

Relevant links:

Link to this document for easy sharing

<https://t.ly/dVLIb>

This is the link to the discord:

<https://discord.com/invite/yZy4AN4yMU>

For the format spreadsheet (Thanks DeckDevilYGO!):

[+ GODS Format Spreadsheet](#)

This ruleset uses the Advanced banlist with an additional custom banlist, you can find it on the spreadsheet!

Tentative GODS V: Sunday November 19th



The GODS Format Rules:

Section 1 (Catch all)

- 1) Once per turn, you can activate 1 Trap Card from your hand.
 - a) This can be done once per each player's turn, at any time the Trap Card could be activated as if it were Set on your field. However, the Trap Card is not considered Set before activation for cards like "Broken Line."
 - b) When activating a Trap Card from your hand that could normally be activated from your hand by its own effect, e.g. "Infinite Impermanence," declare when you are activating the card if you are activating it with its own effect or as your one Trap Card activation from the hand.
 - c) You are allowed one *attempted* activation per turn - if the activation of a Trap Card activated this way is negated, you cannot activate another Trap Card this way in the same turn.
- 2) At the end of your turn, you can draw 1 card.
 - a) This occurs after discarding for hand size, and the drawn card cannot be activated before the opponent's turn starts.
 - b) This still occurs during the End Phase, and will not occur while the effect of "Droll & Lock Bird" is applying.
 - c) This is an opt-out process - if you forget to draw until during your opponent's turn, you can draw, but the gamestate will not be rewind.
 - d) *NEW:* You do not draw in your End Phase going first.
- 3) Optional "When" Trigger Effects can be activated as if they were optional "If" Trigger Effects.
- 4) If the ATK of an Attack Position monster that attacks a Defense Position monster is less than the DEF of the attack target, the attacking monster is destroyed by battle.
 - a) If the ATK and DEF of these monsters are equal, neither monster is destroyed.

Section 2 (Summoning Rules for all)

- 5) You can conduct up to 2 Normal Summons/Sets per turn.
 - a) You cannot activate "Double Summon," as you can already conduct 2 Normal Summons/Sets each turn.
 - i) Cards that give you *additional* Normal Summons/Sets still function, e.g. "Gem Knight Seraphinite."
- 6) You can Normal Summon monsters in face-up Defense Position, in addition to face-up Attack Position.
 - a) Since this is not possible on DuelingBook, Normal Summon the monster then immediately change it to Defense Position to communicate that a Normal Summon is being used.
- 7) You can Normal Summon any number of non-Effect Monsters each turn.
 - a) You cannot Normal Set non-Effect Monsters this way, i.e. they will count towards your 2 Normal Summons/Sets for the turn.
 - b) This includes Normal Monsters as well as non-Effect Ritual Monsters.
 - i) This also includes Gemini Monsters in the hand.

- ii) Normal Summoning a Gemini Monster while it is on the field is treated as a Normal Summon of an Effect Monster, and counts towards your 2 Normal Summons/Sets for the turn.
 - c) Monsters higher than Level 4 must still be Tribute Summoned.
- 8) Monsters in the Extra Monster Zones can be used by either player as material for a Fusion, Synchro, Xyz, or Link Summon, or Tributed for a Ritual or Tribute Summon/Set.
 - a) They cannot be Tributed for anything other than for a Ritual Summon or a Tribute Summon/Set.
- 9) Monsters of any monster card type, Summoned/Set from any location, can be Summoned/Set to an Extra Monster Zone.
 - a) Since this is not possible on DuelingBook, Summon the monster to a Main Monster Zone then immediately move it to an Extra Monster Zone.
 - b) Monsters that you Summon to your opponent's field cannot be Summoned to their Extra Monster Zone.
- 10) Monsters of the following categories that are banished or in the GY can be Special Summoned by card effects, even if they were not first Special Summoned by their listed method.
 - a) Monsters that began the Duel face-down in the Extra Deck, that do not say they "Must be" Summoned by a listed method, e.g. "Stardust Dragon", but not e.g. "Thunder Dragon Colossus."
 - b) Special Summon Monsters, that say they "Must first be" Summoned by a listed method, e.g. "Black Luster Soldier - Envoy of the Beginning", but not e.g. "Drytron Alpha Thuban."
- 11) Once per turn, you can change 1 face-down monster you control to face-up defense position as Spell Speed 2. Monsters cannot have their battle position changed this way the turn they are set.
 - a) This is not considered a "Flip Summon" and will not trigger "If this card is Flip Summoned" effects, e.g. "Swarm of Scarabs"
 - b) This will trigger Flip effects, e.g. "Subterror Guru"
 - c) Monsters changed to facedown defense position, e.g. by the effect of "Book of Moon", are considered to be Set, and cannot change their battle position this way until the next turn.
 - d) Monsters that cannot change their battle positions, e.g. monsters affected by "Floodgate Trap Hole", cannot change their battle positions this way.

Section 3 (Monster type specific rules)

Section 3.1 (Gemini)

- 12) Gemini Monsters are treated as Normal Monsters everywhere unless they have gained their effects

Section 3.2 (Ritual)

- 13) Ritual Monsters that do not say that they "Must be Ritual Summoned" can be Normal Summoned/Set, or Special Summoned from any location by methods other than Ritual Summoning.
 - a) Summoning a Ritual Monster through a method other than Ritual Summoning does not count as a "Ritual Summon" of that monster.

- b) These monsters are still treated as “monsters that cannot be Normal Summoned/Set” despite being able to be Normal Summoned, for the effects of e.g. “Cyber Emergency.”

Section 3.3 (Fusion)

- 14) Face-down cards cannot be used as Fusion Material.
- 15) You can Fusion Summon a Fusion Monster from your Extra Deck by overlaying 1 monster you control and 1 or more monsters from your hand, sending them to the GY as Fusion Material, then Fusion Summoning the appropriate Fusion Monster to the Zone the overlaid monsters were in.
 - a) *Exactly* 1 monster on the field must be used, and the rest of the materials used must be from your hand.
 - b) Each monster overlaid for the Fusion Summon is treated as having been sent from the field to the GY as Fusion Material - it will trigger e.g. “Witch of the Black Forest” and “Elemental HERO Liquid Soldier.” The materials are not treated as being sent to the GY by a card effect - it will not trigger e.g. “Shaddoll Dragon.”
 - c) Pendulum Monsters used as material this way will be sent to the Extra Deck face-up.
 - d) This does not start a Chain - a Fusion Summon conducted this way can be negated by e.g. “Solemn Judgment.”

Example of Fusion Summoning this way



Section 3.4 (Xyz)

- 16) Tokens can be used as Xyz Material.
 - a) Since Tokens cannot be overlaid on DuelingBook, place counters on the Xyz Monster to indicate how many Tokens it has attached to it.

Section 3.5 (Pendulum)

- 17) Pendulum Monsters that are face-up in the Extra Deck can be Pendulum Summoned to any Main Monster Zone, even if that Zone isn't linked.
- 18) ~~Monster Cards in the Pendulum Zones can be used by their controller as material for a Fusion, Synchro, Xyz, or Link Summon, or Tributed for a Ritual or Tribute Summon/Set, as if they were monsters.~~

- a) (As of 10/8/23 this rule is no longer implemented)
- 19) If you Pendulum Summon monsters that are face-up in your Extra Deck, you can Pendulum Summon at most 3 monsters in total from your hand and Extra Deck. If you Pendulum Summon exclusively monsters in your hand, you can Pendulum Summon up to 5 monsters.
- 20) While in a Monster Zone, Pendulum Monsters can attack Spells/Traps the opponent controls in their same column.
 - a) This attack proceeds to the Damage Step as normal. The Spell/Trap has no ATK or DEF, and is destroyed at the end of the Damage Step. No battle damage is dealt when cards battle this way.
 - b) If the attacking monster has 0 ATK, the attack target is not destroyed.
 - c) The Spell/Trap is considered to have been destroyed by battle - It will trigger e.g. "Kaiju Capture Mission" and the effect of an e.g. "Giant Rat" that was placed in the Spell & Trap Zone. It will not trigger e.g. "Waking the Dragon."
- 21) You can start the Duel with up to 3 face-up Pendulum Monsters in your Extra Deck, taking up slots in your Extra Deck.
 - a) After including these monsters in your Extra Deck, your minimum Main Deck Size is still 40, and your maximum Extra Deck Size is still 15.
 - b) Since DuelingBook will automatically draw 5 cards at the start of a Duel, if you draw any copies of a card that would have started the Duel in the Extra Deck, place as many copies as possible from your Main Deck into the Extra Deck first, then place any from your hand into your Extra Deck, then draw 1 card for every card removed from your hand this way.

Section 3.6 (Link)

- 22) Link Monsters can be used as Synchro Material, but they are treated as Level 0.
- 23) Link Monsters can be Link Summoned to any Main Monster Zone, even if that Zone isn't linked.
- 24) Any configuration of co-links can be used to Extra Link.
 - a) This is already a rule in the TCG, but is kept here for purity.
 - b) For clarity, you can only control both EMZ's if you Extra Link.