



SCORE ENTERTAINMENT'S VERIFIED EVENT NETWORK

BLEACH TCG CARD CLARIFICATIONS AND ERRATA – UPDATED 11/05/07



Score Entertainment
2300 East Randol Mill Road
Arlington, TX 76011
Phone: 817-983-0300 / Fax: 817-983-0400

General GuidelinesRule – Active Date

All changes are effective immediately.

The Golden Rule

The rules text of a card always overrides the rules printed in the latest version of the Bleach™ TCG rulebook.

Most Recent Printing Rule

If two or more cards share the same title and version, 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

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 2 week (14 days) after the official release date of the product or expansion that a card was released in.

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Card Name	Card #	Card Change	Date
Frilled Hollow – Moving Along	C5	Text Change: When <i>Frilled Hollow</i> leaves play, you may put in play a Hollow that costs 2 or less from your discard pile, depleted.	11/05/07
Mayuri – Trigger Happy	C16	Text Change: Discard a Squad 12 character in your party: Discard the top X cards of your opponent's deck. X = the discarded character's energy cost. ♦ Limit once per turn.	11/05/07
Cammie – Karakura Sonic Lion	R92	Text Change: (You may play <i>Cammie</i> anytime you may play an event.) If all the characters in your party have "Karakura" in the title, your opponent loses 4 power when you defend with <i>Cammie</i> .	11/05/07
Nemu – Squad 12 Lieutenant	SSB17	Clarification: X is however much mind energy you want to pay.	11/05/07
Nemu – Squad 12 Lieutenant	P45	Clarification: X is however much mind energy you want to pay.	11/05/07

Soul Society

Card Name	Card #	Card Change	Date
Kisuke Urahara	C1	Text Change: Discard an item from your hand or remove from the game an item in your discard pile: Draw a card. <u>Use only during your turn.</u> Limit once per turn.	09/24/07
Right in the Eye	C38	Text Change: Your character gets +4 INT this battle. Play only during battle. ♦ <u>Limit 1 copy per deck.</u>	09/05/07
Sewers	U72	Text Change: When one of your Hollows that has an energy cost of 5 or more enters play, you may search your deck for a Hollow whose energy cost equals the other Hollow's energy cost +1 <u>and put it into your hand.</u>	09/05/07
Benihime	R99	Trait Change: Benihime should not have the Non-Unique trait.	09/05/07
Hyorinmaru	R100	Trait Change: Hyorinmaru should not have the Non-Unique trait.	09/05/07
Unbelievable	R108	Text Change: Discard the top 5 cards of your deck: If any characters with an energy cost of 2 or less were discarded with <u>this</u> effect, you may put one of them in play.	09/05/07
Isane – Squad 4 Lieutenant	SS01	Stat Change: The first Stat that is listed on Isane is AGI and the color should be white instead of green.	09/05/07
Right in the Eye	P33	Text Change: Your character gets +4 INT this battle. Play only during battle. ♦ <u>Limit 1 copy per deck.</u>	09/05/07

Premiere Set

All cards in the Premiere Set with a printed Boost value of 3 are reduced to 2. These cards include #'s: C42, U89, U91, U105, U106, U107, U109, U110, U126, U129, U130, R166, R168, R181, R186, R194, R197, R199, R203, R209, R210, P9, P13, P15, and P17.

Card Name	Card #	Card Change	Date
Baigon – Shunshunrikka Member	C19	Clarification: You must control Baigon, Hinagiku, and Lily at the start of your turn to use this effect.	06/15/07
Hinagiku – Shunshunrikka Member	C27	Clarification: You must control Baigon, Hinagiku, and Lily at the start of your turn to use this effect.	06/15/07
Lily – Shunshunrikka Member	C33	Clarification: You must control Baigon, Hinagiku, and Lily at the start of your turn to use this effect.	06/15/07
Overbearing Thug – Leader	C39	Text Change: Discard an Evil Human from your hand: Draw a card. ♦ Limit once per turn.	11/05/07
Up Close and Personal	C80	Text Change: Your character gets +4 STR this battle. Play only during battle. ♦ Limit 1 copy per deck.	09/05/07
Yasutora "Chad" Sado	U88	Text Change: Your STR and FOR boosts <u>with a base of 1 or less</u> get +1.	06/15/07
Ayame – Shunshunrikka Member	U89	Clarification: You must control both Ayame and Shun'ō at the start of your turn to use this effect.	06/15/07
Shun'ō – Shunshunrikka Member	U119	Clarification: You must control both Ayame and Shun'ō at the start of your turn to use this effect.	06/15/07
Acidwire – Over Possessive	R164	Text Change: Discard a card from your hand when you attack: If all characters in your party are Hollows, you may attack with <i>Acidwire's</i> QCK as any stat for this attack. Use only when you attack with <i>Acidwire</i>.	11/05/07
Orihime – Confused Friend	R189	Text Change: Discard a card from your hand: If that card is a Student, gain power equal to its energy cost. Use only while you have less power than your opponent. <u>Limit once per turn.</u>	06/15/07
Rukia – Battle Ready	UR222	Text Change: Discard a card from your hand: Choose a character that your opponent must defend with. Use only when you attack <u>with <i>Rukia</i></u> . ♦ When <i>Rukia</i> wins a battle, draw 2 cards.	06/15/07
Acidwire – Over Possessive	P7	Text Change: Discard a card from your hand when you attack: If all characters in your party are Hollows, you may attack with <i>Acidwire's</i> QCK as any stat for this attack. Use only when you attack with <i>Acidwire</i>.	11/05/07
Image of the Future	P12	Trait Change: Image of the Future should not have the Non-Unique trait.	09/24/07