



REBORN FORMAT

◆ *Official Format Rulebook* ◆
Where the Forbidden Rise Again

◇ FORMAT OVERVIEW ◇

The Yu-Gi-Oh Reborn Format is a custom constructed format that breathes new life into the game by unlocking the Forbidden List. Every card once deemed too powerful to play is reborn and returned to Limit 1 status. Combined with an “Effect” Monster restriction and a fixed 40-card deck, the Reborn Format creates a high-skill, high-impact experience that rewards bold strategy and fearless deckbuilding that brings the feel of the original running series.

◇ DECK CONSTRUCTION ◇

Deck Size	Exactly 40 cards - no more, no less
Monster Types	All Types With Limits on “Effect” Monsters (see Monster Rules below)
Card Copies	Maximum 3 copies of any single card
Limited Cards	1 copy maximum (see Banlist section)
Spell Cards	Fully allowed, no restrictions on type or quantity (within copy limit)
Trap Cards	Fully allowed, no restrictions on type or quantity (within copy limit)
Side Deck	Standard Side Deck, exactly 15 cards
Extra Deck	Extra Deck Monsters are considered “Effect” Monsters (see Monster Rules below)

◇ MONSTER RULES ◇

Only 5 "Effect" Monsters may be used in the Reborn Format. The following rules define what qualifies.

- ◆ **Normal Monsters:** (Vanilla, no effects) are fully allowed.
- ◆ **"Effect" Monsters:** of all types (Flip, Toon, Spirit, Union, Gemini, Tuner, etc.) are limited to 5 total. No more than 5 "Effect" Monsters are allowed in a deck. This is the biggest rule of the Reborn Format and is the backbone of fair play when allowing banned cards into play.
- ◆ **Pendulum Monsters:** are treated as "Effect" Monsters - even if their card text lists them as a Normal Monster type, they retain their Pendulum "Effect" and may be used for Pendulum Summons.
- ◆ **Fusion, Synchro, XYZ, Link, and Extra Deck Monsters:** All considered "Effect" Monsters and are counted toward the 5 "Effect" Monster limit. (It is understood that this will "Shut off" certain play styles, but it is acknowledged as a necessary loss for fair play.)
- ◆ A monster's eligibility is determined by whether it has an "Effect" (including Pendulum Effects). If it has any "Effect" text, or is an extra deck monster, it qualifies for the limit of 5.

◇ MONSTER CLASSIFICATIONS ◇

Extra Deck Size	Treated as "Effect" Monsters
Fusion Monsters	Treated as "Effect" Monsters
Synchro Monsters	Treated as "Effect" Monsters
XYZ Monsters	Treated as "Effect" Monsters
Link Monsters	Treated as "Effect" Monsters
Pendulum Monsters	Treated as "Effect" Monsters
Normal Monsters	Normal lack any "Effect" text or Pendulum symbols.

◇ LIFE POINTS ◇

⚡ **FAST DUEL** **4,000 Life Points**

High-speed, high-pressure play. One wrong move can cost you the duel.



STANDARD DUEL **8,000 Life Points**

Classic pacing with room for comebacks and extended strategy.

Both players must agree on the Life Point total BEFORE the match. The same total is used for all games in the match.

◇ DUEL RULES ◇

Deciding First Turn	A coin flip is called. The winner of the flip chooses whether they or their opponent goes first. This decision must be made before any cards are drawn or duel play begins; if the deciding player draws cards before stating their choice, they automatically go first; loser of each Duel chooses in subsequent Duels
Starting Hand	5 cards drawn at the start of the duel
Normal Summons	1 Normal Summon or Set per turn (standard)
First Turn Attack	The player who goes first CANNOT declare attacks on their first turn
Draw Phase	Standard - draw 1 card during the Draw Phase each turn
Main Phase 2	Allowed after the Battle Phase (standard)
Chain Rules	Standard Yu-Gi-Oh chain and priority rules apply

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◇ MATCH STRUCTURE ◇

Format	Best of 3 Duels
Win Condition	Reduce your opponent's Life Points to 0, or force them to draw from an empty deck
Match Winner	First player to win 2 out of 3 Duels wins the Match
Side Deck	Players may swap cards from their Side Deck between Duels in a Match
Coin Toss	A coin toss determines who goes first in Duel 1; loser of each Duel chooses in subsequent Duels
Time Limit	Standard tournament time limits apply (typically 40 minutes per Match)
Time Called	When time is called, the player with the MOST Life Points wins the current Duel
Tiebreaker	If Life Points are equal when time is called, the Duel is a Draw and neither player wins that game
Extra Duels	If a Match is tied 1–1 and time is called, the player with more Life Points in the current Duel wins

◇ FORBIDDEN & LIMITED CARD POLICY ◇

△ THE REBORN RULE △

ALL cards currently on the Official Yu-Gi-Oh Forbidden List are UNBANNED in this format. Instead of being Forbidden, every previously banned card is now LIMITED to 1 copy per deck. There are NO exceptions - every card is reborn.

Forbidden Cards	NO cards are Forbidden in Reborn Format - all Forbidden Cards are Limit 1 instead.
Limited (Limit 1)	All Official Forbidden List cards + standard Official Limited cards = 1 copy max
Semi-Limited	Standard Official Semi-Limited cards = 2 copies max (as per official list)
Unlimited	All other cards = up to 3 copies
List Version	The most recently published Official Yu-Gi-Oh Forbidden & Limited List is used as the baseline
Format Updates	The Reborn Format Banlist is reviewed and updated alongside official list changes

Refer to the official Konami Forbidden & Limited List for the complete list of affected cards.

◇ WIN CONDITIONS ◇

- ◆ **LIFE POINTS:** Reduce your opponent's Life Points to exactly 0 to win the Duel.
- ◆ **DECK OUT:** If a player is required to draw a card but their Deck is empty, that player **LOSES** the Duel.
- ◆ **SPECIAL WIN:** Cards with their own built-in alternate win conditions (e.g., Exodia the Forbidden One, Last Turn, etc.) are valid - if a Forbidden card with a special win condition is in your deck, it follows the Limit 1 rule.
- ◆ **CONCESSION:** A player may concede at any time, awarding the Duel to their opponent.
- ◆ **DRAW:** If both players reach 0 Life Points simultaneously, the Duel is declared a Draw.



◇ QUICK REFERENCE SUMMARY ◇

DECK

- ◆ Exactly 40 cards
- ◆ Only 5 "Effect" Monsters
- ◆ Max 3 copies per card
- ◆ Banned cards = Limit 1
- ◆ 15-card Side Deck
- ◆ 5-card Extra Deck ("Effect" Monster Rules Apply)

DUEL

- ◆ 4,000 or 8,000 LP (agreed)
- ◆ 5-card starting hand
- ◆ 1 Normal Summon per turn
- ◆ No attack on Turn 1
- ◆ Best of 3 matches
- ◆ Most LP wins on time

"Let's play the game. I'm sure you all know how. But watch yourselves my foolish friends, you're all in my world now."
 - Maximillion Pegasus