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## Konami MP15-EN108

# YU-GI-OH! - Magical Spring (MP15-EN108) Instruction Manual

Official Guide for the Magical Spring Quick-Play Spell Card

## INTRODUCTION TO MAGICAL SPRING

The **Magical Spring** (MP15-EN108) is a Quick-Play Spell Card from the Yu-Gi-Oh! Trading Card Game. This card is designed to offer strategic utility during a Duel by disrupting an opponent's Spell or Trap Card while allowing them to draw a card. Yu-Gi-Oh! is a strategic trading card game where players use various Monster, Spell, and Trap Cards to reduce their opponent's Life Points to zero.



Image of the "Magical Spring" Quick-Play Spell Card (MP15-EN108). This card features artwork depicting a mystical spring in an ancient setting.

## SETUP AND DECK INTEGRATION

To utilize **Magical Spring** effectively, integrate it into a Yu-Gi-Oh! deck that adheres to the official game rules. A standard deck consists of 40 to 60 cards, including Monster, Spell, and Trap Cards.

## Deck Building Considerations:

- **Card Limits:** You may include up to three copies of **Magical Spring** in your Main Deck, Extra Deck, and Side Deck combined, unless it is on the Forbidden/Limited List. Always check the latest official Forbidden/Limited List for current restrictions.
- **Strategic Placement:** As a Quick-Play Spell Card, **Magical Spring** can be activated from your hand during either player's turn, or set on the field and activated later. Consider its role in your strategy for back-row removal and card advantage.

## OPERATING (GAMEPLAY) INSTRUCTIONS

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Follow these steps to activate and resolve the effect of **Magical Spring** during a Yu-Gi-Oh! Duel.

### Card Text:

*"Target 1 face-up Spell/Trap Card your opponent controls; destroy it, and if you do, your opponent draws 1 card. You can only activate 1 "Magical Spring" per turn."*

### Activation Steps:

1. **Timing:** **Magical Spring** is a Quick-Play Spell Card. This means it can be activated from your hand during your Main Phase 1 or 2, or set on the field and activated during any phase of either player's turn (except the Damage Step, unless specified by another card effect).
2. **Declare Activation:** Announce the activation of **Magical Spring**.
3. **Target Selection:** Select one face-up Spell or Trap Card your opponent controls as the target for this effect.
4. **Chain Resolution:** Your opponent may respond to the activation with their own card effects. Resolve the chain according to official Yu-Gi-Oh! rules.
5. **Effect Resolution:**
  - If the targeted Spell/Trap Card is still on the field and face-up when **Magical Spring** resolves, destroy it.
  - If the targeted card is successfully destroyed by this effect, your opponent then draws 1 card.
6. **Per Turn Restriction:** Remember, you can only activate one **Magical Spring** per turn. This restriction applies even if the activation is negated.

## MAINTENANCE AND CARE

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Proper care ensures the longevity and condition of your **Magical Spring** card.

- **Storage:** Store the card in a protective sleeve and/or a deck box to prevent bending, scratching, or other damage.
- **Handling:** Handle the card by its edges to avoid transferring oils and dirt from your fingers to the card surface.
- **Environment:** Keep the card away from direct sunlight, extreme temperatures, and moisture to prevent fading or warping.
- **Cleaning:** If necessary, gently wipe the card surface with a clean, dry, soft cloth. Avoid using liquids or abrasive materials.

## TROUBLESHOOTING AND RULINGS

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For common questions or clarifications regarding **Magical Spring**'s effect or interactions, refer to the official Yu-Gi-Oh!

game rules and Konami's official card database.

## Common Scenarios:

- **Target Invalidated:** If the targeted Spell/Trap Card is no longer face-up on the field when **Magical Spring** resolves (e.g., it was chained and activated, or removed by another effect), the "destroy it" part of the effect cannot be applied. Consequently, the "if you do" clause means your opponent will not draw a card.
- **Activation Negated:** If the activation of **Magical Spring** is negated (e.g., by "Solemn Judgment"), the card is not considered to have been activated for its effect, but the "You can only activate 1 'Magical Spring' per turn" restriction still applies.
- **Official Rulings:** For precise and up-to-date rulings, always consult the [Official Yu-Gi-Oh! Rulebook](#) and the [Official Card Database](#).

## SPECIFICATIONS

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Attribute	Detail
Card Name	Magical Spring
Card Type	Spell Card
Spell Type	Quick-Play
Card Number	MP15-EN108
Rarity	Secret Rare
Set	Mega Pack 2015
Edition	1st Edition
Manufacturer	Konami
Material	Cardstock
Recommended Age	13 years and up

## WARRANTY AND SUPPORT

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As a single trading card, **Magical Spring** (MP15-EN108) does not typically come with an individual product warranty. However, Konami Digital Entertainment, the manufacturer of Yu-Gi-Oh! products, provides general support for its trading card game.

### Official Support Resources:

- **Official Website:** For general inquiries, game rules, and product information, visit the official [Yu-Gi-Oh! TCG website](#).
- **Customer Service:** Contact Konami's customer service for assistance with product defects or other concerns. Refer to the official website for contact details.
- **Authenticity:** Ensure your card is authentic by purchasing from reputable sources. Konami does not guarantee the authenticity or condition of cards purchased from unofficial channels.



