



## CURRENT CARD ERRATA LIST

Compiled as of January 5, 2010

### What does errata mean?

An 'errata' is a correction to the text on a card. If a card has errata, you should always play the card as if it had the corrected text, even though your actual card might have older text.

We frequently update the text on cards to make them easier to understand. You should always use the most recent printing of a card, because that text is the most accurate.

### Which errata are listed here?

This list is the current errata. That means that none of these cards have been reprinted with the corrected text.

If a card has had errata, but has been printed with the proper text, it won't be listed here anymore. But the most recent printing of the card is still the correct text. If you have an older version, you still need to play it like the newer version.

### Here's the current card errata list, by set:

<NEW> From *Hidden Arsenal*:

#### **Brionac, Dragon of the Ice Barrier**

HA01-EN022

Printed Text:

*1 Tuner + 1 or more non-Tuner monsters*

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

Correct Text:

1 Tuner + 1 or more non-Tuner monsters

You can discard any number of cards [to the Graveyard](#) to return the same number of cards from the field to the hand.

(NOTE: This clarification is to make it clear that in cases where you cannot discard to the Graveyard, you cannot activate the effect of "Brionac, Dragon of the Ice Barrier." For example, if "Macro Cosmos" is active.)

#### **Ally of Justice Catastor**

HA01-EN026

Printed Text:

*1 Tuner + 1 or more non-Tuner monsters*

*If this card battles a non-DARK monster, destroy that monster without applying damage calculation.*

Correct Text:

1 Tuner + 1 or more non-Tuner monsters

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

(NOTE: This clarification is to make it clear that if "Ally of Justice Catastor" attacks a face-down monster, or is itself attacked while face-down, its effect will not activate. Its effect would have to activate at the start of the Damage Step, before a face-down monster would be flipped face-up.)

From the *Yu-Gi-Oh! 5D's Starter Deck*:

### **Colossal Fighter**

5DS1-EN043

Printed Text:

*1 Tuner + 1 or more non-Tuner monsters*

*This card gains 100 ATK for every Warrior-Type monster in any Graveyard. When this card is destroyed by battle and sent to the Graveyard, Special Summon 1 Warrior-Type monster from either player's Graveyard.*

Correct Text:

1 Tuner + 1 or more non-Tuner monsters

This card gains 100 ATK for every Warrior-Type monster in any Graveyard. When this card is destroyed by battle and sent to the Graveyard, **you can** Special Summon 1 Warrior-Type monster from either player's Graveyard.

From *Crossroads of Chaos*:

### **Black Rose Dragon**

CSOC-EN039

Printed Text:

*When this card is Synchro Summoned, you can destroy all cards on the field. Once per turn, you can remove from play 1 Plant-Type monster from your Graveyard to change 1 monster your opponent controls to face-up Attack Position, and reduce its ATK to 0 until the End Phase.*

Correct Text:

When this card is Synchro Summoned, you can destroy all cards on the field. Once per turn, you can remove from play 1 Plant-Type monster from your Graveyard to change 1 **Defense Position** monster your opponent controls to face-up Attack Position, and reduce its ATK to 0 until the End Phase.

### **Gigantic Cephalotus**

CSOC-EN025

Printed Text:

*This card gains 200 ATK each time a Plant-Type monster is sent to the Graveyard.*

Correct Text:

This card gains 200 ATK each time a Plant-Type monster is sent **from the field** to the Graveyard.

### **Jade Knight**

CSOC-EN037

Printed Text:

*Face-up Machine-Type monsters you control with 1200 or less ATK cannot be destroyed by the effects of Trap Cards. When this face-up card is destroyed by battle and sent to the Graveyard, you can add 1 Level 4 LIGHT Machine-Type monster from your Deck to your hand.*

Correct Text:

**While this card is in Attack Position**, face-up Machine-Type monsters you control with 1200 or less ATK cannot be destroyed by the effects of Trap Cards. When this face-up card is destroyed by battle and sent to the Graveyard, you can add 1 Level 4 LIGHT Machine-Type monster from your Deck to your hand.

### **Morphtronic Accelerator**

CSOC-EN050

Printed Text:

*Return 1 "Morphtronic" card from your hand to the Deck. Destroy 1 card on the field, and draw 1 card.*

Correct Text:

Return 1 "Morphtronic" **monster** from your hand to the Deck. Destroy 1 card on the field, and draw 1 card.

**Poison Chain**

CSOC-EN053

Printed Text:

*During the End Phase of your turn, if you did not attack, your opponent sends cards equal to the number of face-up "Iron Chain" monsters you control from the top of their Deck to the Graveyard.*

Correct Text:

During the End Phase of your turn, if you did not attack, **you can make your opponent send** cards equal to the number of face-up "Iron Chain" monsters you control from the top of their Deck to the Graveyard.

From *Crimson Crisis*:

**Indomitable Gladiator Beast**

CRMS-EN056

Printed Text:

*Target face-up "Gladiator Beast" monster you control gains 500 ATK until the End Phase. While this card is in your Graveyard, you can return 2 "Gladiator Beast" monsters from your Graveyard to the Deck to return this card to your hand.*

Correct Text:

Target face-up "Gladiator Beast" monster you control gains 500 ATK until the End Phase. While this card is in your Graveyard, you can return 2 "Gladiator Beast" **cards** from your Graveyard to the Deck to return this card to your hand.

From *Raging Battle*:

**Earthbound Immortal Aslla piscu**

RGBT-EN019

Printed Text:

*There can only be 1 face-up "Earthbound Immortal" monster on the field. If there is no face-up Field Spell Card on the field, destroy this card. Your opponent cannot select this card as an attack target. This card can attack your opponent directly. When this card is removed from the field, except by its own effect, destroy all monsters your opponent controls, and inflict 800 damage to your opponent for each monster destroyed.*

Correct Text:

There can only be 1 face-up "Earthbound Immortal" monster on the field. If there is no face-up Field Spell Card on the field, destroy this card. Your opponent cannot select this card as an attack target. This card can attack your opponent directly. When this card is removed from the field, except by its own effect, destroy all **face-up** monsters your opponent controls, and inflict 800 damage to your opponent for each monster destroyed.

**Koa'ki Meiru Powerhand**

RGBT-EN022

Printed Text:

*During each of your End Phases, destroy this card unless you send 1 "Iron Core of Koa'ki Meiru" from your hand to the Graveyard or reveal 1 Normal Trap Card in your hand. If this card battles a LIGHT or DARK monster, that monster's effect(s) is negated during the Battle Phase, while this card remains on the field.*

Correct Text:

During each of your End Phases, destroy this card unless you send 1 "Iron Core of Koa'ki Meiru" from your hand to the Graveyard or reveal 1 Normal Trap Card in your hand. If this card battles a LIGHT or DARK monster, **any of that monster's effects that activate or apply on the field are negated** during that Battle Phase, while this card remains on the field.

**Double Tool C&D**

RGBT-EN053

Printed Text:

*Equip only to "Power Tool Dragon" or a Level 4 or higher Machine-Type "Morphtronic" monster. While equipped: ● During your turn: It gains 1000 ATK. If it attacks, the effect(s) of the attack target is negated during the Battle Phase. ● During your opponent's turn: Your*

*opponent cannot select a monster other than the equipped monster as an attack target. An opponent's monster that battles the equipped monster is destroyed at the end of the Damage Step.*

Correct Text:

Equip only to a "Power Tool Dragon" or Level 4 or higher Machine-Type "Morphtronic" monster **you control**. While equipped: ● During your turn: It gains 1000 ATK. If it attacks, any effects of the attack target **that activate or apply on the field are negated** during that Battle Phase. ● During your opponent's turn: Your opponent cannot select a monster other than the equipped monster as an attack target. An opponent's monster that battles the equipped monster is destroyed at the end of the Damage Step.

**Light End Dragon**

RGBT-EN091

Printed Text:

*1 Tuner + 1 or more non-Tuner LIGHT monsters*

*When you declare an attack, you can activate this card's effect. If you do, this card loses 500 ATK and DEF (permanently), and the monster it is battling loses 1500 ATK and DEF until the End Phase.*

Correct Text:

1 Tuner + 1 or more non-Tuner LIGHT monsters

**When this monster battles, you can activate this card's effect at attack declaration.** If you do, this card loses 500 ATK and DEF (permanently), and the monster it is battling loses 1500 ATK and DEF until the End Phase.

**IMPORTANT RULE CHANGE**

(While not actually an errata, this is an important change to how the card is played, so we're including it here.)

From *Retro Pack 2, Dark Legend, and SHONEN JUMP Magazine*:

**Green Baboon, Defender of the Forest**

RP02-EN099, DLG1-EN104, and JUMP-EN014

- You cannot activate the effect of this card during the Damage Step.
- When a Beast-Type monster is destroyed and sent to the Graveyard, you can only Special Summon 1 "Green Baboon, Defender of the Forest," even if multiple copies are available in your hand/Graveyard.