

KONAMI



STARSTRIKE BLAST – CARD RULINGS
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Swift Scarecrow

STBL-EN001

When your opponent's monster declares a direct attack, you can discard this card to negate that attack and end the Battle Phase.

Discarding this card is a cost to use its effect.

Mirror Ladybug

STBL-EN002

If you control at least 1 face-up monster and have no monsters in your Graveyard, you can Special Summon this card from your hand. When this card is Special Summoned this way, this card's Level becomes equal to the total Levels of all other monsters you control. If the Level of this card is higher than 12, destroy this card.

This card's level-changing effect is a Trigger effect. You determine what Level **Mirror Ladybug** will become when its effect resolves. It does not change continuously.

If you control no other face-up monsters when this card's effect resolves, its Level does not change.

If cards like **Skill Drain** or **Forbidden Chalice** affect **Mirror Ladybug** after its effect has resolved, its Level will return to 1 and will not change back even when **Mirror Ladybug**'s effect is no longer negated.

Power Giant

STBL-EN007

You can send 1 Level 4 or lower monster from your hand to the Graveyard, Special Summon this card from your hand, and decrease this card's Level by the Level of that monster. If this card attacks or is attacked, until the end of the Damage Step any effect damage you take becomes 0.

Decreasing this card's Level is part of its Special Summon effect.

You decrease **Power Giant**'s Level by the original Level of the monster you sent to the Graveyard, even if you used a monster whose Level was reduced by **Cost Down**.

As soon as you declare an attack with **Power Giant**, its effect to protect you from effect damage becomes active. So if your opponent activates **Magic Cylinder**, the attack is negated but you won't take any damage.

Vice Berserker

STBL-EN008

If this card is sent to the Graveyard as a Synchro Material Monster, inflict 2000 damage to the player that Synchro Summoned, and the Synchro Monster that used this card as a Synchro Material Monster gains 2000 ATK until the End Phase.

Even though this card always goes to its owner's Graveyard when used for a Synchro Summon, it always inflicts 2000 damage to the player who Synchro Summoned. So if you take control of your opponent's **Vice Berserker** and use it to Synchro Summon, the effect will be your opponent's but it will damage you and increase your monster's ATK.

Power Breaker

STBL-EN010

When this card is destroyed by your opponent's attack or card effect and sent to the Graveyard, select 1 face-up Spell/Trap Card your opponent controls, and destroy it. If this card attacks, it is changed to Defense Position at the end of the Damage Step.

This effect targets the Spell or Trap Card you wish to destroy.

Extra Veiler

STBL-EN011

When your opponent Special Summons a monster(s), you can Special Summon this card from your hand. During the turn this card is Special Summoned by this effect, your opponent takes any effect damage you would have taken from their card effects, instead.

The effect to Special Summon this card starts a Chain. The effect that causes your opponent to take the damage from their card effects is part of the same effect that Special Summons this card.

You can't use this card's Special Summon effect during the Damage Step.

Synchro Soldier

STBL-EN012

Once per turn, during your Main Phase 1, you can select 1 face-up Synchro Monster you control. Remove that face-up Synchro Monster you control from play and inflict 600 damage to your opponent. If you use this effect, during your next Standby Phase the removed from play monster returns to the field.

Removing the Synchro Monster is an effect that targets that monster, not a cost.

Returning the removed from play Synchro Monster during your next Standby Phase is part of the Ignition Effect that inflicts damage.

Blackwing – Etesian of Two Swords

STBL-EN015

If a "Blackwing" monster you control battles an opponent's monster, and that opponent's monster is still on the field at the end of the Damage Step, you can send this card from your hand to the Graveyard to inflict 1000 damage to your opponent.

If you have multiple copies of this card in your hand, you can activate all of their effects in a Chain.

If your "Blackwing" monster is destroyed by battle and sent to the Graveyard, you can still use this card's effect.

If you control your opponent's monster at the end of the Damage Step, you cannot activate this card's effect because that monster is no longer "that opponent's monster".

Blackwing – Aurora the Northern Lights

STBL-EN016

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by removing from play 2 face-up monsters you control (1 "Blackwing" Tuner and 1 non-Tuner). Once per turn, you can remove from play 1 "Blackwing" Synchro Monster from your Extra Deck. This card's name, ATK, and effects become the same as that monster's, until the End Phase.

When you change this card into a copy of a Synchro Monster, the copied ATK is considered this card's original ATK.

Blackwing – Abrolhos the Megaquake

STBL-EN017

This card cannot be Special Summoned. Any monster that battles with this card is not destroyed by that battle, and returns to the hand after damage calculation. Once per turn, during your Main Phase 1, you can have this card lose 1000 ATK, and return all cards in your opponent's Spell and Trap Card Zone to the hand.

"Any monster that battles with this card is not destroyed by that battle" is a Continuous Effect.

The effect that returns monsters to the hand instead of destroying them is a Trigger Effect.

Reducing this card's ATK is part of the effect that returns all your opponent's Spell and Trap Cards to their hand. It is not a cost.

Glow-Up Bulb

STBL-EN018

You can send the top card of your Deck to the Graveyard and Special Summon this card from the Graveyard. Each player can only use the effect of "Glow-Up Bulb" once per Duel.

Sending the top card of your Deck is part of the effect that Summons this card. It is not a cost.

If **Glow-Up Bulb** is not in your Graveyard when its effect resolves, you still send the top card of your Deck to the Graveyard but you don't Special Summon.

If you have no cards in your Deck when this effect resolves, you do not Special Summon.

Karakuri Strategist mdl 248 "Nishipachi"

STBL-EN021

This card must attack if able. When this face-up Attack Position card is selected as an attack target, change it to Defense Position. When this card is Normal or Special Summoned, select 1 monster on the field, and change its battle position.

The effect to change 1 monster's battle position targets that monster.

Karakuri Ninja mdl 339 “Sazank”

STBL-EN022

This card must attack if able. When this face-up Attack Position card is selected as an attack target, change it to Defense Position. When this card is flipped face-up, select 1 face-up monster on the field, and send it to the Graveyard. During the turn this card is flipped face-up, it can attack your opponent directly.

This effect targets the monster you send to the Graveyard.

If this card is flipped during your opponent's turn, you can still send 1 face-up monster to the Graveyard even though this card would be unable to attack.

Karakuri Bushi mdl 6318 “Muzanichiha”

STBL-EN023

This card must attack if able. When this face-up Attack Position card is selected as an attack target, change it to Defense Position. If another "Karakuri" monster on the field is destroyed, this card gains 400 ATK.

This card gains 400 ATK from its own effect each time another “Karakuri” monster on the field is destroyed. This includes an opponent's “Karakuri” monsters as well.

Scrap Soldier

STBL-EN024

This card cannot be used as a Synchro Material Monster, except for the Synchro Summon of a "Scrap" monster. If this face-up Defense Position card is selected as an attack target, destroy this card at the end of the Battle Phase. 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 Soldier", and add it to your hand.

"This card cannot be used as a Synchro Material Monster, except for the Synchro Summon of a "Scrap" monster" is not part of the effect and can't be negated by **Skill Drain**, etc.

Scrap Searcher

STBL-EN025

When a "Scrap" monster you control, except "Scrap Searcher", is destroyed and sent to the Graveyard while this card is in the Graveyard, you can Special Summon this card from your Graveyard. When this card is Special Summoned, destroy all face-up monsters you control, except "Scrap" monsters.

This card's effect cannot be used during the Damage Step.

If the “Scrap” monster is destroyed while face-down, you can't activate **Scrap Searcher's** effect.

The effect to destroy all your face-up monsters except for “Scrap” monsters activates no matter how **Scrap Searcher** is Special Summoned.

The “Scrap” monster that is destroyed must be a “Scrap” monster in the Graveyard as well as on the field. That means you can't use it when a **Phantom of Chaos** that's copying a “Scrap” monster is destroyed.

If you Special Summon **Scrap Searcher** to your opponent's side of the field with **Scrap Golem**, your opponent's face-up monsters will be destroyed, except for “Scrap” monsters.

Wattkiwi

STBL-EN026

"Watt" monsters you control cannot be destroyed by battle while they are attacking.

This effect also applies to **Wattkiwi** itself.

Wathopper

STBL-EN027

Your opponent cannot select another face-up "Watt" monster as an attack target, or target them with card effects.

If you control **Wathopper**, your opponent cannot target his own "Watt" monsters with card effects.

Wattdragonfly

STBL-EN028

If this card is destroyed by your opponent's card (either by battle or by card effect), you can Special Summon 1 "Watt" monster from your Deck.

This effect can be activated during the Damage Step.

Wattsquirrel

STBL-EN029

This card can attack twice during each Battle Phase. If this card battles, negate the effects of the monster it battles, after damage calculation (including in the Graveyard).

Neither of this card's effects targets.

The effect that lets this card attack twice is Continuous. The effect to negate is a Trigger effect.

If a monster **Wattsquirrel** battles is removed from play or returned to the hand, that monster's effect is not negated.

If the monster that battles **Wattsquirrel** is not on the field when **Wattsquirrel**'s effect resolves, that monster's effect will *not* be negated.

If a monster whose effect is being negated by **Wattsquirrel** is flipped face-down or returned to the hand, its effect is no longer negated.

If **Wattsquirrel** battles a **Treborn Frog** or **Sangan**, their effects will be negated even in the Graveyard.

Naturia Cherries

STBL-EN030

If this card is sent from the field to the Graveyard by your opponent's card (including by battle, card effect, or by being destroyed), you can Special Summon up to 2 "Naturia Cherries" from your Deck in face-down Defense Position.

This effect can only activate while this card is on its owner's side of the field.

You can activate this effect during the Damage Step.

Naturia Pumpkin

STBL-EN031

When this card is Normal Summoned, if your opponent controls a monster, you can Special Summon 1 "Naturia" monster from your hand.

You can still Special Summon 1 "Naturia" monster from your hand even if your opponent does *not* control a monster when this effect resolves.

Naturia Stag Beetle

STBL-EN032

Once per turn, during the Battle Step or Damage Step of this card's attack, when your opponent activates a card or effect, you can select 1 "Naturia" monster in your Graveyard. Special Summon that monster from the Graveyard.

You can Chain this card's effect to the activation of the effect of a Continuous Spell or Trap Card.

Dance Princess of the Ice Barrier

STBL-EN033

Once per turn, if you control another face-up "Ice Barrier" monster, you can reveal any number of "Ice Barrier" monsters in your hand to select an equal number of Set Spell/Trap cards your opponent controls. Return the selected Set Spell/Trap cards your opponent controls to the hand.

Revealing "Ice Barrier" monsters is a cost.

This effect targets your opponent's Set Spell/Trap Cards.

Even if some of the targets are no longer on the field when this effect resolves, the rest will still be returned to the hand.

Chain Dog

STBL-EN034

This card cannot be used as a Synchro Material Monster, except for the Synchro Summon of a Beast-Type monster. If you control 2 face-up Beast-Type monsters, you can Special Summon this card from the Graveyard. If this card is Special Summoned this way, remove it from play when it is removed from the field.

You cannot negate "This card cannot be used as a Synchro Material Monster, except for the Synchro Summon of a Beast-Type monster." It cannot be negated by **Skill Drain**, etc.

You must control exactly 2 face-up Beast-Type monsters. If you do not control exactly 2 Beast-Type monsters when this card's effect resolves, it will not be Special Summoned.

Removing this card from play when it's removed from the field after being Summoned by its effect is part of the effect that Summons it.

Wightmare

STBL-EN035

While it is in the Graveyard, this card's name is treated as "Skull Servant". You can discard this card to activate 1 of the following effects:

- *Select 1 of your removed from play "Skull Servant" or "Wightmare", and return it to your Graveyard.*
- *Select 1 of your removed from play "The Lady in Wight" or "King of the Skull Servants", and Special Summon it.*

Discarding is a cost.

Both effects target.

Anarchist Monk Ranshin

STBL-EN036

When this card is sent from the field to the Graveyard by your opponent's card (including by battle, card effect, or by being destroyed), select 1 monster in your opponent's Graveyard, and remove it from play.

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

Delg the Dark Monarch

STBL-EN037

When this card is Normal or Special Summoned, you can select up to 2 cards in your opponent's Graveyard, remove them from play. Then send the same number of cards from the top of their Deck to the Graveyard. During the turn it is Normal or Special Summoned, this card cannot attack.

This effect targets the cards in your opponent's Graveyard.

You remove cards and then send cards from the Deck to the Graveyard. They do not happen at the same time.

You can activate Delg's effect if your opponent has only 1 card in the Graveyard, but not if they have no cards in their Graveyard.

You can activate Delg's effect even if your opponent has less than 2 cards in their Deck. If you remove more cards than they have remaining, you send as many cards as possible.

Supreme Arcanite Magician

STBL-EN038

1 Spellcaster-Type Synchro Monster + 1 Spellcaster-Type monster

This monster can only be Special Summoned by Fusion Summon (from the Extra Deck). When this card is Fusion Summoned, place 2 Spell Counters on it. This card gains 1000 ATK for each Spell Counter on it. Once per turn, you can remove 1 Spell Counter from your side of the field to activate 1 of the following effects:

- *Select 1 card on the field, and destroy it.*
- *Draw 1 card.*

You can only activate one of the effects each turn.

The effect to destroy a card targets.

Shooting Star Dragon

STBL-EN040

1 Tuner Synchro Monster + "Stardust Dragon"

Each of these can be activated once per turn:

- *Reveal the top 5 cards of your Deck. Shuffle them back in, and this card's maximum number of attacks this turn is equal to the number of Tuner monsters revealed.*
- *Negate the activation of an effect that would destroy a card(s) on the field, and destroy that card.*
- *When your opponent's monster declares an attack, you can select it, then remove this card from play and negate the attack. During the End Phase, Special Summon this card that was removed from play by this effect.*

If you have no Tuners in your Deck, you cannot activate the first effect.

If you do not have at least 5 cards in your Deck you cannot activate the first effect.

If you reveal no Tuner monsters with the first effect, **Shooting Star Dragon** cannot attack that turn.

This card's first effect sets its maximum number of attacks during EACH Battle Phase.

You still reveal the top 5 cards of your Deck even if **Shooting Star Dragon** isn't on the field when the first effect resolves. You also still reveal if you have less than 4 cards in your Deck when the effect resolves.

The third effect targets the attacking monster.

If your opponent's attack is not negated by the third effect, **Shooting Star Dragon** is still Special Summoned in the End Phase.

If your opponent controls your **Shooting Star Dragon** and activates its third effect, it is Special Summoned to your side of the field in the End Phase.

The effect to Special Summon **Shooting Star Dragon** in the End Phase activates only once per End Phase. If it is negated, it doesn't activate again during that same End Phase.

Formula Synchron

STBL-EN041

1 Tuner + 1 non-Tuner monster

When this card is Synchro Summoned, you can 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 draw 1 card starts a Chain.

The effect to Synchro Summon during your opponent's Main Phase is a Quick Effect.

You cannot activate the effect to Synchro Summon multiple times in the same Chain.

You can activate the effect to Synchro Summon during your opponent's Main Phase 1 or 2. Using it when your opponent wants to end Main Phase 1 does *not* force them to continue into their Battle Phase.

You send the Synchro Material Monsters to the Graveyard when you resolve the effect to Synchro Summon.

You must Synchro Summon when the effect resolves, if possible, using Formula Synchron and the face-up monsters are available to you. If you cannot, your opponent can verify that you have no monsters in your Extra Deck that can be Summoned.

Red Nova Dragon

STBL-EN042

2 Tuners + "Red Dragon Archfiend"

This card gains 500 ATK for each Tuner monster in your Graveyard. This card cannot be destroyed by the effects of your opponent's Spells, Traps, or monsters. When your opponent's monster declares an attack, you can select it, then remove this card from play and negate the attack. During the End Phase, Special Summon this card that was removed from play by this effect.

The effect to negate an attack targets the attacking monster.

This card is removed from play when the effect to negate the attack resolves.

Karakuri Shogun mdl 00 “Burei”

STBL-EN043

1 Tuner + 1 or more non-Tuner Machine-Type monsters

When this card is Synchro Summoned, you can Special Summon 1 "Karakuri" monster from your Deck.

Once per turn, you can select 1 monster on the field, and change its battle position.

The effect to change battle position targets the monster.

Scrap Twin Dragon

STBL-EN044

1 "Scrap" Tuner + 1 or more non-Tuner monsters

Once per turn, you can select 1 card you control and 2 cards your opponent controls. Destroy the one you control and return the two your opponent controls to the hand. When this card is destroyed by your opponent's card (either by battle or by card effect) and sent to the Graveyard, select 1 non-Synchro "Scrap" monster in your Graveyard, and Special Summon it.

You destroy your targeted card and return your opponent's targeted cards to the hand at the same time.

If control of one or more of the targets is switched before this effect resolves, this effect does nothing.

If your opponent controls the card you targeted to be destroyed when this effect resolves, it is not destroyed and you don't return any cards to your opponent's hand.

Tuning

STBL-EN045

Add 1 "Synchron" Tuner monster from your Deck to your hand. Then send the top card of your Deck to the Graveyard.

If you have no “Synchron” Tuner monster in your Deck when **Tuning** resolves you do not send the top card of your Deck to the Graveyard.

If you only have 1 card left in your Deck when **Tuning** resolves and it's a “Synchron” Tuner monster, you still add it to your hand.

You add the Tuner monster to your hand, *then* send the top card of your Deck to the Graveyard. **Drastic Drop Off** cannot be activated after **Tuning** resolves.

Karakuri Showdown Castle

STBL-EN046

When a face-up "Karakuri" monster you control selects an opponent's face-up monster as an attack target, you can change the target's battle position. When this face-up card on the field is destroyed and sent to the Graveyard, you can select 1 Level 4 or higher "Karakuri" monster in your Graveyard, and Special Summon it.

The effect to change battle position and the effect to Special Summon from the Graveyard both target.

If you take control of your opponent's monster that you've selected as an attack target before the effect of **Karakuri Showdown Castle** resolves, the battle position of the monster will not be changed because it is no longer “an opponent's face-up monster.”

Karakuri Anatomy

STBL-EN048

Each time a "Karakuri" monster's battle position is changed, place 1 Karakuri Counter on this card (max. 2). You can send this card from the field to the Graveyard to draw 1 card for each Karakuri Counter on this card.

Placing a Karakuri Counter does not start a Chain.

If the effect of **Karakuri Anatomy** is negated, all Karakuri Counters are removed from it.

If you Flip Summon a "Karakuri" monster, a Karakuri Counter will be placed on this card.

If you flip a "Karakuri" monster face-down with **Book of Moon**, a Karakuri Counter will not be placed.

Scrap Lube

STBL-EN049

Select 1 "Scrap" monster in your Graveyard. Special Summon that monster from the Graveyard. Its effects are negated. When this card is removed from the field, destroy that monster. When that monster is removed from the field, destroy this card. You cannot conduct your Battle Phase the turn you activate this card.

Effects of the Special Summoned "Scrap" monster that activate or apply on the field will be negated.

"You cannot conduct your Battle Phase the turn you activate this card" is not an effect that can be negated and will still apply even if **Scrap Lube** is removed from the field during the turn it is activated.

Wattcastle

STBL-EN050

Any monster that attacks a "Watt" monster loses 1000 ATK after damage calculation.

The effect to decrease a monster's ATK by 1000 does not start a Chain or target. It lasts as long as that monster remains face-up on the field.

This card's effect cannot apply multiple times to the same monster. If the same monster battles a "Watt" monster twice, it will only lose 1000 ATK.

If **Wattcastle** is negated while it's on the field, any monsters that lost 1000 ATK will gain it back. If **Wattcastle** stops being negated, they will lose the 1000 ATK again.

Leodrake's Mane

STBL-EN053

Select 1 face-up "Naturia" monster you control. Its ATK becomes 3000, and its effects are negated, until the End Phase.

If your "Naturia" monster's ATK is being altered before you play **Leodrake's Mane**, its ATK will become 3000 after you play **Leodrake's Mane** no matter what. Effects applied later that change the ATK of the monster will apply normally.

The negated effect(s) returns during the End Phase.

Any effect of the "Naturia" monster that activates or applies on the field is negated.

Mirror of the Ice Barrier

STBL-EN055

During this turn, each time a card(s) is removed from play from your hand, your side of the field, and/or your Graveyard by the effect of an opponent's Effect Monster:

- *If a card in your hand is removed from play, remove from play up to 2 random cards in your opponent's hand.*
- *If a card you control is removed from play, remove from play up to 2 cards your opponent controls.*
- *If a card in your Graveyard is removed from play, remove from play up to 2 cards in your opponent's Graveyard.*

Activating more than 1 **Mirror of the Ice Barrier** has no more effect than activating 1 **Mirror of the Ice Barrier**.

None of this card's effects start a Chain when you apply them.

You choose whether to remove from play 1 or 2 cards.

If more than 1 of your cards is removed from play from the same place you can still only remove from play up to 2 of your opponent's cards from that same place.

If your cards are removed from play from different places at the same time, you can remove up to 2 of your opponent's cards from each of those places.

If your opponent controls **Macro Cosmos** and they use **Man-Eater Bug** to destroy one of your monsters, even though your monster is removed from play, the effect of **Mirror of the Ice Barrier** won't apply because **Man-Eater Bug** is not an effect that removes cards from play.

Koa'ki Ring

STBL-EN056

Reveal 1 "Iron Core of Koa'ki Meiru" in your hand to select 1 face-up monster on the field. Destroy that monster, and both players take 1000 damage.

This card targets 1 face-up monster on the field.

If the target is flipped face-down when this effect resolves, the target will not be destroyed and no damage will be inflicted.

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

Darkworld Shackles

STBL-EN057

The equipped monster cannot attack, and its ATK and DEF become 100. During each of your Standby Phases, inflict 500 damage to the controller of the equipped monster.

If **Darkworld Shackles** and **Pestilence** are equipped to the same monster:

If **Darkworld Shackles** was equipped first, the monster will have 0 ATK/100 DEF.

If **Pestilence** was equipped first, the monster will have 100 ATK/100 DEF

If one of the Equip Spells is later removed, the remaining one will take over.

Cursed Bill

STBL-EN059

When the equipped monster is destroyed and this card is sent to the Graveyard, inflict damage to the player who controlled the equipped monster, equal to the monster's original DEF.

If the equipped monster is not in the Graveyard when the effect to inflict damage resolves, no damage is inflicted.

If the opponent controls your monster that is equipped with **Cursed Bill** and the monster is destroyed, your opponent will take the damage.

Heat Wave

STBL-EN061

This card can only be activated at the start of Main Phase 1. Neither player can Normal or Special Summon an Effect Monster, until your next Draw Phase.

Gemini monsters that are treated as Normal Monsters on the field cannot be Normal Summoned again to switch on their effects. You cannot Summon a Gemini monster from your hand while **Heat Wave** is applied.

You can activate **Embodiment of Apophis** while **Heat Wave** is active, but not **Zoma the Spirit** because **Zoma the Spirit** is treated as an Effect Monster.

You can Summon Tokens with **Scapegoat** while **Heat Wave** is active. (Tokens are treated as Normal Monsters.)

You cannot target an Effect Monster with **Call of the Haunted** or **The Shallow Grave** while **Heat Wave** is active.

You can activate **Polymerization** or a Ritual Spell Card to Special Summon a non-Effect Fusion or Ritual Monster like **Blue-Eyes Ultimate Dragon** or **Black Luster Soldier**.

You can activate **Starlight Road** while **Heat Wave**'s effect is being applied, but you cannot Special Summon a **Stardust Dragon**.

You can activate **Drill Warrior**'s effect to remove itself from play while **Heat Wave** is in effect.

A **Drill Warrior** that is already removed from play will still activate its effect to Special Summon itself even if **Heat Wave** is active, but since you can't Special Summon it will remain removed from play and will not try to Summon itself again.

If you skip your Draw Phase with **Reckless Greed** while **Heat Wave** is in effect, the effect of **Heat Wave** will still wear off at the point your Draw Phase would have occurred. You cannot use **Reckless Greed** to make **Heat Wave**'s effect last for extra turns.

White Elephant's Gift

STBL-EN062

Send 1 face-up non-Effect Monster you control to the Graveyard to draw 2 cards.

You can send a Gemini Monster treated as a Normal Monster to activate this card.

D2 Shield

STBL-EN063

Select 1 face-up Defense Position monster you control. Its DEF becomes double its original DEF.

You can activate this card during the Damage Step as long as you do it before damage calculation.

Activating more than 1 of this card targeting the same monster has no extra effect. Its DEF will still just be double its original DEF.

The monster's DEF remains at double its original value as long as the monster remains face-up on the field.

Red Screen

STBL-EN064

Your opponent's monsters cannot declare attacks. This card's controller must pay 1000 Life Points during each of their End Phases (this is not optional), or this card is destroyed. If "Red Dragon Archfiend" is face-up on the field, you can select 1 Level 1 Tuner monster in your Graveyard, then destroy this card and Special Summon that monster.

Paying 1000 Life Points is a cost.

You can activate the effect to destroy this card and Special Summon a Tuner monster during either player's turn.

You can activate this card and the effect to destroy this card and Special Summon a Tuner in the same Chain.

Blackback

STBL-EN065

Activate only during your turn. Select 1 "Blackwing" monster with 2000 or less ATK in your Graveyard, and Special Summon it. You cannot Normal Summon or Set the turn you activate this card.

This card targets 1 "Blackwing" monster with 2000 or less ATK in your Graveyard.

If you cannot Summon the monster you targeted, you still can't Normal Summon or Set that turn.

If you activate **Trap of Darkness** choosing this card, you cannot Normal Summon or Set a monster that turn.

Defenders Intersect

STBL-EN066

Activate only during the Battle Phase. Defense Position monsters your opponent controls are changed to face-up Attack Position, and their effects are negated.

This card does not target.

This effect only applies to Defense Position monsters that were present when this card resolved.

You can activate this card even when your opponent controls only Defense Position Normal Monsters.

The effects of the monsters changed to Attack Position remain negated for as long as those monsters remain face-up. Any of their effects that activate or apply on the field are negated.

If a face-down **Elemental Hero Wildheart** is changed to face-up Attack Position by this card, **Elemental Hero Wildheart**'s effect *will* be negated.

Gravity Collapse

STBL-EN067

Activate by sending 1 face-up Synchro Monster you control to the Graveyard when your opponent Summons a monster. Negate the Summon and destroy that card. Your opponent cannot Summon a monster until the End Phase of this turn.

Sending a Synchro Monster to the Graveyard is a cost.

Blackwing – Boobytrap

STBL-EN068

When this Set card is destroyed by your opponent's card effect while you control a face-up "Blackwing" monster, inflict 1000 damage to your opponent and draw 1 card.

If you don't control a face-up "Blackwing" when this card's effect resolves, you don't inflict damage or draw a card.

Inflicting damage and drawing a card happen at the same time.

Star Siphon

STBL-EN069

Activate only when a Synchro Monster is Special Summoned, by selecting it. Special Summon 1 "Siphon Token" (Spellcaster-Type/DARK/Level 1/ATK 0/DEF 0). Its Level is that of the selected monster, and the selected monster is now Level 1.

This card targets the Synchro Monster.

The Level of the Token will be the Level of the Synchro Monster along with any modifications rather than the original Level.

If the target monster is flipped face-down in a Chain with this card, you'll still Special Summon the Token but its Level will not change. If the target monster is flipped face-down later, the Level of the Token doesn't change.

You can activate this card even when a Synchro Monster Special Summoned by **Monster Reborn** or **Starlight Road**.

Half Counter

STBL-EN070

Activate only during damage calculation if a monster you control is being attacked. The attack target monster you control gains ATK equal to half the original ATK of the attacking monster, until the End Phase.

This effect targets 1 monster you control that is selected as an attack target.

This card can target a monster that was attacked while face-down.

Karakuri Trick House

STBL-EN071

Activate only when the battle position of a face-up "Karakuri" monster you control is changed. Select 1 card on the field, and destroy it.

You cannot activate **Karakuri Trick House** when a "Karakuri" monster is changed from face-down Defense Position to face-up Attack Position or the other way around.

Karakuri Klock

STBL-EN072

Activate only when a face-up Defense Position "Karakuri" monster is selected as an attack target. Destroy all face-up monsters your opponent controls.

You can activate this card when you attack your opponent's face-up Defense Position "Karakuri" monster.

Scrap Crash

STBL-EN073

Activate only when a "Scrap" monster you control is destroyed and sent to the Graveyard. Destroy all face-up Spell/Trap Cards on the field.

This card cannot be activated during the Damage Step.

Wattkeeper

STBL-EN074

Select 1 Level 4 or lower "Watt" monster in your Graveyard. Special Summon that monster from the Graveyard. Destroy it during the End Phase.

This effect targets the Level 4 or lower "Watt" monster in your Graveyard.

Destroying the monster in the End Phase does not start a Chain.

The Special Summoned monster will be destroyed even if your opponent controls it during the End Phase.

The Special Summoned monster will not be destroyed if it's flipped face-down with **Book of Moon** or temporarily removed from play and then returned with **Interdimensional Matter Transporter**.

Exterio's Fang

STBL-EN075

Activate only if you control a face-up "Naturia" monster and have at least 1 card in your hand. Negate the activation of an opponent's Spell/Trap Card and destroy it. Then, send 1 card from your hand to the Graveyard.

You cannot activate this card if you don't have at least 1 card in your hand.

If **Macro Cosmos** is active when this card resolves, you remove the card in your hand from play instead of sending it to the Graveyard.

Vanity's Emptiness

STBL-EN076

Neither player can Special Summon monsters. Destroy this card when a card is sent from the Deck or the field to your Graveyard.

The self-destroying effect of this card activates when the card hits your Graveyard. It starts a Chain.

While **Imperial Custom** is active, this card will not be destroyed by its own effect.

If your **Mystic Tomato** is attacked and destroyed while **Vanity's Emptiness** is active, you cannot activate the effect of **Mystic Tomato**.

Different Dimension Ground

STBL-EN077

This turn, any monster sent to the Graveyard is removed from play instead.

You can activate **Different Dimension Ground** while **Imperial Iron Wall** is applied, but monsters that would be sent to the Graveyard will still be sent to the Graveyard. They won't be removed from play.

Powersink Stone

STBL-EN078

Each time a monster effect is activated, place 1 Spellstone Counter on this card (max. 2). While this card has 2 Spellstone Counters, face-up monsters on the field cannot activate their effects, and their effects are negated. During each End Phase, remove all Spellstone Counters on this card.

You place a Spellstone Counter when the monster's effect finishes resolving.

You place a Counter for each monster effect that resolves, even if more than one effect is activated in the same Chain.

If you control multiple copies of Powersink Stone, each one gets a Spell Stone Counter.

Removing the Spellstone Counters at the End Phase starts a Chain.

Powersink Stone's effect to remove its Spellstone Counters can activate multiple times during the End Phase if monster effects continue to place Counters on it.

If this card is negated by **Royal Decree**, all Spellstone Counters on it immediately vanish.

If **Light and Darkness Dragon** is on the field and **Powersink Stone** gets its second Spellstone Counter, **Light and Darkness Dragon's** effect will be negated and its ATK and DEF will return to the original values.

Tyrant's Temper

STBL-EN079

Tribute 1 monster to activate this card. All face-up monsters on the field that you own are unaffected by other Trap Cards.

Activating multiple copies of this card won't do anything extra.

Any Normal or Counter Trap that resolved before **Tyrant's Temper** was activated will continue to apply. Any Continuous Trap that is affecting one of your monsters will no longer apply.

If you control 2 active copies of this card along with **Skill Drain**, and 1 **Tyrant's Temper** is destroyed, the second **Tyrant's Temper** will continue to protect your monsters from **Skill Drain**.

If your opponent uses **Divine Wrath** to negate the effect of one of your monsters on the field while **Tyrant's Temper** is active, that monster's effect will not be negated and the monster won't be destroyed.

Dark Trap Hole

STBL-EN080

Activate only when your opponent Special Summons 2 or more monsters face-up. Send all of those monsters to the Graveyard. Then, send all monsters in the opponent's hand and Deck to the Graveyard that have the same name as either of those monsters.

This effect does not target.

Monster Tokens affected by this card will vanish.

You send the Special Summoned monsters to the Graveyard first, then you send the monsters from your opponent's hand and Deck.

You can activate **Dark Trap Hole** when monsters that will be immediately destroyed by their own effects are Special Summoned. You'll still send monsters with the same name from the hand or Deck to the Graveyard.

If Fusion or Synchro Monsters are Summoned and affected by this card, you send the extra copies from the Extra Deck to the Graveyard.

If only 1 of the two or more monsters is on the field when this card resolves, it is still sent to the Graveyard along with the other copies of it.

You can activate this card even if you Special Summon monsters at the same time as your opponent.

If you send **The Lady in Wight** to the Graveyard with this effect, you only send cards with the printed name **The Lady in Wight** to the Graveyard.

If you Special Summon **Elemental Hero Wildheart** along with other monsters and this card is used, **Elemental Hero Wildheart** is unaffected, but the rest of your monsters are.

You can still activate this card while **Macro Cosmos** is active. (Monsters that would be sent to the Graveyard are removed from play.)

If you control **Light of Intervention** and your opponent uses **Magical Hats**, you can use this card to eliminate the Spell/Trap Cards chosen to become monsters, but you won't send other cards of the same name to the Graveyard.

Karakuri Spider

STBL-EN090

If this card attacks a DARK monster, destroy the attack target after damage calculation.

This card's effect is applied at the same time you apply Flip Effects.

You still destroy the DARK monster even if its ATK and DEF are higher than **Karakuri Spider's**.

If **Karakuri Spider** attacks **Relinquished**, **Relinquished** is destroyed even if it has a monster equipped.

If **Karakuri Spider** attacks **Dark Ruler Ha Des**, **Karakuri Spider**'s effect is negated.

Ally Salvo

STBL-EN092

When this card is destroyed by battle with a LIGHT monster and sent to the Graveyard, select 2 cards on the field and destroy them.

This effect targets 2 cards on the field.

If one of the targets is missing when this effect resolves, the other is still destroyed.

Ally of Justice Thousand Arms

STBL-EN093

This card can attack all face-up LIGHT monsters your opponent controls once each. If this card battles a non-LIGHT monster, destroy this card before damage calculation.

This card's self-destruction ability starts a Chain after an opposing monster would be flipped face-up but before damage calculation.

If this card attacks a face-down LIGHT monster you cannot continue to attack other LIGHT monsters.

Ally of Justice Unknown Crusher

STBL-EN094

When this card battles a LIGHT monster, remove that monster from play after damage calculation.

This card's effect activates at the same time as a Flip Effect.

LIGHT monsters that battle with this card are removed from play even if they were destroyed by damage calculation.

Genex Ally Duradark

STBL-EN095

Once per turn, during your Main Phase, you can select 1 face-up Attack Position monster your opponent controls with the same Attribute as this card, and destroy it. This card cannot attack the turn you activate this effect.

This effect targets the monster you wish to destroy.

The target must be a face-up Attack Position monster your opponent controls with the same Attribute as this card when this effect resolves.

This card must be face-up when its effect resolves or else the target monster is not destroyed.

The Fabled Rubyruda

STBL-EN096

When this face-up card you control is selected as an attack target, you can discard 1 "Fabled" monster to negate the attack.

Discarding 1 "Fabled" monster is a cost.

This effect does not target.

This card does not need to be face-up when its effect resolves to negate the attack.

Dragunity Knight – Vajrayana

STBL-EN097

1 Dragon-Type Tuner + 1 or more non-Tuner Winged Beast-Type monsters

When this card is Synchro Summoned, you can select 1 Level 3 or lower Dragon-Type "Dragunity" monster in your Graveyard and equip it to this card as an Equip Card. Once per turn, you can send 1 Equip Card equipped to this card to the Graveyard to double this card's ATK until the End Phase.

The equipping effect targets the "Dragunity" monster in your Graveyard.

Sending 1 Equip Card equipped to this card to the Graveyard is a cost.

You can send your opponent's Equip Card that is equipped to this card to the Graveyard to activate the effect to double the ATK.

Dragunity Knight – Gae Dearg

STBL-EN098

1 Dragon-Type Tuner + 1 or more non-Tuner Winged Beast-Type monsters

Once per turn, during your Main Phase, you can add 1 Level 4 or lower Dragon-Type or Winged Beast-Type monster from your Deck to your hand. Then discard 1 Dragon-Type or Winged Beast-Type monster.

If you don't have an appropriate monster in your Deck to add to your hand, you cannot activate this effect.

There is no Level restriction on the monster you discard to complete this effect.

You can activate this effect even if you don't have a Dragon-Type or Winged Beast-Type monster in your hand beforehand.

Genex Ally Axel

STBL-EN099

1 "Genex" Tuner + 1 or more non-Tuner monsters

Once per turn, you can discard 1 card to select 1 Level 4 or lower Machine-Type monster from your Graveyard, and Special Summon it. The ATK of that monster is doubled until the End Phase, but it cannot attack your opponent directly. Remove that monster from play during your End Phase.

Discarding 1 card is a cost.

This effect targets the monster in your Graveyard.

The monster Summoned by this effect is Summoned with its ATK already doubled. You can use **Torrential Tribute** when the monster is Summoned by this effect.

You Summon the monster with double its ATK, then apply any continuous effects to it like **Burden of the Mighty** or a Field Spell.