



THE SHINING DARKNESS SNEAK PEEK – CARD RULINGS

Compiled as of April 30, 2010 - <version 1.0>

Blackwing - Ghibli the Searing Wind

THSD-EN001

When your opponent declares a direct attack, you can Special Summon this card from your hand. Once per turn, you can switch the original ATK and DEF of this card, until the End Phase.

Neither effect targets.

If this card has its ATK and DEF halved by **Blackwing - Gale the Whirlwind** and then activates the effect to switch original ATK and DEF, the effect of Gale will no longer apply. The ATK will be 1600 and the DEF will be 0.

If you have more than one **Blackwing - Ghibli the Searing Wind** in your hand when your opponent declares a direct attack, you can only Special Summon one of them.

You cannot target **Blackwing - Ghibli the Searing Wind** with **Against the Wind**.

After you switch the original ATK and DEF of this card, the switched values are then treated as the original ATK and DEF.

When you Special Summon **Blackwing - Ghibli the Searing Wind** with its own effect, a replay is triggered.

Blackwing - Gust the Back Blast

TSHD-EN002

If you control no cards, you can Special Summon this card from your hand. While this card is face-up on the field, if your opponent's monster attacks a "Blackwing" monster you control, the attacking monster loses 300 ATK during the Damage Step only.

You must control *no* cards in order to Special Summon **Blackwing - Gust the Back Blast** with its effect. This includes Spell and Trap Cards.

Blackwing - Breeze the Zephyr

TSHD-EN003

If this card is added from your Deck to your hand by the effect of a Spell, Trap, or Monster Card, you can Special Summon this card from your hand. This card cannot be used as a Synchro Material Monster, except for the Synchro Summon of a "Blackwing" monster.

"This card cannot be used as a Synchro Material Monster, except for the Synchro Summon of a "Blackwing" monster." is a condition, not an effect.

Changer Synchron

TSHD-EN004

If this card is sent to the Graveyard for a Synchro Summon, select 1 monster your opponent controls and change its battle position.

This effect targets 1 monster your opponent controls.

Card Breaker

TSHD-EN005

This card cannot be Normal Summoned or Set. This card can only be Special Summoned, in face-up Attack Position, by sending 1 card from your Spell & Trap Card Zone to the Graveyard.

The Special Summon of this monster doesn't start a Chain. Sending 1 card from your Spell & Trap Card Zone to the Graveyard is not an effect.

Second Booster

TSHD-EN006

You can Tribute this card to select 1 face-up Attack Position monster you control. The selected monster gains 1500 ATK until the End Phase.

Tributing **Second Booster** is a cost to activate its effect. The effect targets 1 face-up Attack Position monster you control.

You choose during the End Phase when to stop applying the ATK gain.

Archfiend Interceptor

TSHD-EN007

While you control this face-up Attack Position card, when an opponent's monster declares an attack, inflict 500 damage to your opponent.

If **Archfiend Interceptor** isn't in face-up Attack Position when its effect resolves, no damage will be inflicted.

Trust Guardian

TSHD-EN009

This card cannot be used as a Synchro Material Monster, except for the Synchro Summon of a Level 7 or higher Synchro Monster. Once per turn, that Synchro Monster cannot be destroyed by battle. Each time this effect is applied, that Synchro Monster loses 400 ATK and DEF at the end of the Damage Step.

The first sentence of the text is a condition, not an effect.

The effect to prevent a Synchro Monster from being destroyed by battle and the ATK and DEF reduction are part of the same effect resolution. They do not start a Chain.

Trust Guardian's effect is mandatory. It protects the Synchro Monster even if it can't lose 400 ATK and DEF. The ATK and DEF will remain reduced for as long as the Synchro Monster is face-up on the field.

If a Synchro Monster winds up being Synchro Summoned using multiple **Trust Guardian's**, it only loses 400 ATK and DEF each time it would be destroyed by battle.

Synchro Magnet

TSHD-EN011

This card cannot be Normal Summoned or Set. When you Synchro Summon a Synchro Monster, you can Special Summon this card from your hand.

The effect that Special Summons this monster is a Trigger Effect.

If you Synchro Summon **Stardust Dragon** while you have **Synchro Magnet** in your hand and **Stardust Xiaolong** in your Graveyard, you can Special Summon both of them.

If you have multiple **Synchro Magnets** in your hand when you Synchro Summon a Synchro Monster, you can only Special Summon 1 of them.

Infernity Mirage

TSHD-EN012

This card cannot be Special Summoned from the Graveyard. If you have no cards in your hand, you can Tribute this card to select 2 "Infernity" monsters in your Graveyard. Special Summon those monsters.

The first sentence of the effect is a condition, not an effect.

Tributing **Infernity Mirage** is a cost to activate its effect. The effect targets 2 "Infernity" monsters.

If you have 1 or more cards in your hand when this effect resolves, you will still Special Summon the targeted monsters.

If only 1 of the target monsters is in the Graveyard when the effect of **Infernity Mirage** resolves, it will still be Special Summoned.

Infernity Randomizer

TSHD-EN013

Once per turn, while you have no cards in your hand, you can draw 1 card and reveal it. For a Monster Card drawn with this effect, inflict damage to your opponent equal to the Level of that monster x 200. For a Spell or Trap Card, you take 500 damage.

Drawing a card and inflicting damage occur sequentially, not simultaneously. If you draw **Infernity Archfiend** you will miss the timing to activate its Special Summon effect.

If you have 1 or more cards in your hand when the effect of **Infernity Randomizer** resolves, you will *not* draw a card or inflict damage.

Infernity Beetle

TSHD-EN014

While you have no cards in your hand, you can Tribute this card to Special Summon up to 2 "Infernity Beetle" from your Deck.

Tributing **Infernity Beetle** is a cost to activate its effect.

If you have 1 or more cards in your hand when the effect of **Infernity Beetle** resolves you will *not* be able to Special Summon up to 2 **Infernity Beetle** from your Deck.

Infernity Avenger

TSHD-EN015

When a monster you control, except "Infernity Avenger", is destroyed by battle with an opponent's monster and sent to the Graveyard, while you have no cards in your hand, you can Special Summon this card from your Graveyard. In that case, the Level of this card is equal to the Level of your destroyed monster.

If **Skill Drain** is activated after **Infernity Avenger** is Special Summoned by its own effect, its Level will return to its original Level.

You cannot activate **Infernity Avenger's** effect when a Token Monster or **Embodiment of Apophis** is destroyed by battle.

If you control your opponent's monster and it is destroyed by battle and sent to your opponent's Graveyard, you cannot activate your **Infernity Avenger's** effect.

The Level of **Infernity Avenger** is increased by the original Level of the destroyed monster.

If multiple **Infernity Avenger's** are in the Graveyard, you can Special Summon all of them.

If you have 1 or more cards in your hand when **Infernity Avenger's** effect resolves, it will *not* be Special Summoned.

Revival Rose

TSHD-EN016

If a Level 5 or higher Plant-Type monster you control is destroyed, you can Special Summon this card from the Graveyard.

You cannot activate this effect during the Damage Step.

You can activate **Revival Rose's** effect even if the Level 5 or higher Plant-Type monster is destroyed during the middle of a Chain. It will start a new Chain afterwards.

If a Level 5 or higher monster being treated as a Plant by **DNA Surgery** is destroyed, you can activate the effect of **Revival Rose**.

You cannot activate the effect of **Revival Rose** if a face-down Level 5 or higher Plant-Type monster is destroyed while face-down by a card effect.

Morphtronic Vacuumen

TSHD-EN017

- *While in Attack Position: Once per turn, you can send 1 Equip Card equipped to this card to the Graveyard to inflict 500 damage to your opponent.*
- *While in Defense Position: Once per turn, you can equip 1 face-up Attack Position monster your opponent controls to this card as an Equip Card. (You can only equip 1 monster at a time to this card by this effect.)*

The "While in Defense Position" effect targets.

Sending 1 Equip Card to the Graveyard is a cost to activate the "While in Attack Position" effect.

If **Skill Drain** is activated while a monster is equipped to **Morphtronic Vacuumen**, the equipped monster is destroyed.

If the battle position of the monster targeted by **Morphtronic Vacuumen** changes, it will not be equipped. If the battle position of **Morphtronic Vacuumen** itself is changed, its effect will be applied.

If the battle position of **Morphtronic Vacuumen** changes after it has a monster equipped to it, the monster remains equipped.

Bird of Roses

TSHD-EN018

When this face-up Attack Position card is destroyed by battle with an opponent's attacking monster and sent to the Graveyard, you can Special Summon 2 Plant-Type Tuner monsters from your Deck in face-up Defense Position.

Bird of Roses must be in Attack Position during damage calculation in order for its effect to be activated.

If your opponent controls your **Bird of Roses** and it is destroyed and sent to your Graveyard, you cannot activate its effect.

Spore

TSHD-EN019

If this card is in your Graveyard, you can remove from play 1 other Plant-Type monster from your Graveyard to Special Summon this card from your Graveyard, and increase its Level by the Level of the monster removed from play to activate this effect. Each player can only use the effect of "Spore" once per Duel.

Removing from play 1 other Plant-Type monster is a cost.

Spore is Special Summoned with its Level already increased by the Level of the removed monster.

Each player can use the effect of **Spore** once per Duel, no matter how many copies they have.

Fairy Archer

TSHD-EN020

During your Main Phase, you can inflict 400 damage to your opponent for each face-up LIGHT monster you control. This card cannot attack during the same turn you activate this effect. Only one "Fairy Archer" can have its effect activated per turn.

"Only one "Fairy Archer" can have its effect activated per turn" is not treated as an effect.

Even if multiple **Fairy Archers** exist, you can only activate the effect of 1 of them.

Even if you change the name of **Fairy Archer** with a card like **Hero Mask** you cannot activate its effect more than once per turn.

Biofalcon

TSHD-EN021

When a Machine-Type monster you control is destroyed by battle and sent to the Graveyard while this card is face-up on the field, you can add 1 Machine-Type monster with 1000 or less ATK from your Deck to your hand.

Biofalcon must be face-up on the field when a Machine-Type monster you control is destroyed by battle and sent to the Graveyard in order to activate its effect. It does not have to be face-up on the field when the effect resolves.

You cannot activate the effect of **Biofalcon** when it is destroyed by battle and sent to the Graveyard.

Wattgiraffe

TSHD-EN025

This card can attack your opponent directly. When this card inflicts Battle Damage to your opponent by a direct attack, your opponent cannot activate Spells, Traps, Spell/Trap effects, or Monster Card effects until the End Phase of this turn.

This is a Trigger Effect that activates after damage calculation.

When the effect of **Wattgiraffe** is being applied, your opponent cannot do any of the following:

Activate a Spell or Trap Card.

Activate the effect of a Spell or Trap Card that is already face-up on the field.

Activate the effect of a Spell or Trap Card that's in the Graveyard, like **Skill Successor**.

Activate any monster effect that starts a Chain.

Wattfox

TSHD-EN026

If this card is destroyed by your opponent's card (either by battle or by card effect), your opponent cannot Special Summon a monster, or activate Spells, Traps, Spell/Trap effects, or Monster Card effects, for the rest of this turn.

This effect can activate during the Damage Step.

If **Wattfox** is being treated as an Equip Spell that you control and it is destroyed, its effect will activate.

If your opponent controls your **Wattfox** its effect will not activate when it is destroyed by either player's card.

Wattwoodpecker

TSHD-EN027

This card can attack twice during each Battle Phase. Any monster that battles with this card cannot change its battle position.

Wattwoodpecker's is applied when you actually calculate the damage from a battle, and it does not start a Chain.

If **Wattwoodpecker** battles **Dark Ruler Ha Des** and would be destroyed, **Wattwoodpecker's** effect is still applied.

Wattwoodpecker's effect is applied even if **Wattwoodpecker** would be destroyed by battle.

Koa'ki Meiru Sandman

TSHD-EN028

During each of your End Phases, destroy this card unless you send 1 "Iron Core of Koa'ki Meiru" from your hand to the Graveyard or reveal 1 Rock-Type monster in your hand. You can Tribute this card to negate the activation of a Trap Card and destroy it.

Discarding **Iron Core of Koa'ki Meiru** or revealing a Rock-Type monster is a cost, not an effect.

You can activate the effect of **Koa'ki Meiru Sandman** during the Damage Step.

This is a Quick Effect. You Chain it to the activation of a Trap Card.

Tributing **Koa'ki Meiru Sandman** is a cost. The effect does not target.

You cannot Chain the effect when the effect of an already face-up Continuous Trap Card is activated.

Memory Crush King

TSHD-EN029

When this card inflicts Battle Damage to your opponent by a direct attack, remove from play all Synchro Monsters in your opponent's Graveyard, and inflict 1000 damage to your opponent for each monster removed.

Removing the Synchro Monsters and inflicting damage happen at the same time.

Delta Tri

TSHD-EN030

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

- *Select 1 appropriate Union monster in your Graveyard and equip it to this card.*
- *Select 1 face-up LIGHT Machine-Type monster you control, and return it to the Deck. Then draw 1 card.*

Both effects target.

Returning a monster to the Deck and drawing a card do not happen simultaneously. Drawing 1 card is the last thing to occur.

You cannot activate the effect to equip a Union monster if **Delta Tri** is already equipped with a Union monster.

The effects of a Union monster equipped to **Delta Tri** as a result of its own effect are treated as being equipped by the effect of the Union monster. All the effects granted by the Union monster will apply.

Trigon

TSHD-EN031

Once per turn, during your Main Phase, you can equip this card to a Machine-Type monster you control as an Equip Card, OR unequip it to Special Summon this card in face-up Attack Position. While equipped to a monster by this effect, if the equipped monster destroys an opponent's monster by battle, select and Special Summon 1 Level 4 or lower LIGHT Machine-Type monster from your Graveyard. (A monster can only be equipped with 1 Union Monster at a time. If the equipped monster would be destroyed, destroy this card instead.)

Trigon's effect activates at the end of the Damage Step. It's considered the effect of a Spell Card.

If **Trigon** is equipped to a monster that is not affected by Spell Cards, its effect to Special Summon a monster will still activate and resolve successfully.

Trigon's effect to Special Summon a monster starts a Chain.

Testudo erat Numen

TSHD-EN032

Neither player can Special Summon monsters with 1800 or more ATK.

If you Special Summon **Batteryman AA** and then activate **Inferno Reckless Summon** while **Testudo erat Numen** is on the field, you'll still be able to Special Summon the rest of your **Batteryman AA**.

You cannot Special Summon **Vice Dragon** from your hand with its effect while **Testudo erat Numen** is face-up on the field.

You can Special Summon **Tragoedia** from your hand while **Testudo erat Numen** is on the field because its ATK is undefined while in your hand.

Ronintoadin

TSHD-EN033

This card's name is treated as "Des Frog" while face-up on the field. You can remove from play 1 "Frog" monster in your Graveyard, except "Frog the Jam", to Special Summon this card from your Graveyard. This card cannot be used as a Synchro Material Monster.

Removing a "Frog" monster from play is a cost.

"This card cannot be used as a Synchro Material Monster" is a condition, not an effect. It also applies in your hand, so you can't use **Ronintoadin** as a Synchro Material Monster with **Eccentric Boy** either.

Batteryman AAA

TSHD-EN034

When this card is Normal Summoned or flipped face-up, you can Special Summon 1 "Batteryman AAA" from your hand or Graveyard.

This effect does not target. It can be activated during the Damage Step.

Batteryman Fuel Cell

TSHD-EN035

If you control 2 or more face-up "Batteryman" monsters, you can Special Summon this card from your hand. Once per turn, you can Tribute 1 "Batteryman" monster, except this card, to select 1 card your opponent controls and return it to its owner's hand.

Tributing 1 "Batteryman" monster is a cost. You can Tribute face-down "Batteryman" monsters.

This effect targets 1 card your opponent controls.

Ally of Justice Core Destroyer

TSHD-EN037

If this card attacks or is attacked by a LIGHT monster, destroy that monster at the start of the Damage Step (without damage calculation).

This effect activates at the very start of the Damage Step, before face-down monsters are flipped face-up.

If **Ally of Justice Core Destroyer** battles **The Six Samurai – Zanji** that is equipped with **Spirit of the Six Samurai**, the **Spirit of the Six Samurai** will be destroyed instead of Zanji and damage calculation will occur normally.

If **Ally of Justice Core Destroyer** is attacked while face-down or attacks a face-down monster, its effect will not activate.

Hunter of Black Feathers

TSHD-EN038

While your opponent controls 2 or more face-up monsters, all of the same Type, you can send 1 card from your hand to the Graveyard to select and destroy 1 face-up monster your opponent controls.

Sending 1 card to the Graveyard is a cost.

This effect targets your opponent's face-up monster.

If your opponent does not control 2 or more face-up monsters that are all the same Type when the effect of **Hunter of Black Feathers** resolves, you don't get to destroy a monster.

Herald of Perfection

TSHD-EN039

This card can only be Ritual Summoned with the Ritual Spell Card, "Dawn of the Herald". When your opponent activates a Spell Card, Trap Card, or Effect Monster's effect, you can send 1 Fairy-Type monster from your hand to the Graveyard to negate the activation and destroy that card.

Sending a Fairy-Type monster from your hand to the Graveyard is a cost.

Herald of Perfection's effect does not target.

If **Herald of Perfection** is no longer face-up on the field when its effect resolves, the effect is still applied.

You cannot use **Herald of Perfection** to negate the effect of an already face-up Continuous Spell or Trap Card.

Black-Winged Dragon

TSHD-EN040

1 Tuner + 1 or more non-Tuner monsters

Whenever you would take damage from a card effect, place 1 Black Feather Counter on this card instead. This card loses 700 ATK for each Black Feather Counter on it. Once per turn, you can remove all Black Feather Counters on this card to have 1 face-up monster your opponent controls lose 700 ATK for each Black Feather Counter, and inflict damage to your opponent equal to the ATK lost by that monster because of this effect.

Removing the Black Feather Counters is a cost.

The effect to inflict damage targets 1 face-up monster. The damage inflicted is equal to the amount of ATK lost by the target monster.

The targeted monster's ATK will remain decreased for as long as it is face-up on the field.

If **Reverse Trap** is activated, the ATK of **Black-Winged Dragon** will increase for each Black Feather Counter on it and an opponent's monster targeted by the effect will have its ATK increased. No damage will be inflicted in that case.

Black-Winged Dragon and **Black-Winged Strafe** are not "Blackwing" cards. You cannot use **Blackwing – Breeze the Zephyr** as a Fusion Material Monster.

If you would be dealt effect damage by **Gravekeeper's Vassal** while you control **Black-Winged Dragon** you place the Black Feather Counter during Damage Calculation and the damage is reduced to 0.

If you control **Black-Winged Dragon** and **Prime Material Dragon** and an effect that would inflict damage to you is activated, you will gain Life Points instead and no Black Feather Counters will be placed.

If multiple **Ojama Tokens** are destroyed at the same time, you'll place a Black Feather Counter for each of them.

You can still activate **Against The Wind** while you control **Black-Winged Dragon**, but you'll place a Black Feather Counter instead of taking damage and you won't add a "Blackwing" monster to your hand.

You cannot target a monster with 0 ATK with **Black-Winged Dragon's** effect because that monster's ATK cannot be reduced.

If you control more than 1 **Black-Winged Dragon** you'll only place 1 Black Feather Counter on 1 **Black-Winged Dragon** when you would take damage.

If **Skill Drain** is activated while **Black-Winged Dragon** has Black Feather Counters, all those Counters are removed and the ATK of **Black-Winged Dragon** returns to its original value.

If the monster targeted with the ATK reducing effect of **Black-Winged Dragon** is no longer face-up on the opponent's side of the field when the effect resolves then the effect is not applied.

The “damage equal to the ATK lost” is equal to the actual amount lost by the target monster. If a monster with 1900 ATK has its ATK reduced to 0, the damage is 1900, even if 3 or more Black Feather Counters were removed.

Chaos King Archfiend

TSHD-EN041

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

When this card declares an attack, you can switch the ATK and DEF of all face-up monsters your opponent controls, until the end of the Battle Phase.

Chaos King Archfiend switches the entire ATK and DEF of your opponent’s monsters, including any boosts from Continuous Effects. For example, **Command Knight** boosts its own ATK to 1600 with its effect. If it’s then affected by **Chaos King Archfiend** it will have 1900 ATK and 1600 DEF. The Continuous Effect will not reapply to the new ATK.

The effect of **Chaos King Archfiend** changes the current ATK and DEF of the monster, not the original ATK and DEF.

Infernity Doom Dragon

TSHD-EN042

1 DARK Tuner + 1 or more non-Tuner monsters

Once per turn, if you have no cards in your hand, you can select 1 monster your opponent controls. Destroy that monster and inflict damage to your opponent equal to half its ATK. This card cannot attack during the same turn you activate this effect.

This effect targets 1 monster your opponent controls. It can even target face-down monsters.

You destroy the monster and inflict damage at the same time.

The damage dealt is half of the ATK of the monster while it was on the field. If you destroy a face-down monster, no damage is dealt.

Splendid Rose

TSHD-EN043

1 Tuner + 1 or more non-Tuner monsters

Once per turn, you can remove from play 1 Plant-Type monster in your Graveyard to halve the ATK of 1 face-up monster your opponent controls, until the End Phase of this turn. If this card attacks, during the same Battle Phase you can remove from play 1 Plant-Type monster in your Graveyard to halve the ATK of this card (until the End Phase) and attack once again.

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

If you activate the effect to attack again with **Splendid Rose**, you don’t have to attack if you don’t want to.

If **Splendid Rose** is equipped with **Twin Swords of Flashing Light – Tryce** it can only attack twice total even if you activate the effect of **Splendid Rose**.

If the effect of **Splendid Rose** activates and resolves, then **Skill Drain** or **Forbidden Chalice** is activated, the effect of **Splendid Rose** is not negated. It will be able to attack again.

Chaos Goddess

TSHD-EN044

1 LIGHT Tuner + 2 or more non-Tuner DARK monsters

Once per turn, you can send 1 LIGHT monster from your hand to the Graveyard to select 1 Level 5 or higher DARK monster in your Graveyard. Special Summon that monster. It cannot be used as a Synchro Material Monster.

Sending 1 LIGHT monster to the Graveyard is a cost.

The effect targets 1 Level 5 or higher monster in your Graveyard.

If the monster Special Summoned by **Chaos Goddess** is flipped face-down or removed from play temporarily, you can use it as a Synchro Material Monster after it is flipped back up or returns to play.

Black-Winged Strafe

THSD-EN045

Send 1 "Blackwing" monster from your hand to the Graveyard to select 1 Defense Position monster your opponent controls. Send that monster to the Graveyard.

Sending a "Blackwing" monster to the Graveyard is a cost.

The effect targets 1 Defense Position monster your opponent controls.

Black-Winged Dragon and **Black-Winged Strafe** are not "Blackwing" cards.

If the target monster your opponent controls is no longer in Defense Position when the effect of **Black-Winged Strafe** resolves, it is still sent to the Graveyard.

Cards for Black Feathers

TSHD-EN046

Remove from play 1 "Blackwing" monster in your hand to draw 2 cards. You cannot Special Summon during the same turn you activate this card. You can only activate 1 "Cards for Black Feathers" per turn.

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

You cannot Special Summon and then activate **Cards for Black Feathers** in the same turn.

ZERO-MAX

TSHD-EN047

Activate only if you have no cards in your hand. Select 1 "Infernity" monster in your Graveyard. Special Summon it, and destroy all face-up monsters on the field with ATK lower than the Special Summoned monster's ATK. You cannot conduct your Battle Phase during the same turn you activate this card.

ZERO-MAX targets 1 "Infernity" monster in your Graveyard.

You cannot negate **ZERO-MAX** with **Stardust Dragon's** effect because it is uncertain whether or not it will destroy anything.

If **ZERO-MAX** is the only card in your hand, you cannot activate it. You must Set it, and then activate.

The effect of **ZERO-MAX** Special Summons your "Infernity" monster then destroys monsters. Your opponent cannot use **Bottomless Trap Hole** or **Torrential Tribute**, even if you destroy no monsters.

You destroy monsters on the field with less ATK than the Special Summoned monster's current ATK, including any bonuses from Field Spells or Continuous Effects.

You can activate **ZERO-MAX** even if there are no monsters on the field.

Infernity Launcher

TSHD-EN048

Once per turn, you can send 1 "Infernity" monster from your hand to the Graveyard. While you have no cards in your hand, you can send this card from the field to the Graveyard to select up to 2 "Infernity" monsters in your Graveyard and Special Summon them.

Sending this card from the field to the Graveyard is a cost. The effect targets 1 or 2 monsters in your Graveyard.

Both effects of **Infernity Launcher** start a Chain.

You can add “Infernity” cards that are not monsters to your hand with the effect of **Infernity Archfiend**, including **Infernity Launcher**.

If **Infernity Launcher** is the only card in your hand you cannot activate it and activate its effect to Special Summon in the same Chain.

If only 1 of the target monsters is in the Graveyard when the effect to Special Summon resolves, it will still be Special Summoned.

Into the Void

TSHD-EN049

Activate only if you have 3 or more cards in your hand. Draw 1 card. During the End Phase of this turn, discard all the cards in your hand.

You’ll still apply the effect of **Into the Void** even if you have 2 or fewer cards in your hand when it resolves.

Discarding all cards in your hand during the End Phase does not start a Chain.

You can Chain **Mystical Refpanel** to **Into the Void**. The drawing and discarding will be performed by the opponent of the player that activated **Into the Void**.

You cannot Chain **Null and Void** to **Into the Void**.

You can activate **Into the Void** when you have only 3 cards in your hand, including **Into the Void**.

Intercept Wave

TSHD-EN050

All Synchro Monsters on the field are changed to Defense Position. And then, return all face-up Synchro Monsters to the Extra Deck during the End Phase.

You can activate **Intercept Wave** even if only 1 player controls a Synchro Monster.

You can activate **Intercept Wave** even while **G.B. Hunter** is face-up on the field. In that case, you’ll switch the Synchro Monsters to Defense Position, but you won’t return them to the Extra Deck in the End Phase.

You cannot activate **Intercept Wave** during the Damage Step.

Synchro Monsters that were not changed to Defense Position by **Intercept Wave** will still be returned to the Extra Deck during the End Phase.

You cannot activate **Intercept Wave** if there are no Attack Position Synchro Monsters on the field.

At least 1 monster must be changed to Defense Position by **Intercept Wave** or else the effect to return Synchro Monsters to the Extra Deck will not be applied.

Returning the Synchro Monsters to the Extra Deck does not start a Chain.

Pyramid of Wonders

TSHD-EN051

All face-up Zombie-Type monsters you control gain 200 ATK for each monster your opponent controls. If (exactly) 1 face-up Zombie-Type monster you control would be destroyed, you can send this card to the Graveyard instead.

If a Zombie-Type monster is Special Summoned by **Call of the Haunted** and would be destroyed because **Call of the Haunted** would be destroyed, you cannot send **Pyramid of Wonders** to the Graveyard instead because 2 cards are being destroyed at the same time. If **Call of the Haunted** is returned to your hand or Deck instead, only the Special Summoned monster would be destroyed, so you can send **Pyramid of Wonders** to the Graveyard instead.

You can only use the effect of **Pyramid of Wonders** if 1 face-up Zombie-Type monster is the only card on the field that would be destroyed.

You can use the effect of **Pyramid of Wonders** when a face-down Zombie-Type monster you control is flipped face-up by an attack and then destroyed.

If you have multiple **Pyramid of Wonders** the ATK boosts are cumulative.

The Fountain in the Sky

TSHD-EN052

When a LIGHT monster is destroyed by battle and sent to your Graveyard, you can remove that monster from play to gain Life Points equal to its ATK.

This effect starts a Chain. Removing the monster from play is a cost.

You can also activate this effect when your monster that your opponent controls is destroyed by battle and sent to your Graveyard.

The monster has to be a LIGHT monster on the field as well as in the Graveyard in order to activate the effect of **The Fountain in the Sky**.

You cannot activate the effect of **The Fountain in the Sky** when a monster with 0 ATK is sent to the Graveyard.

Dragon Laser

TSHD-EN053

Send 1 "Trigon" equipped to a face-up "Delta Tri" you control to the Graveyard, and destroy all monsters your opponent controls.

Dragon Laser targets the **Trigon**, it is not a cost.

If you cannot send the **Trigon** to the Graveyard, because it isn't on the field or because it would be removed from play instead of sent to the Graveyard, you cannot destroy your opponent's monsters.

You only need to control **Delta Tri**, not the **Trigon** equipped to it.

Wattcube

TSHD-EN054

Equip only to a Thunder-Type monster. It gains 100 ATK for each Thunder-Type monster in your Graveyard. You can send this face-up card from the field to the Graveyard to have 1 face-up Thunder-Type monster you control gain 1000 ATK.

The effect to send this card from the field to the Graveyard can be activated during your Main Phase only. Sending it to the Graveyard is a cost.

You cannot activate **Wattcube** and activate its effect to send this card to increase 1000 ATK in the same Chain. This is a Spell Speed 1 effect, you cannot Chain the effect of 2 **Wattcubes** to each other.

The 1000 ATK increase lasts for as long as the target monster remains face-up on the field.

Electromagnetic Shield

TSHD-EN055

Level 3 or lower Defense Position Thunder-Type monsters you control cannot be destroyed by battle. Destroy this card if you control a face-up Attack Position monster.

Electromagnetic Shield's effect to destroy itself does not start a Chain.

Face-down Thunder-Type monsters that are attacked and flipped face-up are protected as well.

Worm Call

TSHD-EN056

Once per turn, if your opponent controls a monster and you control no monsters, you can Special Summon 1 Reptile-Type "Worm" monster from your hand in face-down Defense Position.

You can activate **Worm Call** even if **Light of Intervention** is active. You'll place the monster face-up instead of face-down.

If **Dark Simorgh** is Special Summoned by **Call of the Haunted** in a Chain with **Worm Call**, the effect of **Worm Call** will not apply and no monster will be Special Summoned.

If you Special Summon a monster from your hand with **Worm Call** you must show the monster to your opponent first.

Magic Triangle of the Ice Barrier

TSHD-EN057

Reveal 3 "Ice Barrier" monsters with different names in your hand to select 1 card your opponent controls. Destroy the opponent's card and Special Summon 1 "Ice Barrier" monster from your hand.

Revealing 3 cards is an activation cost. The effect will resolve even if there are no longer 3 cards in your hand when it resolves.

It targets the card your opponent controls.

Destroying your opponent's card and Special Summoning the monster occur at the same time.

You can still destroy the target monster if the 3 revealed monsters are no longer in your hand or you have no monster to Special Summon when the effect of **Magic Triangle of the Ice Barrier** resolves.

If control of the target card shifts to you before **Magic Triangle of the Ice Barrier** resolves, it won't be destroyed and you won't Special Summon.

Koa'ki Meiru Initialize!

TSHD-EN058

Tribute 1 "Koa'ki Meiru" monster to add 1 "Iron Core of Koa'ki Meiru" from your Deck or Graveyard to your hand.

Tributing a monster is a cost. You can Tribute a face-down "Koa'ki Meiru" monster.

You cannot activate **Koa'ki Meiru Initialize!** during the Damage Step.

This card does not target.

Dawn of the Herald

TSHD-EN059

This card is used to Ritual Summon "Herald of Perfection". You must also Tribute monsters whose total Levels equal exactly 6 from the field or your hand. When "Herald of Perfection" is Ritual Summoned by this card's effect, you can remove from play this card in your Graveyard to select 1 of the monsters Tributed for that Ritual Summon, and return it from your Graveyard to your hand.

The effect to return a monster to your hand targets. It starts a Chain. Removing this card from play is a cost.

Forbidden Graveyard

TSHD-EN060

Activate by discarding 1 card. Effects that activate in the Graveyard this turn are negated.

Discarding 1 card is a cost.

Forbidden Graveyard negates effects that activate in the Graveyard, even if the card will be removed from the Graveyard when its effect resolves. For example, **Necro Gardna**.

Forbidden Graveyard will not negate effects that have already resolve or been applied.

If you Chain **Forbidden Graveyard** to an effect that activates in the Graveyard, that effect will be negated.

Leeching the Light

TSHD-EN061

Select 1 face-up LIGHT monster your opponent controls. All face-up Attack Position monsters you control gain ATK equal to the ATK of the selected monster, until the End Phase.

Leeching the Light targets your opponent's LIGHT monster.

If the target monster is not face-up when **Leeching the Light** resolves, no ATK increase will occur.

The effect of **Leeching the Light** only applies to face-up Attack Position monsters you control at the time it resolves.

If the targeted LIGHT monster is flipped face-down or removed from the field after **Leeching the Light** resolves, the ATK increase is still applied.

Corridor of Agony

TSHD-EN062

Monsters that were Special Summoned from the Main Deck cannot activate their effects, their effects are negated, and they cannot declare an attack, as long as they remain face-up on the field.

If you flip a monster that was Special Summoned from the Main Deck face-down, it is still considered to be Special Summoned but is not considered to be Special Summoned from the Deck.

Corridor of Agony is not applied to monsters Special Summoned from the Extra Deck.

Corridor of Agony is applied to monsters Special Summoned before and after its activation.

Power Frame

TSHD-EN063

Activate only when a face-up monster you control is selected as an attack target by an opponent's monster with a higher ATK. Negate that attack, and equip this card to your monster that was being attacked. The equipped monster gains ATK equal to the difference in ATK between the two monsters.

This card targets the monster that is being attacked.

You cannot shift the target of **Power Frame** with **Tailor of the Fickle**.

If **Rush Recklessly** is Chained to **Power Frame** making the attack target monster's ATK greater than the attacking monster's ATK, you'll still increase the equipped monster's ATK by the new difference.

Elemental Hero Wildheart will not gain ATK from the effect of **Power Frame** because it is unaffected by Trap Cards.

Blackwing - Backlash

TSHD-EN064

Activate only when your opponent's monster declares a direct attack while you have 5 or more "Blackwing" monsters in your Graveyard. Destroy all monsters your opponent controls.

Having 5 "Blackwing" monsters in your Graveyard is only a condition for activation. It will work even if you *don't* have 5 or more cards in your Graveyard when it resolves.

Blackwing - Bombardment

TSHD-EN065

Tribute 1 "Blackwing" monster to select 1 face-up Synchro Monster you control. That Synchro Monster gains ATK equal to the Tributed monster's ATK, until the End Phase.

Tributing 1 "Blackwing" monster is a cost. You can Tribute a face-down "Blackwing" monster.

This effect targets 1 face-up Synchro Monster you control.

If you Tribute a monster that is battling during the Damage Step, damage calculation is not conducted.

You can activate **Blackwing - Bombardment** during the Damage Step, but not during damage calculation.

If you Tribute a face-down "Blackwing" monster, you use the original ATK of that monster. If you Tribute a face-up monster, you use the ATK on the field.

Guard Mines

TSHD-EN067

Activate only when a card is activated with an effect that would target and destroy 1 monster you control. Negate the effect and destroy that card. Then Inflict 500 damage to your opponent.

This card is Chained directly to the effect that targets and would destroy your monster.

You cannot Chain **Guard Mines** to the effect of an already face-up Continuous Spell or Trap Card.

You can Chain **Guard Mines** to the effect of a Continuous Trap Card if its effect is activated on the same Chain as the card itself, such as with **Roar of the Earthbound**.

You can Chain **Guard Mines** to a card that will resolve in the Graveyard, like **Exiled Force**. If you do, the effect of the card will be negated, but since it cannot be destroyed no damage will be inflicted.

You can Chain **Guard Mines** to any type of effect that targets and destroys 1 monster you control and *only* 1 monster you control. You cannot Chain it to cards like **Icarus Attack**, even if they target 1 monster you control and a Spell or Trap Card.

Infernity Reflector

TSHD-EN068

Activate only by discarding all the cards in your hand when an "Infernity" monster you control is destroyed by battle and sent to the Graveyard. Select and Special Summon that monster from your Graveyard, and inflict 1000 damage to your opponent

Discarding all cards in your hand is a cost.

Infernity Reflector targets the "Infernity" monster sent to your Graveyard.

You can activate **Infernity Reflector** even if **Des Wombat** or **Prime Material Dragon** is face-up on the field. You cannot activate it if **Vanity's Fiend** is face-up on the field.

Special Summoning and inflicting damage occur at the same time.

Infernity Break

TSHD-EN069

Activate only if you have no cards in your hand. Select 1 "Infernity" card in your Graveyard and remove it from play. Select 1 card your opponent controls and destroy it.

Infernity Break targets 1 "Infernity" card in your Graveyard and 1 card your opponent controls.

Infernity Break will work even if you have 1 or more cards in your hand when it resolves.

Removing and destroying happen at the same time.

You still remove the card from your Graveyard even if your opponent's card is no longer on the field.

Damage Gate

TSHD-EN070

Activate only when you take Battle Damage. Special Summon 1 monster from your Graveyard with ATK less than or equal to the amount of damage you took.

Damage Gate targets the monster in your Graveyard.

Infernity Inferno

TSHD-EN071

Discard up to 2 cards, and send the same number of "Infernity" cards from your Deck to the Graveyard.

You can send any "Infernity" card, including Spell and Trap Cards.

You discard and then send cards from your Deck to the Graveyard. Discarding is not a cost.

Phantom Hand

TSHD-EN072

Once per turn, if you control a face-up "Infernity" monster(s), you can remove from play all cards in your hand (face-down) until your next Standby Phase.

If you remove all the cards from your hand with **Phantom Hand** but **Phantom Hand** is no longer on the field or is negated during your Standby Phase, your cards will still be returned to your hand.

If you activate the effect of **Phantom Hand** during your turn and again during your opponent's turn, the cards removed by each activation will come back separately, not at the same time.

Returning the cards to your hand does not start a Chain.

If you do not control an "Infernity" monster when **Phantom Hand** resolves, you cannot remove the cards in your hand.

Assault Spirits

TSHD-EN073

After activation, treat this card as an Equip Card, and equip it to a monster you control. Once per turn, during the equipped monster's attack, you can send 1 monster with 1000 or less ATK from your hand to the Graveyard during the Damage Step to have the equipped monster gain the ATK of the sent monster, until the End Phase.

Sending a monster from your hand to the Graveyard is a cost.

You cannot activate this card and its effect at the same time. You cannot activate the effect until it is equipped to your monsters.

You cannot send a monster with 0 ATK as the cost to activate the effect.

You cannot activate the card itself during damage calculation. Its effect *can* be activated during damage calculation.

Blossom Bombardment

TSHD-EN074

Activate only when a Plant-Type monster you control destroys an opponent's monster by battle and sends it to the Graveyard. Inflict damage to your opponent equal to the destroyed monster's original ATK.

You cannot activate **Blossom Bombardment** if you destroy an opponent's monster with an original ATK of 0.

The damage dealt is the original ATK of the destroyed monster.

If both your monster and the opponent's monster are destroyed and sent to the Graveyard, you can't activate **Blossom Bombardment**.

If your monster is not a Plant-Type when your opponent's monster hits the Graveyard you cannot activate **Blossom Bombardment**. If your monster is a Plant-Type from damage calculation until the destroyed monster is sent to the Graveyard, you can activate **Blossom Bombardment**.

Morphtronics, Scramble!

TSHD-EN075

Activate only when your opponent declares a direct attack while you control no monsters. Negate that attack and Special Summon 1 "Morphtronic" monster from your hand.

This card doesn't target.

If you don't have any "Morphtronic" monsters in your hand when this card resolves, the attack is still negated.

Power Break

TSHD-EN076

Activate only while you control a face-up "Power Tool Dragon". Select up to 3 Equip Cards on your side of the field and/or in your Graveyard and return them to the Deck, and inflict 500 damage to your opponent for each card returned.

This effect targets the cards on your side of the field and/or in your Graveyard.

You can select up to 3 cards total. You can choose cards from both the field and the Graveyard, you don't have to pick all from one or the other.

Koa'ki Meiru Shield

TSHD-EN077

Activate only when your opponent's monster declares an attack if you have 2 or more "Iron Core of Koa'ki Meiru" in your Graveyard. Destroy all face-up Attack Position monsters your opponent controls.

If there are less than 2 **Iron Core of Koa'ki Meiru** in your Graveyard when **Koa'ki Meiru Shield** resolves, the effect to destroy your opponent's monsters will still apply.

Crevice Into the Different Dimension

TSHD-EN078

Declare 1 Attribute and select a total of 2 monsters with that Attribute from the Graveyards. Remove those monsters from play.

You target 2 monsters in the Graveyard.

If only 1 of the targets is still there when **Crevice Into the Different Dimension** resolves, that monster will still be removed from play.

Synchro Ejection

TSHD-EN079

Select 1 face-up Synchro Monster your opponent controls and remove it from play. Then, your opponent draws 1 card.

Synchro Ejection targets your opponent's Synchro Monster.

If the target monster is face-down or no longer on the field when the effect resolves, the Synchro Monster will not be removed and your opponent will not draw a card.

Chaos Trap Hole

TSHD-EN080

Pay 2000 Life Points. Negate the Summon of a LIGHT or DARK monster and remove it from play.

Paying 2000 Life Points is a cost.

Genex Undine

TSHD-EN091

When this card is Normal Summoned, you can send 1 WATER monster from your Deck to the Graveyard to add 1 "Genex Controller" from your Deck to your hand.

Sending 1 WATER monster to the Graveyard is a cost.

X-Saber Palomuro

TSHD-EN093

When another "Saber" monster you control is destroyed by battle and sent to the Graveyard, you can pay 500 Life Points to Special Summon this card from the Graveyard.

Paying 500 Life Points is a cost.

If you have several copies of Palomuro in your Graveyard you can Special Summon all of them.

If Palomuro itself is destroyed by battle, it cannot activate its effect.

X-Saber Pashuul

TSHD-EN094

This card cannot be destroyed by battle. If this card is in face-up Defense Position, you take 1000 damage during each of your opponent's Standby Phases.

If Pashuul is no longer in face-up Defense Position when its effect to inflict damage resolves, it will not deal damage.

Hydro Genex

TSHD-EN095

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

When this card destroys an opponent's monster by battle and sends it to the Graveyard, gain Life Points equal to the ATK of the destroyed monster.

You can use monsters like **Elemental Mistress Doriado** that are treated as WATER monsters as Synchro Material Monsters for **Hydro Genex**.

Ally of Justice Light Gazer

TSHD-EN096

1 Tuner + 1 or more non-Tuner monsters

This card gains 200 ATK for each LIGHT monster in your opponent's Graveyard.

This monster's ATK changes as the number of monsters in your opponent's Graveyard changes.

Genex Neutron

TSHD-EN097

During the End Phase of the turn this card was Normal Summoned, you can add 1 Machine-Type Tuner monster from your Deck to your hand.

If you Normal Summon **Genex Neutron**, but its destroyed and sent to the Graveyard then Special Summoned back from the Graveyard in the same turn, you cannot activate the effect to add a Tuner to your hand.

If **Genex Neutron** is Normal Summoned, then flipped face-down and face-up again during the same turn, you can activate its effect.

The player who controls **Genex Neutron** during the End Phase of the turn it was Normal Summoned can activate its effect.

Infernity Destroyer

TSHD-EN098

While you have no cards in your hand, when this card destroys an opponent's monster by battle and sends it to the Graveyard, inflict 1600 damage to your opponent.

If you have 1 or more cards in your hand when this effect would resolve, no damage will be inflicted.

Koa'ki Meiru Bergzak

TSHD-EN099

During each of your End Phases, destroy this card unless you send 1 "Iron Core of Koa'ki Meiru" from your hand to the Graveyard or reveal 1 Warrior-Type monster in your hand. If this card destroys an opponent's monster by battle, it can attack once again in a row.

The first sentence is a maintenance cost, not an effect.

The effect to allow it to attack once again is a Trigger Effect that activates after damage calculation.