



SCORE ENTERTAINMENT'S VERIFIED EVENT NETWORK

DRAGON BOOSTER CURRENT RULINGS DOCUMENT – UPDATED 02/14/05



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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 Dragon Booster 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.

Premiere Set

Card Name	Card #	Card Change	Date
Connor Penn	172	Clarification: When Connor Penn leaves play, your dragon loses the color Connor Penn gave him.	02/14/05
Cyrano with Parmon Sean	261	Team Symbol: Team Symbol is <u>Penn Racing</u> not Grip of Dragon	02/14/05
Fracshun with Lance Penn	264	Team Symbol: Team Symbol is <u>Penn Racing</u> not Inner Order	02/14/05
Khata Libris Racer	179	Clarification: This effect is referring to only having exactly one maneuver that costs 1 in the track. If you have more than one maneuver that costs one, you do not gain the energy. You still gain the energy for the turn if you have other maneuvers in addition to your one cost maneuver as long as they cost more than one.	02/14/05
Light Green Silencing Gear vs. High Five	243 26	Clarification: High Five specifically states that nothing can keep you from moving cards into the zone or track, which overrides Light Green Silencing Gear (which says you cannot use effects to move maneuvers).	02/14/05