♦ Effect: Lightning Charge</b> If the Technique card 'Storm of Torment' is attached to this character, the effect of the card is <b>+1000 (ATK)</b> for each card in your hand instead of the +500 (ATK).	
<b>The Best Defense Is...</b>	C80	Choose one of the attacks on your character in the Arena. Switch the (ATK) of the attack with the (DEF) of that character until your next Draw Step.	Choose one of the attacks in your character in the Arena. Switch the <b>printed</b> (ATK) of the attack with the <b>printed</b> (DEF) of that character until your next Draw Step.	9/03/04
<b>Theft in the Dark</b>	C81	<b>Pay 1 Spirit:</b> Take one of the items attached to your opponent's character in the Arena, attach it to your character in the Arena and return it to your opponent's character in the Arena when your opponent's next turn ends if the item is still in play.	<b>Clarification:</b> The item's Spirit Cost does not need to be paid when attaching it to your fighter or when returning it to your opponent's character.	9/03/04
<b>Unconscious</b>	TC9	You lose the current match.	You lose the current match. <b>Limit 1 per Deck.</b>	10/12/04

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<b>Under Pressure</b>	V3	<b>Pay 1 Spirit:</b> For the next 2 turns, you and your opponent must skip the Main Step. Your Main step ends now.	<b>Clarification:</b> After your turn ends. Turn 1 is your opponent's, turn 2 would be yours.	7/07/04
<b>Ura Urashima</b>	C31	<b>((3)) 5000 (ATK) Deception:</b> If your opponent has at least 3 cards in his hand, this attack gains +2000 (ATK) for this turn, and your opponent discards 3 cards from his hand.	<b>((3)) 5000 (ATK) Deception:</b> If your opponent has <b>3 or more</b> cards in his hand, this attack gains +2000 to its attack value for this turn, and your opponent discards 3 cards from his hand.	

**New Rule for Effects and Sideline Effects!**

You must use effects and Sideline Effects on face-up characters, techniques, and attached events in play sometime during the appropriate step unless the effect says “may” or a something prevents the effect from triggering. The use of items is optional during their appropriate step. The current rulebook still shows the older version of this rule.

**Team Clarifications****Team Kuroko: [9/22/04]**

You may use the face-up attacks on any of your characters in play. All of your attacks used by characters that do not have the Kuroko Team Symbol gain +1 ((ATK COST ICON)).

The character with the attack you are using is considered to be the character attacking.

**Team Ichagaki: [9/1/04]**

Your opponent’s face-up items and techniques attached to his or her Sidelined Characters are not active.

**Sensui Team Bonus: [5/19/04]**

All of your characters with Sensui Team Symbol are now heroes and villains for your card effects.

**Team Toguro:**

If you uses an attack that can be used multiple times in an Attack Step (example: Jin’s Supersonic Speed) you may discard cards to the Toguro Team Bonus each time you use the attack.

**Team Uraotogi:**

When you have the Uraotogi Team Bonus and your opponent would draw cards from either an effect or the playing of a card, the Uraotogi Team Bonus checks the number of cards in your opponent’s hand. If your opponent has 5 or fewer cards in his or her hand, the effect resolves and that player draws the cards.

**Example:** Your opponent has 6 cards in hand and plays Burst of Power (this card has a player draw 3 cards when played). The game checks the number of cards in that player’s hand after your opponent plays Burst of Power. Since that player now has 5 cards in his or her hand, Burst of Power resolves and that player draws 3 cards.

**Example 2: Example 2:** Your opponent has 3 cards in hand when his fighter defeats your fighter and both you and your opponent have Villionaire Wages face-up in the Winner's Circle (basically, this card lets the winner of a match draw 3 cards). When your fighter is defeated, both Villionaire Wages trigger for your opponent to draw 3 cards. When the first Villionaire Wages attempts to resolve, the Uraotogi Team Bonus checks the number of cards in your opponent's hand and finds fewer than 6. Your opponent now draws 3 cards from the first Villionaire Wages. The second Villionaire Wages now attempts to resolve, but the Uraotogi bonus finds 6 cards in your opponent's hand, so your opponent does not get to draw the next 3 cards from the second Villionaire Wages.

### **Team Yomi: [10/11/04]**

You may only play events from your opponent's Discard Pile at the appropriate time that you could play that card from your hand.

**Example:** You cannot play a Burst of Power from your opponent's Discard Pile during your opponent's Attack Step. You can, however, play a Burst of Power from your opponent's Discard Pile during your Main Step.

### **Pocket Communicator & Communication Mirror**

'Pocket Communicator' and 'Communication Mirror' are *two different* cards. You may have 3 copies of each in your deck.

### **5<sup>th</sup> Match Slot Rules**

An empty 5<sup>th</sup> Match Slot can always be filled with a character even when a character has been defeated in the 5<sup>th</sup> Match Slot earlier in the game. This new rule allows you to do the following things:

- 1. You can now play a character into your 5<sup>th</sup> Match Slot even if the 5<sup>th</sup> match is fighting in the Arena.**
- 2. You may play another character card in the 5<sup>th</sup> Match Slot when the character is discarded from that Match Slot.** (*If your opponent uses a card like "Death of a Hero" to make you discard the character in your 5<sup>th</sup> Match Slot, you can play another character there later.*)
- 3. If your opponent defeats a character in your 5<sup>th</sup> Match Slot, you can play another character in that Match Slot later** and your opponent may also do the same in his Match Slot. This is not true for the first 4 Match Slots.
- 4. If it's not the 5<sup>th</sup> match and you defeat a character in your opponent's 5<sup>th</sup> Match Slot, the Match Slot for your opponent REMAINS UNLOCKED as long as the game is not over.** This is not true for the first 4 Match Slots.

**Defeating Your Opponent's Characters in His 5<sup>th</sup> Match Slot When You Don't Have a Character in Your 5<sup>th</sup> Match Slot.**

If you defeat a character in your opponent's 5<sup>th</sup> Match Slot and you don't have a character in your 5<sup>th</sup> Match Slot, you still win the match. Your opponent puts his character into the Winner's Circle face-down. If that match was the 3<sup>rd</sup> match you needed to win the game, then the game is over.

If the game is not over, then the first character you put in the 5<sup>th</sup> Match Slot will go to the Winner's Circle face-up immediately when it is played, and the 5<sup>th</sup> Match Slot stays unlocked for you to play another character if you want.

**What happens when I attack my opponent's character and it has a defensive value of 0?** Any of your attacks (even one that has an attack value of 0) can do 1 or 2 points of damage to that character. You can also use cards like 'Overwhelming Kill' for that attack.

**Cards played into the Winner's Circle:**

Some cards instruct you to play them into the Winner's Circle. You play such cards into the Winner's Circle face-up. Examples of these cards are Gateway and Darkness Approaches. You play some of these to the Winner's Circle during the game's Setup (such as Decoy and Blade Storm).

**Floating Effects from the Winner's Circle**

The Face-up cards in the Winner's Circle do not create effects like the cards in play. Cards in the Winner's Circle create floating effects. These floating effects are active as long as the cards creating them are face-up in the Winner's Circle.

**King fighters:**

King characters are both Hero and Villain characters.

Cards that defeat your opponent's fighter (Like Hagiri the Hunter) can defeat a King and win the game. Cards that win the current match used against a King character have no effect.

When your king uses cards that defeat your fighter, or make you lose the current match, your King loses the game.

The first time a King takes 3, 6, and/or 9 points of damage, the controller of the King chooses which piece(s) of the King is/are removed and placed face-up in the Winner's Circle. A King loses all attacks and effects on all of the face-up

pieces in the Winner's Circle, however, all character stats (defense, Team Symbol, and name) on those pieces remain on the King.