



EXTREME VICTORY – CARD RULINGS  
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**Reborn Tengu**

EXVC-EN000

*When this card is removed from the field, Special Summon 1 "Reborn Tengu" from your Deck.*

This effect is mandatory and can activate during the Damage Step.

This effect does not activate if **Reborn Tengu** is returned from the field to the Deck.

This effect does not activate if **Reborn Tengu** is removed from the field while face-down.

**Junk Servant**

EXVC-EN001

*If you control a face-up "Junk" monster, you can Special Summon this card from your hand.*

Special Summoning this card doesn't start a Chain.

**Unknown Synchron**

EXVC-EN002

*If your opponent controls a monster and you control no monsters, you can Special Summon this card from your hand. Each player can only use the effect of "Unknown Synchron" once per Duel.*

Special Summoning this card doesn't start a Chain.

If the Special Summon of this card by its effect is negated, you cannot use the effect of an **Unknown Synchron** again during the same Duel.

**Salvage Warrior**

EXVC-EN003

*When this card is Tribute Summoned, you can Special Summon 1 Tuner monster from your hand or Graveyard.*

This effect does not target.

You can still activate this effect while **Necrovalley** is on the field, but you can only Special Summon a Tuner monster from your hand. If you don't have one, the effect is negated.

This card's Tribute Summon has to be the last thing to happen for the effect to activate.

### **Necro Defender**

EXVC-EN004

*During your Main Phase, you can remove from play this card from your Graveyard to select 1 monster you control. Until your opponent's next End Phase, that monster cannot be destroyed by battle, and you take no Battle Damage from battles involving it.*

Removing **Necro Defender** from play is a cost.

This effect targets any 1 monster you control.

The effect of **Necro Defender** will be applied even if your opponent controls the target monster when this effect resolves.

The effect of **Necro Defender** will apply until the targeted monster leaves the field or is flipped face-down.

The player who activated **Necro Defender**'s effect is the player who won't take damage from battles involving the targeted monster.

If you use **Necro Defender** and **Stardust Phantom**'s effect on the same monster, apply **Necro Defender**'s effect if the targeted monster would be destroyed by battle.

### **Mystic Piper**

EXVC-EN005

*You can Tribute this card to draw and reveal 1 card. If that card is a Level 1 Monster Card, draw 1 more card. The effect of "Mystic Piper" can only be activated once per turn.*

All of this card's effects happen as part of 1 Chain Link.

Drawing the first card and drawing the second card, if applicable, do not happen at the same time.

If you draw a Level 1 monster and draw a second card as a result, you cannot draw any more even if the second card you drew was also a Level 1 monster.

You can never activate the effect of **Mystic Piper** more than once per turn, even if you Summon a new **Mystic Piper** and change its name using **Hero Mask**.

You cannot use **Drastic Drop Off** after **Mystic Piper**'s effect resolves.

You can draw a second card with **Mystic Piper**'s effect even if the Level 1 monster you draw will be destroyed by **Deck Devastation Virus** after the effect of **Mystic Piper** resolves.

Drawing 2 cards with **Mystic Piper** is considered drawing cards twice, so if you control **Solemn Wishes** you will gain 1000 Life Points, not 500.

You can activate **Mystic Piper**'s effect if you have only 1 card left in your Deck. If it is a Level 1 monster, you are forced to draw again and will lose the Duel.

If **Cost Down** is being applied and you draw a Level 3 or lower monster with **Mystic Piper**'s effect, that monster is considered Level 1 so you can draw 1 more card.

You cannot use **Null and Void** against the effect of **Mystic Piper**.

### **Force Resonator**

EXVC-EN006

*You can send this face-up card you control to the Graveyard to select 1 face-up monster you control. If that monster attacks this turn, your opponent cannot activate cards or effects that target a monster(s) until the end of the Damage Step.*

This is an Ignition Effect that you activate during your Main Phase.

Sending **Force Resonator** to the Graveyard is a cost.

This effect targets 1 face-up monster you control.

When a monster targeted by **Force Resonator** attacks, your opponent cannot use **Call of the Haunted**.

When a monster targeted by **Force Resonator** attacks, your opponent can use **Raigeki Break** as long as they don't target a monster.

Your opponent cannot activate cards or effects that target a monster(s) until the end of the Damage Step, even if the attacking monster leaves the field before then.

### **Clock Resonator**

EXVC-EN007

*Once per turn, this face-up Defense Position card cannot be destroyed by battle or by card effects.*

This effect applies automatically when **Clock Resonator** would be destroyed by battle or by a card effect.

If **Clock Resonator** is flipped face-down after applying its effect, its effect will apply again if it is later flipped face-up.

If a face-down **Clock Resonator** is attacked and would be destroyed by the battle, its effect is applied instead.

### **Blackwing - Hillen the Tengu-wind**

EXVC-EN008

*When you take 2000 or more Battle Damage from your opponent's monster's direct attack while this card is in the Graveyard, you can select 1 Level 3 or lower "Blackwing" monster in your Graveyard. Special Summon that monster and this card from the Graveyard. Their effects are negated. Each player can only use the effect of "Blackwing - Hillen the Tengu-wind" once per Duel.*

This is a Trigger Effect that activates during the Damage Step.

This effect targets 1 Level 3 or lower "Blackwing" monster in your Graveyard.

Both this card and the target monster have to be in the Graveyard when this effect resolves, or you won't Special Summon either of them.

You can Chain the effects of **Gorz the Emissary of Darkness**, **Tragedia**, or **The Golden Apples** to this card's effect.

### **Blackwing – Kogarashi the Wanderer**

EXVC-EN009

*When a face-up "Blackwing" monster you control is destroyed by a card effect and sent to the Graveyard, you can Special Summon this card from your hand. When you Synchro Summon using this card as a Synchro Material Monster, your opponent cannot activate cards or effects.*

Special Summoning this card from your hand is a Trigger Effect.

You cannot Special Summon this card during the Damage Step.

If you have this card and **Meklord Emperor Skiel** in your hand when your "Blackwing" monster is destroyed and sent to the Graveyard, you can only Special Summon 1 of them.

The "Blackwing" monster being destroyed and sent to the Graveyard must be the last thing to occur if you want to Special Summon this card from your hand.

**Solemn Judgment** can negate a Synchro Summon that is using this card as a Synchro Material Monster.

### **Morphtronic Lantron**

EXVC-EN010

● *While in Attack Position: Any effect damage you would take from an opponent's card effect is inflicted to your opponent instead.*

● *While in Defense Position: When this card is destroyed by battle and sent to the Graveyard, you take no Battle Damage this turn.*

If both players control a **Morphtronic Lantron** in Attack Position, a player who activates an effect to damage the opponent will take the damage from their own effect.

If this card is in Defense Position and is attacked by **Spear Dragon**, you will take Battle Damage.

### **Morphtronic Staplen**

EXVC-EN011

● *While in Attack Position: Your opponent cannot select another monster as an attack target. If this card is destroyed by battle, the monster that destroyed this card loses 300 ATK.*

● *While in Defense Position: This card cannot be destroyed by battle. If this card is attacked, after damage calculation, select 1 face-up Attack Position monster your opponent controls. Change it to Defense Position and this card to Attack Position.*

If you control 2 Attack Position **Morphtronic Staplens**, their effects will prevent your opponent from attacking, except with a monster that has an effect to attack the opponent directly.

The effect to reduce a monster's ATK by 300 lasts for as long as that monster is face-up on the field.

If **Shrink** or **Megamorph** are applied to a monster whose ATK was reduced by 300 by this card's effect, that monster's ATK will be half or double its original ATK, minus 300.

The effect that changes your opponent's monster to Defense Position targets that monster.

### **Meklord Army of Granel**

EXVC-EN014

*This card gains 100 ATK for each face-up "Meklord" monster on the field, except this card. When this card is Normal Summoned, you can select 1 face-up monster your opponent controls, and halve its ATK until the End Phase.*

The effect to halve a monster's ATK targets that monster.

If you control the target of Granel's effect when it resolves, the monster's ATK is not halved. If you take control of the target after its ATK is halved, it remains halved until the End Phase.

If you halve the ATK of a monster whose ATK was already halved by **Blackwing – Gale the Whirlwind**, its ATK will become ¼ of the original ATK. After Granel's effect is no longer applied, the ATK returns to the original ATK of the monster.

If a monster's ATK is being modified by Field/Equip/Continuous Spells and is halved by Granel, it will become half of its current value. When Granel's effect ends, it will return to the full value including all modifications from Field/Equip/Continuous Spells.

If **Skill Drain** is activated after Granel's effect resolves, the monster's ATK that was halved will remain halved until the End Phase.

### **Meklord Astro Dragon Asterisk**

EXVC-EN015

*This card cannot be Normal Summoned or Set. This card can only be Special Summoned by controlling 3 or more face-up "Meklord" monsters. When this card is Special Summoned, you can select any number of face-up "Meklord" monsters you control, except this card, and send them to the Graveyard. This card's ATK is equal to the total original ATK of the monsters sent to the Graveyard by this effect. While this card is face-up on the field, when a Synchro Monster(s) is Special Summoned, inflict 1000 damage to the player that Summoned.*

If you Special Summon this card correctly, it can later be Special Summoned back from the Graveyard.

The effect to send monsters to the Graveyard and increase this card's ATK targets the monsters to be sent to the Graveyard.

You can activate the effect to send monsters to the Graveyard and increase this card's ATK when this card is Special Summoned by another card effect, like **Monster Reborn**.

The ATK gained by **Meklord Astro Dragon Asterisk** is the total original ATK of the monsters sent to the Graveyard by this effect.

The effect to inflict damage activates any time a Synchro Monster is Special Summoned, including by the effect of **Blackwing - Vayu the Emblem of Honor** or **Monster Reborn**.

If both players Summon a Synchro Monster due to the same effect, they both take 1000 damage from this effect.

If this card is affected by **Shrink**, its ATK becomes 0 and remains 0 after **Shrink** wears off.

If this card is affected by **Megamorph** its ATK becomes 0. If **Megamorph** leaves the field, this card regains the ATK it gained from its own effect.

### **T.G. Cyber Magician**

EXVC-EN016

*If you use this face-up card you control as a Synchro Material Monster for a "T.G." Synchro Monster, you can use "T.G." monsters in your hand as non-Tuner Synchro Material Monsters. During the End Phase of the turn this card on the field was destroyed and sent to the Graveyard, you can add 1 "T.G." monster from your Deck to your hand, except "T.G. Cyber Magician".*

No part of this effect is affected by **Skill Drain**.

You don't have to use monsters in your hand as Synchro Material Monsters.

You can use a mix of monsters on the field and "T.G." monsters in your hand as Synchro Material Monsters.

If you target your opponent's **T.G. Cyber Magician** with **Synchro Material**, you cannot use "T.G." monsters in your hand as Synchro Material Monsters.

You can use "T.G." monsters in your hand as Synchro Material Monsters when you Synchro Summon with this card due to **Urgent Tuning**.

The following rules apply to **T.G. Cyber Magician**, **T.G. Striker**, **T.G. Warwolf**, and **T.G. Rush Rhino**:

If this card is destroyed while face-down, its effect to add a "T.G." monster to your hand still activates during the End Phase.

The effect to add 1 "T.G." monster from your Deck to your hand activates in the Graveyard, during your End Phase, only if this card is still in the Graveyard. It does not need to be in the Graveyard when the effect resolves.

If your opponent controls this card when it is destroyed, its effect to add a "T.G." monster to your hand still activates.

### **T.G. Striker**

EXVC-EN017

*If your opponent controls a monster and you control no monsters, you can Special Summon this card from your hand. During the End Phase of the turn this card on the field was destroyed and sent to the Graveyard, you can add 1 "T.G." monster from your Deck to your hand, except "T.G. Striker".*

Special Summoning this card does not start a Chain.

### **T.G. Warwolf**

EXVC-EN020

*When a Level 4 or lower monster is Special Summoned, you can Special Summon this card from your hand. During the End Phase of the turn this card on the field was destroyed and sent to the Graveyard, you can add 1 "T.G." monster from your Deck to your hand, except "T.G. Warwolf".*

Special Summoning this card with its effect starts a Chain.

You cannot Special Summon this card from your hand during the Damage Step.

If you have more than 1 copy of this card in your hand when a Level 4 or lower monster is Special Summoned, you can only Special Summon 1 of them.

If both players have a **T.G. Warwolf** they want to Special Summon, the effects form a Chain. The turn player's **T.G. Warwolf** effect is Chain Link 1.

### **Buster Blaster**

EXVC-EN022

*Once per turn, during your Main Phase, you can equip this card to a 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, the equipped monster loses 500 ATK and DEF. If the equipped monster destroys an opponent's monster by battle, destroy all face-up monsters on the field with the same Monster Type as the destroyed monster. (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 destroy face-up monsters with the same Monster Type starts a Chain at the end of the Damage Step.

The "same Monster Type as the destroyed monster" is that monster's Type when it was on the field.

If the monster equipped with **Buster Blaster** attacks another monster with the same ATK and both are destroyed, the effect of **Buster Blaster** will not activate.

If your opponent takes control of the monster equipped with **Buster Blaster** and uses it to attack and destroy one of your monsters, **Buster Blaster**'s effect does not activate.

### **Esper Girl**

EXVC-EN023

*When this removed from play card is Special Summoned, remove from play the top card of your Deck, face-down. When this card is sent from the field to the Graveyard, add that removed card to your hand.*

Neither effect of this card targets.

Both effects are mandatory, start a Chain, and can activate during the Damage Step.

Neither player is allowed to look at the card that is removed from play face-down.

If **Esper Girl** is flipped face-down or removed from play temporarily and then later sent to the Graveyard, the effect to add the card it removed from play to your hand still activates.

If the same **Esper Girl** is removed from play and then Special Summoned multiple times in a single turn, you remove the top card of your Deck from play, face-down, each time it is Special Summoned. When it is sent to the Graveyard, you only add the most recently removed card to your hand.

If **Esper Girl** removes the top card of your Deck from play, and is then equipped to **Relinquished** and sent to the Graveyard, the effect to add the removed card to your hand activates.

### **Mental Seeker**

EXVC-EN024

*When this removed from play card is Special Summoned, reveal the top 3 cards of your opponent's Deck. Choose 1 of those cards and remove it from play. Then, shuffle the others into the Deck.*

This is a mandatory effect that starts a Chain, does not target, and can activate during the Damage Step.

Removing the selected card from play and returning the remaining cards to the Deck happen one after the other, not at the same time.

This effect still resolves and is applied as much as possible even if the opponent has less than 3 cards in their Deck.

The card removed from play by this effect is removed face-up.

### **Silent Psychic Wizard**

EXVC-EN025

*When this card is Normal Summoned, you can select 1 Psychic-Type monster in your Graveyard, and remove it from play. When this card is sent from the field to the Graveyard, Special Summon that removed monster.*

The effect that removes 1 Psychic-Type monster in your Graveyard from play targets that monster and starts a Chain.

Special Summoning the removed from play monster is mandatory, does not target, starts a Chain, and can activate during the Damage Step.

If you remove from play a monster that cannot be Special Summoned, like **Overdrive Teleporter**, with the first effect, it will not be Special Summoned when the second effect resolves.

If **Silent Psychic Wizard** is flipped face-down or removed from play temporarily, and then sent from the field to the Graveyard, the effect to Special Summon still activates.

### **Serene Psychic Witch**

EXVC-EN026

*When this card on the field is destroyed and sent to the Graveyard, you can remove from play 1 Psychic-Type monster with 2000 or less ATK from your Deck. During the next Standby Phase, Special Summon the monster removed from play by this effect.*

Both effects of this card start a Chain and do not target.

The first effect can activate during the Damage Step.

You cannot use **Solemn Warning** or **Royal Oppression** to negate the first effect of **Serene Psychic Witch**.

The second effect does not activate if **Serene Psychic Witch** is not in your Graveyard during the next Standby Phase.

You can use **Solemn Warning** or **Royal Oppression** to negate the second effect of **Serene Psychic Witch**.

You can only activate the second effect of **Serene Psychic Witch** once during the Standby Phase, even if it is negated.

### **Hushed Psychic Cleric**

EXVC-EN027

*When this card is Normal or Flip Summoned, it is changed to Defense Position. Once per turn, you can send 1 card from your hand to the Graveyard to select 1 Psychic-Type monster in your Graveyard, and remove it from play. When this card is sent from the field to the Graveyard, select 1 monster removed from play by this effect, and Special Summon it.*

The effect to change this card to Defense Position starts a Chain.

The effect to remove 1 Psychic-Type monster in your Graveyard from play is used during your Main Phase, starts a Chain, and targets the Psychic-Type monster in your Graveyard.

Sending 1 card from your hand to the Graveyard is a cost.

If there are no Psychic-Type monsters in the Graveyard, you can't activate the effect to remove from play a Psychic-Type monster.

If you send a Psychic-Type monster to the Graveyard for the cost for the effect to remove from play a monster, you can target that monster with the effect.

The effect to Summon 1 removed from play monster starts a Chain, targets the Psychic-Type monster, and can activate during the Damage Step.

### **Elder of the Six Samurai**

EXVC-EN028

*If your opponent controls a monster and you control no monsters, you can Special Summon this card from your hand.*

Special Summoning this card with its effect does not start a Chain.

### **Shien's Advisor**

EXVC-EN029

*When this card is Normal Summoned, if you control a face-up "Six Samurai" monster, declare 1 Monster Type. While this card is face-up on the field, monsters with the declared Monster Type cannot declare an attack or be Special Summoned.*

This effect is mandatory if you control a face-up "Six Samurai" monster.

This effect is applied even if you don't control a "Six Samurai" monster when it resolves.

If **Shien's Advisor** is flipped face-down, its effect is not reapplied if it is flipped face-up again.

If you Normal Summon a second **Shien's Advisor** you can declare the same Monster Type as you did with the first one.

If **Skill Drain** is activated, the effect of **Shien's Advisor** no longer applies and will not reapply if **Skill Drain** leaves the field.

### **Karakuri Ninja mdl 7749 "Nanashick"**

EXVC-EN031

*This card must attack if able. When this face-up card is selected as an attack target, change its battle position. When this card is Normal Summoned, you can draw a number of cards equal to the number of face-up Defense Position "Karakuri" monsters you control.*

You cannot activate the effect to draw cards if you control no face-up Defense Position "Karakuri" monsters.

You count the number of Defense Position "Karakuri" monsters you control when this effect resolves.

### **Scrap Kong**

EXVC-EN032

*When this card is Normal Summoned, destroy it. If this card is destroyed by the effect of a "Scrap" card and sent to the Graveyard, you can select 1 "Scrap" monster in your Graveyard, except "Scrap Kong", and add it to your hand.*

The effect to destroy this card starts a Chain.

If **Scrap Kong** is face-down on the field when its effect resolves, it will be destroyed.

If **Scrap Kong** is not on the field when its effect resolves, it will not be destroyed.

The effect to add 1 "Scrap" monster to your hand targets the "Scrap" monster and starts a Chain.

### **Tradetoad**

EXVC-EN033

*Once per turn, you can Tribute 1 Aqua-Type monster to select 1 "Frog" monster in your Graveyard, except "Frog the Jam". Special Summon that monster from your Graveyard.*

This effect is used during your Main Phase, starts a Chain, and targets.

Tributing 1 Aqua-Type monster is a cost.



### **Gladiator Beast Tygerius**

EXVC-EN034

*This card cannot be used as a Fusion Material Monster. When this card is Special Summoned by the effect of a "Gladiator Beast" monster, you can discard 1 "Gladiator Beast" card to add 1 "Gladiator Beast" monster from your Deck to your hand.*

"This card cannot be used as a Fusion Material Monster" is not an effect and cannot be negated.

The effect to add 1 "Gladiator Beast" monster starts a Chain and does not target.

Discarding 1 "Gladiator Beast" card is a cost.

### **Jar Turtle**

EXVC-EN035

*Each time "Jar of Greed" is activated, draw 1 card.*

This effect does *not* start a Chain. You draw as soon as **Jar of Greed** resolves.

You do not draw if the effect of **Jar of Greed** is copied by **Trap of Darkness**.

If both players control a **Jar Turtle**, the turn player draws for his **Jar Turtle** first. They do not form a Chain.

**Jar Turtle** must be face-up on the field when **Jar of Greed** is activated and when it resolves.

If the control of **Jar Turtle** is switched by an effect chained to **Jar of Greed**, the new controller after **Jar of Greed** resolves gets to use this effect.

### **Junk Berserker**

EXVC-EN037

*"Junk Synchron" + 1 or more non-Tuner monsters*

*You can remove from play 1 "Junk" monster from your Graveyard to select 1 face-up monster your opponent controls. That monster loses ATK equal to the removed monster's ATK. If this card attacks a Defense Position monster, destroy that monster at the start of the Damage Step (without damage calculation).*

The first effect is used during your Main Phase, starts a Chain, and targets your opponent's face-up monster.

Removing from play 1 "Junk" monster is a cost.

You can target a monster with 0 ATK.

The second effect activates at the start of the Damage Step before flipping face-down monsters face-up, starts a Chain, and does not target.

If **Junk Berserker** attacks a face-down monster, that monster is destroyed by **Junk Berserker's** effect without being flipped face-up.

### **Life Stream Dragon**

EXVC-EN038

*1 Tuner + "Power Tool Dragon"*

*When this card is Synchro Summoned, you can make your Life Points become 4000. Any effect damage you take becomes 0. If this face-up card on the field would be destroyed, you can remove from play 1 Equip Spell Card from your Graveyard instead.*

Making your Life Points become 4000 starts a Chain.

You can make your Life Points become 4000 even if you have more than 4000 Life Points.

You cannot activate the effect to make your Life Points become 4000 if you have exactly 4000 Life Points.

You remove from play 1 Equip Spell Card to prevent this card from being destroyed at the moment it would be destroyed.

### **T.G. Recipro Dragonfly**

EXVC-EN039

*1 Tuner + 1 non-Tuner monster*

*Once per turn, you can select 1 face-up "T.G." Synchro Monster you control, except this card. Send it to the Graveyard. Then, if all of the Synchro Monsters that were used for the Synchro Summon of that monster are in your Graveyard, you can Special Summon them.*

You use this effect during your Main Phase. It starts a Chain and targets the face-up "T.G." Synchro Monster.

The monster you target only has to be face-up on your side of the field when the effect is activated.

You can target a "T.G." Synchro Monster that did not use Synchro Monsters as Synchro Material Monsters. If you do, it is sent to the Graveyard and you Special Summon nothing.

Sending the target to the Graveyard and Special Summoning the Synchro Monsters do not happen at the same time.

### **T.G. Wonder Magician**

EXVC-EN040

*1 Tuner + 1 or more non-Tuner "T.G." monsters*

*When this card is Synchro Summoned, select 1 Spell/Trap Card on the field and destroy it. When this card on the field is destroyed, draw 1 card. During your opponent's Main Phase, you can Synchro Summon using this face-up card you control as a Synchro Material Monster.*

The effect to destroy 1 Spell/Trap Card is mandatory, starts a Chain, and targets.

The effect to draw 1 card starts a Chain.

The effect to draw 1 card does not activate if the Synchro Summon of this card is negated.

When this card is destroyed by battle, the effect to draw 1 card activates at the end of the Damage Step.

### **T.G. Blade Blaster**

EXVC-EN042

*1 Tuner Synchro Monster + 1 or more non-Tuner Synchro Monsters*

*When an opponent's Spell/Trap Card is activated that targets this card, you can send 1 card from your hand to the Graveyard to negate the effect. Once per opponent's turn, you can remove from play 1 "T.G." monster from your Graveyard to remove this face-up card on the field from play. During the next Standby Phase, Special Summon this card, if removed by this effect.*

Negating your opponent's Spell/Trap Card is a Quick Effect that can be used during either player's turn, doesn't target, and can be used during the Damage Step.

Sending 1 card from your hand to the Graveyard is a cost.

You cannot negate the effect of an already face-up Continuous Spell or Trap Card.

You can negate a card that targets **T.G. Blade Blaster** along with other cards on the field.

You can activate the effect to negate a Spell/Trap Card more than once per turn and more than once in a single Chain.

You Chain the effect directly to the Spell/Trap you want to negate.

The effect to remove this card from play does not target, starts a Chain, and can be activated any time during your opponent's turn, except the Damage Step.

Removing 1 "T.G." monster from your Graveyard is a cost.

If this card is face-down when the effect to remove it from play resolves, it is removed from play face-up and it is still Special Summoned during the next Standby Phase.

Special Summoning this card starts a Chain and does not target.

### **T.G. Halberd Cannon**

EXVC-EN043

*1 Tuner Synchro Monster + 2 or more non-Tuner Synchro Monsters*

*This card cannot be Special Summoned except by Synchro Summon. Once per turn, while this card is face-up on the field, you can negate the Summon of a monster and destroy it. When this card is sent from the field to the Graveyard, you can select 1 "T.G." monster in your Graveyard, and Special Summon it.*

The effect that negates the Summon of a monster and destroying it does not target, starts a Chain, and can be activated during either player's turn, except the Damage Step.

You cannot negate Summons that happen during the resolution of a card or effect, such as **Monster Reborn**.

### **Overmind Archfiend**

EXVC-EN044

*1 Psychic-Type Tuner + 2 or more non-Tuner Psychic-Type monsters*

*Once per turn, you can select 1 Psychic-Type monster in your Graveyard, and remove it from play. When this card is sent from the field to the Graveyard, Special Summon as many monsters as possible that were removed from play by this effect.*

The effect to remove 1 Psychic-Type monster in your Graveyard is used during your Main Phase, starts a Chain, and targets.

The effect to Special Summon removed from play monsters does not target, starts a Chain, and activates even if **Overmind Archfiend** is sent to the Graveyard during the Damage Step.

### **Scarlet Security**

EXVC-EN045

*Activate only if you control a face-up "Red Dragon Archfiend". Destroy all Spell/Trap Cards your opponent controls.*

This card does not target.

### **Red Dragon Vase**

EXVC-EN046

*Activate only if you control a face-up "Red Dragon Archfiend". Draw 2 cards. You cannot Normal or Special Summon another monster until the end of your opponent's turn if you activate this card.*

This card does not target.

### **Resonant Destruction**

EXVC-EN048

*When a "Resonator" monster(s) is sent to the Graveyard as a Synchro Material Monster, select 1 card your opponent controls and destroy it. Destroy this card during your 2nd End Phase after activation.*

The effect to destroy 1 card your opponent controls starts a Chain and targets.

If multiple "Resonator" monsters are used as Synchro Materials at the same time, you can only destroy 1 card your opponent controls.

You do not destroy 1 card your opponent controls if you use a monster like **Phantom of Chaos** whose effect has changed it into a "Resonator" monster.

If the Synchro Summon is negated, you do not destroy 1 monster your opponent controls.

Destroying this card during your 2<sup>nd</sup> End Phase is not an effect, does not start a Chain, and cannot be negated.

### **Fortissimo the Mobile Fortress**

EXVC-EN049

*Once per turn, you can Special Summon 1 "Meklord Army" monster from your hand.*

This effect activates during your Main Phase, starts a Chain, and does not target.

You cannot activate the effect of this card in a Chain to this card's activation.

Only the controller of this card can activate its effect.

### **Boon of the Meklord Emperor**

EXVC0EN050

*Activate only if the only face-up monsters on the field are 2 "Meklord" monsters. Draw 2 cards. You cannot conduct your Battle Phase the turn you activate this card.*

This card does not target.

### **Reboot**

EXVC-EN052

*Shuffle 1 "Meklord" monster from your hand into the Deck to select 1 "Meklord" card in your Graveyard, and add it to your hand.*

Shuffling 1 "Meklord" monster from your hand into your Deck is a cost. Make sure to show your opponent what it is before you shuffle it in.

This card targets any "Meklord" card in your Graveyard.

### **TGX1-HL**

EXVC-EN053

*Select 1 face-up "T.G." monster you control. Halve the ATK and DEF of that monster and destroy 1 Spell/Trap Card on the field.*

You can activate this card during the Damage Step, but not during damage calculation.

This card targets 1 "T.G." monster you control.

It does *not* target 1 Spell/Trap Card, the card you destroy is chosen when this card resolves.

You can target a monster with 0 ATK and DEF. This card will still resolve completely. (Half of 0 is 0.)

You can target a monster affected by **Forbidden Lance**, but because the ATK and DEF can't be halved you don't destroy the Spell/Trap Card.

The target monster must be face-up when this card resolves, or else its ATK and DEF can't be halved and you can't destroy the Spell/Trap Card.

If your opponent takes control of the target monster, this card still resolves completely.

You halve the ATK and DEF of the target and destroy 1 Spell/Trap Card at the same time.

If you destroy a Spell/Trap Card that was modifying the target monster's ATK or DEF, the ATK and DEF of the target become half of the modified value.

The ATK and DEF of the target are halved for as long as the target is face-up on the field.

You can't activate **TGX1-HL** if there are no other Spell/Trap Cards on the field, but if there are no other Spell/Trap Cards on the field when it resolves, you still halve the ATK and DEF of the target monster.

You cannot destroy **TGX1-HL** itself with its own effect.

### **ESP Amplifier**

EXVC-EN055

*All face-up Psychic-Type monsters you controlled when this card was activated gain 300 ATK for each of your Psychic-Type monsters that is removed from play when this card resolves. During the End Phase, remove from play all monsters that were affected by this effect.*

You can activate this card during the Damage Step.

This card doesn't target.

Removing from play the affected monsters during the End Phase does not start a Chain or target.

If a monster that was affected by this card is flipped face-down or temporarily removed from play, it won't be removed from play during the End Phase even if it is face-up on the field again.

### **Psychic Feel Zone**

EXVC-EN056

*Select 2 of your removed from play monsters (1 Psychic-Type Tuner and 1 Psychic-Type non-Tuner), return them to the Graveyard, and Special Summon 1 Psychic-Type Synchro Monster from your Extra Deck in face-up Defense Position, whose Level equals the total Levels of the returned monsters.*

You can activate this card while **Macro Cosmos** is active and it will resolve successfully.

This card targets 2 of your removed from play monsters.

You can't target a monster that is removed from play face-down.

If you can't return both targets to the Graveyard, you don't Summon a Synchro Monster.

This card does not Synchro Summon, so you cannot Special Summon the monster Summoned by this card later if it goes to the Graveyard or is removed from play.

You return the targeted monsters to the Graveyard, then Special Summon the Synchro Monster. These do not happen at the same time.

### **Shien's Dojo**

EXVC-EN057

*Each time a "Six Samurai" monster(s) is Normal or Special Summoned, place 1 Bushido Counter on this card. You can send this card to the Graveyard to Special Summon 1 "Shien" or "Six Samurai" Effect Monster from your Main Deck, whose Level is less than or equal to the number of Bushido Counters on this card.*

Placing Bushido Counters does not start a Chain.

You still place Bushido Counters if a "Six Samurai" monster is Special Summoned during the Damage Step.

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

The Special Summon effect starts a Chain and does not target.

### **Runaway Karakuri**

EXVC-EN058

*Select 1 face-up "Karakuri" monster on the field. Until the End Phase, it gains 1000 ATK but its effect(s) is negated.*

You can activate this card during the Damage Step.

This card targets.

You can target a "Karakuri" monster whose effect is already being negated by another effect. It will still gain 1000 ATK.

### **Contact with the Aquamirror**

EXVC-EN059

*If you control a face-up WATER monster, activate 1 of these effects. If you control a face-up WATER Ritual Monster, you can activate both of these effects:*

- *Look at all Set cards in your opponent's Spell & Trap Card Zones.*
- *Look at the 2 top cards of either player's Deck and return them to the top of the Deck in any order.*

The effect(s) to activate is chosen when you activate this card.

You can't choose the effect to look at your opponent's Set Spell/Trap Cards if they have no Set Spell/Trap Cards.

You choose which player's Deck to look at when this card resolves.

Only the player who used this card gets to look at the 2 top cards of the Deck.

You cannot Chain **Mystical Refpanel** to this card.

### **Out of the Blue**

EXVC-EN061

*Destroy this card if your opponent activates a card or effect that targets a card(s) in the Graveyard. When this card is destroyed by this effect and sent to the Graveyard, your opponent shuffles all cards in their Graveyard into the Deck.*

Both effects can happen during the Damage Step.

The effect to destroy this card does not start a Chain, and can be negated by cards like **Spell Cancellor**.

You destroy **Out of the Blue** immediately after your opponent's effect that targets a card(s) in the Graveyard resolves.

If the activation of your opponent's effect that targets a card(s) in the Graveyard is negated, you do not destroy **Out of the Blue**, but if only the effect is negated you still destroy **Out of the Blue**.

The effect to shuffle your opponent's Graveyard back into their Deck starts a Chain.

### **Self-Mummification**

EXVC-EN062

*Select 1 monster you control, and send it to the Graveyard.*

You can't activate this card during the Damage Step.

This card targets 1 monster you control.

If your opponent controls the target when this card resolves, you do not send the monster to the Graveyard.

### **Red Carpet**

EXVC-EN063

*Activate only if a face-up Dragon-Type Synchro Monster is on the field. Select up to 2 "Resonator" monsters in your Graveyard. Special Summon those monsters.*

You can't activate this card during the Damage Step.

This card targets 2 "Resonator" monsters in your Graveyard.

If only 1 of the targets is in the Graveyard when this card resolves, you still Special Summon it.

### **Power-Up Adapter**

EXVC-EN064

*After activation, treat this card as an Equip Card and equip it to 1 face-up "Morphtronic" monster you control. The equipped monster cannot attack. Then, select 1 face-up monster on the field, except the equipped monster. It gains ATK equal to the ATK of the equipped monster.*

You can't activate this card during the Damage Step.

This card targets the "Morphtronic" monster and the monster that gains ATK.

If your opponent controls the target "Morphtronic" monster when this card resolves, this card cannot be equipped and is sent to the Graveyard.

If this card cannot equip to the target "Morphtronic" monster, the other target does not gain ATK.

If you target an attacking "Morphtronic" monster, its attack stops when this card resolves.

The monster that gains ATK keeps that ATK as long as it is face-up on the field, even if **Power-Up Adapter** leaves the field.

If the monster that gained ATK from **Power-Up Adapter** is affected by **Forbidden Lance**, it does not lose the ATK it gained from **Power-Up Adapter**.

### **Chaos Infinity**

EXVC-EN065

*Change all Defense Position monsters on the field to face-up Attack Position. Then, Special Summon 1 "Meklord" monster from your Deck or Graveyard. Its effect(s) is negated, and it is destroyed during the End Phase.*

You can't activate this card during the Damage Step.

You can't activate this card if there are no Defense Position monsters on the field or if there are no "Meklord" monsters that you can Special Summon from your Deck or Graveyard.

This card does not target.

Destroying the "Meklord" monster during the End Phase does not start a Chain.

If no monsters are changed to Attack Position when this card resolves, you don't Summon a "Meklord" from your Deck or Graveyard.

Only effects of the Special Summoned "Meklord" monster that activate on the field are negated.

If you can't Summon a "Meklord" monster when this card resolves, it still changes Defense Position monsters to Attack Position.

### **Mektimed Blast**

EXVC-EN066

*Select 1 face-up "Meklord" monster you control and 1 card your opponent controls. Destroy both cards.*

You can't activate this card during the Damage Step.

This card targets 1 "Meklord" monster you control and 1 card your opponent controls.

If either target is not on the field when this card resolves, the other is still destroyed.

If your opponent controls the target "Meklord" monster when this card resolves, both targets are still destroyed.

You can target a monster that is unaffected by Traps. The other target will still be destroyed.

### **Meklord Factory**

EXVC-EN067

*Activate only when a face-up "Meklord" monster on the field is selected as an attack target. Select 1 "Meklord Army" monster in your Graveyard, and add it to your hand. Then, destroy the attack target.*

This card targets 1 "Meklord Army" monster in your Graveyard.

If you can't add the target "Meklord Army" monster to your hand, the attack target is not destroyed.

If you can't destroy the attack target, you still add the target "Meklord Army" monster to your hand.

Adding the target "Meklord Army" monster to your hand and destroying the attack target do not happen at the same time. You add, then destroy.

### **TGX3-DX2**

EXVC-EN068

*Select 3 "T.G." monsters in your Graveyard. Shuffle them into your Deck, then draw 2 cards.*

You cannot activate this card during the Damage Step.

This card targets 3 "T.G." monsters in your Graveyard.

You can target "T.G." Synchro Monsters. They return to your Extra Deck.

If any of the targets is not in the Graveyard when this card resolves, you do not shuffle the rest into your Deck or draw 2 cards.

You return the targeted monsters to your Deck, then draw. They do not happen at the same time.

### **TG-SX1**

EXVC-EN069

*Activate only when a "T.G." monster you control destroys an opponent's monster by battle and sends it to the Graveyard. Select 1 "T.G." Synchro Monster in your Graveyard, and Special Summon it.*

This card targets 1 "T.G." Synchro Monster in your Graveyard.

You cannot activate this card if a "T.G." monster you control battles a monster with the same ATK and both are destroyed and sent to the Graveyard.

You can Chain multiple copies of **TG-SX1** to each other.

### **TG1-EM1**

EXVC-EN070

*Select 1 monster your opponent controls and 1 face-up "T.G." monster you control. Switch control of those monsters.*

You cannot activate this card during the Damage Step.

This card targets your face-up "T.G." monster and any monster your opponent controls.

If the target "T.G." monster is face-down when this card resolves, you still switch control of it with the other target monster.

If you don't control the target "T.G." monster when this card resolves, you do not take control of your opponent's monster.

If this card is activated targeting an attacking monster, the attack stops after control of the targets switches.



**Psychic Reactor**

EXVC-EN071

*Activate only if you control a face-up Psychic-Type monster. This turn, when a face-up Psychic-Type monster you control battles an opponent's monster, remove both monsters from play.*

You cannot activate this card during the Damage Step.

This card does not target.

Removing the monsters from play starts a Chain.

You activate the effect to remove the monsters during the Damage Step at the same time Flip Effects are activated and resolved.

This effect won't apply to any Psychic-Type monster that is not face-up on your side of the field when this card resolves.

If a Psychic-Type monster you controlled when this card resolved is flipped face-down and then attacked, the effect to remove the monsters from play won't activate.

**Brain Hazard**

EXVC-EN072

*Select 1 of your removed from play Psychic-Type monsters, and Special Summon it. When this card is removed from the field, destroy that monster. When that monster is destroyed, destroy this card.*

You cannot activate this card during the Damage Step.

This card targets 1 of your removed from play Psychic-Type monsters.

If the target is not available to be Summoned, this card remains on the field meaninglessly.

**Six Style - Dual Wield**

EXVC-EN073

*Activate only if the only monster you control is 1 "Six Samurai" monster in face-up Attack Position. Select 2 cards your opponent controls and return them to the hand.*

You cannot activate this card during the Damage Step.

This card targets 2 cards your opponent controls.

If only 1 of the targets remains on the field when this card resolves, you still return it to the hand.

**Karakuri Cash Shed**

EXVC-EN074

*Activate only if you control a "Karakuri" monster in face-up Defense Position. Negate the activation of an opponent's Spell/Trap Card and destroy it.*

You can activate this card during the Damage Step.

This card does not target.

**Tyrant's Tantrum**

EXVC-EN075

*Activate by Tributing 2 monsters. Your opponent cannot activate a Spell Card unless they also send 1 Spell Card from the Deck to the Graveyard.*

You cannot activate this card during the Damage Step.

Tributing 2 monsters is a cost.

This card's effect is not applied until it resolves.

Sending 1 Spell Card from the Deck to the Graveyard becomes a cost for your opponent to activate Spell Cards. If they cannot do it, they cannot activate Spell Cards.

If multiple copies of this card are active, your opponent will only send 1 Spell Card when they activate a Spell Card.

### **Debunk**

EXVC-EN076

*Negate the activation of an Effect Monster's effect that activates in the hand or in the Graveyard, and remove it from play.*

You can activate this card during the Damage Step, including during damage calculation.

This card does not target.

If the monster whose effect was negated by **Debunk** is not in the same place where the effect was activated when **Debunk** resolves, you do not remove it from play.

If you aren't allowed to remove monsters from play because of **Imperial Iron Wall**, you cannot activate **Debunk**.

If you cannot remove monsters in the Graveyard from play because of **Necrovalley**, you cannot activate **Debunk** when a monster's effect activates in the Graveyard.

### **Sealing Ceremony of Mokuten**

EXVC-EN077

*Once per turn, you can Tribute 1 face-up EARTH monster to select up to 2 cards in the opponent's Graveyard, and remove them from play.*

You cannot activate this card or its effect during the Damage Step.

You can activate this card and its effect in the same Chain Link.

Tributing 1 face-up EARTH monster is a cost.

This effect targets up to 2 cards in the opponent's Graveyard.

If only 1 of the targets is still in the Graveyard when this effect resolves, you still remove it from play.

### **Safe Zone**

EXVC-EN078

*Activate by selecting 1 face-up Attack Position monster. That monster cannot be targeted or destroyed by your opponent's card effects, or be destroyed by battle. It cannot attack your opponent directly. When this card is removed from the field, destroy that monster. When that monster is removed from the field, destroy this card.*

You cannot activate this card during the Damage Step.

This card targets and continues to target after it resolves.

"Your opponent" is always the opponent of the player who controls **Safe Zone**.

If you activate **Safe Zone** targeting a monster that is attacking directly, a replay occurs.

If you target **Spirit Reaper** with **Safe Zone**, it is destroyed immediately after **Safe Zone** resolves.

Destroying **Safe Zone** when the targeted monster leaves the field and destroying the targeted monster when **Safe Zone** leaves the field do not start a Chain.

### **Localized Tornado**

EXVC-EN079

*Shuffle all cards from your hand and Graveyard into the Deck.*

You cannot activate this card during the Damage Step.

This card does not target.

### **W Nebula Meteorite**

EXVC-EN080

*Change all face-down monsters on the field to face-up Defense Position. During the End Phase this turn, change all face-up LIGHT Reptile-Type monsters you control to face-down Defense Position, then draw 1 card for each. After that, you can Special Summon 1 Level 7 or higher LIGHT Reptile-Type monster from your Deck.*

You cannot activate this card during the Damage Step.

You cannot activate this card if there are no face-down Defense Position monsters on the field.

Changing monsters to Defense Position, drawing cards, and Special Summoning do not start a Chain.

You draw 1 card for each monster that is actually changed to face-down Defense Position.

If you do not Special Summon 1 Level 7 or higher LIGHT Reptile-Type monster from your Deck, **Drastic Drop Off** can be activated after you draw the cards from this effect.

If you cannot change your LIGHT Reptile-Type monsters to face-down Defense Position due to **Dark Simorgh**, you cannot draw cards or Special Summon 1 Level 7 or higher LIGHT Reptile-Type monster.

None of these effects occur simultaneously.

### **Dodger Dragon**

EXVC-EN082

*The Normal Summon of this card cannot be negated. Your opponent cannot activate Counter Trap Cards the turn this card is Normal Summoned.*

Neither effect starts a Chain.

Dodger Dragon does not have to remain on the field for it to prevent the opponent from activating Counter Traps.

If Skill Drain was applied before Dodger Dragon is Summoned, Dodger Dragon's effect is negated.

If Skill Drain is activated after Dodger Dragon is Summoned, it does not negate Dodger Dragon's effect.

### **Axe Dragonute**

EXVC-EN090

*If this card attacks, it is changed to Defense Position at the end of the Damage Step.*

This effect does not start a Chain.

If this card attacks, but the attack is negated before the Damage Step, it does not change to defense Position.

If this card attacks a face-down **Blast Sphere**, it is changed to Defense Position at the end of the Damage Step even though damage calculation was not conducted.

## **Elemental Hero Neos Knight**

EXVC-EN093

*"Elemental Hero Neos" + 1 Warrior-Type monster*

*This card cannot be Special Summoned except by Fusion Summon. This card gains ATK equal to half the ATK of the Warrior-Type Fusion Material Monster used to Fusion Summon this card, other than "Elemental Hero Neos". This card can attack twice during each Battle Phase. If this card attacks or is attacked, your opponent takes no Battle Damage.*

If you fuse 2 **Elemental Hero Neos** to Summon this card, it gains no ATK from its effect, even if one of them was **Elemental Hero Neos Alius** being treated as Neos by its effect.

If you use **Goddess with the Third Eye** to substitute for **Elemental Hero Neos**, this card does not gain half of the ATK of **Goddess with the Third Eye**.

The ATK gained is based on the printed original ATK of the Warrior-Type monster used for the Fusion Summon.

If you use a Token or a Trap Card treated as a monster, you use the original ATK value of the Token or the original ATK set by the Trap.

If **Skill Drain** is used while **Elemental Hero Neos Knight** has gained ATK from its own effect, the ATK gain will disappear and will not return even if **Skill Drain** is destroyed

If **Elemental Hero Neos Knight** is flipped face-down while it has gained ATK from its own effect, the ATK gain will disappear and will not return even if **Elemental Hero Neos Knight** is flipped face-up again.

## **Meklord Emperor Skiel**

EXVC-EN094

*This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by its own effect. When a face-up monster you control is destroyed by a card effect and sent to the Graveyard, you can Special Summon this card from your hand. Other monsters you control cannot declare an attack. Once per turn, you can select 1 Synchro Monster your opponent controls, and equip it to this card. This card gains ATK equal to those equipped monsters' combined ATK. You can send 1 monster equipped to this card to the Graveyard to allow this card to attack your opponent directly this turn.*

The effect to equip a Synchro Monster to this card is used during your Main Phase and targets your opponent's Synchro Monster.

Sending 1 monster equipped to this card to the Graveyard is a cost to use the effect to attack directly.

You cannot activate the effect to attack directly if **Meklord Emperor Skiel** can already attack directly due to its own effect, or another similar effect.

If you use the effect to attack directly, **Meklord Emperor Skiel** can attack directly during every attack it makes this turn, including those it makes due to other card effects.

## **Meklord Fortress**

EXVC-EN095

*Face-up "Meklord Emperor" monsters you control cannot be targeted by the effects of Synchro Monsters. When this card is destroyed and sent from the field to the Graveyard, you can add 1 "Meklord Emperor" monster from your Deck to your hand.*

The effect to add a "Meklord Emperor" monster to your hand starts a Chain and can be used during the Damage Step.

If **Mystical Space Typhoon** is Chained to this card's activation and destroys it, you will be unable to add 1 "Meklord Emperor" monster to your hand.

If the activation of this card is negated, you will be unable to add 1 "Meklord Emperor" monster to your hand.

If this card is destroyed while Set face-down, you can activate the effect to add a "Meklord Emperor" monster to your hand.

### **Blackwing - Jin the Rain Shadow**

EXVC-EN096

*If this card battles a face-up monster with DEF equal to or less than this card's ATK, destroy that monster at the start of the Damage Step (without damage calculation).*

This effect starts a Chain at the start of the Damage Step, before monsters are flipped face-up (like **Ally of Justice Catastor**).

If this card is face-down at the start of the Damage Step its effect does not activate.

If this card battles **Neo-Spacian Grand Mole** and both card's effects are activated, both monsters will be returned to the hand and this card's effect will not apply.

You check this card's ATK and the opponent's monster's DEF when this effect resolves. If this card's ATK is not greater than the opponent's monster's DEF, this effect is not applied and damage is calculated normally.

### **Scrap Orthros**

EXVC-EN097

*This card cannot be Normal Summoned or Set. This card can only be Special Summoned by controlling a face-up "Scrap" monster. When Special Summoned this way, select 1 face-up "Scrap" monster you control, and destroy it. If this card is destroyed by the effect of a "Scrap" card and sent to the Graveyard, you can select 1 "Scrap" monster in your Graveyard, except "Scrap Orthros", and add it to your hand.*

Both effects of this card target.

The effect to destroy 1 face-up "Scrap" monster is mandatory.

If the target of the effect to destroy 1 face-up "Scrap" monster is flipped face-down, the target is not destroyed.

If you do not control the target of the effect to destroy 1 face-up "Scrap" monster when the effect resolves, the target is not destroyed.

### **Naturia Eggplant**

EXVC-EN098

*When this card is sent from the field to the Graveyard, you can select 1 "Naturia" monster in your Graveyard, except "Naturia Eggplant", and add it to your hand.*

If this card is sent to the Graveyard to pay a cost, used as a Tribute (either as a cost or for a Tribute Summon), or as a Synchro Material Monster, you cannot activate its effect.