

# Hidden Rules of Yugioh

(Article by Kalani 01-13-2009)

Underpinning the multitude of Card Rulings, UDE FAQs, and Official Answers are numerous hidden rules upon which each of these rulings and answers are based.

These hidden rules are not readily apparent to the casual observer, and can only be learnt through careful study and cross-comparison of numerous card rulings, and gameplay FAQs.

As few players have the time or patience to develop the skills necessary in order to learn these hidden rules for themselves, I have taken it upon myself to list some of the most common hidden rules in yugioh.

These rules are not found in the Official Rulebook (ver. 7.0), and while they are hidden within the various card rulings, gameplay FAQs, and in Curtis' official answers, none of these rulings are readily apparent under casual observation.

I hope that these hidden rules provide you increased understanding of the mechanics that underly the various card rulings and gameplay FAQs.

## **RULE 0: SPECIFIC ALWAYS TRUMPS GENERAL**

### **Rules vs. Card Effects**

If there is a discrepancy between the basic rules and a card's effect, the card effect takes precedence. For example, a monster can only attack once per turn, but with a card effect, it is possible to attack twice. (Official Rulebook v7.0, p44)

The above ruling not only applies to discrepancies between Rulings and Card effects, but can also be applied when there is a discrepancy between two different rulings, or effects.

As a general rule - the more specific ruling (or effect) will always take precedence over the more generic rule (or effect).

Rule 0 applies each and every time there is a discrepancy between:

- A generic rule and a more specific rule.
- A generic rule and a specific card effect.
- A card's effect and a specific ruling for that card.
- A specific card ruling, and another more specific card ruling.

In that general order.

## **TOURNAMENT POLICIES vs. OFFICIAL RULEBOOK**

The Tournament Policy Documents are specific to one (or more) sanctioned events.

As these rules are more specific than the rules in the Official Rulebook (v7.0), Rule 0 applies and the Tournament Policy Documents take precedence at those specific events.

## MONSTER EFFECTS

Once the effect of a monster has been activated, the effect remains under the control of the player who activated the effect, and will resolve even if the monster is flipped face-down or removed from the field prior to its effect resolving.

This does not mean that the monster's effect will always have the desired results. Depending upon what occurs after the effect has been activated, some effects (especially Special Summon and/or Targeting effects) will resolve partially, in an unexpected manner, or will disappear (resolve without effect).

This rule does not apply to the continuous effect(s) of a monster as these effects do not activate.

## ACTION PRIORITY vs. TURN PLAYER PRIORITY

While it is a generally understood fact that the Turn Player always retains priority to perform a legal action(s) before their opponent, many player's are unaware that Actions (and Effects) themselves have a specific order of priority as follows:

- **Summon Negation Effects**

Summon Negation Effects have priority over all other cards, and effects (including Trigger Effects and Continuous Monster Effects), and will start a chain when activated.

Any card or effect activated on this chain is considered to be activated before the monster is "Summoned" and its effects (if any) are activated or applied.

- **Continuous Monster Effects**

Continuous Monster Effects have priority over Mandatory Trigger Effects, and are applied as soon as the monster generating the effect is summoned successfully.

- **Mandatory Trigger Effects**

Mandatory Trigger Effects have priority over Optional Trigger Effects. All mandatory Trigger effects controlled by a single player are added to the chain in sequential order.

Mandatory Trigger effects cannot miss the timing and will start a new chain after the resolution of the current chain, if triggered in the middle of a resolving chain, card effect, or action.

- **Optional Trigger Effects**

Optional Trigger Effects have priority over activated card effects (including Effect Negation Effects).

Optional Trigger Effects can miss the timing if they are triggered in the middle of a resolving chain, card effect, or action.

- **Player-Activated Effects**

Player-Activated effects (including Effect Negation Effects) have the lowest level of priority, and can only be activated once the effects of all Trigger effects (if any) have been added to the chain.

If one (or more) Trigger Effects have been added to the chain, this will preclude the Turn Player from activating the Ignition Effect of one of their Monsters.

As Action Priority is more Specific than Turn Player Priority, whenever there is a discrepancy between Action Priority and Turn Player Priority, Rule 0 applies and Action Priority takes precedence.

## **IGNITION EFFECTS vs. TRIGGER EFFECTS**

When the Turn Player Summon's a monster, they have priority to activate the Ignition Effect of any one monster they control.

With that being said, Ignition Effects can only be activated on Chain Link 1 of any chain, including The "Summon Response" chain.

As such, if a Trigger Effect is activated (by any player), it will prevent the Turn Player from activating Ignition Effects in response to the summon of a monster(s).

## **RESPONSE CHAINS**

Whenever a chain occurs, the Turn Player has priority to activate a Spell Speed 2 (or higher) effect in response to the last effect to resolve on that chain.

If the Turn Player chooses not to activate a Spell Speed 2 or higher effect, priority passes to their Opponent (the Non-Turn Player) who may now activate a Spell Speed 2 (or higher) effect of their own.

If either player activates a card effect, this starts a new chain, which will trigger yet another "Response Window" once this chain resolves.

Only in the event that neither player activates a Spell Speed 2 (or higher) effect will the Turn Player regain priority to activate a Spell Speed 1 effect, Normal Summon or Flip-Summon a Monster, declare an Attack, or declare their intention to enter a new Phase or Step.

This rule also applies in respect to actions which do not use the chain, including (but not limited to) Drawing a card(s), Discarding a card(s), Summoning a Monster, Declaring an Attack, and Setting a card(s).

This rule does not however, apply when the Turn Player enters a new Phase, as entering a new phase requires consent from all players.