



DUELIST REVOLUTION SNEAK PEEK – Card Rulings  
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**Earthquake Giant**

DREV-EN001

*Once per turn, when the battle position of this card is changed, you can select 1 monster your opponent controls and change its battle position.*

You can use this effect even if **Earthquake Giant**'s battle position is changed during the Damage Step.

This effect targets your opponent's monster.

If a Flip Effect monster is flipped face-up by this effect, the Flip Effect is activated.

If you take control of the targeted monster before the effect of **Earthquake Giant** resolves, the monster's battle position will not be changed.

**Effect Veiler**

DREV-EN002

*During your opponent's Main Phase, you can send this card from your hand to the Graveyard to select 1 face-up Effect monster your opponent controls. Negate the effect(s) of that monster until the End Phase.*

This card will negate effects that activate or apply on the field. It will not negate an effect that activates in the Graveyard.

If you control the targeted monster when the effect of **Effect Veiler** resolves, the targeted monster's effect(s) will not be negated.

If the targeted monster is no longer face-up on the field when **Effect Veiler**'s effect resolves, the targeted monster's effect(s) will not be negated.

If the effect of **Effect Veiler** resolves, and the targeted monster is then flipped face-down, its effect(s) will no longer be negated, even if it is flipped face-up again later that turn.

If you target **Exiled Force** with **Effect Veiler** and your opponent Tributes **Exiled Force** to activate its effect later in the turn, the effect of **Exiled Force** will be negated.

**Dash Warrior**

DREV-EN003

*If this card attacks, it gains 1200 ATK during the Damage Step only.*

This card's effect does not start a Chain.

### **Damage Eater**

DREV-EN004

*During your opponent's turn, when your opponent activates a card or effect that would inflict damage, you can remove from play this card in your Graveyard to change that effect so it increases Life Points by the same amount instead.*

You cannot activate the effect of **Damage Eater** during the Damage Step.

This is a Quick Effect. You Chain it directly to the opponent's effect that would inflict damage. Removing this card from play is a cost.

You cannot Chain the effect of **Damage Eater** to the activation of **Wave-Motion Cannon**, but you CAN Chain it to the activation of the effect of **Wave-Motion Cannon** that inflicts damage.

You cannot Chain **Damage Eater's** effect to a card or effect like **Changing Destiny** or **The Paths of Destiny** because it's uncertain whether or not it will inflict damage.

### **A/D Changer**

DREV-EN005

*You can remove from play this card in your Graveyard to select 1 monster on the field. Change its battle position.*

Removing this card from play is a cost.

### **Stronghold Guardian**

DREV-EN006

*If a Defense Position monster you control is attacked, you can send this card from your hand to the Graveyard during the Damage Step to have your attacked monster gain 1500 DEF until the End Phase.*

Sending this card to the Graveyard is a cost. The effect does not target.

You can activate this card's effect during Damage Calculation, similar to **Honest**.

The monster needs to be in Defense Position when the effect of **Stronghold Guardian** resolves in order to gain 1500 DEF.

### **Playful Possum**

DREV-EN007

*During your Main Phase, if your opponent controls a face-up monster with a higher ATK than the ATK of this card, you can destroy this card on the field. During your Standby Phase, if this card was destroyed by this effect, you can Special Summon this card from the Graveyard.*

You can Special Summon **Playful Possum** from the Graveyard during *any* of your Standby Phases after it destroyed itself by its effect, not just the very next one.

Your opponent must control a face-up monster with a higher ATK than **Playful Possum** when its effect resolves in order for it to be destroyed. If they do not, **Playful Possum** is not destroyed.

If **Playful Possum** is not face-up when its effect resolves, it is not destroyed.

If **Playful Possum** is destroyed by its own effect then removed from play from the Graveyard and then later returned by **Burial from a Different Dimension** it will not be Special Summoned.

### **Egotistical Ape**

DREV-EN008

*This card cannot be Normal Summoned or Set. This card can only be Special Summoned by sending 1 Beast-Type monster from your hand to the Graveyard. When this card is Special Summoned this way, you can activate 1 of these effects:*

- *Increase the Level of this card by the Level of the Beast-Type monster.*
- *Decrease the Level of this card by the Level of the Beast-Type monster.*

If you send a Level 5 or higher monster to the Graveyard to Special Summon **Egotistical Ape**, you cannot activate the effect that lowers its Level.

You can still Special Summon **Egotistical Ape** while **Zombie World** is in play, however you will not be able to activate its effect to change its Level because the Beast-Type monster is being treated as a Zombie-Type monster.

Even if the Beast-Type monster you sent to the Graveyard is no longer there when the effect of **Egotistical Ape** that changes its Level resolves, **Egotistical Ape**'s Level will still change accordingly.

If **Skill Drain** is activated while **Egotistical Ape** is on the field, it will become Level 5 again and remain Level 5 even if **Skill Drain** is later removed from the field.

### **Uni-Horned Familiar**

DREV-EN009

*When this face-up Defense Position card is selected as an attack target, you can remove from play 1 monster you control other than this card to remove this card from play. The attacking monster must attack. During your next Standby Phase, if this card was removed from play by this effect, this card returns to the field.*

Removing from play 1 other monster you control is a cost. Returning this card to the field does not start a Chain.

When you use this card's effect, a replay will occur. The opponent must choose a new target for the attack, he cannot choose not to attack.

As long as **Uni-Horned Familiar** is face-up on the field when its effect resolves, it will be removed from play. If it is face-down, it will not be removed from play.

**Uni-Horned Familiar** is returned to the field during the Standby Phase in the same position as it was when it was removed from play.

### **Monoceros**

DREV-EN010

*This card cannot be Normal Summoned or Set. This card can only be Special Summoned by removing from play 1 Spell Card from your hand. When you Synchro Summon using this card and a Beast-Type Tuner monster as the Synchro Material Monsters, you can select 1 Beast-Type Tuner monster used for the Synchro Summon and Special Summon it from the Graveyard.*

If the Tuner monster used to Synchro Summon with **Monoceros** is not a Beast-Type monster on the field and in the Graveyard, the effect to Special Summon it cannot be activated.

You can target a Beast-Type Tuner you used that was sent to the opponent's Graveyard and you will still Special Summon it.

You cannot Special Summon **Monoceros** with **Rescue Cat**.

### **D.D. Unicorn Knight**

DREV-EN011

*This card cannot be Normal Summoned or Set. This card can only be Special Summoned if your opponent controls a monster(s) and you control a face-up Tuner monster(s). When this card is Special Summoned this way, you can select 1 of your removed from play Level 3 or lower non-Tuner monsters and Special Summon it. Its effect(s) are negated. You cannot Normal Summon or Set the turn you Special Summon this card.*

This effect targets your removed from play monster.

Effects of the Special Summoned monster that activate on the field are negated. Effects that activate in the Graveyard are not.

### **Unibird**

DREV-EN012

*You can remove from play this card, and 1 face-up monster you control, to select 1 Synchro Monster in your Graveyard with a Level less than or equal to the combined original Levels of the other 2 monsters. Special Summon that Synchro Monster.*

Removing this card and the other face-up monster you control from play is a cost.

This effect targets the Synchro Monster to be Special Summoned.

This effect activates on the field.

You can remove from play Tokens or an **Embodiment of Apophis** that is being treated as a monster to activate this effect.

### **Bicorn Re'em**

DREV-EN013

*If this card is sent to the Graveyard as a Synchro Material Monster for a Synchro Summon, send the top 2 cards from your opponent's Deck to the Graveyard.*

This is a Trigger Effect that activates when the Synchro Monster is Summoned.

### **Mine Mole**

DREV-EN014

*Once per turn, this card cannot be destroyed by battle. If this card is sent to the Graveyard as a Synchro Material Monster of a Beast-Type monster, draw 1 card. If this card is removed from the field by your opponent's card effect, remove this card from play.*

The effect to draw 1 card is a Trigger Effect that activates when the Synchro Monster is Summoned.

If your opponent controls your **Mine Mole**, and you remove it from the field with a card effect, **Mine Mole** is removed from play.

### **Delta Flyer**

DREV-EN016

*Once per turn, you can select 1 other face-up monster you control and increase its Level by 1.*

This effect targets 1 of your other face-up monsters.

This effect lasts for as long as the targeted monster remains face-up on the field.

### **Rhinotaurus**

DREV-EN017

*If 2 or more of your opponent's monsters are destroyed by battle with your monsters during the same Battle Phase, this card can attack twice during that Battle Phase.*

If the monsters that destroyed your opponent's monsters by battle are no longer on the field, this card will still be able to attack twice.

If your monsters destroy 2 or more of your opponent's monsters by battle and then **Rhinotaurus** is Special Summoned during that same Battle Phase, it can attack twice.

If your monsters destroy 2 or more of your opponent's monsters by battle and you take control of your opponent's **Rhinotaurus** during that Battle Phase, it can attack twice.

### **Hypnocorn**

DREV-EN018

*When this card is Normal Summoned, if your opponent controls a monster(s) and you control no other monsters, you can select 1 Set Spell or Trap Card and destroy it.*

This effect targets 1 Set Spell or Trap Card.

### **Scrap Chimera**

DREV-EN019

*This card cannot be used as a Synchro Material Monster, except for the Synchro Summon of a "Scrap" monster, and all other Synchro Material Monsters must also be "Scrap" monsters. When this card is Normal Summoned, you can select 1 "Scrap" Tuner monster in your Graveyard and Special Summon it.*

"This card cannot be used as a Synchro Material Monster, except for the Synchro Summon of a "Scrap" monster, and all other Synchro Material Monsters must also be "Scrap" monsters" is not treated as an effect. It won't be negated by **Skill Drain**.

### **Scrap Goblin**

DREV-EN020

*This card cannot be destroyed by battle. 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 Goblin", and add it to your hand.*

If this card is destroyed by its first effect, you can activate its second effect.

The effect to add a "Scrap" monster to your hand targets that monster.

If the monster that selected this Defense Position monster as an attack target is destroyed by **Sakuretsu Armor**, **Scrap Goblin** will still destroy itself at the end of the Battle Phase.

### **Scrap Beast**

DREV-EN021

*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 Beast", and add it to your hand.*

If this card is destroyed by its first effect, you can activate its second effect.

### **Scrap Hunter**

DREV-EN022

*Once per turn, you can select 1 face-up "Scrap" monster you control, except this card, destroy it, and send 1 Tuner monster from your Deck to the Graveyard.*

This is an Ignition Effect that targets 1 face-up "Scrap" monster.

You cannot activate this effect if you have no Tuners in your Deck.

Destroying the target monster and sending 1 Tuner from your Deck to the Graveyard occur simultaneously, so if you destroy **Scrap Goblin** or **Scrap Beast** with this effect you can still activate the effect of **Scrap Goblin** or **Scrap Beast**.

The target monster must be face-up when this effect resolves, or else it will not be destroyed and you won't send a Tuner to the Graveyard.

### **Scrap Golem**

DREV-EN023

*Once per turn, you can select 1 Level 4 or lower "Scrap" monster in your Graveyard and Special Summon it to either player's side of the field.*

This effect targets the “Scrap” monster in your Graveyard.

You don't choose where to Special Summon the monster until this effect resolves.

### **Wattpheasant**

DREV-EN026

*This card can attack your opponent directly. When this card inflicts Battle Damage to your opponent by a direct attack, select 1 face-up monster on the field and remove it from play until the End Phase of this turn.*

This effect targets the face-up monster.

Returning the removed from play monster does not start a Chain.

### **Naturia Bamboo Shoot**

DREV-EN029

*If this card is Tribute Summoned by Tributing a "Naturia" monster, while this card remains face-up on the field, your opponent cannot activate Spell or Trap Cards.*

Your opponent's Spell and Trap Cards that are already face-up on the field are unaffected by this effect. It only prevents new Spell and Trap Cards from being activated.

If you Tribute Set **Naturia Bamboo Shoot** by Tributing a “Naturia” monster, its effect will not be applied even if you flip it up later.

If **Naturia Bamboo Shoot**'s effect is active but it's flipped face-down, its effect will not be applied when flipped face-up.

If **Naturia Bamboo Shoot** is temporarily removed from play with **Interdimensional Matter Transporter** and then returned to the field later, its effect will no longer be applied.

### **Amazoness Sage**

DREV-EN030

*If this card attacks, select 1 Spell or Trap Card your opponent controls and destroy it at the end of the Damage Step.*

This effect targets 1 Spell or Trap Card your opponent controls.

This effect activates as long as the attack reaches the Damage Step, even if damage calculation is not conducted.

### **Amazoness Trainee**

DREV-EN031

*Monsters destroyed by battle with this card are returned to the bottom of the owner's Deck instead of going to the Graveyard. If this card destroys an opponent's monster by battle, this card gains 200 ATK.*

The ATK gains are cumulative and last as long as this card is face-up on the field.

If you destroy your own monster that your opponent controls, **Amazoness Trainee** gains 200 ATK.

If you control both **Grave Protector** and **Amazoness Trainee** and you destroy a monster in battle with **Amazoness Trainee**, you choose which effect to apply.

### **Amazoness Queen**

DREV-EN032

*"Amazoness" monsters you control cannot be destroyed by battle.*

This card cannot be destroyed by battle while its effect is active.

**Lock Cat**

DREV-EN033

*When this card is Normal Summoned, you can select 1 Level 1 Beast-Type monster in your Graveyard and Special Summon it in face-up Defense Position. Its effects are negated.*

This effect targets the monster in your Graveyard.

**Elephun**

DREV-EN034

*When this card is destroyed by battle and sent to the Graveyard, you can select 1 of your Level 3 or lower Beast-Type, Beast-Warrior-Type or Winged Beast-Type monsters that is removed from play, and add it to your hand.*

This effect targets your removed from play monster.

**Synchro Fusionist**

DREV-EN035

*If this card is sent to the Graveyard as a Synchro Material Monster, you can add 1 Spell Card from your Deck to your hand with "Polymerization" or "Fusion" in the card name, except "Diffusion Wave-Motion".*

This effect activates when the Synchro Summon is successful.

**Ambitious Gofer**

DREV-EN036

*Once per turn, you can select up to 2 monsters your opponent controls. Your opponent can reveal 1 monster in their hand to negate this card's effect. If they do not, destroy the selected monsters.*

This effect targets the opponent's monsters.

Your opponent chooses whether or not to reveal a monster when this effect resolves.

**Final Psychic Ogre**

DREV-EN037

*If this card destroys an opponent's monster by battle, you can pay 800 Life Points to select 1 Psychic-Type monster in your Graveyard, and add it to your hand.*

Paying 800 Life Points is a cost.

This effect targets the monster in your Graveyard.

**Dragon Knight Draco-Equiste**

DREV-EN038

*1 Dragon-Type Synchro Monster + 1 Warrior-Type monster*

*This monster can only be Special Summoned by Fusion Summon from the Extra Deck. Once per turn, you can select 1 Dragon-Type Synchro Monster in the Graveyard. Remove it from play, treat this card's name as that monster's name, and give this card the same effects as that monster, until the End Phase. While this card is in face-up Attack Position, any effect damage you would take from an opponent's card effect is inflicted to your opponent instead.*

If you properly Summoned this card, you can Special Summon it from the Graveyard later with **Call of the Haunted**, etc.

The effect to copy a Dragon-Type Synchro Monster's effect targets that monster. Removing the monster from play happens at resolution, it is not a cost.

You can target a Dragon-Type Synchro Monster in your opponent's Graveyard.

If you copy the effect of **Stardust Dragon** and then Tribute this card to activate that effect, you cannot Special Summon this card back from the Graveyard during the End Phase.

If you copy the effect of **Majestic Star Dragon**, then when you return **Dragon Knight Draco-Equiste** to the Extra Deck during your End Phase, you will also Special Summon **Stardust Dragon** from the Graveyard.

If both players control **Dragon Knight Draco-Equiste** and you activate **Ceasefire**, you will take the damage from your **Ceasefire**.

### **Ultimate Axon Kicker**

DREV-EN039

*1 Psychic-Type Synchro Monster + 1 Psychic-Type monster*

*This monster can only be Special Summoned by Fusion Summon from the Extra Deck. This card cannot be destroyed by card effects. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. When this card destroys an opponent's monster by battle and sends it to the Graveyard, you gain Life Points equal to the destroyed monster's ATK.*

When you Fusion Summon **Ultimate Axon Kicker** while the effect of **Chain Material** is being applied, **Ultimate Axon Kicker** will not be destroyed during the End Phase.

### **Thunder Unicorn**

DREV-EN040

*1 Beast-Type Tuner + 1 or more non-Tuner monsters*

*Once per turn, during your Main Phase, you can select 1 face-up monster your opponent controls. It loses 500 ATK for each monster you control, until the End Phase. During the turn this effect is activated, no other monsters can attack, except this card.*

You can only activate this effect during Main Phase 1.

Monsters that are Summoned after this card's effect resolves cannot attack either.

### **Voltic Bicorn**

DREV-EN041

*1 Beast-Type Tuner + 1 or more non-Tuner monsters*

*If this card is destroyed by your opponent's card (either by battle or by card effect), both players send the top 7 cards of their Deck to the Graveyard.*

If this card is destroyed during battle, its effect activates at the end of the Damage Step. If destroyed by a card effect, it will be after the Chain resolves.

If **Voltic Bicorn** is destroyed while face-down, such as with **Nobleman of Crossout**, its effect will activate.

If you destroy your **Voltic Bicorn** that your opponent controls, its effect will not activate.

If either Deck has less than 7 cards, this effect will still resolve and will send all remaining cards to the Graveyard.

If the Synchro Summon of **Voltic Bicorn** is negated by **Royal Oppression**, its effect will be activated.

### **Lightning Tricorn**

DREV-EN042

*1 Tuner + 1 or more non-Tuner Beast-Type monsters*

*If this card is destroyed by your opponent's card (either by battle or by card effect), you can select 1 "Thunder Unicorn" or "Voltic Bicorn" in your Graveyard and Special Summon it.*

This effect targets the monster in your Graveyard.

This effect activates even during the Damage Step.



### **Scrap Dragon**

DREV-EN043

*1 Tuner + 1 or more non-Tuner monsters*

*Once per turn, you can select 1 card you control and 1 card your opponent controls, and destroy them. 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.*

Both of this card's effects target.

If one of this card's targets for destruction is no longer on the field when this effect resolves or cannot be destroyed when this effect resolves, the other card is still destroyed.

If control of either or both of the targets shifts before **Scrap Dragon** resolves, the targets are still destroyed.

### **Blind Spot Strike**

DREV-EN045

*Select 1 face-up Defense Position monster your opponent controls and 1 face-up Attack Position monster you control. The monster you control gains ATK equal to the opponent's monster's DEF, until the End Phase.*

This card can be activated during the Damage Step before, but not during, damage calculation.

Even if your opponent's monster is in Attack Position when this card resolves, the effect is still applied. If the monster is no longer face-up on the field, the effect is not applied.

If you take control of your opponent's monster before this card resolves, its effect is not applied.

### **Double Cyclone**

DREV-EN046

*Select 1 Spell/Trap Card you control and 1 Spell/Trap Card your opponent controls. Destroy the selected card(s).*

This card targets both players' cards.

If either of the targeted cards is no longer on the field when this card resolves, the other card will still be destroyed.

### **Scrapstorm**

DREV-EN048

*Select 1 face-up "Scrap" monster you control. Send 1 "Scrap" monster from your Deck to the Graveyard, then draw 1 card. Then, destroy the selected monster.*

You cannot activate **Scrapstorm** while you have only 1 card in your Deck.

This card targets 1 face-up "Scrap" monster you control. It cannot be activated during the Damage Step.

None of these effects are simultaneous. You send 1 "Scrap" monster to the Graveyard, then, if you did, you draw a card. Afterwards, you destroy the selected monster.

Even if the targeted monster is no longer face-up on the field when **Scrapstorm** resolves, you still send a "Scrap" monster to the Graveyard and draw a card.

If the target monster is face-down when this effect resolves, it is still destroyed.

### **Scrap Sheen**

DREV-EN049

*Select 1 face-up "Scrap" monster you control and destroy it. All face-up "Scrap" monsters you control gain 1000 ATK until the End Phase.*

You cannot activate this card during the Damage Step. You cannot activate it if you only control 1 "Scrap" monster.

This card targets 1 face-up “Scrap” monster you control.

The targeted monster is destroyed when this effect resolves.

Destroying the monster and increasing the ATK are considered to happen at the same time.

If the targeted monster is no longer face-up on the field when this card resolves it will not be destroyed and your “Scrap” monsters will not gain 1000 ATK.

### **Wattcine**

DREV-EN050

When a Thunder-Type monster you control inflicts Battle Damage to your opponent, gain Life Points equal to the damage inflicted.

This effect activates when Battle Damage is inflicted. It can be Chained to.

### **Naturia Forest**

DREV-EN051

*If you negate the activation of a card your opponent controls, you can add 1 Level 3 or lower "Naturia" monster from your Deck to your hand.*

You cannot activate the effect of **Naturia Forest** during the Damage Step.

This effect starts a Chain after the Chain in which your opponent’s card activation was negated resolves.

### **Landoise’s Luminous Moss**

DREV-EN052

*Activate only if you control a face-up "Naturia" monster. The opponent’s Effect Monsters cannot activate their effects this turn.*

You only need a face-up “Naturia” monster when you activate this card. It’s effect will still apply even if you don’t control a “Naturia” monster when it resolves.

“The opponent’s Effect Monsters” includes Effect Monsters that are in their hand or Graveyard or removed from play.

Continuous Effects, like the effect of **Jinzo**, will still be applied.

### **Amazoness Village**

DREV-EN053

*All face-up "Amazoness" monsters on the field gain 200 ATK. Once per turn, when an "Amazoness" monster is destroyed by battle or by a card effect, and is sent to the Graveyard, you can Special Summon 1 "Amazoness" monster from your Deck with a Level less than or equal to that of the destroyed "Amazoness".*

The effect to Special Summon can still be used during the Damage Step, even if your monster is destroyed by a card effect instead of battle.

You can Special Summon a monster with this effect when you destroy your opponent’s “Amazoness” monster and send it to the Graveyard.

If a face-down “Amazoness” monster is destroyed, you can activate the effect to Special Summon.

You refer to the printed Level of the “Amazoness” monster when deciding on a monster to Summon.

### **Amazoness Fighting Spirit**

DREV-EN054

*If an "Amazoness" monster attacks a monster with higher ATK, the attacking monster gains 1000 ATK during damage calculation only.*

The effect to gain ATK does not start a Chain.

This card only applies to its controller's monsters, not the opponent's.

Even you have multiple copies of **Amazoness Fighting Spirit** in play, your monster will still only gain 1000 ATK.

If you attack your opponent's monster that has less ATK than your "Amazoness" monster and they activate **Honest**, your "Amazoness" monster will gain 1000 ATK during damage calculation.

If you attack your opponent's monster that has more ATK than your "Amazoness" monster, it will gain 1000 ATK automatically at the start of Damage Calculation. If your opponent then activates **Honest**, it will calculate the bonus based on the ATK of your monster after the 1000 ATK is added.

### **Unicorn Beacon**

DREV-EN055

*Select 1 removed from play Level 5 or lower Beast-Type or Winged Beast-Type monster. Remove from play 1 card in your hand and Special Summon the selected monster in Attack Position.*

This card targets *any* removed from play Level 5 or lower Beast-Type or Winged Beast-Type monster, including your opponent's.

You cannot Special Summon the target monster to your opponent's side of the field.

You cannot activate **Unicorn Beacon** while **Imperial Iron Wall** is active, and if **Imperial Iron Wall** is Chained to **Unicorn Beacon**, you won't remove from play 1 card in your hand or Special Summon the selected monster.

### **Beast Rage**

DREV-EN056

*All monsters you control gain 200 ATK for each of your removed from play Beast-Type and Winged Beast-Type monsters. The ATK increase from this card lasts for each monster for as long as that monster is face-up on the field.*

The ATK increase from this card is determined when it resolves and won't change later on even if the number of appropriate removed from play monsters changes.

Only your monsters that are face-up when this card resolves get the bonus. Monsters Summoned afterwards will not.

### **Miracle Synchro Fusion**

DREV-EN057

*Remove from play, from your side of the field or your Graveyard, the Fusion Material Monsters listed on a Fusion Monster Card that lists a Synchro Monster as a Fusion Material Monster, and Special Summon that Fusion Monster from the Extra Deck. (This Special Summon is treated as a Fusion Summon.) If this Set card is destroyed by your opponent's card effect and sent to the Graveyard, draw 1 card.*

The effect to draw 1 card starts a Chain.

If this card is Set by the effect of **Magical Hats** and then destroyed while face-down by the effect of **Sasuke Samurai**, then the effect to draw 1 card will be activated.

You cannot Summon **Five-Headed Dragon** using **Miracle Synchro Fusion** because it does not name a Synchro Monster as a Fusion Material Monster.

### **Pestilence**

DREV-EN058

*Equip only to a Warrior-Type, Beast-Warrior-Type, or Spellcaster-Type monster. Its ATK becomes 0. During each of your Standby Phases, inflict 500 damage to the controller of the equipped monster.*

The effect to inflict damage starts a Chain.

If **Megamorph** and **Pestilence** are equipped to the same monster, the one that was equipped most recently will be applied. If that card is later removed from the field, the first Equip Spell's effect will be applied.

If you use **Shrink** on a monster equipped with **Pestilence**, the monster's ATK will be half of its original ATK while **Shrink** is being applied. It will return to 0 when **Shrink** is no longer applied.

If **Pestilence** is equipped to a monster that is already being affected by **Shrink**, its ATK will be 0. If **Pestilence** is removed from the field before **Shrink**'s effect stops applying, the ATK will become half of its original ATK.

If **Inverse Universe** is applied to a monster equipped with **Pestilence**, the ATK and DEF switch and the monster's DEF becomes 0. If **Pestilence** is equipped after **Inverse Universe** is applied, the monster's ATK will be 0.

If **Pestilence** is equipped to **Command Knight**, its ATK will first become 0 and then become boosted to 400 by the effect of **Command Knight**.

The effects of Field Spell Cards and Continuous Spells and Continuous Monster Effects will still be applied while **Pestilence** is equipped. A **Sangan** equipped with **Pestilence** while **Solidarity** and **Mystic Plasma Zone** are active will have  $0 + 800 + 500 = 1300$  ATK.

While equipped with **Pestilence**, the ATK of **Fortune Lady Light** will be 0 regardless of its Level and any changes to its Level. If **Pestilence** is no longer equipped, **Fortune Lady Light**'s ATK and DEF will return to  $200 \times$  its Level.

### **Cursed Armaments**

DREV-EN059

*The equipped monster loses 600 ATK for each monster you control. When this card is sent from the field to the Graveyard, you can select 1 face-up monster your opponent controls and equip it with this card.*

The effect to equip this card to a new monster when it's sent to the Graveyard starts a Chain.

You can activate the effect to equip this card to a new monster even during the Damage Step.

### **Wiseman's Chalice**

DREV-EN060

*If you control no monsters, select 1 monster in your opponent's Graveyard. Special Summon it. It cannot be Tributed, or used as a Synchro Material Monster. During the End Phase of this turn, give control of that Special Summoned monster to your opponent.*

You can still use **Wiseman's Chalice** if your opponent has no open Monster Card Zones. If they still have no open Monster Card Zones when you try to give control of the Special Summoned monster to them, it is destroyed instead.

If a monster Special Summoned by **Wiseman's Chalice** is flipped face-down, it is no longer affected by **Wiseman's Chalice** and can be Tributed or later flipped face-up and used as a Synchro Material Monster. The effect to give control of it to your opponent will not be applied.

If you Special Summon **Horus the Black Flame Dragon LV6** with **Wiseman's Chalice**, it cannot be Tributed or used as a Synchro Material Monster and you will still give control of it to your opponent during the End Phase.

### **Summoning Curse**

DREV-EN061

*When a monster is Special Summoned, the controller of that monster chooses 1 card in their hand and removes it from play. During each of your End Phases, pay 500 Life Points or destroy this card.*

This effect starts a Chain when a monster is Special Summoned. It's a mandatory effect and it activates even when a monster is Special Summoned during the Damage Step.

If more than 1 monster is Summoned at the same time, this effect only triggers once and the controller of the monster(s) only removes from play 1 card.

If both players Special Summon a monster simultaneously due to **The Shallow Grave, Summoning Curse** only triggers once but both players must remove from play 1 card in their hand. The turn player has to remove from play his card first.

Whoever controls the Special Summoned monster when the effect of **Summoning Curse** resolves is the one who must remove from play 1 card from their hand.

Paying 500 Life Points is a cost.

### **Pot of Duality**

DREV-EN062

*Reveal the top 3 cards of your Deck, add 1 of them to your hand, then shuffle the rest back into your Deck. You can only activate 1 "Pot of Duality" per turn. You cannot Special Summon a monster(s) during the turn you activate this card.*

The cards you don't choose are returned to the Deck, and the Deck is shuffled.

If you only have 2 cards left in your Deck, you can still activate **Pot of Duality**. You'll reveal the remaining 2, add 1 to your hand, and the other will be returned.

You can Chain **Mystical Refpanel** to **Pot of Duality**.

### **Desperate Tag**

DREV-EN063

*If a face-up Attack Position monster you control is destroyed by battle, during damage calculation, you can reduce the Battle Damage from this battle to 0 and Special Summon 1 Level 4 or lower Warrior-Type monster from your hand at the end of the Damage Step.*

You activate this card's effect during damage calculation after your monster is destroyed but before you take damage. It starts a Chain.

If you don't have a Warrior-Type monster in your hand that you can Special Summon, you cannot activate the effect of **Desperate Tag**.

If you would not take any Battle Damage from the battle, you cannot activate the effect of **Desperate Tag**.

If you activate the effect of **Desperate Tag** you must reduce the Battle Damage to 0 and you must Special Summon a monster.

You can flip this card face-up any time outside of the Damage Step. You can also flip this card face-up during damage calculation, but only if you're activating its effect at the same time.

### **Battle Instinct**

DREV-EN064

*Activate only when your opponent declares a direct attack and you control no monsters. Special Summon 1 Level 4 or lower Beast-Type monster from your hand, in face-up Attack Position.*

A Replay occurs after you resolve this effect because you now control a monster.

You still Special Summon a monster even if you control a monster when **Battle Instinct** resolves.

### **Howl of the Wild**

DREV-EN065

*When a monster you control destroys an opponent's monster by battle and sends it to the Graveyard, inflict 300 damage to your opponent for each face-up Beast-Type monster you control.*

This card's effect starts a Chain at the end of the Damage Step after the monster is sent to the Graveyard.

You cannot flip this card face-up during the Damage Step.

### **Parallel Selection**

DREV-EN066

*Activate only when a Synchro Monster you control is destroyed by your opponent's card (either by battle or by card effect) and sent to the Graveyard. Select 1 of your removed from play Spell Cards and add it to your hand.*

This card targets your removed from play Spell Card.

If your Synchro Monster is destroyed while face-down, you cannot activate **Parallel Selection**.

### **Reanimation Wave**

DREV-EN067

*Activate only when your opponent's monster declares a direct attack. Select 1 Synchro Monster in your Graveyard with a Level less than or equal to the attacking monster's. The Battle Damage you take from that attack is halved. At the end of the Damage Step, Special Summon the selected Synchro Monster from the Graveyard.*

Special Summoning the Synchro Monster does not start a Chain.

If the attack stops or is negated for any reason the effect of **Reanimation Wave** will not be applied.

If you take no damage due to **Waboku** you will still Special Summon the Synchro Monster.

### **Barrier Wave**

DREV-EN068

*Activate by Tributing 1 Synchro Monster when an opponent's monster declares an attack. Change all Attack Position monsters your opponent controls to Defense Position. Then, inflict damage to your opponent equal to the attacking monster's DEF.*

Tributing 1 Synchro Monster is a cost.

If the attacking monster is face-down when **Barrier Wave** resolves, no damage will be inflicted but your opponent's monsters will still be switched to Defense Position.

If your opponent attacks with **Elemental Hero Wildheart** and you activate **Barrier Wave**, **Elemental Hero Wildheart** will not be switched to Defense Position but the rest of your opponent's monsters will. If at least 1 monster is switched to Defense Position by this effect, you will inflict damage to your opponent's Life Points.

If your opponent's only monster is a Defense Position **Total Defense Shogun** and it declares an attack, you cannot activate **Barrier Wave**.

### **Chain Whirlwind**

DREV-EN069

*Activate only when a card on the field is destroyed by a card effect. Select 2 Spell/Trap Cards on the field and destroy them.*

You cannot activate this card during the Damage Step.

You can activate this card even if your opponent destroys one of his own cards.

### **Scrap Rage**

DREV-EN070

*Activate only during damage calculation, if a Defense Position "Scrap" monster on the field is being attacked. It gains 2000 DEF and is destroyed at the end of the Battle Phase.*

As long as your "Scrap" monster is in Defense Position during damage calculation, you can activate **Scrap Rage**. It does not have to be in Defense Position when it is selected as an attack target.

If the "Scrap" monster is not destroyed by this effect at the end of the Battle Phase, it loses the 2000 DEF gained from **Scrap Rage**.

### **Wattcannon**

DREV-EN071

*Once per turn, when a Level 4 or lower Thunder-Type monster(s) is Normal or Special Summoned to the field, inflict 600 damage to your opponent.*

This effect activates even when your opponent Normal Summons or Special Summons a monster to his side of the field.

If multiple monsters are Special Summoned at once, as long as at least 1 of them is a Level 4 or lower Thunder-Type monster the effect of **Wattcannon** will activate.

The effect to inflict damage is mandatory and starts a Chain.

### **Amazoness Willpower**

DREV-EN072

*Select 1 "Amazoness" monster in your Graveyard and Special Summon it in Attack Position. It cannot change its battle position and must attack if able. When this card is removed from the field, destroy that monster. When that monster is destroyed, destroy this card.*

This effect targets the monster in your Graveyard and continues to target that monster after its Special Summoned.

### **Beast Rising**

DREV-EN074

*Once per turn, you can remove from play 1 face-up Beast-Type or Beast-Warrior-Type monster you control to select 1 other face-up Beast-Type or Beast-Warrior-Type monster you control. The selected monster gains the original ATK of the monster removed from play for this effect.*

This effect targets the Beast or Beast-Warrior-Type monster that will gain the ATK.

**Beast Rising** does not continue to target monsters that gained ATK from its effect.

You can remove from play a Token to activate the effect of **Beast Rising**. The original ATK will be the value written on the card that Special Summoned it.

The target of this effect must be a Beast or Beast-Warrior when the effect is activated and when it is resolved in order to receive the boost.

You can activate the effect of **Beast Rising** during the Damage Step, up until the start of damage calculation. You cannot activate it during damage calculation.

The ATK increase is permanent, even if **Beast Rising** leaves the field.

### **Horn of the Phantom Beast**

DREV-EN075

*Equip this card to a Beast-Type or Beast-Warrior-Type monster you control. It gains 800 ATK. When the equipped monster destroys an opponent's monster by battle and sends it to the Graveyard, draw 1 card.*

The effect to draw a card starts a Chain.

You can activate this card during the Damage Step, up until the start of damage calculation. You cannot activate it during damage calculation.

### **Paradox Fusion**

DREV-EN076

*Activate by removing 1 face-up Fusion Monster you control from play. Negate the activation of a Spell or Trap Card, OR the Special Summon of a monster, and destroy that card. During your 2nd End Phase, return the removed Fusion Monster to the field in face-up Attack Position.*

Removing the monster from play is a cost. It is treated as being temporarily removed from play.

You don't have to return the monster to the same Monster Card Zone it was in originally.

If the activation or effect of **Paradox Fusion** is negated, the removed monster will not return during your 2<sup>nd</sup> End Phase.

### **Solemn Warning**

DREV-EN077

*Pay 2000 Life Points to negate the Summon of a monster OR the activation of a Spell Card, Trap Card, or Effect Monster's effect that includes an effect that Special Summons a monster(s), and destroy that card.*

You cannot negate the activation of a card that cannot Special Summon a monster, such as **Lightning Vortex**.

You can negate the activation of **Macro Cosmos** with this card.

### **Anti-Magic Prism**

DREV-EN078

*When your opponent activates a Quick-Play Spell Card, select 1 card on the field and destroy it*

You Chain this card directly to your opponent's Quick-Play Spell.

You cannot activate this card during the Damage Step.

### **Chivalry**

DREV-EN079

*Activate only during the Battle Phase, when the effect of an opponent's Effect Monster is activated. Negate the activation and destroy that card.*

You can activate this card during the Damage Step.

You can Chain this card to the activation of any of your opponent's Effect Monsters effects, even ones in their hand or Graveyard.

### **Light of Destruction**

DREV-EN080

*When an opponent's card effect sends a card(s) from their Deck to the Graveyard, send the top 3 cards of their Deck to the Graveyard.*

This effect starts a Chain.

This effect is mandatory and will even activate during the Damage Step.

### **Super Rush Recklessly**

DREV-EN089

*Select 1 face-up Beast-Type monster you control and 1 monster your opponent controls. Destroy your monster, and return the opponent's monster to the Deck.*

Both targets must be legal when this card resolves in order for its effect to apply.

### **Mystical Refpanel**

DREV-EN090

*Activate only when a Spell Card that targets 1 player is activated. The effect of that Spell Card is applied to the other player instead.*

**Mystical Refpanel** can be Chained to cards that do the following:

1. Increase 1 player's Life Points.
2. Inflict Direct Damage to 1 player's Life Points.



3. Allow 1 player to draw a card(s) from the top of their Deck to their hand.
4. Cause 1 player to discard from their hand.
5. Modify the actions 1 player can take, such as **Mesmeric Control**.

If you Chain **Mystical Refpanel** to your opponent's Spell, then it is still considered to be your opponent's effect regardless of which player it ends up applying to.

You cannot Chain **Mystical Refpanel** to cards like **Card Destruction** or **Upstart Goblin** that target multiple players. You cannot use it against Equip, Continuous, or Field Spells.

It *cannot* be Chained to cards like **Share The Pain**, **Raigeki**, or **Harpie's Feather Duster**.

It *cannot* be Chained to Spells that would send cards from a player's Deck to the Graveyard, even if that Spell would do one of the above things. (Examples, **Foolish Burial**, **Solar Recharge**)

It *can* be Chained to the effect of a Spell Card that was sent to the Graveyard and then later activated by **Destiny Hero – Diamond Dude** if that Spell Card would do one of the above.

You *can* Chain **Mystical Refpanel** to Pot of Duality. If you Chain **Mystical Refpanel** to your opponent's **Pot of Duality**, you will reveal the top 3 cards of your Deck and add 1 to your hand, but your opponent will be the one who cannot Special Summon that turn.

### **Fabled Raven**

DREV-EN091

*Once per turn, you can discard any number of cards from your hand and increase the Level of this card by the number of discarded cards, until the End Phase. This card also gains ATK equal to the number of discarded cards x 400, until the End Phase.*

Discarding cards is part of the effect, not a cost.

If **Fabled Raven** is no longer face-up on the field when its effect resolves you can still discard cards even though the Level cannot be increased.

Discarding cards, increasing the Level, and increasing the ATK all happen at the same time.

If **Skill Drain** is activated after **Fabled Raven's** effect resolves, the effects of **Fabled Raven** will be negated and its Level and ATK will return to the original and will not go back to their increased values even if **Skill Drain** is destroyed later that turn.

### **Ally of Justice Cyclone Creator**

DREV-EN092

*Once per turn, you can discard 1 card from your hand to return Spell/Trap Cards from the field to the hand equal to the number of face-up Tuner monsters on the field.*

This effect does not target. You choose the cards to return when the effect resolves.

### **Miracle's Wake**

DREV-EN093

*Select 1 monster that was destroyed by battle and sent to your Graveyard during this turn. Special Summon it.*

You cannot activate **Miracle's Wake** during the Damage Step.

It targets the monster you wish to Special Summon.

### **Flamvell Archer**

DREV-EN093

*Once per turn, you can Tribute 1 face-up Pyro-Type monster you control to have all "Flamvell" monsters on the field gain 800 ATK until the End Phase.*

You cannot Tribute this card to activate its own effect unless there is at least 1 other “Flamvell” monster on the field.

“All “Flamvell” monsters on the field” includes your opponent’s “Flamvell” monsters.

### **Genex Worker**

DREV-EN097

*You can Tribute this card to Special Summon 1 "Genex" monster from your hand.*

Tributing this card is a cost.

### **Stygian Street Patrol**

DREV-EN099

*When this card destroys a monster by battle and sends it to the Graveyard, inflict damage to your opponent equal to the Level of the destroyed monster x 100. You can remove from play this card in your Graveyard to Special Summon 1 Fiend-Type monster with 2000 or less ATK from your hand.*

You cannot activate **Stygian Street Patrol**'s effect if it destroys a Token or a Trap Card that's turned into a monster, like **Embodiment of Apophis**.

You calculate the damage from this card's effect using the printed Level of the destroyed monster.

Removing this card from play is a cost.

You do not have to reveal the monster you wish to Special Summon when you activate this card's effect to Special Summon, but you must have at least 1 monster you can Summon with it.