

Card No.	Card Name	Question	Answer
BSS01-001	Supernova Dragon Siegwurm Nova	I have one life and this spirit <b>[Ascends]</b> using an ST01-003 Imperial Thunder Dragon Siegwurm when summoning it. Can I place four cores from the void into my life using its When Summoned effect?	Yes. You place cores from the void into your life until you have five life, so four cores can be moved.
BSS01-001	Supernova Dragon Siegwurm Nova	I have one life and this spirit <b>[Ascends]</b> using another BSS01-001 Supernova Dragon Siegwurm Nova when summoning it. Can I place four cores from the void into my life using its When Summoned effect?	Yes, you can. The When Summoned effect activates since the spirit being used has "Siegwurm" in its card name.
BSS01-001	Supernova Dragon Siegwurm Nova	When summoned, this spirit <b>[Ascends]</b> using a spirit with "Siegwurm" in its card name and I place only one soul core on it. Can I place cores from the void into my life by paying for its When Summoned effect with that soul core?	Yes, you can. This spirit will have zero cores and be destroyed, but the effect can be activated.
BSS01-001	Supernova Dragon Siegwurm Nova	Placing a soul core from my life, my field, or my reserve into the void will allow me to place cores from the void into my life. How about a soul core from my trash?	Yes, it will. Even placing a soul core from your trash into the void can activate the effect.
BSS01-001	Supernova Dragon Siegwurm Nova	Can a soul core placed into the void be placed into my reserve during my next core step?	No, it cannot. Generally speaking, once placed into the void, a soul core can not be moved again.
BSS01-001	Supernova Dragon Siegwurm Nova	My opponent has two spirits with 4000 BP and one spirit with 6000 BP on their field. Can I destroy one spirit with 4000 BP and one spirit with 6000 BP using the When This Spirit Attacks effect on this spirit?	Yes, you can destroy those two spirits since their BP add up to 10,000 when combined.
BSS01-001	Supernova Dragon Siegwurm Nova	My opponent has two spirits with 4000 BP and one spirit with 6000 BP on their field. Can I destroy only one spirit with 4000 BP using the When This Spirit Attacks effect on this spirit?	Yes, you can. Any number of spirits with a combined BP between 0 and 10,000 may be selected.
BSS01-001	Supernova Dragon Siegwurm Nova	Which player's soul core is placed into the void with the When Summoned effect on this spirit?	The soul core of the player who activated the When Summoned effect of this spirit.
BSS01-002	Divine Halberd Dragon Arc	While this spirit is on my field, I attack using another spirit with 2000 BP. Can I reduce my opponent's life?	No, you cannot.
BSS01-003	Divine Mars Dragon Ares Dragoon	If a LV1 Divine Mars Dragon Ares Dragoon attacks and its flash effect, <b>[Awaken]</b> , is used during a flash window to make it LV3, can its LV3 While This Spirit Attacks effect be activated at the end of the battle.	Yes, it will activate.
BSS01-004	White Hole Dragon	What BP is used to determine if a spirit has "BP equal to or fewer than this one"?	The current BP when this spirit is destroyed.
BSS01-006	Nebula Dragon	If this spirit has a soul core on it and is not blocked while attacking, can it reduce my opponent's life by two?	Yes, it can.
BSS01-006	Nebula Dragon	If this spirit has two symbols when it reduces my opponent's life, can I draw two cards using the effect on ST01-012 Scorched Battlefield?	No, you cannot. Only one card is drawn.
BSS01-007	Jurassic King Gigano Rex	What is the meaning of "treat this spirit as LV3"?	Consider it to be LV3 even if it does not have the necessary number of cores placed onto it.

BSS01-007	Jurassic King Gigano Rex	Does the effect on this spirit make it LV3 even if it has no cores on it?	No. All spirits are destroyed when the number of cores on them becomes insufficient for LV1.
BSS01-007	Jurassic King Gigano Rex	If I have three BSS01-010 Oviraptodons and no other spirits on my field when I summon this card, can I reduce its cost by 6 and only pay 2?	Yes, you can summon it for a cost of 2.
BSS01-007	Jurassic King Gigano Rex	Is this spirit treated as LV3 if it is on my field with a BSS01-022 Dinoman Tyrannoid, which is a Dragonoid and a Terrasaur?	Yes, treat it as LV3.
BSS01-007	Jurassic King Gigano Rex	I don't fully understand the <b>【Confront】</b> effect.	Refer to the entry Card Effects <b>【Confront】</b> .
BSS01-009	Raging Dino Dyrano Rex	I don't fully understand the <b>【Confront】</b> effect.	Refer to the entry Card Effects <b>【Confront】</b> .
BSS01-013	Stormbeast Emperor Thunder Leon	What is the meaning of "your opponent's 'When Destroyed' effects are not triggered by this effect"?	It means When Destroyed effects, When Opponent Destroys Your Spirit effects, Burst: When Opponent Destroys Your Spirit effects, and other effects which activate when your spirits are destroyed cannot be activated.
BSS01-013	Stormbeast Emperor Thunder Leon	Can <b>【Armor: Red】</b> protect against the When Summoned effect on this spirit?	No, it cannot. This effect does not rely on selection.
BSS01-015	Dilophozo	Can this spirit be attacked if it cannot block?	No, it cannot.
BSS01-021	Dragno Guard	This LV1 spirit is blocked by my opponent's LV1 BSS01-010 Oviraptodon while attacking and they are both destroyed in battle. At this time, can I use the While Attacking effect on my spirit to destroy my opponent's nexus?	Yes, you can.
BSS01-022	Dinoman Tyrannoid	What is the meaning of "treat this spirit as a LV3 spirit"?	Consider it to be LV3 even if it does not have the necessary number of cores placed onto it.
BSS01-022	Dinoman Tyrannoid	Does the effect on this spirit make it LV3 even if it has no cores on it?	No. All spirits are destroyed when the number of cores on them becomes insufficient for LV1.
BSS01-022	Dinoman Tyrannoid	Is this spirit counted as one of the spirits for determining "if you only have two or fewer spirits on your field"?	Yes, it is.
BSS01-026	Grand Underworld Trio Queen Meduke	I don't fully understand the <b>【Bloodcurse】</b> effect.	If a spirit with <b>【Bloodcurse】</b> would be destroyed via comparing BP or destroyed by an effect of your opponent's spirit or similar, <b>【Bloodcurse】</b> allows you to place one core from your opponent's life and one core from the spirit with <b>【Bloodcurse】</b> into their owners' trashes to keep the spirit on the field refreshed.
BSS01-026	Grand Underworld Trio Queen Meduke	If this spirit is LV2 and it removes a core from my opponent's life using <b>【Bloodcurse】</b> , is that core placed into their trash or into the void?	Into their trash.

BSS01-026	Grand Underworld Trio Queen Meduke	If this spirit remains on the field after activating <b>[Bloodcurse]</b> , can I draw one card using BSS01-108 Rotting Swamp?	No, you cannot. When remaining on the field substitutes for destruction, effects with destruction as a condition do not activate.
BSS01-026	Grand Underworld Trio Queen Meduke	If another spirit gains <b>[Bloodcurse]</b> from this spirit, can that <b>[Bloodcurse]</b> effect be activated even when the spirit is not attacking?	Yes, it can be activated. Spirits with <b>[Curse]</b> will possess <b>[Bloodcurse]</b> even when they are not attacking.
BSS01-026	Grand Underworld Trio Queen Meduke	If a spirit with <b>[Bloodcurse]</b> is destroyed by my opponent while it only has one core on it, can <b>[Bloodcurse]</b> still be activated?	Yes, it can. In this situation, one core from your opponent's life and one core from the spirit with <b>[Bloodcurse]</b> are placed into their owners' trashes, after which that spirit goes to the trash rather than remaining on the field since it no longer has any cores on it.
BSS01-026	Grand Underworld Trio Queen Meduke	Can <b>[Bloodcurse]</b> be activated on this spirit if it is destroyed after its BP becomes zero?	Yes, it can. In this situation, one core from your opponent's life and one core from the spirit possessing <b>[Bloodcurse]</b> are placed into their owners' trashes, after which the spirit goes to the trash rather than remaining on the field since it has zero BP.
BSS01-027	King Snake Quetzalcutl	BSS01-042 Camelot Knight gains <b>[Curse]</b> from another effect while on the field. Can a spirit like that be returned to my hand using the effect on this card?	No, it cannot.
BSS01-028	Pandemium of the Dark World Seven	If the effect on this spirit causes another spirit to have zero cores, is that spirit destroyed?	Yes, it is.
BSS01-034	Infernal King Curse Dragon	Do I even remove one core from each of my own spirits when this spirit is summoned?	Yes. Remove one core each from all spirits controlled by you and your opponent and place them into their owners' reserves.
BSS01-034	Infernal King Curse Dragon	If the effect on this spirit causes another spirit to have zero cores, is that spirit destroyed?	Yes, it is. Afterwards, place a core from the void onto this spirit for each spirit controlled by you or your opponent destroyed by this effect.
BSS01-034	Infernal King Curse Dragon	Can <b>[Armor: Purple]</b> protect against the When Summoned effect on this spirit?	No, it cannot. This effect does not rely on selection.
BSS01-035	Dark Bishop Baculus	If another spirit has both a core and a soul core on it when this spirit is summoned, which player determines which of those cores is removed?	The player controlling the cores determines which one to remove.
BSS01-035	Dark Bishop Baculus	Can <b>[Armor: Purple]</b> protect against the When Summoned effect on this spirit?	No, it cannot. This effect does not rely on selection.
BSS01-038	Dread Knight Nemesis	Can the effect on this spirit be used to destroy this spirit and draw two cards?	Yes, it can.
BSS01-038	Dread Knight Nemesis	When selecting one of your opponent's spirit to be destroyed using the When Destroyed effect on this spirit, can I select one with <b>[Armor: Purple]</b> ?	No, you cannot.
BSS01-038	Dread Knight Nemesis	If the effect on this spirit causes another spirit to have zero cores, is that spirit destroyed?	Yes, it is.

BSS01-040	Dark Knight Mordred	If the effect on this spirit causes another spirit to have zero cores, is that spirit destroyed?	Yes, it is.
BSS01-047	Phantasm Archking Zenas	If this spirit is blocked by a LV2 spirit and that spirit becomes LV1 following the block, can I treat the block as if it did not occur?	No. The block has already been established, so the battle advances to comparing BP regardless if the number of cores on the blocker becomes one following block declaration.
BSS01-048	Devilish Prankster Imp	If the effect on this spirit causes another spirit to have zero cores, is that spirit destroyed?	Yes, it is.
BSS01-049	Earth Spider Demon	If the effect on this spirit causes another spirit to have zero cores, is that spirit destroyed?	Yes, it is.
BSS01-051	Dualgun Mechlord Dirm Dyna	If this spirit attacks while it only has a single soul core on it, can I pay that soul core to activate its When This Spirit Attacks effect?	Yes, you can. The spirit will then be destroyed since the number of cores on it becomes insufficient for LV1.
BSS01-051	Dualgun Mechlord Dirm Dyna	When I attack with this spirit and it has a soul core on it, do I have to pay the soul core because of its When This Spirit Attacks effect?	No, you can choose whether or not to pay the soul core. If you don't pay, the effect will not activate.
BSS01-052	Fortress God Knight Odin Type-X	When this LV2 spirit attacks, can I use the effect on ST03-013 Heaven-Piercing Castle to place cores from the trash onto it?	Yes, you can.
BSS01-053	Sky Dragonlord Platinum	Are all of my spirits with 3000 or fewer BP returned to my hand by the When Summoned effect on this spirit?	Yes, they are.
BSS01-053	Sky Dragonlord Platinum	Can [Armor: White] protect against the When Summoned effect on this spirit?	No, it cannot. This effect does not rely on selection.
BSS01-057	Heavy Tank Curiosity	Does the When Destroyed By Opponent effect on BSS01-054 Gun Knight Heavybarrel activate if the effect on this spirit substitutes remaining on the field for it being destroyed?	No, it does not.
BSS01-059	Dinosaur Harrier Turborex	If I have two Dinosaur Harrier Turborex on the field, what happens if I use their LV1-LV2-LV3 effects to select two of my opponent's spirits during my opponent's attack step?	If possible, one of those selected spirits attacks first this step. Following that, it is unnecessary for the second selected spirit to attack.
BSS01-060	Pegacyone	Is this spirit able to block any number of my opponent's attacking spirits with 2 or fewer cores on them?	Yes. Unless destroyed, you can declare this spirit as a blocker any number of times while it is exhausted.
BSS01-061	Mechabeast Fortress Naumanngard	Does performing a refresh step using the LV2 effect on this spirit allow me a second opportunity to refresh all of my exhausted spirits and move all of the cores from my trash into my reserve?	Yes, it does. Also, all effects which activate during the refresh step are activated.
BSS01-061	Mechabeast Fortress Naumanngard	Can I perform a second attack step after performing a refresh step using the LV2 effect on this spirit?	No, you cannot. After performing the refresh step you perform your end step.

BSS01-062	Buster Fenircannon	Can <b>[Armor: White]</b> protect against the When This Spirit Blocks effect on this spirit?	No, it cannot. This effect does not rely on selection.
BSS01-067	Armored Dragonship Enterprise	Can a spirit with <b>[Armor: Red]</b> gain <b>[Armor: Red, Purple, White]</b> from the LV3 effect on this spirit?	Yes, it can.
BSS01-071	King Harald	If this spirit blocks while it has gained <b>[Armor]</b> , can it be refreshed?	Yes, it can.
BSS01-072	Head Snow Librarian Saga	When this LV2 spirit attacks, can I use the effect on ST03-013 Heaven-Piercing Castle to place cores from the trash onto it?	Yes, you can.
BSS01-073	Head Icemaïd Fulla	When this spirit is on the field, does it prevent your opponent's effects from removing cores from one of their own spirits that has a soul core on it?	No, it does not. It only prevents your opponent's effects from removing cores from this spirit or one of your spirits with a soul core on it.
BSS01-073	Head Icemaïd Fulla	If I control a Head Icemaïd Fulla and a second spirit with a soul core on it, will my opponent's effects be unable to remove cores from either of them?	Correct. They will be unable to remove cores from either of the two spirits.
BSS01-073	Head Icemaïd Fulla	Can the effect on Head Icemaïd Fulla protect against effects like the one on BSS01-125 Core Theft, which place cores into the trash?	Yes, it can.
BSS01-076	Archangel Michaela	What is the meaning of "you may use magic cards in your hand without paying their cost"?	Your magic cards may be used without paying their use cost. They may also be used by paying their use cost, as usual.
BSS01-076	Archangel Michaela	Is it possible to pay 3 when using a magic card which costs 6 with 0 reduction?	No. You must pay the entire cost or not pay it at all. You cannot choose to pay only a portion of it.
BSS01-076	Archangel Michaela	While counting up yellow spirits and nexuses for the When Summoned effect on this spirit, can I include this spirit in the count?	Yes, it counts.
BSS01-076	Archangel Michaela	While counting up spirits and nexuses for the When Summoned effect on this spirit, can I include nexuses of colors other than yellow in the count?	No, you cannot. Like spirits, only nexuses of the color yellow are counted.
BSS01-081	Spear Angel	If a nexus is LV2 or higher, will it still lose effects active at LV1 in response to the effect on this spirit?	Yes, it will.
BSS01-083	Godbeast Behemoth	My field is empty but I have four spirit cards with yellow symbols which cost 2 in my trash. Can I use those four symbols for cost reduction and only pay 4 to summon this spirit?	Yes, you can summon this spirit by paying 4.
BSS01-083	Godbeast Behemoth	This spirit has attacked and all of my spirits that cost 2 can no longer be blocked by my opponent's spirits that are LV2 or higher. Does that condition remain even if this spirit is then destroyed?	Yes. Even if this spirit is destroyed, your spirits that cost 2 cannot be blocked by your opponent's spirits that are LV2 or higher.

BSS01-084	Heavenblade Dragon Ryute	The LV2 effect on this spirit prevents yellow spirits from being returned to my hand. Can they still be selected by effects which would return them to my hand?	Yes, they can. Once selected, however, the effect is resolved without returning them, since they are prevented from returning.
BSS01-086	Sage Beast Iberix	What happens to the use cost of a magic card when it gains more reduction symbols than its original cost from the effect on this card?	The use cost is reduced to zero. Adding reduction symbols beyond the amount of the original cost will not reduce the use cost any further.
BSS01-089	Hippocampo	My opponent has a BSS01-002 Divine Halberd Dragon Arc on the field and does not block the attack of this LV1 spirit. Does <b>[Blessed]</b> activate even though their life is not reduced?	No. The spirit did not reduce their life so it does not activate.
BSS01-091	Wonderland Alice	What happens to a spirit when its BP becomes zero?	Spirits with zero or less BP are destroyed.
BSS01-091	Wonderland Alice	If I use the LV3 effect on this spirit to keep it on the field when it would be destroyed, can I then use the effect on BSS01-114 Blessed Cathedral to place a core into my reserve?	No, you cannot.
BSS01-091	Wonderland Alice	I have three spirits on my field, including this one. If all three of them are simultaneously destroyed, can I place a core from the void onto this spirit and keep it on the field, using its effect.	Yes, you can.
BSS01-095	Crafter Fairy Lepri	If the effect on this spirit has been activated, will LV2 or higher When This Spirit Blocks effects on my opponent's spirits no longer activate when they block my spirits with <b>[Luster]</b> ?	No, they will activate. The effect is already activated and waiting to be resolved the moment the block occurs.
BSS01-099	Pentan	What happens when a magic card gains more reduction symbols than its original cost from the effect on this card?	The use cost is reduced to zero. Adding reduction symbols beyond the amount of the original cost will not reduce the use cost any further.
BSS01-100	Pentan Chick	If this is the only spirit on my field, can I use its effect to reduce the cost of a BSS01-133 Angelic Pressure by 2 and only pay 1 to use it?	Yes, you can.
BSS01-101	Volcanic Canyon	If I have two of these nexuses on my field, can I draw two cards and discard one, then draw one more and discard one?	No. You must first draw three cards before choosing and discarding two.
BSS01-102	Ancient Fault	If this nexus is all I have on my field and I summon an ST01-003 Imperial Thunder Dragon Siegwurm, can I pay 4 to summon it after reducing the cost by 2?	Yes, you can.
BSS01-104	Sacred Thundering Peaks	What is the meaning of "attacks first during your turn"?	It is the first spirit to attack after your attack step has begun.
BSS01-106	Netherworld Depths	If the LV2 effect on this nexus is activated, when is the blocking spirit destroyed?	It is destroyed at the end of the battle in which it blocked, after battle resolution has been performed.
BSS01-106	Netherworld Depths	If I use the LV2 effect on this nexus while it has three cores on it, the nexus will become LV1 when one core is placed into the trash. Does the LV2 effect still activate?	Yes, it does.

BSS01-106	Netherworld Depths	Can [Armor: Purple] protect against the LV2 effect on this nexus?	No, it cannot. This effect does not rely on selection.
BSS01-107	Ancient Amethyst Palace	If an effect on this nexus removes all of the cores from a spirit, is that spirit destroyed?	Yes, it is.
BSS01-108	Rotting Swamp	Can I use the effect on this nexus to draw two cards when two of my spirits are destroyed simultaneously?	No. You only draw one card.
BSS01-108	Rotting Swamp	When I use the LV2 effect on this nexus to return one of my Serpent spirits on the field to my hand, can I also use the LV1 effect on it to draw a card?	No. When returning a card on the field to your hand substitutes for destruction, the draw effect does not activate.
BSS01-109	Fortress Metropolis Naumann City	If this nexus is all I have on my field and I summon a BSS01-061 Mechabeast Fortress Naumanngard, can I pay 5 to summon it after reducing the cost by 3?	Yes, you can.
BSS01-110	Infinity Mothership	If I have two LV2 BSS01-110 Infinity Motherships on my field along with a Mecha spirit, do I place a total of three cores into my reserve during my core step after adding two cores?	No, only two cores. This effect does not add to the number of cores you receive, it only changes the number of cores you receive to two.
BSS01-111	Rocket City	If my opponent draws two cards during their main step using an effect, can I force them to discard two cards using the LV2 effect on this nexus?	No, they only discard one card. If conditions for activating an effect triggered by drawing are fulfilled multiple times simultaneously, it only activates one time.
BSS01-111	Rocket City	My opponent activates the burst effect on BSS01-118 Starblessed Draw then uses its main effect, drawing a total of four cards. How many cards must they discard if I activate the effect on Rocket City?	One card. They are drawing four cards all at one time using the effects on BSS01-118 Starblessed Draw, so the effect on this nexus only activates once.
BSS01-112	Forest of Steel Leaves	Does the effect on Forest of Steel Leaves prevent destruction by the effects of red spirits and all magic, or the effects of red spirits and red magic?	It prevents the destruction of White nexuses by the effects of your opponent's red spirits and red magic.
BSS01-114	Blessed Cathedral	If one of my yellow spirits is destroyed after an opponent's effect removes all of its cores, does the effect on this nexus still activate?	Yes, it does.
BSS01-115	Flying Ark	If I return a spirit to my hand using the LV2 effect on this nexus, do other effects that would trigger on its destruction activate?	Yes, they activate because the spirit has been destroyed.
BSS01-116	Green Field of the Victor	If I have no spirits on my field during my start step, does the LV2 effect on this nexus activate?	No, it does not.
BSS01-101	Volcanic Canyon	If I have two of these nexuses on my field, can I draw two cards and discard one, then draw one more and discard one?	No. You must first draw three cards before choosing and discarding two.
BSS01-102	Ancient Fault	If this nexus is all I have on my field and I summon an ST01-003 Imperial Thunder Dragon Siegwurm, can I pay 4 to summon it after reducing the cost by 2?	Yes, you can.

BSS01-104	Sacred Thundering Peaks	What is the meaning of "attacks first during your turn"?	It is the first spirit to attack after your attack step has begun.
BSS01-106	Netherworld Depths	If the LV2 effect on this nexus is activated, when is the blocking spirit destroyed?	It is destroyed at the end of the battle in which it blocked, after battle resolution has been performed.
BSS01-106	Netherworld Depths	If I use the LV2 effect on this nexus while it has three cores on it, the nexus will become LV1 when one core is placed into the trash. Does the LV2 effect still activate?	Yes, it does.
BSS01-106	Netherworld Depths	Can [Armor: Purple] protect against the LV2 effect on this nexus?	No, it cannot. This effect does not rely on selection.
BSS01-107	Ancient Amethyst Palace	If an effect on this nexus removes all of the cores from a spirit, is that spirit destroyed?	Yes, it is.
BSS01-108	Rotting Swamp	Can I use the effect on this nexus to draw two cards when two of my spirits are destroyed simultaneously?	No. You only draw one card.
BSS01-108	Rotting Swamp	When I use the LV2 effect on this nexus to return one of my Serpent spirits on the field to my hand, can I also use the LV1 effect on it to draw a card?	No. When returning a card on the field to your hand substitutes for destruction, the draw effect does not activate.
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BSS01-112	Forest of Steel Leaves	Does the effect on Forest of Steel Leaves prevent destruction by the effects of red spirits and all magic, or the effects of red spirits and red magic?	It prevents the destruction of White nexuses by the effects of your opponent's red spirits and red magic.
BSS01-114	Blessed Cathedral	If one of my yellow spirits is destroyed after an opponent's effect removes all of its cores, does the effect on this nexus still activate?	Yes, it does.
BSS01-115	Flying Ark	If I return a spirit to my hand using the LV2 effect on this nexus, do other effects that would trigger on its destruction activate?	Yes, they activate because the spirit has been destroyed.



BSS01-116	Green Field of the Victor	If I have no spirits on my field during my start step, does the LV2 effect on this nexus activate?	No, it does not.
BSS01-117	Big Bang Energy	I have three life and I use the effect on this magic card to change the cost on an ST01-003 Imperial Thunder Dragon Siegwurm in my hand to 3. Can I pay 3 to summon it?	Yes, you can. You can also use the reduction symbols on it to reduce the cost even further, since they remain unchanged.
BSS01-118	Starblessed Draw	If I activate this card as a burst and draw four cards total using both the burst effect and the main effect, am I activating two separate effects letting me draw two cards each?	No, you are not. It is considered one effect combining the burst effect and the main effect to let you draw two cards then draw two more, increasing your hand by a total of four cards.
BSS01-122	Deadly Balance	Who chooses a spirit to destroy first, you or your opponent?	Your opponent selects a spirit to destroy, then you select a spirit to destroy.
BSS01-122	Deadly Balance	Which spirit is destroyed first: mine or my opponent's?	They are destroyed simultaneously.
BSS01-122	Deadly Balance	If my opponent uses this magic card and I have a spirit with [Armor: Purple] on my field, must I exclude that spirit when making my selection?	Yes. Only select from among those spirits without [Armor: Purple]. If all of your spirits possess [Armor: Purple], then selecting none is permissible.
BSS01-125	Core Theft	If the effect on this magic card causes a spirit to have zero cores, is that spirit destroyed?	Yes, it is.
BSS01-127	Absolute Ice Shield	If my life total becomes zero, can I avoid losing by using the burst effect on this magic card to place a core from my reserve into my life?	No, you cannot. When your life total becomes zero, you have already lost by the time the burst effect on this magic card would activate.
BSS01-128	Regain	Using the effect on this magic card, can I select one of my spirits which is blocking and refresh it?	Yes, you can.
BSS01-130	Suppression	What is the meaning of "that spirit can block while exhausted"?	The spirit selected when using the effect on this magic card can be declared as a blocker any number of times while it is exhausted.
BSS01-133	Angelic Pressure	What happens to a spirit when its BP becomes zero?	Spirits with zero or less BP are destroyed.
BSS01-134	Ascension Zero	If a spirit is being treated as LV1 as a result of the burst effect on this magic card, does it remain LV1 even if all of its cores are removed?	No. All spirits are destroyed when the number of cores on them becomes insufficient for LV1.
BSS01-136	Exhaust Nexus	Do spirits summoned after the flash effect on this magic card has been activated have their BP reduced by 3000?	No, they do not. Only spirits on the field when this effect is activated have their BP reduced by 3000.
BSS01-136	Exhaust Nexus	What happens to a spirit when its BP becomes zero?	Spirits with zero or less BP are destroyed.

BSS01-136	Exhaust Nexus	Can [Armor: Yellow] protect against the effects on this magic card?	No, it cannot. These effects do not rely on selection.
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Card Effects	Question	Answer
Card Effects【Ascend】	What kind of effect is 【Ascend】?	When summoning a spirit with 【Ascend】 , all the cores from another spirit with a cost equal to or greater than the specified cost must be placed into your reserve as an additional cost.
Card Effects【Ascend】	What is the specified cost?	In the example 【Ascend: Costs 6 or more】, the specified cost is the “Costs 6 or more” portion.
Card Effects【Ascend】	What must be done when summoning a spirit with the text 【Ascend: Costs 6 or more】?	When paying its summoning cost, select another spirit which costs 6 or more (the specified cost) and place all of the cores on that spirit into your reserve.
Card Effects【Ascend】	Can 【Ascend】 be ignored when a spirit possessing 【Ascend】 is summoned without paying its summoning cost?	No, it cannot. Paying the additional cost of 【Ascend】 is necessary, even when not paying the summoning cost. The spirit can only be summoned if it is paid.
Card Effects【Ascend】	After paying for 【Ascend】, what happens to the spirit that no longer has sufficient cores for LV1.	The spirit that no longer has sufficient cores for LV1 is destroyed. Effects which trigger “When Destroyed” do not activate.
Card Effects【Ascend】	Can a spirit with zero cores remaining on it after paying summoning costs be selected to pay for 【Ascend】?	No, it cannot. Select a spirit with one or more cores on it.
Card Effects【Immortal】	What does the 【Immortal】 effect do?	【Immortal】 allows you to summon the card possessing it when that card it is in your trash and one of your spirits fulfilling the specified conditions for 【Immortal】 is destroyed. This is managed as a triggered effect.
Card Effects【Immortal】	Must I pay a spirit's cost when summoning it using 【Immortal】?	Yes. Pay the summoning cost as you would normally.
Card Effects【Immortal】	When summoning a spirit using 【Immortal】, can symbols on the destroyed spirit be included in cost reduction?	No, they cannot. The destroyed spirit card is already heading to the trash and no longer on the field when the cost is being paid.
Card Effects【Immortal】	If there are two spirit cards with 【Immortal: Cost 3】 in my trash and one of my spirits that costs 3 is destroyed, can both cards be summoned using 【Immortal】?	Yes, they can.
Card Effects【Immortal】	When a spirit with a When Summoned effect is summoned using 【Immortal】, does that When Summoned effect activate?	Yes, it does.
Card Effects【Immortal】	Can 【Immortal】 be activated when a spirit which no longer has sufficient cores for LV1 is destroyed?	Yes, it can.
Card Effects【Immortal】	If a spirit with 【Immortal】 and a spirit fulfilling the specified conditions for 【Immortal】 are destroyed simultaneously, will 【Immortal】 on the destroyed spirit activate?	No, it will not activate.

Card Effects[Blessed]	What does the [Blessed] effect do?	[Blessed] places one core from the void into your life when the spirit possessing it reduces your opponent's life during an attack. This is managed as a triggered effect.
Card Effects[Blessed]	Can I choose not to place a core from the void into my life when a spirit with [Blessed] reduces my opponent's life during an attack?	No, you cannot choose not to place a core. One core must be placed into your life from the void.
Card Effects[Blessed]	Is there a limit to how much life I can gain?	No, there is no limit.
Card EffectsAttacking a Spirit	What is the meaning of "you may attack that spirit"?	The effect forces that specified spirit to block. The specified spirit is immediately declared as a blocker, even if it is exhausted.
Card EffectsAttacking a Spirit	How is attacking a specified spirit different from a normal attack?	Attacking a specified spirit forces it to be declared as a blocker. Therefore, one: the attack cannot reduce the life of your opponent. Two: the flash window between attack declaration and block declaration is skipped since a blocker has been declared. The remainder of the battle is then managed normally.
Card EffectsAttacking a Spirit	When a spirit is attacked, can another spirit block?	No. No other spirits can block the attack.
Card EffectsAttacking a Spirit	The spirit specified in an attack has a When This Spirit Blocks effect. When does that effect activate?	That spirit is immediately declared as a blocker and its When This Spirit Blocks effect activates directly after the effect responsible for the attack.
Card EffectsAttacking a Spirit	When a specified spirit is attacked, can its owner use magic before block declaration?	No, they cannot. Since the attack forces that spirit to be declared as a blocker, the flash window between attack declaration and block declaration is skipped.
Card EffectsAttacking a Spirit	Can a spirit possessing an effect which prevents it from blocking be attacked?	No, it cannot. Since effects preventing some action take precedence, the block fails to occur when a spirit which cannot block is selected, and the rest of the battle proceeds normally.
Card EffectsAttacking a Spirit	If the spirit selected for attack then leaves the field or is destroyed during that attack declaration, does the block still occur?	The block was established when the effect responsible for the attack resolved, so no flash window prior to block declaration occurs, and no life is lost from applying damage.