



ANCIENT PROPHECY SNEAK PEEK – CARD RULINGS
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Kuribon

ANPR-EN001

If this card was selected as an attack target by your opponent's monster, you can activate this effect during damage calculation. You take no Battle Damage from this battle, your opponent gains Life Points equal to the attacking monster's ATK, and then you return this card to your hand.

You can activate this effect even if “Bad Reaction to Simochi” is face-up on the field.

You can activate this effect even if “Kuribon” was attacked while face-down.

When you use this effect, damage calculation is still conducted and “Kuribon” is considered to be destroyed by battle, so you can activate cards like “Byroad Sacrifice.”

You can activate this effect when “Kuribon” is attacked by “Dark Ruler Ha Des.” “Dark Ruler Ha Des” will not negate the effect because it is activated before “Kuribon” would be destroyed.

If you cannot take Battle Damage because of the effect of “Waboku” or “Tornado Wall” you cannot activate the effect of “Kuribon.”

Sunny Pixie

ANPR-EN002

If this card is sent to the Graveyard for the Synchro Summon of a LIGHT Synchro Monster, gain 1000 Life Points.

This is a Trigger effect that activates in the Graveyard.

This effect activates after the Synchro Monster is successfully Summoned.

If the Synchro Summon is negated you cannot gain 1000 Life Points.

If the Attribute of the Synchro Monster is being changed to something other than LIGHT by “DNA Surgery,” you cannot gain 1000 Life Points.

Blackwing – Mistral the Silver Shield

ANPR-EN004

If this card on the field is destroyed and sent to the Graveyard, reduce the Battle Damage you take from the next attack this turn to 0.

This is a Trigger Effect that activates when this card is destroyed and sent to the Graveyard.

Reducing the Battle Damage to 0 does not start a Chain.

Blackwing – Vayu the Emblem of Honor

ANPR-EN005

If this card is face-up on the field, you cannot use it for a Synchro Summon. If this card is in your Graveyard, you can remove from play this card plus 1 non-Tuner "Blackwing" monster in your Graveyard, and Special Summon 1 "Blackwing" Synchro Monster from your Extra Deck whose Level equals the total Levels of the removed monsters. The effect(s) of that Synchro Monster is negated.

This effect targets 1 "Blackwing" monster in your Graveyard.

Special Summoning a monster with this effect is not considered a Synchro Summon.

You can activate this effect even if "Discord" is active.

If the effect of "Blackwing – Vayu the Emblem of Honor" is being negated by "Skill Drain" you can use it for a Synchro Summon while it is on the field.

If the Synchro Monster you want to Summon with Vayu's effect is no longer in your Extra Deck when the effect resolves, you must Special Summon another appropriate Synchro Monster instead. If you do not have one, your opponent can check your Extra Deck to verify.

If an effect causes you to have no cards in your Extra Deck when Vayu's effect resolves, you still remove from play Vayu and the selected "Blackwing" monster.

If Vayu or the targeted "Blackwing" monster isn't in the Graveyard when this effect resolves, the effect is not applied.

Blackwing – Fane the Steel Chain

ANPR-EN006

This card can attack your opponent directly. When this card attacks your opponent directly and inflicts Battle Damage to your opponent, change 1 Attack Position monster your opponent controls to Defense Position.

This effect targets the Attack Position monster.

Morphtronic Magnen Bar

ANPR-EN007

● *While in Attack Position: Once per turn, if you control exactly 2 other face-up Attack Position monsters, and no additional monsters, this card gains the combined ATK of the other two monsters you control until the End Phase. The other two monsters cannot attack the turn you activate this effect.*

● *While in Defense Position: Monsters you control cannot attack*

Neither of this card's effects target.

If 1 of the monsters that was in Attack Position when this card's Attack Position effect was activated is switched to Defense Position before the effect resolves, this card still gains the combined ATK of the 2 monsters.

If another monster is switched to Attack Position before this card's Attack Position effect resolves, this card still gains the combined ATK of the 2 monsters that were in Attack Position when the effect was activated.

If 1 of the monsters that was in Attack Position when this card's Attack Position effect was activated is no longer on the field when the effect resolves, this card only gains the ATK of the remaining monster.

You cannot activate this card's Attack Position effect during Main Phase 2.

Jester Lord

ANPR-EN008

While this card is the only monster on the field, it gains 1000 ATK for each card in the Spell & Trap Card Zones.

If you activate "Shrink" targeting "Jester Lord," its original ATK of 0 will be halved then its Continuous Effect will be reapplied. (The end result is no change in ATK.)

Jester Confit

ANPR-EN009

You can Special Summon this card from your hand in face-up Attack Position. If you do, return this card and 1 face-up monster your opponent controls to the hand during the End Phase of your opponent's next turn. You can only control 1 face-up "Jester Confit."

This effect targets 1 face-up monster your opponent controls.

If either "Jester Confit" or the target of its effect is not face-up on the field when the effect resolves, it is not applied.

The effect of "Jester Confit" activates even if your opponent has no face-up monsters on the field during the End Phase. In this case, nothing will happen when the effect resolves.

If you Special Summon "Jester Confit" by its own effect and your opponent takes control of it, the effect to return monsters will activate during your End Phase.

Fortune Lady Light

ANPR-EN010

This card's ATK and DEF are equal to its Level x 200. During each of your Standby Phases, increase the Level of this card by 1 (max 12). When this card is removed from the field by a card effect, you can Special Summon 1 "Fortune Lady" monster from your Deck.

If "Fortune Lady Light" is returned from the field to your hand, you can activate its effect. (If it was face-down you must show it to your opponent.)

If this card's Level is 12, the effect to increase its Level will not activate during the Standby Phase.

Fortune Lady Fire

ANPR-EN011

This card's ATK and DEF are equal to its Level x 200. During each of your Standby Phases, increase the Level of this card by 1 (max 12). When this card is Special Summoned in face-up Attack Position by the effect of a "Fortune Lady" card, destroy 1 face-up monster your opponent controls, and inflict damage to your opponent equal to the destroyed monster's ATK.

This effect targets 1 face-up monster your opponent controls.

This effect inflicts damage equal to the ATK of the monster on the field at the time it was destroyed.

If you Special Summon "Fortune Lady Fire" in Defense Position by the effect of "Fortune Lady Light" while "Level Limit – Area A" is active, it will be switched to Attack Position and its effect will activate.

Infernity Beast

ANPR-EN012

If this card attacks while you have no cards in your hand, your opponent cannot activate any Spell or Trap Cards until after the Damage Step.

If you declare an attack with this card while you have no cards in your hand but an effect causes you to have at least 1 card in your hand before the attack is complete, your opponent can activate Spell or Trap Cards.

Darksea Rescue

ANPR-EN013

If this card is used for a Synchro Summon and sent to the Graveyard, the owner of this card draws 1 card.

If the Synchro Summon is negated, you do not draw 1 card.

Darksea Float

ANPR-EN014

When this card on the field is destroyed by a card effect and sent to the Graveyard, the owner of this card draws 1 card.

This effect will activate even if this card is destroyed by a card effect while face-down.

Turbo Rocket

ANPER-EN015

While attacking, this card cannot be destroyed by battle. If this card attacks, after damage calculation, inflict damage equal to half the ATK of the attack target to your opponent.

If "Turbo Rocket" attacks "Injection Fairy Lily" and the controller of "Injection Fairy Lily" pays 2000 Life Points to activate its effect, the damage dealt by the effect of "Turbo Rocket" will be 200 because it looks at the ATK of the monster after damage calculation is over.

Earthbound Immortal Cusillu

ANPR-EN016

There can only be 1 face-up "Earthbound Immortal" monster on the field. If there is no face-up Field Spell Card on the field, destroy this card. Your opponent cannot select this card as an attack target. This card can attack your opponent directly. If this face-up card you control would be destroyed by battle, you can Tribute 1 other monster you control instead, and halve your opponent's Life Points.

Tributing 1 other monster you control is an effect, not a cost. If you Tribute "Lich Lord, King of the Underworld" for this effect, it will return to your hand.

This effect is activated at the point in the Damage Step where monsters destroyed by battle are sent to the Graveyard.

Earthbound Immortal Chacu Challhua

ANPR-EN017

There can only be 1 face-up "Earthbound Immortal" monster on the field. If there is no face-up Field Spell Card on the field, destroy this card. Your opponent cannot select this card as an attack target. This card can attack your opponent directly. Once per turn, you can inflict damage equal to half this card's DEF to your opponent. If you do, this card cannot attack that turn. Also, if this card is in face-up Defense Position on the field, your opponent cannot conduct their Battle Phase.

The damage dealt is half of this card's current DEF

If this card is changed to Defense Position during your opponent's Battle Phase, the Battle Phase will continue.

If this card is not face-up on the field when its effect to inflict damage resolves, it will not be applied.

Koa'ki Meiru Crusader

ANPR-EN019

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. If this card destroys an opponent's monster by battle, you can add 1 "Koa'ki Meiru" card from your Graveyard to your hand.

This effect targets 1 "Koa'ki Meiru" card in your Graveyard.

If this card battles a monster with the same ATK and both are destroyed, its effect will activate.

Koa'ki Meiru Speeder

ANPR-EN020

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 Machine-Type monster in your hand. If you draw "Iron Core of Koa'ki Meiru" during your Draw Phase, you can reveal it to your opponent to draw 1 more card.

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

You can activate this effect once for each "Iron Core of Koa'ki Meiru" you draw during the Draw Phase.

If you control multiple copies of "Koa'ki Meiru Speeder" and you draw "Iron Core of Koa'ki Meiru" during your Draw Phase, you can activate the effect of both monsters in a Chain.

Koa'ki Meiru Tornado

ANPR-EN021

You can return 1 "Iron Core of Koa'ki Meiru" from your hand to the top of the Deck to destroy all Special Summoned monsters your opponent controls.

Returning 1 "Iron Core of Koa'ki Meiru" from your hand to the top of the Deck is a cost.

If your opponent Chains "Book of Moon" to this effect to turn a Special Summoned monster face-down, it will still be destroyed.

This effect will destroy monsters that have been Special Summoned in face-down Defense Position by effects like "Morphing Jar #2."

Koa'ki Meiru Hydro Barrier

ANPR-EN022

You can return 1 "Iron Core of Koa'ki Meiru" from your hand to the top of the Deck. If you do, the effect(s) of all face-up Effect Monsters are negated until the Standby Phase of your next turn, except "Koa'ki Meiru" monsters.

Returning "Iron Core of Koa'ki Meiru" from your hand to the top of the Deck is a cost.

If "Koa'ki Meiru Hydro Barrier" is removed from the field or flipped face-down after its effect is activated, the effect(s) of face-up Effect Monsters are still negated.

If your opponent Summons a monster while the effect of "Koa'ki Meiru Hydro Barrier" is being applied, that monster's effect will be negated.

Scary Moth

ANPR-EN023

Each player can only Special Summon a monster(s) once per turn.

Monsters Special Summoned before "Scary Moth" is Summoned do not count for this effect.

If you activate "Monster Reborn" while "Scary Moth" and "Black Garden" are face-up on your side of the field, you will be able to Special Summon a monster with "Monster Reborn." The effect of "Black Garden" will activate, but will be unable to Special Summon a "Rose Token." The effect to halve the ATK of the monster will be applied.

If "Scary Moth" is face-up on the field, you can activate "Monster Reborn" and Chain to it with "Call of the Haunted," but only "Call of the Haunted" will Special Summon a monster.

If your opponent has already Special Summoned this turn and "Scary Moth" is face-up on the field, you may activate "The Shallow Grave." If you do, only you will Special Summon a monster.

If you activate "The Shallow Grave" while "Scary Moth" is face-up on the field, it will count as the one Special Summon per turn for both players.

If you Special Summon "Scary Moth" it does not count as your one Special Summon for the turn.

Shiny Black C

ANPR-EN024

When 1 Synchro Monster is Special Summoned on your opponent's side of the field, you can remove from play this card in the Graveyard to destroy that monster.

This effect is a Quick Effect that activates in the Graveyard.

Removing "Shiny Black C" from play is a cost to activate its effect.

This effect targets the Synchro Monster that was Special Summoned.

You cannot activate this effect during the Damage Step.

If "Remove Brainwashing" is active and you Special Summon your opponent's Synchro Monster with "Monster Reborn," control of the monster is immediately shifted back to your opponent and the monster is treated as being Special Summoned on your opponent's side of the field, so you can activate the effect of "Shiny Black C."

If "Book of Moon" is Chained to the effect of "Shiny Black C" to flip the targeted monster face-down, the monster is not destroyed because it cannot be identified as a Synchro Monster.

You can only activate the effect of "Shiny Black C" when 1 monster is Special Summoned and it is a Synchro Monster.

Armed Sea Hunter

ANPR-EN025

If you control another face-up WATER monster, negate the effects of the monster that battled with this card, after damage calculation. If this card would be destroyed, you can destroy 1 face-up Level 3 or lower WATER monster you control instead.

This effect does not target.

You cannot choose to destroy monsters that cannot be destroyed due to the effect of "Aegis of the Ocean Dragon Lord" instead of destroying "Armed Sea Hunter."

The effect of "Armed Sea Hunter" to negate effects will still activate even if "Armed Sea Hunter" is destroyed by the battle.

The effect of "Armed Sea Hunter" to negate effects is continuously applied. If it destroys a monster like "Treeborn Frog," the effect of "Treeborn Frog" that activates in the Graveyard will be negated.

Divine Dragon Aquabizarre

ANPR-EN026

Once per turn, you can Tribute 1 other face-up WATER monster and select 1 Continuous or Field Spell Card in your Graveyard to return it to the top of your Deck.

Tributing 1 WATER monster is a cost to activate this effect.

This effect targets 1 Continuous or Field Spell Card in your Graveyard.

Fishborg Blaster

ANPR-EN027

If you control a face-up Level 3 or lower WATER monster, you can discard 1 card to Special Summon this card from your Graveyard. If this card is used as a Synchro Material Monster, all other Synchro Material Monsters must be WATER.

Discarding 1 card is a cost to activate the effect.

The requirement that you use WATER-Attribute Synchro Material Monsters when using this monster for a Synchro Summon is a condition, not an effect. It cannot be negated by "Skill Drain."

Shark Cruiser

ANPR-EN028

If this face-up card you control is destroyed by your opponent's card effect, you can Special Summon up to 2 Level 4 or lower WATER monsters from your Deck.

This effect is a Trigger effect.

Even if this card is destroyed during the resolution of a Chain, you can activate its effect after the Chain finishes resolving. It does not "miss the timing."

You cannot activate this effect if you have no Level 4 or lower WATER monsters in your Deck.

If your opponent controls your "Shark Cruiser" and destroys it with a card effect you cannot activate the effect of "Shark Cruiser."

Armored Axon Kicker

ANPR-EN029

If you control a face-up Psychic-Type monster, you can Normal Summon this card without Tributing. If this card destroys an opponent's monster by battle, you take damage equal to half the destroyed monster's ATK. Then, you can Special Summon 1 monster from the Graveyard with ATK less than or equal to the damage you took.

This effect activates and resolves at the end of the Damage Step.

Taking damage and Special Summoning from the Graveyard are both parts of the same Trigger effect.

This effect does not target.

If "Armored Axon Kicker" destroys a monster with 0 ATK, you take no damage and cannot Special Summon a monster.

When you resolve the effect of "Armored Axon Kicker," you take damage then Special Summon 1 monster. You cannot activate effects that can only be activated when you take damage, such as "Attack and Receive."

The damage taken is half of the monster's original ATK while in the Graveyard.

Genetic Woman

ANPR-EN030

Once per turn, you can pay 1000 Life Points and select 1 of your removed from play Psychic-Type monsters. Add it to your hand.

Paying 1000 Life Points is a cost.

This effect targets.

Magicat

ANPR-EN031

If this card is sent to the Graveyard for the Synchro Summon of a Spellcaster-Type Synchro Monster, you can return 1 Spell Card from your Graveyard to the top of your Deck.

This effect targets the Spell Card in your Graveyard.

When you Synchro Summon a Spellcaster-Type monster with "Urgent Tuning" that was activated as Chain Link 2 or higher using "Magicat" as a Synchro Material Monster, you can activate the effect to return a Spell Card in a new Chain after the first one resolves.

If "DNA Surgery" is changing monsters into Spellcasters and you use this card for a Synchro Summon, you can activate its effect.

Cyborg Doctor

ANPR-EN032

Once per turn, you can Tribute 1 Tuner monster you control to Special Summon a monster from your Graveyard with the same Attribute and Level as the Tributed monster.

Tributing 1 Tuner monster is a cost.

You can Tribute a face-down Tuner monster.

This effect targets 1 monster in your Graveyard.

If you Tribute "Elemental Mistress Doriado" that is being treated as a Tuner to activate the effect of "Cyborg Doctor," you can Special Summon a LIGHT, EARTH, WIND, FIRE, or WATER-Attribute monster from your Graveyard.

White Potan

ANPR-EN033

If you control a face-up Tuner monster, this card cannot be destroyed by battle. When a face-up Tuner monster you control is destroyed by battle and sent to the Graveyard, inflict 500 damage to your opponent.

If "White Potan" becomes a Tuner, it cannot be destroyed by battle.

If a monster being treated as a Tuner is destroyed by battle and sent to the Graveyard, it is not considered a Tuner in the Graveyard, and the effect of "White Potan" to inflict damage will not activate.

Minefieldriller

ANPR-EN034

When this face-up card you control is removed from the field, you can return 1 Field Spell Card from your Graveyard to your hand.

This effect targets 1 Field Spell Card in your Graveyard.

You can activate this effect during the Damage Step.

If this card is returned to your hand, you can reveal it and activate its effect.

If this card is returned to the Deck you cannot activate its effect.

If a face-down "Minefieldriller" is flipped face-up by battle and then removed from the field, its effect does not activate.

XX-Saber Faultroll

ANPR-EN035

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except while you control 2 or more face-up "X-Saber" monsters. Once per turn, you can Special Summon 1 Level 4 or lower "X-Saber" monster from your Graveyard.

This effect targets 1 Level 4 or lower "X-Saber" monster in your Graveyard.

You can Special Summon "XX-Saber" monsters with this effect because they are also "X-Saber" monsters.

XX-Saber Ragigura

ANPR-EN036

When this card is Normal or Special Summoned, you can add 1 "X-Saber" monster from your Graveyard to your hand.

This effect targets 1 "X-Saber" monster in your Graveyard.

You can select "XX-Saber" monsters with this effect because they are also "X-Saber" monsters.

Flamvell Firedog

ANPR-EN037

When this card destroys an opponent's monster by battle and sends it to the Graveyard, you can Special Summon 1 FIRE monster with 200 or less DEF from your Deck, except "Flamvell Firedog."

If this monster battles a monster with the same ATK and both are destroyed at the same time and sent to the Graveyard, you cannot activate its effect.

If this monster destroys "Embodiment of Apophis" or "Metal Reflect Slime" by battle and sends it to the Graveyard you cannot activate the effect to Summon a monster.

Ancient Crimson Ape

ANPR-EN038

When a Monster(s) you control is destroyed and sent to the Graveyard, gain 1000 Life Points.

If "Ancient Crimson Ape" is destroyed and sent to the Graveyard, its effect does not activate.

If you control your opponent's monster and it is destroyed and sent to the Graveyard, the effect of "Ancient Crimson Ape" activates.

Falchionβ

ANPR-EN039

If this card destroys an opponent's monster by battle, select and activate 1 of these effects:

- *Send 1 LIGHT Machine-Type monster with 1200 or less ATK from your Deck to your Graveyard.*
- *Special Summon 1 LIGHT Machine-Type monster with 1200 or less ATK from your Graveyard.*

The effect to Special Summon from the Graveyard targets.

If "Falchionβ" battles a monster with the same ATK and both are destroyed, it can select and Special Summon itself from the Graveyard.

The effect of "Falchionβ" is mandatory. If you have no appropriate targets in your Graveyard or appropriate monsters in your Deck, your opponent can check your Deck to verify.

Ancient Fairy Dragon

ANPR-EN040

1 Tuner + 1 or more non-Tuner monsters

Once per turn, you can Special Summon 1 Level 4 or lower monster from your hand. You cannot conduct your Battle Phase the turn you activate this effect. Once per turn, you can destroy a Field Spell Card. If you do, gain 1000 Life Points, and you can add 1 Field Spell Card from your Deck to your hand.

The effect to destroy a Field Spell Card does not target.

If you activate the effect of "Ancient Fairy Dragon" to destroy a Field Spell Card, you must both destroy a Field Spell Card and gain 1000 Life Points in order to add a Field Spell Card to your hand.

The effect of "Ancient Fairy Dragon" can destroy Set Field Spell Cards.

If there are 2 Field Spell Cards on the field the effect of "Ancient Fairy Dragon" will destroy both of them.

Turbo Cannon

ANPR-EN041

"Turbo Rocket" + 1 or more non-Tuner monsters

Once per turn, you can destroy 1 face-up monster on the field and inflict damage to its controller equal to half of its ATK.

This is an Ignition effect.

This effect targets 1 face-up monster.

If you target a monster with the effect of "Turbo Cannon" and control of the monster shifts to you as a result of a Chained effect, you will take damage equal to half of the target monster's ATK.

If the monster targeted by "Turbo Cannon" is flipped face-down, the effect of "Turbo Cannon" will not be applied.

The damage dealt by this effect is half of the current ATK of the monster on the field.

Destroying the target monster and inflicting damage are considered to occur at the same time.

Archfiend Zombie-Skull

ANPR-EN042

"Plaguespreader Zombie" + 2 or more non-Tuner Zombie-Type monsters

Face-up Zombie-Type monsters you control cannot be destroyed by card effects.

If monsters are being treated as Zombies by "DNA Surgery" and you attempt to Summon a 2nd copy of "Gravekeeper's Chief" while you already control one, it will be destroyed because this is not considered to be a card effect.

If you control "Archfiend Zombie-Skull" and "Il Blut" and "Il Blut" is removed from the field, any monsters Summoned by the effect of "Il Blut" will not be destroyed.

Ancient Sacred Wyvern

ANPR-EN043

1 LIGHT Tuner + 1 or more non-Tuner monsters

While your Life Points are higher than your opponent's, this card gains ATK equal to the difference. While your Life Points are lower than your opponent's, this card loses ATK equal to the difference. When this card is destroyed by battle and sent to the Graveyard, you can pay 1000 Life Points to Special Summon this card.

Paying 1000 Life Points is a cost to activate the effect.

XX-Saber Gottoms

ANPR-EN044

1 Tuner + 1 or more EARTH monsters

You can Tribute 1 "X-Saber" monster to discard 1 random card from your opponent's hand.

Tributing an "X-Saber" monster is a cost to activate the effect.

You can Tribute a face-down "X-Saber" monster to activate the effect.

You can Synchro Summon this card using EARTH Tuner monsters as "1 or more EARTH monsters."

You can Tribute "XX-Saber" monsters to activate this effect because they are also "X-Saber" monsters.

Release Restraint Wave

ANPR-EN045

Select 1 face-up Equip Spell Card you control. Destroy it and all Set Spell and Trap Cards your opponent controls.

This effect targets 1 face-up Equip Spell Card you control.

All cards destroyed by "Release Restraint Wave" are destroyed at the same time.

You may target an Equip Spell you control that cannot be destroyed such as "Fusion Sword Murasame Blade" or an Equip Spell Card with a counter from "Magic Reflector." If you do, the Equip Spell Card is not destroyed but Set Spell or Trap Cards your opponent controls are destroyed.

If the Equip Spell Card targeted by this effect is not on the field when the effect resolves, your opponent's Set Spell and Trap Cards will not be destroyed.

You cannot activate this card if your opponent does not have any Set Spell or Trap Cards.

Silver Wing

ANPR-EN046

Equip only to a Level 8 or higher Dragon-Type Synchro Monster. Up to twice per turn, if it would be destroyed by battle, it is not destroyed. If it would be destroyed by a card effect, you can destroy this card instead.

If a monster equipped with "Silver Wing" is equipped with "Blast Sphere" and would be destroyed during the Standby Phase, both "Blast Sphere" and "Silver Wing" are destroyed but the monster is not and no damage is inflicted.

If "Silver Wing" and the monster it is equipped to would be destroyed by a card effect simultaneously, you cannot use the effect of "Silver Wing."

Multiple copies of "Silver Wing" are not accumulative. Equipping two copies of "Silver Wing" to a single monster protects the monster from being destroyed by battle twice per turn, not four times.

Advance Draw

ANPR-EN047

Tribute 1 face-up Level 8 or higher monster you control. Draw 2 cards.

Tributing 1 face-up Level 8 or higher monster is a cost.

Ancient Forest

ANPR-EN048

When you activate this card, change any Defense Position monster(s) to face-up Attack Position. Flip Effects are not activated at this time. If a monster attacks, destroy it at the end of that turn's Battle Phase.

The effect to change Defense Position monsters to face-up Attack Position happens when "Ancient Forest" resolves.

If "Mystical Space Typhoon" is Chained to the activation of "Ancient Forest," the Defense Position monsters are not changed to Attack Position because "Ancient Forest" is no longer face-up on the field.

If a player controls both "Ancient Forest" and a Gladiator Beast monster that has attacked, at the end of the Battle Phase he can choose which effect to activate and resolve first.

If "Sasuke Samurai" attacks a face-down monster and destroys it with its effect, it will still be destroyed at the end of the Battle Phase.

If a monster's attack is negated by "Magic Cylinder" it will not be destroyed at the end of the Battle Phase.

If a monster attacks and is removed from the field or ceases to be a monster before the end of the Battle Phase, it will not be destroyed.

If a monster attacks while "Ancient Forest" is being negated, but before the end of the Battle Phase the effect negating "Ancient Forest" disappears, the monster that attacked will be destroyed.

If a monster attacks and is flipped face-down by "Book of Moon" it will still be destroyed.

The effect of "Ancient Forest" will only destroy a monster during the turn it attacked.

The effect to destroy monsters starts a Chain.

If you activate "Ancient Forest" with the effect of "Demise of the Land" it will not change Defense Position monsters to face-up Attack Position.

"Ancient Forest" will not change a monster to face-up Attack Position if it was not on the field in Defense Position when "Ancient Forest" was activated.

Emergency Assistance

ANPR-EN049

Activate during your Main Phase 2, to Special Summon 1 Level 4 monster from your Graveyard that was destroyed by a card effect and sent to the Graveyard this turn.

This effect targets 1 monster.

A monster that was destroyed while being treated as a Spell Card can be Summoned by this effect.

You can only Special Summon a monster if it is Level 4 while in the Graveyard.

You can Special Summon monsters that were destroyed while they were in your hand or Deck.

Spirit Burner

ANPR-EN050

Once per turn, you can change the battle position of the equipped monster to Defense Position. When the equipped monster is returned from the field to the hand and this card is sent to the Graveyard, inflict 600 damage to your opponent. If this card is in the Graveyard, you can add it to your hand instead of conducting a normal draw during your Draw Phase.

Each effect of this card starts a Chain.

Future Visions

ANPR-EN051

When a monster is Normal Summoned, remove from play that monster. During the next Standby Phase of the controller who Summoned that monster, return it to the field in face-up Attack Position.

This effect targets the Normal Summoned monster.

If you Normal Summon "Necroface" while "Future Visions" is face-up and activate the effect of "Necroface" as Chain Link 1, "Necroface" will return itself to the Deck. After the Chain has resolved, the effect of "Necroface" to remove cards from the Deck will activate since "Necroface" had been removed from play by "Future Visions."

The controller of each monster removed by "Future Visions" decides which Monster Card Zone it will be placed in when it returns.

The controller of the monster(s) removed by "Future Visions" decides when during their Standby Phase they will activate the effect to return the monster(s) to the field.

If more than one monster is removed by the effect of "Future Visions" they are all returned to the field at the same time.

If 2 of your monsters are removed from play by "Future Visions" but during the Standby Phase you have only 1 open Monster Card Zone, you choose 1 monster to return to the field and send the other monster to the Graveyard.

If you have "Future Visions" face-up on the field and it removes one of your monsters from play, if your opponent activates his own "Future Visions" your monster will remain removed from play. ("Future Visions" #1 is not "Future Visions" #2.)

If "Book of Moon" is Chained to the effect of "Future Visions" the monster will still be removed from play.

Both effects of "Future Visions" start a Chain.

Core Compression

ANPR-EN052

Reveal 1 "Iron Core of Koa'ki Meiru" in your hand and discard 1 "Koa'ki Meiru" monster to activate this card. Draw 2 cards.

Revealing "Iron Core of Koa'ki Meiru" and discarding 1 "Koa'ki Meiru" monster are both costs.

If your hand is being revealed by the effect of "Respect Play" or "Ceremonial Bell" you cannot activate this card.

Core Blaster

ANPR-EN053

Equip only to a "Koa'ki Meiru" monster. If it battles a LIGHT or DARK monster, destroy that monster without applying damage calculation. When the equipped monster is removed from the field and this card is sent to the Graveyard, you can return this card to your hand.

Both effects of this card start a Chain.

If the equipped monster is removed from the field in the middle of a resolving Chain, you will miss the timing to activate the effect to return this card to your hand.

Solidarity

ANPR-EN054

If you have only 1 original (printed) Type of monster in your Graveyard, face-up monsters you control with the same Type gain 800 ATK.

If non-Zombie-Type monsters in the Graveyard are being treated as Zombie-Type due to "Zombie World" the ATK boost will not apply.

If you only have Warrior-Type monsters in your Graveyard and non-Warrior-Type monsters on the field are being treated as Warrior-Type by "DNA Surgery," the ATK boost will apply to the monsters on the field.

Hydro Pressure Cannon

ANPR-EN055

Equip only to a Level 3 or lower WATER monster. If it destroys an opponent's monster by battle, send 1 random card in your opponent's hand to the Graveyard.

If this card is equipped to a monster that is unaffected by Spell Cards, this card's effect will still be applied.

The effect to send 1 random card in your opponent's hand to the Graveyard starts a Chain.

Water Hazard

ANPR-EN056

Once per turn, if you control no monsters, you can Special Summon 1 Level 4 or lower WATER monster from your hand.

The effect to Special Summon a monster starts a Chain.

If the effect of "Water Hazard" activates, and an effect is Chained that gives you to control of a monster, the effect of "Water Hazard" will not be applied.

Brain Research Lab

ANPR-EN057

Once per turn, you can Normal Summon 1 Psychic-Type monster in addition to your Normal Summon or Set. If successful, place 1 Psychic Counter on this card. You can also place 1 Psychic Counter on this card instead of paying Life Points to activate any Psychic-Type monster's effect that you control. When this card is removed from the field, the controller of this card takes 1000 damage for each Psychic Counter on it.

None of the effects of "Brain Research Lab" start a Chain.

If a monster's Type is changed to Psychic by "DNA Surgery" you can activate its effects that require a Life Point payment by placing 1 Psychic Counter on this card.

If the effects of "Brain Research Lab" are negated while it's face-up on the field, any Psychic Counters on it are removed.

You cannot place a Psychic Counter on this card to activate an effect that you would not have enough Life Points to activate otherwise.

You cannot place a Psychic Counter on this card to activate the effect of a card like "Psychic Commander."

You cannot place a Psychic Counter to use the effect of “Telekinetic Shocker” or other such effects that are not an effect activation that start a Chain.

If “Brain Research Lab” is returned to your hand or Deck, you will still take damage for each Psychic Counter.

You can only use the effect of “Brain Research Lab” to Normal Summon 1 Psychic-Type monster once per turn, even if you play a second copy of “Brain Research Lab.”

If you activate “Double Summon” or the effect of “Ultimate Offering” you can still activate the effect of “Brain Research Lab” to Normal Summon a Psychic-Type monster. Each effect is separate from the rest.

You must still Tribute for Level 5 or higher Psychic-Type monsters when you use the effect of “Brain Research Lab.”

Saber Slash

ANPR-EN058

Destroy a number of face-up cards on the field equal to the number of face-up Attack Position "X-Saber" monsters you control.

“Saber Slash” does not target.

The number of face-up “X-Saber” monsters you control is counted when “Saber Slash” resolves.

If the only face-up cards on the field when “Saber Slash” resolves are your own face-up Attack Position “X-Saber” monsters, you must destroy them.

“Saber Slash” cannot destroy itself.

Sword of Sparkles

ANPR-EN059

Equip only to an "X-Saber" monster. If it destroys an opponent's monster by battle, you can destroy 1 card your opponent controls. You can Tribute 1 monster you control to return this card from your Graveyard to the top of your Deck.

Tributing 1 monster is a cost to activate the effect to return “Sword of Sparkles” to your Deck.

If “Sword of Sparkles” is equipped to a monster that is unaffected by Spells, the effect to destroy 1 card your opponent controls still applies.

Both effects of this card start a Chain.

Rekindling

ANPR-EN060

Special Summon from your Graveyard as many FIRE monsters as possible with 200 DEF. During the End Phase, remove from play all monsters that were Special Summoned by this effect.

You can activate “Rekindling” even if “Imperial Iron Wall” is in play. In this case, any monsters that would be removed from play during the End Phase remain on the field.

If a monster Special Summoned by “Rekindling” is flipped face-down by “Book of Moon” it is not removed from play during the End Phase.

Ancient Leaf

ANPR-EN061

If you have 9000 or more Life Points, you can pay 2000 Life Points to draw 2 cards.

Paying 2000 Life Points is a cost.

Skill Successor

ANPR-EN063

Select 1 face-up monster you control. It gains 400 ATK until the End Phase. You can remove from play this card in the Graveyard to give 1 face-up monster you control 800 ATK until the End Phase. This effect cannot be activated the turn this card is sent to the Graveyard, and can only be activated during your turn.

Both effects of this card target.

You can activate "Skill Successor" during the Damage Step before damage calculation.

Removing "Skill Successor" from play is a cost to activate its second effect.

The second effect of "Skill Successor" is Spell Speed 2.

You can activate the second effect of "Skill Successor" during the Damage Step before damage calculation.

Reinforce Truth

ANPR-EN064

Special Summon 1 Level 2 or lower Warrior-Type monster from your Deck. You cannot conduct your Battle Phase the turn you activate this card.

You can activate "Reinforce Truth" during your opponent's turn.

If the activation of "Reinforce Truth" is negated by "Seven Tools of the Bandit" or "Solemn Judgment" you can still conduct your Battle Phase. If the effect of "Reinforce Truth" is negated by "Royal Decree" you cannot conduct your Battle Phase.

Pixie Ring

ANPR-EN065

If you control 2 or more Attack Position monsters, your opponent cannot select your monster(s) with the lowest ATK as an attack target.

Even if your monster with the lowest ATK is in Defense Position while "Pixie Ring" is active, it cannot be selected as an attack target.

If all monsters you control have the same ATK while "Pixie Ring" is active, your opponent cannot declare an attack (except with monsters that can attack directly such as Earthbound Immortals, "Jinzo #7" etc.)

Fairy Wind

ANPR-EN066

Destroy all other face-up Spell and Trap Cards on the field. Both players take damage equal to the total number of cards destroyed by this effect x 300.

Fairy Wind does not destroy itself.

Both parts of the effect are performed at the same time.

You can still activate "Fairy Wind" even if the only face-up Spell and Trap Cards on the field cannot be destroyed.

You cannot activate "Fairy Wind" unless there is at least 1 other Spell and Trap Card on the field.

Both players still take damage for each destroyed card even if some of the face-up Spell and Trap Cards are not destroyed.

Both players take damage for all the cards destroyed, not just the ones they control.

If "Heavy Storm" or "Giant Trunade" is activated, you cannot activate "Fairy Wind" unless there is another face-up Spell or Trap Card other than "Heavy Storm" or "Giant Trunade."

Imperial Custom

ANPR-EN067

Face-up Continuous Trap Cards cannot be destroyed, except "Imperial Custom." You can only control 1 "Imperial Custom."

If "Shadow Spell" targets "Obsidian Dragon" while "Imperial Custom" is face-up on the field, "Shadow Spell" will not be destroyed, but its effects will be negated. If "Imperial Custom" is later removed from the field, "Shadow Spell" will be destroyed by the effect of "Obsidian Dragon."

If "Depth Amulet" would be destroyed by its own effect while "Imperial Custom" is face-up on the field, it will not be destroyed and you can continue to use its effect.

If you do not pay the maintenance cost for "Mirror Wall" or "Imperial Order" while "Imperial Custom" is face-up on the field, those cards will still be destroyed.

If you control "Sealmaster Meisei" and "Talisman of Spell Sealing" while "Imperial Custom" is face-up on the field and "Sealmaster Meisei" is removed from the field, "Talisman of Spell Sealing" will not be destroyed and will remain active.

If "Overdoom Line" would be destroyed in the 2nd End Phase after its activation while "Imperial Custom" is face-up on the field, "Overdoom Line" will not be destroyed and its effects will remain active.

If "Embodiment of Apophis" is being treated as a monster while "Imperial Custom" is active, it cannot be destroyed by effects or battle.

If your opponent forces you to activate a 2nd "Imperial Custom" with "Bait Doll" while you already have 1 "Imperial Custom" face-up, the activation timing is incorrect and the Set "Imperial Custom" is destroyed.

Discord

ANPR-EN068

Neither player can Synchro Summon. Send this card to the Graveyard during your 3rd End Phase after activation.

Sending this card to the Graveyard during your 3rd End Phase after activation does not start a Chain.

You can activate the effect of "Blackwing – Vayu the Emblem of Honor" while "Discord" is active to Special Summon a Synchro Monster because it is not a Synchro Summon.

You cannot activate "Urgent Tuning" while "Discord" is active because it lets you perform a Synchro Summon. If "Discord" is Chained to the activation of "Urgent Tuning" the effect of "Urgent Tuning" is not applied and no monsters are sent to the Graveyard.

Slip of Fortune

ANPR-EN069

Activate only when your opponent's monster declares an attack targeting a monster. Negate the attack and remove from play the attack target monster until the next Standby Phase.

If the monster being attacked is removed from the field by an effect Chained to "Slip of Fortune" the attack will still be negated.

If the monster being attacked is in face-down Defense Position, "Slip of Fortune" will remove it from play face-down and return it to play in face-down Defense Position.

Returning the removed monster to play is not a Special Summon.

"Slip of Fortune" targets 2 monsters: the attacking monster and the attack target monster.

Depth Amulet

ANPR-EN070

When your opponent's monster declares an attack, you can discard 1 card to negate the attack. Destroy this card during your opponent's 3rd End Phase after activation.

Discarding a card and negating the attack are considered to happen simultaneously.

Discarding 1 card is not a cost. It is part of the resolution of the effect.

If your opponent's 3rd End Phase after the activation of "Depth Amulet" is skipped for whatever reason, "Depth Amulet" will remain face-up on the field.

You can only activate the effect of "Depth Amulet" once for each attack that is declared.

You can flip "Depth Amulet" at any time. You can only activate its effect when your opponent's monster declares an attack. You can flip "Depth Amulet" and activate its effect in the same Chain Link.

"Depth Amulet" targets the attacking monster.

Damage Translation

ANPR-EN071

Halve all effect damage you take this turn. During the End Phase this turn, Special Summon 1 "Ghost Token" (Fiend-Type/DARK/Level 1/ATK 0/DEF 0) in Defense Position for each time you took effect damage this turn.

If you would take damage during the End Phase after you've Special Summoned the "Ghost Tokens" the damage is still halved but you will not be able to Summon any more "Ghost Tokens."

If the effect of "Damage Translation" is being applied and you switch damage you would have taken to your opponent with "Barrel Behind the Door" the damage is halved. (Example: I activate "Damage Translation." Later in the turn, you activate "Ookazi" and I Chain with "Barrel Behind the Door." You will only take 400 damage.)

If you take damage more times than the number of open Monster Card Zones you have, you cannot Special Summon any "Ghost Tokens."

The effect that Special Summons the "Ghost Tokens" starts a Chain.

Even if you activate 2 copies of "Damage Translation" in the same turn, the damage will only be halved.

Battle Teleportation

ANPR-EN072

Activate if you control only 1 face-up Psychic-Type monster, and select that monster. It can attack your opponent directly this turn. At the end of the Battle Phase, give control of that monster to your opponent.

This effect targets your face-up Psychic-Type monster.

You can activate "Battle Teleportation" even if your opponent has no open Monster Card Zones. If you do, the Psychic-Type monster is unable to move to your opponent's side of the field and is destroyed.

You cannot activate "Battle Teleportation" if you cannot enter your Battle Phase.

You can activate "Battle Teleportation" if your opponent has "Swords of Revealing Light" face-up on the field because "Swords of Revealing Light" only prevents you from declaring an attack.

This card can target a monster that has already attacked.

You can activate "Battle Teleportation" any time between your Draw Phase and the end of the Battle Phase.

Core Reinforcement

ANPR-EN073

Select and Special Summon 1 "Koa'ki Meiru" monster from your Graveyard in Attack Position. When that monster is destroyed during your End Phase, the controller of this card takes damage equal to that monster's ATK. When this card is removed from the field, destroy that monster. When that monster is destroyed, destroy this card.

This card targets 1 "Koa'ki Meiru" monster in your Graveyard.

The effect of "Core Reinforcement" that deals damage to its controller starts a Chain.

If your face-up "Core Reinforcement" is destroyed during the End Phase by "Mystical Space Typhoon," you will not take damage equal to the Summoned monster's ATK.

If "Imperial Custom" is face-up on the field and the monster Summoned by "Core Reinforcement" is destroyed, "Core Reinforcement" will remain face-up on the field but the controller will still take damage.

If "Core Reinforcement" and the monster it has Summoned are destroyed at the same time, such as by "Icarus Attack," the effect to inflict damage will still be applied.

Iron Core Luster

ANPR-EN074

Reveal 1 "Iron Core of Koa'ki Meiru" in your hand. Negate the activation of your opponent's Spell or Trap Card, and destroy it.

Revealing "Iron Core of Koa'ki Meiru" is a cost.

If your hand is being revealed by "Ceremonial Bell" or "Respect Play" you cannot activate "Iron Core Luster."

Battle of the Elements

ANPR-EN075

Activate only while all monsters on the field are face-up. Both players send monsters they control to the Graveyard so that they each control only 1 Attribute.

"Battle of the Elements" can only be activated if there is at least 1 face-up monster on both sides of the field.

Aegis of the Ocean Dragon Lord

ANPR-EN076

Until the End Phase of this turn, face-up Level 3 or lower WATER monsters you control cannot be destroyed by battle or by card effects.

You can still activate this card even if you control no face-up Level 3 or lower WATER monsters at the time.

This effect is applied until you choose to end it during the End Phase.

This effect applies to all Level 3 or lower WATER monsters you control, even ones that you Summon after this card's resolution.

Psychic Soul

ANPR-EN077

Tribute 1 Psychic-Type monster you control. Gain Life Points equal to the Level of the Tributed monster x 300.

Tributing 1 Psychic-Type monster is a cost.

You can Tribute a face-down Psychic Type monster.

At One With the Sword

ANPR-EN079

Activate while the only monster you control is 1 face-up "X-Saber" monster. Equip this card to that monster. It gains 800 ATK. If it destroys your opponent's monster by battle, draw 1 card.

This effect targets the 1 face-up "X-Saber" monster.

The effect to draw 1 card starts a Chain.

You can use "Tailor of the Fickle" to equip "At One With the Sword" to a different face-up monster.

Arcana Knight Joker

ANPR-EN090

"Queen's Knight" + "Jack's Knight" + "King's Knight"

A Fusion Summon of this card can only be conducted with the above Fusion Material Monsters. Once per turn, if this card is targeted by a Spell Card, Trap Card, or Effect Monster's effect, you can negate that effect by discarding the same kind of card (Spell, Trap, or Monster Card).

This effect is a Quick Effect that must be Chained directly to the card or effect that is targeting "Arcana Knight Joker"

This effect does not target.

Discarding a card is a cost to activate the effect.

You cannot discard a card to negate the effects of "Premature Burial" or "Call of the Haunted" that destroy "Arcana Knight Joker" when they are destroyed.

You can activate this effect during the Damage Step.

Armityle the Chaos Phantom

ANPR-EN091

"Uria, Lord of Searing Flames" + "Hamon, Lord of Striking Thunder" + "Raviel, Lord of Phantasms"

This card can only be Special Summoned from your Extra Deck by removing from play the above cards you control. (You do not use "Polymerization.") This card cannot be destroyed by battle. This card gains 10,000 ATK during your turn only.

The effect to gain 10000 ATK does not start a Chain.

If 3 copies of "Phantom of Chaos" each copy the name of one of the Fusion Material Monsters, you can remove all 3 from play to Summon "Armityle the Chaos Phantom."

White Night Dragon

ANPR-EN092

Negate the activation of any Spell or Trap Card that targets this card, and destroy that card. When a face-up monster you control is selected as an attack target, you can send 1 Spell or Trap Card you control to the Graveyard to change the target to this card.

You can activate the effect to negate Spell and Trap Cards more than once in a Chain.

The effect to negate the activation of Spell and Trap Cards is a Quick Effect.

The effect to change attack targets is a Trigger Effect.

Sending a Spell or Trap Card to the Graveyard is a cost.

The effect to change the attack target does not target.

If you control your opponent's monster with "Snatch Steal" while you have "White Night Dragon" in play and your opponent attacks the equipped monster, if you send "Snatch Steal" to the Graveyard to change the attack target no replay occurs. If the effect of "White Night Dragon" is negated by "Skill Drain" a replay *does* occur.

Card Blocker

ANPR-EN093

When this card is Summoned, it is changed to Defense Position. When a face-up monster you control is selected as an attack target, you can change the target to this card. When this card is selected as an attack target, you can send up to 3 cards from the top of your Deck to the Graveyard, to give this card 500 DEF for each of those cards, until the End Phase.

The effect to increase the DEF of “Card Blocker” can be activated when the attack target is changed by “Card Blocker’s” own effect.

The effect to change the attack target does not target.

If you have multiple copies of “Card Blocker” on the field, you can only activate 1 of their effects to change the attack target when your opponent’s monster attacks.

Sending up to 3 cards to the Graveyard is a cost.

Gaia Plate the Earth Giant

ANPR-EN094

You can Special Summon this card by removing from play any 2 Rock-Type monsters in your Graveyard. During your Standby Phase, remove from play 1 Rock-Type monster in your Graveyard, or send this card to the Graveyard. Halve the ATK and DEF of any monster that battles with this card.

You can Normal Summon this monster.

Removing 1 Rock-Type monster from play is a cost. If you choose not to pay the cost, this monster is sent to the Graveyard.

The effect to halve the ATK and DEF of any monster that battles with this card is applied only during damage calculation.

Sauropod Brachion

ANPR-EN095

You cannot Special Summon this card from your Deck. You can Tribute Summon this card by Tributing 1 Dinosaur-Type monster. Once per turn, you can change this card to face-down Defense Position. When this card is Flip Summoned, change all other monsters to face-down Defense Position. If your opponent attacks this card, any Battle Damage they take is doubled.

“You cannot Special Summon this card” and “You can Tribute Summon this card by Tributing 1 Dinosaur-Type monster” are not effects.

You can Tribute a face-down Dinosaur-Type monster to Tribute Summon this card.

Gaap the Divine Soldier

ANPR-EN096

All monsters are changed to face-up Attack Position, and their battle positions cannot be changed. (Flip Effects are not activated at this time.) Once per turn, you can reveal any number of Fiend-Type monsters in your hand to give this card 300 ATK for each revealed card, until the End Phase.

Revealing Fiend-Type monsters from your hand is a cost.

You can choose how many Fiend-Type monsters you reveal.

You can Set a monster while “Gaap the Divine Soldier” is on the field, but it is immediately changed to face-up Attack Position.

You can activate “The Shallow Grave” while “Gaap the Divine Soldier” is on the field, but the monsters that are Special Summoned will be immediately changed to Attack Position.

Beast Machine King Barbaros Ür

ANPR-EN097

You can Special Summon this card from your hand by removing from play 1 Machine-Type monster and 1 Beast-Warrior-Type monster in your hand, field, and/or Graveyard. When this card battles, any Battle Damage to your opponent becomes 0.

You can Normal Summon this card.

If you equip "Fairy Meteor Crush" to your "Beast Machine King Barbaros Ür" and attack a Defense Position monster with lower DEF than this card's ATK, your opponent will not take Battle Damage.

Kasha

ANPR-EN098

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except while you control 2 or more face-up Zombie-Type monsters. When this card is Special Summoned, return all other monsters on the field to the Deck, and this card's ATK is equal to the number of Zombie-Type monster returned this way x 1000.

This card's effect is a Trigger Effect. Setting the ATK equal to the number of Zombie-Type monsters x 1000 is part of the resolution of the Trigger effect.

If you return face-down Zombie-Type monsters to the Deck they are not counted towards the ATK of "Kasha."

If you return Zombie-Type Fusion Monsters or Synchro Monsters to the Extra Deck, they count towards the ATK of "Kasha."

If non-Zombie-Type monsters that are treated as Zombies by "Zombie World" are returned to the Deck by "Kasha" they do not count towards its ATK.

If "Skill Drain" is activated, the ATK of "Kasha" becomes 0 and stays at 0 even if "Skill Drain" is later removed from the field.

Elemental Hero Gaia

ANPR-EN099

1 "Elemental Hero" monster + 1 EARTH Monster

This monster cannot be Special Summoned except by Fusion Summon. When this card is Fusion Summoned, select 1 face-up monster your opponent controls. Until the end of this turn, that monster's ATK is halved and this card gains the same amount of ATK.

This effect targets 1 face-up monster your opponent controls.

If either "Elemental Hero Gaia" or the targeted monster is not on the field when this effect resolves, the effect is not applied.