



ABSOLUTE POWERFORCE – CARD RULINGS
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Drill Synchron

ABPF-EN004

While you control this face-up card, during each battle between a Warrior-Type attacking monster you control and a Defense Position monster whose DEF is lower than the ATK of the attacking monster, inflict the difference as Battle Damage to your opponent. Once per turn, when you inflict battle damage to your opponent with this effect, you can draw 1 card.

The effect to draw a card is a Trigger Effect that activates after damage calculation.

The effect to draw a card will stack with effects like “Spiral Spear Strike.”

If you control 2 “Drill Synchrons” you can activate the effect of both of them when your Warrior-Type monster attacks a Defense Position monster and inflicts damage.

Ogre of the Scarlet Sorrow

ABPF-EN005

During your opponent's turn, when your opponent declares a second direct attack during the same Battle Phase, you can Special Summon this card from your hand. When you do, this card's ATK and DEF becomes equal to the ATK and DEF of the first monster that attacked directly this turn, if it is still face-up on the field. The turn this card is Special Summoned with this effect, your opponent cannot select monsters other than this card as an attack target while this card is face-up on the field.

This effect does not target.

If this card is Summoned and a replay occurs, your opponent can either choose to attack this card or choose not to attack with that monster.

If you have both “Ogre of the Scarlet Sorrow” and “Battle Fader” in your hand when your opponent declares their second direct attack, you can only activate the effect of one of them.

If you have two “Ogre of the Scarlet Sorrow” in your hand when your opponent declares their second direct attack, you can only activate the effect of one of them.

If “Skill Drain” is activated, the ATK/DEF of “Ogre of the Scarlet Sorrow” will become 0 and remain 0 even if “Skill Drain” is later destroyed.

If the first monster that attacked directly is no longer on the field, you can still Summon "Ogre of the Scarlet Sorrow" when your opponent declares a second direct attack. When you do, the effect to determine the ATK/DEF will result in an ATK/DEF of 0.

"Ogre of the Scarlet Sorrow" keeps its modified ATK/DEF as long as it remains face-up on the field.

Battle Fader

ABPF-EN006

When your opponent's monster declares a direct attack, you can Special Summon this card from your hand and end the Battle Phase. If this card is Special Summoned with this effect, remove it from play when it is removed from the field.

When you end the Battle Phase with "Battle Fader" the game moves to the End Step of the Battle Phase.

If you cannot Special Summon "Battle Fader" then the effect to end the Battle Phase cannot be applied.

When you resolve the effect of "Battle Fader" you Special Summon "Battle Fader" and then end the Battle Phase. "Torrential Tribute" cannot be activated because ending the Battle Phase is the last thing to happen.

You can activate the effect of "Battle Fader" when your opponent attacks directly with a monster like "Earthbound Immortal Ccapac Apu" even if you control monsters.

Power Supplier

ABPF-EN007

Once per turn, you can select 1 face-up monster you control. It gains 400 ATK while you control this face-up card. (A monster cannot gain more than 400 ATK from this card's effect.)

This effect continuously targets each monster you select for as long as "Power Supplier" is face-up on the field.

You cannot apply "Power Supplier's" effect on the same monster targeted during the previous turn.

If a monster targeted by "Power Supplier" is affected by "Shrink" or "Megamorph" you recalculate the original ATK of the monster and then reapply the +400 ATK from "Power Supplier".

If "Skill Drain" is activated, monsters targeted by "Power Supplier" lose the +400 ATK. If "Skill Drain" is removed from the field, the effect of "Power Supplier" is reapplied and the targeted monsters will regain the +400 ATK.

If your opponent gains control of one of your monsters that was targeted by "Power Supplier" it will still gain the ATK.

If you target a different monster each turn, all the previously targeted monsters' ATK remain increased. .

Magic Hole Golem

ABPF-EN008

Once per turn, you can select 1 face-up monster you control. Its ATK is halved until the End Phase, and it can attack your opponent directly this turn. During the turn you activate this effect, only the selected monster can attack.

This effect targets 1 face-up monster you control.

If you use "Shrink" on a monster whose ATK is halved by "Magic Hole Golem" the ATK becomes half of its original ATK. After "Shrink" is no longer applied, the ATK becomes the same as before "Magical Hole Golem" was activated.

If you control 2 "Magic Hole Golems" and target different monsters with their effects, neither monster can attack.

Sword Master

ABPF-EN011

If a Warrior-Type monster you control attacks your opponent's monster, and the opponent's monster is not destroyed by battle, at the end of the Damage Step you can Special Summon this card from your hand. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.

This effect activates if your opponent's monster is not destroyed during damage calculation.

The attacking monster must be Warrior-Type the entire time from attack declaration until the end of the Damage Step in order to Special Summon "Sword Master."

If your opponent's monster is destroyed by a card effect while your Warrior-Type monster is attacking, it is still not destroyed by battle, so you can Special Summon "Sword Master."

Witch of the Black Rose

ABPF-EN012

This card cannot be Special Summoned. When this card is Normal Summoned while you control no cards, draw 1 card and reveal it. If the card you drew is not a Monster Card, send it to the Graveyard and destroy this card.

"This card cannot be Special Summoned" is not treated as an effect.

If you have no cards in your Deck when you activate the effect of "Witch of the Black Rose," you will lose the Duel.

If you activate the effect of "Witch of the Black Rose" while you have no cards in your hand and you draw "Infernity Archfiend," you can activate the effect of "Infernity Archfiend."

You resolve the effect of "Witch of the Black Rose" like this:

-Draw 1 card. If it is a monster, the effect is over.

-If not, destroy "Witch of the Black Rose" and send the card drawn to the Graveyard. (Destroying and sending the card occur at the same time.)

Rose Fairy

ABPF-EN013

If this card is added from your Deck to your hand by the effect of a Spell, Trap, or Monster Card, you can Special Summon this card.

This effect cannot be activated during the Damage Step.

Dragon Queen of Tragic Endings

ABPF-EN014

This card cannot be Normal Summoned or Set. This card can only be Special Summoned by controlling 3 or more face-up Continuous Spell Cards. When this attacking card inflicts Battle Damage to your opponent, your opponent selects and sends 1 card from their hand to the Graveyard, and you draw 1 card. During your Standby Phase, if this card is in your Graveyard and was sent there from the field, you can send 1 face-up Continuous Spell Card you control to the Graveyard to Special Summon this card from the Graveyard.

"Dragon Queen of Tragic Endings" can be Special Summoned from the Graveyard by cards like "Call of the Haunted" if it had been properly Special Summoned prior.

The effect to Special Summon "Dragon Queen of Tragic Endings" from the Graveyard is a Trigger Effect that activates in the Graveyard.

Sending a Continuous Spell Card to the Graveyard is a cost.

If your opponent has no cards in their hand to send to the Graveyard with this effect, you cannot draw a card. If your opponent sends a card to the Graveyard but you have no cards in your Deck to draw, you lose the Duel.

Your opponent sends a card to the Graveyard, then you draw a card. They don't happen at the same time.

If "Dragon Queen of Tragic Endings" goes from the field to the Graveyard, then is removed from play and later returned to the Graveyard, it cannot be Special Summoned by its own effect.

You don't have to Special Summon "Dragon Queen of Tragic Endings" the turn after it is sent from the field to the Graveyard. You can wait several turns and then Special Summon it during a later Standby Phase.

Reptilianne Servant

ABPF-EN015

Destroy this card if there are face-up monsters on the field other than this card. Destroy this card when it is targeted by the effect of a Spell or Trap Card. Neither player can Normal Summon a monster while this card is face-up on the field.

If "Spirit Reaper" is Special Summoned by "Call of the Haunted" while "Reptilianne Servant" is face-up on the field, both monsters are destroyed after "Call of the Haunted" resolves

Reptilianne Gardna

ABPF-EN016

When this card you control is destroyed and sent to the Graveyard, add 1 "Reptilianne" monster from your Deck to your hand.

This effect activates even during the Damage Step.

Reptilianne Naga

ABPF-EN017

This card cannot be destroyed by battle. The ATK of any monster that battles this card becomes 0 at the end of that Battle Phase. During your End Phase, change this face-up Defense Position card on the field to face-up Attack Position.

This effect activates even if "Reptilianne Naga" is destroyed during the Damage Step.

If "Reptilianne Naga" is in face-up Attack Position, the effect to change it to Attack Position does not activate.

The effect to change a monster's ATK to 0 applies as long as that monster is face-up on the field.

Reptilianne Vaskii

ABPF-EN018

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by Tributing 2 face-up monsters with 0 ATK from anywhere on the field. Once per turn, you can select and destroy 1 face-up monster your opponent controls. There can only be 1 face-up "Reptilianne Vaskii" on the field.

"Reptilianne Vaskii" cannot be Special Summoned except from your hand by the method written on the card.

The effect to destroy 1 face-up monster targets that monster.

If the target of "Reptilianne Vaskii's" effect is face-down when this effect resolves, the monster is not destroyed.

You can Tribute 1 of your 0 ATK monsters and 1 of your opponent's 0 ATK monsters to Special Summon "Reptilianne Vaskii."

Oracle of the Sun

ABPF-EN019

If your opponent controls a monster and you control no monsters, you can Special Summon this card from your hand. When this card on the field is destroyed and sent to the Graveyard, you can add to your hand 1 "Fire Ant Ascator" or 1 "Supay" from your Deck.

The effect to add "Fire Ant Ascator" or "Supay" to your hand activates even during the Damage Step.

If the ATK of "Oracle of the Sun" is being doubled by "Supay" and "Skill Drain" is activated, the ATK remains doubled.

When you Special Summon "Oracle of the Sun" with the effect of "Supay" it is Special Summoned with 2000 ATK. Then you apply any bonuses from Field Spells or continuous effects.

Fire Ant Ascator

ABPF-EN020

When this card is destroyed by battle and sent to the Graveyard, you can select and Special Summon 1 Level 5 monster from your Graveyard. Its effect(s) is negated, and it is sent to the Graveyard during the End Phase of this turn.

Sending the Special Summoned monster to the Graveyard does not start a Chain.

The effect to Special Summon targets the monster you want to Special Summon.

Weeping Idol

ABPF-EN021

You can remove from play 1 Tuner monster in your Graveyard to Special Summon this card from your hand.

This is an Ignition Effect that activates in the hand. Removing from play 1 Tuner monster in your Graveyard is a cost.

Apocatequil

ABPF-EN022

While this card is face-up on the field, it is Level 5 if you control a face-up Tuner monster. When this card on the field is destroyed and sent to the Graveyard, you can select and Special Summon 1 "Oracle of the Sun" from your Graveyard.

The effect to Special Summon 1 "Oracle of the Sun" targets the "Oracle of the Sun."

This effect to Special Summon activates even during the Damage Step.

If "Apocatequil" is Level 5 due to its effect and you choose to lower it to Special Summon "Level Eater," "Apocatequil" becomes Level 4. If the Tuner is removed from the field, it becomes Level 3. If you Summon another Tuner, "Apocatequil" becomes Level 5 again.

Supay

ABPF-EN023

When this card is sent from the field to the Graveyard by a card effect, you can Special Summon 1 "Oracle of the Sun" from your Deck. The ATK of that monster is doubled, and it returns to the owner's hand during the End Phase of that turn.

Doubling the ATK and setting the condition to return the monster during the End Phase are both part of the resolution of "Supay's" Trigger Effect.

The effect of "Supay" activates even if destroyed during the Damage Step.

Informer Spider

ABPF-EN024

When this card is sent from the field to the Graveyard by a card effect, take control of 1 Defense Position monster your opponent controls.

This effect targets 1 Defense Position monster.

This effect activates even if "Informer Spider" is destroyed during the Damage Step.

The effect of "Informer Spider" does not activate if it is sent to the Graveyard as a cost to activate a card or effect.

If "Informer Spider" is sent to the Graveyard when all your Monster Card Zones are full, the effect will activate and you will target a monster. The targeted monster will be destroyed when the effect resolves because you cannot take control of it.

You gain control of the targeted monster for as long as it is on the field.

Koa'ki Meiru Urknight

ABPF-EN025

During each of your End Phases, destroy this card unless you send 1 "Iron Core of Koa'ki Meiru" from your hand to the Graveyard or reveal 1 Beast-Warrior-Type monster in your hand. Once per turn, you can reveal 1 "Iron Core of Koa'ki Meiru" in your hand to Special Summon 1 Level 4 or lower "Koa'ki Meiru" monster from your Deck, except "Koa'ki Meiru Urknight".

Revealing "Iron Core of Koa'ki Meiru" is a cost to activate the effect.

XX-Saber Garsem

ABPF-EN026

When this card on the field is destroyed and sent to the Graveyard by a card effect, add 1 "X-Saber" monster from your Deck to your hand. This card gains 200 ATK for each face-up "X-Saber" monster you control.

This effect activates even if destroyed by a card effect during the Damage Step.

Gravekeeper's Visionary

ABPF-EN027

You can Normal Summon this card by Tributing 1 "Gravekeeper's" monster. This card gains 200 ATK for each "Gravekeeper's" monster in your Graveyard. If this face-up card on the field would be destroyed, you can discard 1 "Gravekeeper's" monster instead.

You can Normal Summon this monster with 2 Tributes as well.

"You can Normal Summon this card by Tributing 1 "Gravekeeper's" monster" is not an effect.

If a "Gravekeeper's" monster is discarded to prevent this monster from being destroyed by battle, you perform damage calculation with the ATK of "Gravekeeper's Visionary" without applying the extra 200 ATK.

Gravekeeper's Descendant

ABPF-EN028

You can Tribute 1 face-up "Gravekeeper's" monster you control, except this card, to destroy 1 card your opponent controls.

Tributing 1 face-up "Gravekeeper's" monster is a cost.

This effect targets 1 card your opponent controls.

If you gain control of the card targeted by this effect before it resolves, that card is not destroyed.

Black Potan

ABPF-EN029

If you control a face-up Tuner monster, this card cannot be destroyed by battle. When a face-up Tuner monster(s) you control is removed from the field, gain 800 Life Points.

If "Black Potan" is removed from the field while being treated as a Tuner, you do not gain any Life Points.

If a Monster Token being treated as a Tuner is removed from the field, you gain Life Points.

If a Tuner monster that is equipped to "Relinquished" is removed from the field, you do not gain Life Points because it was not being treated as a monster.

Shredder

ABPF-EN030

Once per turn, you can send 1 Machine-Type monster from your hand to the Graveyard to destroy 1 face-up monster your opponent controls whose Level is less than or equal to that monster's.

Sending the Machine-Type monster to the Graveyard is a cost.

This effect targets the monster you want to destroy.

If you reduce the Level of the monsters in your hand with "Cost Down" then you can only target monsters whose Level is less than or equal to the monster's Level in your hand.

Example: "Cyber Dragon" in your hand is being treated as Level 3 with "Cost Down." You can only send it to the Graveyard as a cost to target a Level 3 or lower monster.

If you increase the Level of a monster in your hand with "Level Conversion Lab" you can only send it to the Graveyard to target a monster whose Level is less than or equal to the original Level of the monster in your hand.

Example: "Cyber Dragon" in your hand is being treated as Level 6 with "Level Conversion Lab." You can only send it to the Graveyard to target a monster that is Level 5 or lower.

Pandaborg

ABPF-EN031

When this card is destroyed by battle and sent to the Graveyard, you can pay 800 Life Points to Special Summon 1 Level 4 Psychic-Type monster from your Deck.

Paying 800 Life Points is a cost.

If you have no open Monster Card Zones when this effect resolves, you cannot Special Summon a monster from your Deck and your opponent cannot check your Deck.

Codarus

ABPF-EN032

You can send 1 face-up "Umi" you control to the Graveyard to select up to 2 cards your opponent controls and send them to the Graveyard.

Sending "Umi" to the Graveyard is a cost.

The effect targets up to 2 cards your opponent controls.

If you gain control of one of the cards targeted by the effect of "Codarus" before it resolves, that card is not sent to the Graveyard. The other one is.

If one of the cards targeted by the effect of "Codarus" is no longer on the field when the effect resolves, the other one is still sent to the Graveyard.

If you control "A Legendary Ocean" and "Forgotten Temple of the Deep" you only need to send 1 of them to the Graveyard to activate this effect.

Consecrated Light

ABPF-EN033

Neither player can Normal or Special Summon DARK monsters or declare an attack with a DARK monster. This card cannot be destroyed by battle with a DARK monster, and you take no Battle Damage from that battle.

You can Summon "Light and Darkness Dragon" while "Consecrated Light" is on the field. Once it is on the field, it will be unable to attack.

Gundari

ABPF-EN034

This card cannot be Special Summoned. This card returns to its owner's hand during the End Phase of the turn it is Normal Summoned or flipped face-up. If this card battles a Synchro Monster, return both monsters to their owners' hands at the start of the Damage Step (without damage calculation).

The effect to return "Gundari" and the Synchro Monster activates at the start of the Damage Step.

If "Gundari" battles a Synchro Monster while "G.B. Hunter" is on the field, "Gundari" is returned to the hand and the Synchro Monster stays on the field.

If "Ally of Justice Catastor" battles "Gundari" both of their effects activate and form a Chain. If "Ally of Justice Catastor" attacks "Gundari," both monsters are returned to the hand or Extra Deck. If "Gundari" attacks "Ally of Justice Catastor," then "Gundari" is destroyed and "Ally of Justice Catastor" returns to the Extra Deck.

Cyber Dragon Zwei

ABPF-EN035

If this card attacks an opponent's monster, this card gains 300 ATK during the Damage Step only. Once per turn, you can reveal 1 Spell Card in your hand to treat this card's name as "Cyber Dragon" until the End Phase. This card's name is treated as "Cyber Dragon" while in the Graveyard.

Revealing a Spell Card is a cost.

If you activate "Inferno Reckless Summon" when "Proto-Cyber Dragon" is Summoned while you have 1 "Cyber Dragon" in your Deck and 3 "Cyber Dragon Zwei" in your Graveyard and only 3 Monster Card Zones open, you choose which monsters you want to Special Summon. Any monster that you cannot Special Summon is sent to the Graveyard.

When "Cyber Dragon Zwei" attacks, it gains 300 ATK at the start of the Damage Step and keeps it until the end of the Damage Step.

If "Cyber Dragon Zwei" is being treated as "Cyber Dragon" by its own effect and "Skill Drain" is activated, the name is still treated as "Cyber Dragon."

Oilman

ABPF-EN036

Once per turn, during your Main Phase, you can equip this card to a Machine-Type monster you control as an Equip Card, OR unequip it to Special Summon this card in face-up Attack Position. While equipped to a monster by this effect, if the equipped monster destroys an opponent's monster by battle, draw 1 card. (A monster can only be equipped with 1 Union Monster at a time. If the equipped monster would be destroyed, destroy this card instead.)

The effect to draw a card while "Oilman" is equipped starts a Chain.

Equipping "Oilman" is an Ignition Effect, and the effects while equipped are considered as effects of a Spell Card.

Djinn Prognosticator of Rituals

ABPF-EN038

When you Ritual Summon a Ritual Monster, you can remove from play this card from your Graveyard as 1 of the monsters required for the Ritual Summon. When the monster Ritual Summoned using this card inflicts Battle Damage to your opponent, your opponent must select and discard 1 card.

If you use this card for the Ritual Summon of "Lycanthrope" and inflict Battle Damage with "Lycanthrope," your opponent discards a card and then the effect of "Lycanthrope" activates.

The effect to force your opponent to discard does not start a Chain.

Garlandolf, King of Destruction

ABPF-EN039

This card can only be Ritual Summoned with the Ritual Spell Card, "Ritual of Destruction". When this card is Ritual Summoned, destroy all other face-up monsters on the field with DEF less than or equal to this card's ATK. This card gains 100 ATK for each monster destroyed by this effect.

If "Garlandolf, King of Destruction" is not face-up on the field when its effect resolves, no monsters will be destroyed.

All other face-up monsters with DEF less than or equal to this card's ATK are destroyed, including your own.

If "Skill Drain" is later activated, "Garlandolf, King of Destruction" will lose any ATK gained from its own effect and will not regain it if "Skill Drain" is destroyed.

Destroying the monsters and increasing the ATK of "Garlandolf, King of Destruction" occur simultaneously. If "Apocatequil" is destroyed by this effect, you can activate its effect.

Majestic Red Dragon

ABPF-EN040

"Majestic Dragon" + "Red Dragon Archfiend" + 1 non-Tuner monster

This card cannot be destroyed by card effects. If this card attacks, destroy all Defense Position monsters on the field after damage calculation. Once per turn, you can negate the effect(s) of 1 face-up monster your opponent controls and have this card gain ATK equal to the negated monster's ATK, until the End Phase. During the End Phase, return this card from the field to the Extra Deck, and Special Summon 1 "Red Dragon Archfiend" from your Graveyard.

The effect that negates a monster's effect and increases "Majestic Red Dragon's" ATK targets that monster.

The effect that activates after damage calculation activates even if "Majestic Red Dragon" would be destroyed during damage calculation.

The effect that activates during the End Phase targets 1 "Red Dragon Archfiend" in your Graveyard.

The ATK gained by "Majestic Red Dragon" when you use its effect includes any bonuses the target monster is receiving from effects or Equip Spells.

If you target "Great Maju Garzett" with "Majestic Red Dragon's" effect, "Great Maju Garzett's" ATK becomes 0 and "Majestic Red Dragon" will not gain ATK.

You cannot target a non-Effect monster with "Majestic Red Dragon's" effect.

Drill Warrior

ABPF-EN041

"Drill Synchron" + 1 or more non-Tuner monsters

Once per turn, during your Main Phase, you can halve this card's ATK (permanently). If you do, it can attack your opponent directly this turn. Once per turn, during your Main Phase, you can discard 1 card and remove this card from play. During your next Standby Phase, Special Summon this card, if removed by this effect. Then, add 1 Monster Card from your Graveyard to your hand.

Adding 1 monster in the Graveyard to your hand is part of the Trigger Effect that Special Summons "Drill Warrior" during your Standby Phase.

Discarding 1 card and removing "Drill Warrior" from play are both part of the same Ignition Effect. Discarding the card is not a cost.

If you control your opponent's "Drill Warrior" and remove it from play, it will be Special Summoned to its owner's side of the field during the owner's next Standby Phase and they will add a Monster Card to their hand.

Special Summoning "Drill Warrior" and adding 1 Monster Card to your hand do not happen at the same time. You Special Summon, then add the Monster Card to your hand. "Bottomless Trap Hole" cannot be activated.

You do not target the Monster Card you return to your hand.

Even if you halve "Drill Warrior's" ATK, you do not have to attack directly.

"Drill Warrior's" ATK remains halved until "Drill Warrior" is removed from the field or flipped face-down.

Sun Dragon Inti

ABPF-EN042

"Fire Ant Ascator" + 1 or more non-Tuner monsters

When this card is destroyed by battle and sent to the Graveyard, destroy the monster that destroyed this card, and inflict damage to your opponent equal to half that monster's ATK. If this card on the field is destroyed, during the Standby Phase of the next turn, you can Special Summon 1 "Moon Dragon Quilla" from your Graveyard.

Destroying the monster that destroyed this card does not target.

Special Summoning "Moon Dragon Quilla" does target.

The effect to Special Summon "Moon Dragon Quilla" activates even if "Sun Dragon Inti" is not in the Graveyard during the Standby Phase as long as there is a "Moon Dragon Quilla" in the Graveyard.

If "Sun Dragon Inti" is on the field or in the Extra Deck during the Standby Phase then its effect to Special Summon "Moon Dragon Quilla" activates and "Divine Wrath" is Chained, the effect is negated but "Sun Dragon Inti" is not destroyed.

Destroying your opponent's monster and dealing damage happen at the same time. The damage is half of the monster's ATK on the field.

The effect to Special Summon "Moon Dragon Quilla" does not activate in any specific place, regardless of where "Sun Dragon Inti" is at the time. "Light Imprisoning Mirror" cannot negate it.

Moon Dragon Quilla

ABPF-EN043

"Supay" + 1 or more non-Tuner monsters

When this card is selected as an attack target, gain Life Points equal to half the attacking monster's ATK. If this card on the field is destroyed, you can Special Summon 1 "Sun Dragon Inti" from your Graveyard.

The effect to gain Life Points does not target.

The effect to Special Summon "Sun Dragon Inti" does target.

The effect to Special Summon "Sun Dragon Inti" can be activated even during the Damage Step.

You activate the effect to Special Summon "Sun Dragon Inti" at the end of the Damage Step if "Moon Dragon Quilla" is destroyed by battle, and after the end of the Chain in which "Moon Dragon Quilla" is destroyed if it is destroyed by an effect.

If the monster that attacks "Moon Dragon Quilla" isn't face-up on the field when the effect to gain Life Points resolves, you won't gain any Life points.

XX-Saber Hyunlei

ABPF-EN044

1 Tuner + 1 or more non-Tuner "X-Saber" monsters

When this card is Synchro Summoned, you can select and destroy up to 3 Spell or Trap Cards on the field.

This effect targets up to three Spell and Trap Cards.

Cards of Consonance

ABPF-EN045

Discard 1 Dragon-Type Tuner monster with 1000 or less ATK to draw 2 cards.

Discarding is a cost to activate "Cards of Consonance."

Variety Comes Out

ABPF-EN046

Return 1 face-up Synchro Monster you control to the Extra Deck to select and Special Summon a Tuner monster(s) from your Graveyard, whose total Levels equal the Level of the that Synchro Monster. You cannot Synchro Summon the turn you activate this card.

Returning the Synchro Monster to the Extra Deck is a cost.

You target the Tuner monster(s) you wish to Summon.

If one of the targets is no longer in the Graveyard, you still Special Summon the rest of them.

If the Level of the Synchro Monster you returned was being modified, you refer to the modified Level in choosing targets.

Reptilianne Rage

ABPF-EN047

The equipped monster is treated as Reptile-Type. It gains 800 ATK. When this card is destroyed and sent to the Graveyard, select 1 face-up monster your opponent controls. It loses 800 ATK.

The effect to reduce an opponent's monster's ATK targets that monster.

You can equip this card to a Reptile-Type monster. It will still gain 800 ATK.

The effect that reduces an opponent's monster's ATK starts a Chain.

Advance Force

ABPF-EN048

You can Tribute 1 Level 5 or higher monster to Tribute Summon a Level 7 or higher monster.

You can still Tribute 2 monsters to Tribute Summon a Level 7 or higher monster if you want to.

Only the controller of "Advance Force" gets the effect.

Viper's Rebirth

ABPF-EN049

Activate only if all monsters in your Graveyard are Reptile-Type. Select 1 non-Tuner monster in your Graveyard. Special Summon it. Destroy it during the End Phase.

This card targets the monster in your Graveyard.

If a non-Reptile-Type monster is in your Graveyard when this card resolves, you still Special Summon.

Temple of the Sun

ABPF-EN050

Face-up monsters you control that were Special Summoned from the Graveyard gain 300 ATK.

If a monster Special Summoned from the Graveyard is flipped face-down and later flipped face-up, it no longer gains the bonus from "Temple of the Sun."

If a monster Special Summoned from the Graveyard is removed from play temporarily by “Interdimensional Matter Transporter” and then returned later, it still gains the bonus from “Temple of the Sun.”

If your opponent Special Summons a monster from the Graveyard and you take control of it, it will gain the bonus from “Temple of the Sun” while you control it.

Monsters Special Summoned before and after the activation of “Temple of the Sun” will still gain the bonus from “Temple of the Sun.”

If there are multiple copies of “Temple of the Sun” their effects are cumulative. (+600 ATK for 2, +900 ATK for 3)

Rocket Pilder

ABPF-EN051

While the equipped monster is attacking, it cannot be destroyed by battle. (Damage calculation is applied normally.) At the end of the Damage Step when the equipped monster attacks, the attack target monster loses ATK equal to the ATK of the equipped monster, until the End Phase.

This effect activates at the end of the Damage Step and starts a Chain.

If a monster’s ATK is reduced by “Rocket Pilder” and then is affected by “Shrink,” the ATK of the monster becomes half of the original ATK.

If “Rocket Pilder” is negated after it reduces a monster’s ATK, that monster’s ATK does not go back to normal.

If “Rocket Pilder” is destroyed after it reduces a monster’s ATK, that monster’s ATK does not go back to normal.

Even if the equipped monster destroys its attack target, “Rocket Pilder’s” effect starts a Chain.

Break! Draw!

ABPF-EN052

Equip only to a Machine-Type monster. When the equipped monster destroys an opponent's monster by battle and sends it to the Graveyard, draw 1 card. Destroy this card during your 3rd End Phase after activation.

The effect to draw 1 card starts a Chain. Destroying “Break! Draw!” during your 3rd End Phase is not an effect and can’t be negated.

The effect to draw happens at the end of the Damage Step after the opponent’s monster is sent to the Graveyard.

Power Pickaxe

ABPF-EN053

Once per turn, you can select and remove from play 1 monster in your opponent's Graveyard whose Level is less than or equal to the equipped monster's, and have the equipped monster gain 500 ATK until the End Phase.

This effect targets the monster in your opponent’s Graveyard.

Removing the monster is an effect, not a cost.

If the target monster is not removed from play by this effect, the equipped monster does not gain ATK.

If the Level of the equipped monster is lower than the targeted monster when this effect resolves, the targeted monster is not removed from play.

Removing the target monster from play and gaining 500 ATK happen at the same time.

If “Power Pickaxe” is negated, the equipped monster loses the 500 ATK. It will not regain it even if “Power Pickaxe” stops being negated.

If “Power Pickaxe” is destroyed, the previously equipped monster loses the 500 ATK.

Monsters removed by this effect remain removed from play even after the End Phase.

Spider's Lair

ABPF-EN054

Once per turn, you can select 1 face-up Insect-Type monster you control. While this card remains on the field, any opponent's monster that battles with one of those monsters is changed to Defense Position at the end of the Battle Phase, and cannot change its battle position while this card is on the field.

This effect targets 1 face-up Insect-Type monster you control. It is targeted continuously.

You can activate this effect targeting your Insect-Type monster during your Main Phase. It starts a Chain.

The effect to change your opponent's monster to Defense Position is applied after damage calculation.

If a monster targeted by "Spider's Lair" stops being an Insect-Type monster, the effect of "Spider's Lair" that changes the opponent's monster to Defense Position is still applied.

If a monster being kept in Defense Position by "Spider's Lair" is flipped face-down with "Book of Moon," the effect of "Spider's Lair" is no longer applied to it.

If a monster you targeted with "Spider's Lair" is flipped face-down, it is no longer targeted by "Spider's Lair."

If your opponent's monster is not changed to Defense Position by "Spider's Lair" then the effect to keep it in Defense Position is not applied.

Changing your opponent's monster to Defense Position does not start a Chain.

Iron Core Specimen Lab

ABPF-EN055

During each of your End Phases, destroy this card unless you reveal 1 "Iron Core of Koa'ki Meiru" in your hand. Each time a "Koa'ki Meiru" monster on the field is destroyed during the End Phase, its owner can add 1 "Koa'ki Meiru" monster from their Deck to their hand.

Revealing "Iron Core of Koa'ki Meiru" is a maintenance cost to keep this card on the field.

Both players can use the effect of this card.

If the opponent activates the effect of this card, the effect is considered to be controlled by the controller for this card.

There is no limit to the number of times you can activate this card's effect in a single turn.

If 2 "Koa'ki Meiru" monsters you control are destroyed simultaneously during the End Phase you can only activate this card's effect once and add 1 "Koa'ki Meiru" monster to your hand.

If 2 "Koa'ki Meiru" monsters, one you control and one your opponent controls, are destroyed at the same time, both players can activate this card's effect. The effects will form a Chain. Chain Link 1 is the turn player's effect.

Gravekeeper's Stele

ABPF-EN056

Select 2 "Gravekeeper's" monsters in your Graveyard and add them to your hand. This effect cannot be negated by the effect of "Necrovalley".

This effect targets 2 "Gravekeeper's" monsters in your Graveyard.

If only 1 of the targets is still in the Graveyard when this card resolves, the remaining monster is added to your hand.

Machine Assembly Line

ABPF-EN057

All face-up Machine-Type monsters on the field gain 200 ATK. Each time a Machine-Type monster(s) on the field is destroyed, place 2 Junk Counters on this card. You can send this card to the Graveyard to select and Special Summon 1 Machine-Type monster from your Graveyard, whose Level is less than or equal to the number of Junk Counters on this card.

The effect that places Junk Counters does not start a Chain.

Sending this card to the Graveyard is a cost to activate the effect to Special Summon.

If multiple Machine-Type monsters are destroyed at the same time, you only place 2 Junk Counters.

If a Machine-Type monster being treated as an Equip Card is destroyed, you do not place any Junk Counters.

If a face-down Machine-Type monster is destroyed you do not place any Junk Counters.

Ritual of Destruction

ABPF-EN058

This card is used to Ritual Summon "Garlandolf, King of Destruction". You must also Tribute monsters whose total Levels equal 7 or more from the field or your hand. During your Main Phase, you can remove from play this card from your Graveyard. If you do, during this turn, any monster destroyed by battle with a Ritual Monster you control will be returned to the top of the Deck instead of being sent to the Graveyard.

Removing this card from play is the cost to activate the effect to return destroyed monsters to the Deck.

If a Ritual Monster destroys "Horus the Black Flame Dragon LV6" while the effect of this card is active, "Horus the Black Flame Dragon LV6" is returned to the Deck.

The effect of "Ritual of Destruction" is also applied to Ritual Monsters that are Special Summoned after the effect resolves.

You can activate the effect of "Ritual of Destruction" even if you control no Ritual Monsters.

You activate the effect of "Ritual of Destruction" during your Main Phase.

Ascending Soul

ABPF-EN059

Once per turn, when a Ritual Monster is Ritual Summoned, you can select and add to your hand 1 monster in your Graveyard that was Tributed for the Ritual Summon.

This effect targets the monster you return to your hand.

This effect starts a Chain after the Ritual Monster is Ritual Summoned.

If your opponent Tributes your monster for a Ritual Summon, you can activate this effect to return that monster to your hand.

If you have 2 "Ascending Soul" active at the same time you can use both of their effects when you Ritual Summon. The effects start a Chain.

Pot of Benevolence

ABPF-EN061

Select 2 cards from the Graveyard(s), and shuffle them into their owner's Deck(s). After activation, remove this card from play instead of sending it to the Graveyard. You can only activate 1 "Pot of Benevolence" per turn.

This card targets 2 cards from the Graveyard(s).

If the effect of “Pot of Benevolence” is activated by “Destiny Hero – Diamond Dude” you can still activate a “Pot of Benevolence” that same turn.

If “Pot of Benevolence” is negated by “Imperial Order” it is sent to the Graveyard instead of removed from play.

If “Mystical Space Typhoon” is Chained to “Pot of Benevolence” and destroys it, it is sent to the Graveyard instead of being removed from play.

You can target 1 card from each Graveyard or 2 from a single Graveyard.

Synchro Control

ABPF-EN062

Activate only if you have no Synchro Monsters on your side of the field or in your Graveyard. Pay 1000 Life Points and select 1 face-up Synchro Monster your opponent controls. Take control of the selected monster until the End Phase of your turn.

Paying 1000 Life Points is a cost.

This targets your opponent’s Synchro Monster.

If you take control of a Synchro Monster and then flip it face-down, you will keep it until your End Phase and then return control of it as normal.

If the monster targeted by “Synchro Control” is flipped face-down before the effect resolves you do not gain control of it.

Changing Destiny

ABPF-EN063

Activate only when an opponent’s monster declares an attack. Negate the attack and change it to Defense Position. It cannot change its battle position while it is face-up on the field. Then, your opponent selects and applies 1 of these effects:

- *Gain Life Points equal to half the ATK of the monster whose attack was negated.*
- *Inflict damage to your opponent equal to half the ATK of the monster whose attack was negated.*

This targets the opponent’s attacking monster.

If you can’t change your opponent’s monster to Defense Position, you can’t apply the rest of the effect.

If “Total Defense Shogun” attacks while in Defense Position, you can activate “Changing Destiny.” The attack will be negated, but the rest of the effect will not be applied.

Changing the monster to Defense Position and gaining Life Points or inflicting damage do not happen at the same time.

Your opponent chooses which effect to apply after their monster is changed to Defense Position.

Fiendish Chain

ABPF-EN064

Select 1 face-up Effect Monster on the field. Its effect(s) is negated, and it cannot attack. If it is destroyed, destroy this card.

This card targets 1 face-up Effect Monster.

You cannot target a Gemini monster being treated as a Normal Monster.

Nature’s Reflection

ABPF-EN065

During this turn, any effect activated by your opponent that would inflict damage becomes an effect that inflicts damage to their Life Points.

If your opponent activates “Ring of Destruction” while your “Nature’s Reflection” is in effect, they take damage equal to twice the destroyed monster’s ATK.

If “Nature’s Reflection” and “Prime Material Dragon” are both in effect and your opponent activates “Sparks,” your opponent will gain 200 Life Points.

If “Nature’s Reflection” and “Bad Reaction to Simochi” are in effect and your opponent activates “Upstart Goblin,” they will take 1000 damage.

Meteor Flare

ABPF-EN067

Activate by sending 2 cards from your hand to the Graveyard while your opponent has more than 3000 Life Points. Inflict 2000 damage to your opponent. If this card is in the Graveyard, you can add it to your hand instead of conducting your normal draw during your Draw Phase.

Sending 2 cards from your hand to the Graveyard is a cost.

If your opponent’s Life Points drop to 3000 or lower before this effect resolves you will still inflict 2000 damage to them.

The effect of “Meteor Flare” that activates in your Graveyard is Spell Speed 2.

Offering to the Immortals

ABPF-EN068

Activate only when your opponent's monster declares a direct attack while you have 3000 or less Life Points. Negate the attack, and Special Summon 2 "Ceremonial Tokens" (Rock-Type/EARTH/Level 1/ATK 0/DEF 0), and add 1 "Earthbound Immortal" card, "Earthbound Revival", or "Roar of the Earthbound" from your Deck to your hand. "Ceremonial Tokens" cannot be Tributed, except for a Tribute Summon of an "Earthbound Immortal" monster, and cannot be used as Synchro Material monsters.

None of these effects target.

If you cannot Special Summon the “Ceremonial Tokens” you cannot add any of the listed cards to your hand.

Special Summoning the Tokens and adding 1 of the listed cards to your hand occur at the same time.

Even if your Life Points are greater than 3000 when “Offering to the Immortals” resolves, its effects are still applied.

If you don’t have at least 2 open Monster Card Zones or if you don’t have a card in your Deck that you can add to your hand you cannot activate “Offering to the Immortals.”

Destruct Potion

ABPF-EN069

Select 1 monster you control. Destroy it, and gain Life Points equal to its ATK.

This targets 1 monster you control.

If your opponent takes control of the targeted monster, it is still destroyed and you gain Life Points.

Destroying the monster and gaining Life Points happen at the same time.

You gain Life Points equal to the monster’s ATK on the field. If you target a face-down monster you gain no Life Points.

Call of the Reaper

ABPF-EN070

Activate only when a monster(s) is Special Summoned from your Graveyard. Select and Special Summon 1 "Supay" or 1 "Fire Ant Ascator" from your Graveyard.

You cannot activate this card during the Damage Step.

It targets either "Supay" or "Fire Ant Ascator."

Lair Wire

ABPF-EN071

Remove from play 1 Insect-Type monster from your Graveyard and select 1 monster your opponent controls. Destroy the selected monster.

Removing from play 1 Insect-Type monster is a cost.

This effect targets your opponent's monster.

If you gain control of the targeted monster, it is still destroyed when this effect resolves.

Core Blast

ABPF-EN072

You can only activate this card's effect while you control a face-up "Koa'ki Meiru" monster. Once per turn, during your Standby Phase, if your opponent controls more monsters than you do, you can destroy a number of cards your opponent controls so that your opponent will control the same number of cards as you control monsters.

This effect does not target.

You can destroy any cards your opponent controls, not just monsters.

If you do not control a face-up "Koa'ki Meiru" monster when the effect of "Core Blast" resolves, you can still destroy your opponent's cards.

You can activate the effect of "Core Blast" in the same Chain that you flip the card face-up.

Saber Hole

ABPF-EN073

Activate only while you control a face-up "X-Saber" monster. Negate the Summon of a monster, and destroy it.

This card activates at the same timing as "Horn of Heaven" or "Solemn Judgment." It does not target.

Machine King – 3000 B.C.

ABPF-EN074

After activation, Special Summon this card; it is treated as an Effect Monster Card (Machine-Type/EARTH/Level 4/ATK 1000/DEF 1000). You cannot Normal or Special Summon another monster the turn you activate this card. Once per turn, you can Tribute 1 Machine-Type monster to have this card gain ATK equal to the Tributed monster's ATK, until the End Phase. (This card is still treated as a Trap Card.)

Tributing a monster is a cost.

You cannot Tribute this card to activate its effect.

You can Tribute Monster Tokens and "Machine King – 3000 B.C." will gain ATK.

If "Skill Drain" is activated, "Machine King – 3000 B.C." loses its ATK increase and will not regain it even if "Skill Drain" is destroyed.

This card's effect is considered to be a monster effect. It is an Ignition Effect, Spell Speed 1.

Alien Brain

ABPF-EN075

Activate only when a Reptile-Type monster you control is destroyed by battle with an opponent's attacking monster and sent to the Graveyard. Take control of the attacking monster, and treat it as a Reptile-Type monster.

This effect does not target.

You take control of your opponent's monster permanently. If it is flipped face-down, you keep control but it is no longer treated as a Reptile-Type monster.

You can take control of Reptile-Type monsters with this card.

If you control your opponent's Reptile-Type monster and it is destroyed and sent to their Graveyard you can activate "Alien Brain."

In order to activate "Alien Brain" the destroyed monster must be Reptile-Type while on the field and in the Graveyard.

Forgotten Temple of the Deep

ABPF-EN076

While this card is on the field, this card's name is treated as "Umi". Once per turn, you can select and remove from play 1 face-up Level 4 or lower Fish-Type, Sea Serpent-Type or Aqua-Type monster you control. (This effect can be activated during either player's turn.) Special Summon it during your End Phase.

You can activate the effect to remove a monster from play on either player's turn. It targets that monster. Special Summoning the monster does not target.

If you take control of your opponent's monster and remove it from play, it returns to your side of the field during your End Phase.

The field is not treated as "Umi" while this card is active.

"Royal Decree" will negate the effect to treat this card's name as "Umi."

The effect to remove a monster from play is Spell Speed 2 and can be activated during either player's turn. It starts a Chain.

If you remove 1 monster from play on your opponent's turn and another during your turn, both will be Special Summoned during the End Phase. They are Special Summoned at the same time, so if you only have 1 open Monster Card Zone you choose 1 monster to Special Summon and the other goes to the Graveyard.

The effect to Special Summon starts a Chain.

If you control this card and "A Legendary Ocean" you can send either to the Graveyard to activate the effect of "Codarus."

Tuner's Scheme

ABPF-EN077

Activate only when a Synchro Monster is Special Summoned to your opponent's side of the field. Take control of that Synchro Monster. Remove it from play when it is destroyed. Destroy this card when that monster is removed from the field.

This card continuously targets the Synchro Monster.

If you take control of a Synchro Monster with "Tuner's Scheme" and then the monster is flipped face-down, you keep control of it, but it is no longer targeted by "Tuner's Scheme."

If your opponent uses "Brain Control" to take control of the monster you took control of with "Tuner's Scheme" and the monster is destroyed, "Tuner's Scheme" is destroyed as well.

If “Tuner’s Scheme” is removed from the field, its effect no longer applies and your opponent regains control of the Synchro Monster.

Psi-Curse

ABPF-EN078

Activate only when a face-up Psychic-Type monster you control is destroyed by battle with an opponent's attacking monster and sent to the Graveyard. Destroy the attacking monster, and inflict damage to your opponent equal to the Level of your destroyed Psychic-Type monster x 300.

“Psi-Curse” targets your opponent’s attacking monster.

Destroying the monster and inflicting damage occur at the same time.

Widespread Dud

ABPF-EN079

Select 2 face-up Attack Position monsters on the field. When any of the selected monsters are removed from the field, destroy this card. When this card is destroyed, destroy the selected monster(s).

“Widespread Dud” targets the 2 face-up monsters.

The effect to destroy the targeted monsters does not start a Chain.

If “Enemy Controller” is Chained to “Widespread Dud” and shifts one of the targeted monsters to face-up Defense Position, “Widespread Dud” will still resolve normally. Even if one of the targeted monsters is changed to Defense Position after “Widespread Dud” resolves it will still be affected by “Widespread Dud.”

If “Book of Moon” is Chained to “Widespread Dud” and flips one of the targeted monsters face-down, only the other one will continue to be targeted.

After “Widespread Dud” resolves, when one of the targeted monsters is removed from the field “Widespread Dud” is destroyed and the other monster is destroyed.

Inverse Universe

ABPF-EN080

Switch the ATK and DEF of all face-up Effect Monsters on the field.

After “Inverse Universe” resolves, monsters whose ATK and DEF are calculated or modified because of their own individual effects have their ATK and DEF “frozen” at the switched values.

Examples:

The ATK and DEF of “Tragoedia” will not change even if the number of cards in your hand changes.

The ATK and DEF of “Gren Maju Da Eiza” will not change.

The ATK and DEF of “Uria, Lord of Searing Flames” will not change.

The ATK of “Arcanite Magician” will not change, even if the number of Spell Counters does.

If “Shrink” targets a monster that has been affected by “Inverse Universe” its ATK will be half of its original, printed ATK. After “Shrink” wears off, the monster’s ATK becomes its original, printed ATK.

If “Ojama Country” is switching the ATK and DEF of all monsters and “Inverse Universe” is played, the ATK and DEF values will be switched again. Even if “Ojama Country” leaves the field later, the values set by “Inverse Universe” will remain.

Monsters affected by “Inverse Universe” have their ATK and DEF switched for as long as they are face-up on the field.

You can activate “Inverse Universe” during the Damage Step, but not during damage calculation.

If the ATK of a monster is being changed by an Equip Spell and "Inverse Universe" is activated, the ATK and DEF switch, but the Equip Spell does not reapply its effect to the new ATK. When the Equip Spell is destroyed, the ATK and DEF of the monster do not change. New Equip Spells will modify the new ATK.

Gale Dogra

ABPF-EN090

You can pay 3000 Life Points to discard 1 monster from your Extra Deck to the Graveyard.

You cannot Special Summon a monster sent from the Extra Deck to your Graveyard with cards like "Monster Reborn," "The Shallow Grave," or "Call of the Haunted."

Berfomet

ABPF-EN091

When this card is Normal or Flip Summoned, you can add 1 "Gazelle the King of Mythical Beasts" from your Deck to your hand.

If "Berfomet" is not face-up on the field when its effect resolves, you still add "Gazelle the King of Mythical Beasts" to your hand.

Chimera the Flying Mythical Beast

ABPF-EN092

"Gazelle the King of Mythical Beasts" + "Berfomet"

(This monster is always treated as a "Phantom Beast" monster.)

When this card is destroyed, you can select and Special Summon either "Berfomet" or "Gazelle the King of Mythical Beasts" from your Graveyard.

If "Chimera the Flying Mythical Beast" is destroyed by "Cyber Jar" you will miss the timing to activate its effect.

If more copies of "Chimera the Flying Mythical Beast" are destroyed while in your Extra Deck by "Chain Destruction" you can activate their effects and Summon "Berfomet" or "Gazelle the King of Mythical Beasts."

If "Chimera the Flying Mythical Beast" is destroyed by "Dark Ruler Ha Des" or another Fiend-Type monster you control while "Dark Ruler Ha Des" is on the field, its effect to Special Summon is negated.

If "Chimera the Flying Mythical Beast" is destroyed while equipped to "Relinquished" you can activate its effect.

You can activate the effect if "Chimera the Flying Mythical Beast" is destroyed by a card effect or by battle.

If your opponent controls your "Chimera the Flying Mythical Beast" and it is destroyed, you get to activate the effect.

Viser Des

ABPF-EN093

When this card is Normal Summoned, select 1 monster your opponent controls. Destroy that monster during your 3rd Standby Phase after the Summon. This card cannot be destroyed by battle until this effect is resolved.

"Viser Des" targets 1 monster your opponent controls.

If your opponent takes control of "Viser Des" its effect will no longer apply.

If "Viser Des" is equipped to "Relinquished" its effect will no longer apply.

You cannot use "My Body as a Shield" against this effect.

If you target "Spirit Reaper" with this effect it is immediately destroyed by its own effect. "Viser Des" will not apply its "This card cannot be destroyed" effect.

If your opponent controls no monsters when you Normal Summon "Viser Des" you cannot apply any of its effects.

If “Viser Des” is destroyed by a card effect before your 3rd Standby Phase, your opponent’s monster will not be destroyed.

You can target a face-down monster with the effect of “Viser Des.”

If “Viser Des” or the targeted monster is removed from the field before your 3rd Standby Phase, even temporarily, all effects of “Viser Des” will stop being applied.

Evil Blast

ABPF-EN094

Activate only when a monster is Special Summoned to your opponent's side of the field. Equip this card to that monster. It gains 500 ATK. During each of your opponent's Standby Phases, inflict 500 damage to your opponent.

“Evil Blast” targets the monster that you equip it to.

You cannot activate “Evil Blast” during the Damage Step.

When “Evil Blast” is equipped to a monster, you can switch it to a different monster with “Tailor of the Fickle.”

The effect that deals damage starts a Chain.

You can activate “Evil Blast” even if multiple monsters are Special Summoned at the same time.

Underground Arachnid

ABPF-EN095

1 DARK Tuner + 1 non-Tuner Insect-Type monster

If this card attacks, your opponent cannot activate any Spell or Trap Cards until the end of the Damage Step. Once per turn, you can equip 1 face-up monster your opponent controls to this card as an Equip Card. If this card would be destroyed by battle, you can destroy the monster equipped to this card by its effect instead. (You can only equip 1 monster at a time to this card.)

The effect to equip your opponent’s monster to this card targets that monster.

If the targeted monster is face-down when “Underground Arachnid’s” effect resolves, the monster is not equipped.

Zeman the Ape King

ABPF-EN097

1 DARK Tuner + 1 non-Tuner Beast-Type monster

If this card attacks, your opponent cannot activate any Spell or Trap Cards until the end of the Damage Step. When an opponent's monster declares an attack, you can send 1 monster from your hand or your side of the field to the Graveyard to negate the attack.

Sending a monster to the Graveyard is a cost. You can send a face-down monster.

The effect that negates an attack targets the attacking monster.

Skull Conductor

ABPF-EN098

If this card is face-up on the field at the end of the Battle Phase, destroy it. You can send this card from your hand to the Graveyard to Special Summon up to 2 Zombie-Type monsters from your hand whose combined ATK is exactly 2000.

You destroy this card during the End Step of the Battle Phase.

Sending this card from your hand to the Graveyard is a cost to activate its effect.

If you activate this effect, you must Special Summon at least one Zombie. You cannot activate the effect if you have no monsters to Special Summon.

You cannot Special Summon “King of the Skull Servants” or other monsters with ? ATK using this effect.

The effect to destroy “Skull Conductor” also activates during your opponent’s Battle Phase.

If “Skull Conductor” is face-down it won’t be destroyed at the end of the Battle Phase.

You can Special Summon one monster with 2000 ATK or one monster with 2000 ATK and one monster with 0 ATK if you want.

You look at the printed ATK of the monsters you want to Special Summon.

Shield Worm

ABPF-EN099

When this card is Summoned, it is changed to Defense Position. Then, send 1 card from the top of your opponent's Deck to the Graveyard for each face-up Insect-Type monster you control.

Changing this card to Defense Position and sending cards to your opponent’s Graveyard are both parts of the same Trigger Effect. They occur one after the other, so you would miss the timing to activate “Tragedy.”

If you Special Summon this card with “Limit Reverse” you will switch it to Defense Position, send cards from your opponent’s Deck to the Graveyard, and then destroy “Shield Worm” with “Limit Reverse.”