DIGIMON CARD GAME EXCEED APOCALYPSE [BT15]

Card No.	Card Name	Question	Answer
BT15-002	Tsunomon	My Digimon's effect gave me <Draw 1> and trashed 1 card in my hand. The number of cards in my hand was the same before and after the effect activated, so does this card's inherited effect activate?	Yes, it activates.
BT15-004	Motimon	Can I use this card's inherited effect to attack using a Digimon with this card in its digivolution cards even when it's suspended?	No, you can't. This effect does not allow you to attack with Digimon that are in a state where they can't attack.
BT15-004	Motimon	When I have 2 Digimon with this card in their digivolution cards, can I use this card's inherited effect to attack using these 2 Digimon at the end of my turn?	No, you can't. At the end of your turn, the inherited effects on these cards activate, the activation order is decided, and then the attack occurs for the 1st Digimon with this card in its digivolution cards. After activation of effects that are triggered upon attack declaration such as [When Attacking] effects and "when one of your Digimon attacks" effects but before the counter timing, the next activation would occur for the other inherited effect that was pending activation, but because the 1st Digimon is still attacking, you can't make a new attack declaration, and the 2nd Digimon's effect activation fails.
BT15-008	Muchomon	My red Digimon attacked the opponent player and was blocked by an opponent's Digimon. Does this Digimon's effect activate in such cases?	Yes, it activates. This card's effect activates before your opponent blocks, therefore it can't be cancelled even if a block is performed after activation.
BT15-010	Akatorimon	My Digimon attacked the opponent player and was blocked by an opponent's Digimon. Does this Digimon's effect activate in such cases?	Yes, it activates. This card's effect activates before your opponent blocks, therefore it can't be cancelled even if a block is performed after activation.
BT15-011	Tyrannomon	If the cards I reveal from my deck for this card's [On Play] effect include only either a Digimon card or a Tamer card with the [SoC] trait, can I only add 1 card to my hand?	Yes, even if you only reveal one of the applicable cards, you can still add it to your hand.
BT15-011	Tyrannomon	If the Tamer card revealed for this card's [On Play] effect doesn't have the [SoC] trait, does that mean I can't add it to my hand?	Yes. If the Tamer card doesn't have the [SoC] trait, you can't add it to your hand.
BT15-011	Tyrannomon	If the cards revealed for this card's [On Play] effect include both a Digimon card and Tamer card with the [SoC] trait, can I choose to only add one of them to my hand, and place the remaining cards at the bottom of my deck?	No. If you have cards that are targets of this effect, you must add as many cards to your hand as possible.
BT15-015	SkullMeramon	Can I use this card's effect to attack even when this Digimon is suspended?	No, you can't. This effect does not allow you to attack with Digimon that are in a state where they can't attack.
BT15-015	SkullMeramon	I activated this card's effect and paid 2 cost. This moved the memory to 1 or more on my opponent's side. Can this Digimon attack?	Yes, it can attack.
BT15-015	SkullMeramon	If this effect moved the memory to 1 or more on my opponent's side, is the <Security A. +1> gained for the turn negated for attacks with this effect?	No, <Security A. +1> isn't negated. Even if the memory moves to 1 or more on your opponent's side, while this effect is activating or if there are any effects that are pending activation, the end of turn timing doesn't come until they finish activating.
BT15-016	Brachiomon	What do this card's "if your opponent has 4 or less memory" and "if they have 4 or more" mean, exactly?	It means that the condition for "if your opponent has 4 or less memory" is fulfilled when the memory is at 1 through 10 on your side, 0, or 1 through 4 on your opponent's side at the timing when this effect activates. Similarly, the condition for "if they have 4 or more" is fulfilled when the memory is at 4 through 10 on your opponent's side at the timing when this effect activates.
BT15-016	Brachiomon	If my opponent has 4 memory when this effect activates, do both the effect where 1 of my opponent's Digimon with 8000 DP or more can't attack until the end of their turn and the effect where I delete 1 of their Digimon with 6000 DP or less activate?	Yes, that's correct.

BT15-018	Cannondramon	What does this card's "if your opponent has 4 or more memory" mean, exactly?	It means that the condition is fulfilled when the memory is at 4 through 10 on your opponent's side at the timing when this effect activates.
BT15-018	Cannondramon	What does this card's "if you have 4 or less memory" mean, exactly?	It means that the condition is fulfilled when the memory is at 1 through 4 on your side, 0, or 1 through 10 on your opponent's side at the timing when this effect activates.
BT15-019	Crabmon	Does this card's [On Play] effect activate when my opponent has no Digimon in their battle area?	Yes, it activates.
BT15-021	Gomamon (X Antibody)	If the digivolution cards under the target opponent's Digimon increase to become more than those under this Digimon after this card's inherited effect activates, can my opponent's Digimon now attack?	No, it can't. If the number of digivolution cards under the target opponent's Digimon is less than or equal to those of the Digimon with this card in its digivolution cards at the timing when this effect activates, the target Digimon can't attack until the effect ends at the end of your opponent's turn, even if the number of its digivolution cards later increases.
BT15-023	Coelamon	Does this card's [On Play] effect activate when my opponent has no Digimon in their battle area?	Yes, it activates.
BT15-026	WereGarurumon ACE	I used this card's [On Play] [When Digivolving] effect to <Draw 1>, then I had 5 or more cards in your hand and trashed 1 card in my hand. The number of cards in my hand was the same before and after the effect activated, so does this card's [All Turns] effect activate?	Yes, it activates.
BT15-027	Scorpiomon	Can I use this card's [On Play] effect to add a card to my hand when only 1 level 6 or higher card is among the revealed cards?	Yes, you can. In such cases, you add as many cards to your hand as possible.
BT15-027	Scorpiomon	Do [On Play] effects activate for Digimon played into the breeding area by this card's [End of Your Turn] effect?	No, the effect doesn't activate for Digimon in breeding areas.
BT15-027	Scorpiomon	Do "when a Digimon is played" effects trigger for Digimon played into the breeding area by this card's [End of Your Turn] effect?	No, Digimon in breeding areas aren't referenced by effects, so they don't trigger.
BT15-027	Scorpiomon	I used this card's [End of Your Turn] effect to play a Digimon into the breeding area, and another effect moved the memory to 0 or more, and my turn continued. If the Digimon that was played into the breeding area is then moved to the battle area by an effect, can that Digimon attack?	No. It can't attack because the "Digimon can't attack the turn they came into play" rule still applies to Digimon played into the breeding area.
BT15-027	Scorpiomon	Can I use this card's [End of Your Turn] effect to play a Digimon into the breeding area when it's affected by a "Digimon can't be played by effects" effect?	No, you can't. A "can't be played by effects" effect affects a player when it activates, therefore the act of playing a Digimon itself won't be possible, whether in the breeding area or the battle area.
BT15-028	Divermon	Does this card's [On Play] effect activate when my opponent has no Digimon in their battle area?	Yes, it activates.
BT15-031	MetalSeadramon	If I use [BT15-052 Puppetmon], [BT15-066 Machinedramon], or [BT15-079 Piedmon]'s [End of Opponent's Turn] effect to play this card from my hand, does this card's [End of Opponent's Turn] effect activate?	No, it doesn't activate. It won't activate because the trigger timing for this card's [End of Opponent's Turn] effect has already passed when [BT15-052 Puppetmon], [BT15-066 Machinedramon], or [BT15-079 Piedmon]'s [End of Opponent's Turn] effect is used to play this card, so it won't trigger until the end of your opponent's next turn.
BT15-034	Salamon	When I had 3 security cards at the start of my main phase, I used this card's effect to return 1 card from my security stack to the hand which reduced my security stack to 2 cards. Does this card's "you may place 1 yellow Digimon card with the [Vaccine] trait from your hand at the top or bottom of your security stack" effect still activate?	Yes, it activates.
BT15-035	Geremon	What does this card's "(Rule) Name: Also treated as [Numemon]" mean, exactly?	This is a special rule for this card that treats it as a card that has the [Numemon] name. This is a rule and not an effect, therefore this card is treated as having the [Numemon] name when the card is in your hand, breeding area, or any other area.

BT15-035	Geremon	Can this card be selected as the target of an effect that targets exactly [Numemon] due to the text "(Rule) Name: Also treated as [Numemon]"?	Yes, it can.
BT15-037	Gatomon	Does this card's [All Turns] effect activate if this card itself is removed from your security stack when its effect trashes it from the security stack and plays it?	No, it doesn't. This card is in the trash upon the timing when a card is removed from your security stack, so the [All Turns] effect doesn't trigger and you don't gain 1 memory.
BT15-037	Gatomon	Does this card's [All Turns] effect activate when this card in my security stack is played into the battle area by an effect that plays a Digimon card from the security stack, such as [BT15-092 Revelation of Light]'s [Main] effect or [ST10-06 Mastemon]'s [When Digivolving] effect?	Yes, it activates. The timing when this card is played into the battle area and the timing when a card is removed from your security stack are the same, so the [All Turns] effect triggers and you gain 1 memory.
BT15-039	Bombermon	If this card's [On Play] [When Digivolving] effect activates on an opponent's Digimon with 3000 DP or less, then its DP is reduced to 0 and it's deleted, does the "[On Deletion] Lose 1 memory" effect given to my opponent's Digimon at the same time cause my opponent to lose 1 memory?	Yes, your opponent loses 1 memory.
BT15-039	Bombermon	When digivolving into this card, do the [When Digivolving] effects on digivolution cards with [Gammamon] in their names activate?	Yes, they activate. This card's "This Digimon gains all effects of cards with [Gammamon] in their names in this Digimon's digivolution cards" effect is an [All Turns] effect, so it will activate as soon as the digivolution is confirmed. Therefore, [When Evolving] effects are gained and will trigger.
BT15-039	Bombermon	I digivolve a Digimon with [Gammamon] in its name and a [When Digivolving] <Blitz> effect into this card. Can I activate the [When Digivolving] <Blitz> effect through this card's [All Turns] effect and attack?	Yes, if the memory gauge is now at 1 or greater on your opponent's side, you can activate <Blitz> .
BT15-039	Bombermon	Does this card's [All Turns] effect and inherited effect allow me to activate the inherited effect of a digivolution card with [Gammamon] in its name as an effect of this card?	No, this card's [All Turns] effect and inherited effect don't affect the inherited effects of digivolution cards with [Gammamon] in their names.
BT15-040	Monzaemon (X Antibody)	I have 2 Digimon in play. Can I use this card's [All Turns] effect to give -2000 DP each to 2 of my opponent's Digimon?	No, you can't. The effect only targets 1 of your opponent's Digimon.
BT15-047	Kabuterimon	If this Digimon is unsuspended, then it's suspended by an opponent's "Suspend 1 of your opponent's Digimon. That Digimon can't unsuspend during your opponent's next unsuspend phase" effect, are effects that prevent unsuspending during the unsuspend phase negated?	Yes. It's no longer affected by your opponent's effects as soon as it's suspended, so it can now unsuspend.
BT15-047	Kabuterimon	Does this card's [All Turns] effect prevent [Security] effects on my opponent's Security Digimon from affecting this Digimon when it's suspended?	Yes, it isn't affected. [Security] effects on Security Digimon are treated as Digimon effects, so the "this Digimon isn't affected by the effects of your opponent's Digimon" effect prevents such effects from affecting this Digimon.
BT15-049	MegaKabuterimon ACE	If this Digimon is unsuspended, then it's suspended by an opponent's "Suspend 1 of your opponent's Digimon. That Digimon can't unsuspend during your opponent's next unsuspend phase" effect, are effects that prevent unsuspending during the unsuspend phase negated?	Yes. It's no longer affected by your opponent's effects as soon as it's suspended, so it can now unsuspend.
BT15-049	MegaKabuterimon ACE	Does this card's [All Turns] effect prevent [Security] effects on my opponent's Security Digimon from affecting this Digimon when it's suspended?	Yes, it isn't affected. [Security] effects on Security Digimon are treated as Digimon effects, so the "this Digimon isn't affected by the effects of your opponent's Digimon" effect prevents such effects from affecting this Digimon.
BT15-050	Cherrymon	Can I use this card's [On Play] effect to add a card to my hand when only 1 level 6 or higher card is among the revealed cards?	Yes, you can. In such cases, you add as many cards to your hand as possible.
BT15-050	Cherrymon	Do [On Play] effects activate for Digimon played into the breeding area by this card's [End of Your Turn] effect?	No, the effect doesn't activate for Digimon in breeding areas.

BT15-050	Cherrymon	Do "when a Digimon is played" effects trigger for Digimon played into the breeding area by this card's [End of Your Turn] effect?	No, Digimon in breeding areas aren't referenced by effects, so they don't trigger.
BT15-050	Cherrymon	I used this card's [End of Your Turn] effect to play a Digimon into the breeding area, and another effect moved the memory to 0 or more, and my turn continued. If the Digimon that was played into the breeding area is then moved to the battle area by an effect, can that Digimon attack?	No. It can't attack because the "Digimon can't attack the turn they came into play" rule still applies to Digimon played into the breeding area.
BT15-050	Cherrymon	Can I use this card's [End of Your Turn] effect to play a Digimon into the breeding area when it's affected by a "Digimon can't be played by effects" effect?	No, you can't. A "can't be played by effects" effect affects a player when it activates, therefore the act of playing a Digimon itself won't be possible, whether in the breeding area or the battle area.
BT15-052	Puppetmon	If I use [BT15-031 MetalSeadramon], [BT15-066 Machinedramon], or [BT15-079 Piedmon]'s [End of Opponent's Turn] effect to play this card from my hand, does this card's [End of Opponent's Turn] effect activate?	No, it doesn't. It won't activate because the trigger timing for this card's [End of Opponent's Turn] effect has already passed when [BT15-031 MetalSeadramon], [BT15-066 Machinedramon], or [BT15-079 Piedmon]'s [End of Opponent's Turn] effect is used to play this card, so it won't trigger until the end of your opponent's next turn.
BT15-052	Puppetmon	Can this card digivolve into a 2-color Digimon that includes white?	Yes, it can.
BT15-053	HerculesKabuterimon	If this Digimon is unsuspended, then it's suspended by an opponent's "Suspend 1 of your opponent's Digimon. That Digimon can't unsuspend during your opponent's next unsuspend phase" effect, are effects that prevent unsuspending during the unsuspend phase negated?	Yes. It's no longer affected by your opponent's effects as soon as it's suspended, so it can now unsuspend.
BT15-053	HerculesKabuterimon	Does this card's [All Turns] effect prevent [Security] effects on my opponent's Security Digimon from affecting this Digimon when it's suspended?	Yes, it isn't affected. [Security] effects on Security Digimon are treated as Digimon effects, so the "this Digimon isn't affected by the effects of your opponent's Digimon" effect prevents such effects from affecting this Digimon.
BT15-054	Rosemon (X Antibody)	Can this card's [When Digivolving] effect suspend just 1 of my opponent's Digimon or 1 of their Tamers when they have 1 of each?	No, it can't. You must suspend as many as possible.
BT15-055	Hagurumon	If the cards I reveal from my deck for this card's [On Play] effect include only either a card with the [Machine]/[Cyborg] trait or a black Tamer card, can I only add 1 card to my hand?	Yes, even if you only reveal one of the applicable cards, you can still add it to your hand.
BT15-055	Hagurumon	If the cards I reveal from my deck for this card's [On Play] effect include both a card with the [Machine]/[Cyborg] trait and a black Tamer card, can I choose to only add one of them to my hand, and place the remaining cards at the bottom of my deck?	No. If you have cards that are targets of this effect, you must add as many cards to your hand as possible.
BT15-056	Ryudamon	If I place 1 [Shuu Yulin] from my hand as this Digimon's bottom digivolution card at the start of my main phase, does this card's effect prevent it from being affected by the [Security] effects of my opponent's Security Digimon?	Yes, it isn't affected. [Security] effects on Security Digimon are treated as Digimon effects, so the "this Digimon isn't affected by the effects of your opponent's Digimon" effect prevents such effects from affecting this Digimon.
BT15-058	Ginryumon	I activated this card's [On Play] [When Digivolving] effect and suspended 1 of my opponent's Digimon when a Tamer card with the [DigiPolice] trait was in this Digimon's digivolution cards. If the Tamer card with the [DigiPolice] trait is then removed from this Digimon's digivolution cards, can my opponent's Digimon that I suspended now unsuspend?	No. As long as the conditions were met at the time you activated the effect, the effect will persist and it can't unsuspend until the end of your opponent's turn, even if the conditions are no longer met at a later point.
BT15-060	Omekamon	What does this card's "while this card is revealed from the deck, its name is also treated as [Omnimon]" mean, exactly?	This effect means that this card is also treated as a card with [Omnimon] in its name while it's flipped over from the deck by a "reveal this card from the deck" effect. If the effect is an effect such as "add 1 [Omnimon] from the revealed cards," you can use that effect to add this card to the hand.

BT15-060	Omekamon	What does the "[Agumon]/[Greymon]×[Gabumon]/[Garurumon]" specified in this card's DigiXros requirements mean?	It means that you can place up to a total of 2 cards consisting of either 1 [Agumon] or [Greymon] and 1 [Gabumon] and [Garurumon] in the digivolution cards for the DigiXros.
BT15-062	Gigadramon	Can I use this card's [On Play] effect to add a card to my hand when only 1 level 6 or higher card is among the revealed cards?	Yes, you can. In such cases, you add as many cards to your hand as possible.
BT15-062	Gigadramon	Do [On Play] effects activate for Digimon played into the breeding area by this card's [End of Your Turn] effect?	No, the effect doesn't activate for Digimon in breeding areas.
BT15-062	Gigadramon	Do "when a Digimon is played" effects trigger for Digimon played into the breeding area by this card's [End of Your Turn] effect?	No, Digimon in breeding areas aren't referenced by effects, so they don't trigger.
BT15-062	Gigadramon	I used this card's [End of Your Turn] effect to play a Digimon into the breeding area, and another effect moved the memory to 0 or more, and my turn continued. If the Digimon that was played into the breeding area is then moved to the battle area by an effect, can that Digimon attack?	No. It can't attack because the "Digimon can't attack the turn they came into play" rule still applies to Digimon played into the breeding area.
BT15-062	Gigadramon	Can I use this card's [End of Your Turn] effect to play a Digimon into the breeding area when it's affected by a "Digimon can't be played by effects" effect?	No, you can't. A "can't be played by effects" effect affects a player when it activates, therefore the act of playing a Digimon itself won't be possible, whether in the breeding area or the battle area.
BT15-064	Megadramon	What happens when I use this card's [On Play] [When Digivolving] effect and only 1 card with the [Machine]/[Cyborg]/[SoC] trait is among the revealed cards?	When only 1 of such cards is revealed, it's placed as this Digimon's bottom digivolution card according to the effect's processing order. You can't add a card to your hand.
BT15-064	Megadramon	Does the card added to the hand from among the revealed cards for this card's [On Play] [When Digivolving] effect also have to have the [Machine]/[Cyborg]/[SoC] trait?	Yes, that's correct.
BT15-066	Machinedramon	If I use [BT15-052 MetalSeadramon], [BT15-052 Puppetmon], or [BT15-079 Piedmon]'s [End of Opponent's Turn] effect to play this card from my hand, does this card's [End of Opponent's Turn] effect activate?	No, it doesn't. It won't activate because the trigger timing for this card's [End of Opponent's Turn] effect has already passed when [BT15-052 MetalSeadramon], [BT15-079 Puppetmon], or [BT15-079 Piedmon]'s [End of Opponent's Turn] effect is used to play this card, so it won't trigger until the end of your opponent's next turn.
BT15-066	Machinedramon	Can this card digivolve into a 2-color Digimon that includes white?	Yes, it can.
BT15-068	Gizamon	When an effect plays an opponent's Digimon into the breeding area, does this card's inherited effect activate?	No, it doesn't activate.
BT15-068	Gizamon	Does this card's inherited effect also activate when one of my effects plays an opponent's Digimon?	Yes, it activates.
BT15-069	Candlemon	What does this card's "[On Deletion] If your opponent has 1 or less memory, <Draw 1>" mean, exactly?	It means that you <Draw 1> when the memory is at 1 through 10 on your side, 0, or 1 on your opponent's side at the timing when this Digimon is deleted.
BT15-069	Candlemon	If this card's [On Deletion] effect activates when my opponent has 1 memory, do both the <Draw 1> and "gain 1 memory" effects activate?	Yes, both activate.
BT15-071	Loogamon	Can I activate the "if a Tamer card with the [SoC] trait is in this Digimon's digivolution cards, <Draw 1>" effect in this card's [When Attacking] effect even if I don't perform "by trashing 1 card in your hand, delete 1 of your opponent's Digimon with 3000 DP or less"?	No, you can't activate it. If you don't perform the action specified for "by X" in such an effect, the rest of the effect won't activate.
BT15-071	Loogamon	If I perform "by trashing 1 card in your hand," does "if a Tamer card with the [SoC] trait is in this Digimon's digivolution cards, <Draw 1>" effect in this card's [When Attacking] effect activate even if my opponent doesn't have a Digimon with 3000 DP or less?	Yes, it activates.

BT15-072	Vilemon	What does this card's "when [...] would leave the battle area" mean, exactly?	"When [...] would leave the battle area" refers to one of the following statuses: "placed in trash due to deletion," "returned to hand/deck," "placed in security stack," "moved to an area other than the battle area," or "placed in another Digimon's digivolution cards or under a Tamer."
BT15-074	Gesomon	Which player chooses whether or not a card is trashed and chooses the card to trash for this card's [On Play] [When Digivolving]effect?	Your opponent chooses both.
BT15-074	Gesomon	When an effect plays an opponent's Digimon into the breeding area, does this card's inherited effect activate?	No, it doesn't activate.
BT15-074	Gesomon	Does this card's inherited effect also activate when one of my effects plays an opponent's Digimon?	Yes, it activates.
BT15-075	Loogarmon	Can I activate the "if a Tamer card with the [SoC] trait is in this Digimon's digivolution cards, <Draw 1>" effect in this card's [When Digivolving] [When Attacking] effect even if I don't perform "by trashing 1 card in your hand, this Digimon gets +2000 DP for the turn"?	No, you can't activate it. If you don't perform the action specified for "by X" in such an effect, the rest of the effect won't activate.
BT15-077	LadyDevimon	Can I use this card's [On Play] effect to add a card to my hand when only 1 level 6 or higher card is among the revealed cards?	Yes, you can. In such cases, you add as many cards to your hand as possible.
BT15-077	LadyDevimon	Do [On Play] effects activate for Digimon played into the breeding area by this card's [End of Your Turn] effect?	No, the effect doesn't activate for Digimon in breeding areas.
BT15-077	LadyDevimon	Do "when a Digimon is played" effects trigger for Digimon played into the breeding area by this card's [End of Your Turn] effect?	No, Digimon in breeding areas aren't referenced by effects, so they don't trigger.
BT15-077	LadyDevimon	I used this card's [End of Your Turn] effect to play a Digimon into the breeding area, and another effect moved the memory to 0 or more, and my turn continued. If the Digimon that was played into the breeding area is then moved to the battle area by an effect, can that Digimon attack?	No. It can't attack because the "Digimon can't attack the turn they came into play" rule still applies to Digimon played into the breeding area.
BT15-077	LadyDevimon	Can I use this card's [End of Your Turn] effect to play a Digimon into the breeding area when it's affected by a "Digimon can't be played by effects" effect?	No, you can't. A "can't be played by effects" effect affects a player when it activates, therefore the act of playing a Digimon itself won't be possible, whether in the breeding area or the battle area.
BT15-078	WaruSeadramon	What happens for this card's [When Attacking] effect if my opponent doesn't have any level 4 or lower Digimon cards in their trash?	Because nothing can be played from their trash, you can't switch the target of this card's attack, and the attack will continue using the target that was specified upon the attack declaration.
BT15-078	WaruSeadramon	When an effect plays an opponent's Digimon into the breeding area, does this card's [All Turns] effect activate?	No, it doesn't activate.
BT15-078	WaruSeadramon	Does this card's [All Turns] effect also activate when one of my effects plays an opponent's Digimon?	Yes, it activates.
BT15-079	Piedmon	If I use [BT15-052 MetalSeadramon], [BT15-052 Puppetmon], or [BT15-066 Machinedramon]'s [End of Opponent's Turn] effect to play this card from my hand, does this card's [End of Opponent's Turn] effect activate?	No, it doesn't. It won't activate because the trigger timing for this card's [End of Opponent's Turn] effect has already passed when [BT15-031 MetalSeadramon], [BT15-052 Puppetmon], or [BT15-066 Machinedramon]'s [End of Opponent's Turn] effect is used to play this card, so it won't trigger until the end of your opponent's next turn.

BT15-079	Piedmon	Can this card digivolve into a 2-color Digimon that includes white?	Yes, it can.
BT15-081	Leviamon (X Antibody)	When an effect plays an opponent's Digimon into the breeding area, does this card's [All Turns] effect activate?	No, it doesn't activate.
BT15-081	Leviamon (X Antibody)	Does this card's [All Turns] effect also activate when one of my effects plays an opponent's Digimon/Tamer?	Yes, it activates.
BT15-081	Leviamon (X Antibody)	Can I use this card's [When Digivolving] effect to delete just 1 of my opponent's Digimon if my opponent has level 3, level 5, and level 7 Digimon?	No, you can't. You must delete as many as possible.
BT15-081	Leviamon (X Antibody)	When this card was in the trash, my [Leviamon] attacked a player, and a Digimon or Tamer was played by a [Security] effect upon the security check. In such cases, can I use this card's [Trash] [All Turns] effect to digivolve the attacking [Leviamon] into this card?	Yes, you can.
BT15-081	Leviamon (X Antibody)	My [EX5-063 Leviamon] with <Security A. +1> attacked a player, and a Digimon or Tamer was played by a [Security] effect upon the 2nd security check. This caused the [EX5-063 Leviamon] to digivolve into this card from the trash. This card has <Security A. +2>, but does it get 2 additional security checks?	No, it only gets 1 additional security check. [EX5-063 Leviamon]'s <Security A. +1> is lost upon the digivolution but it gains <Security A. +2>, so the total possible security checks will be 3. In the situation from your question, you have already performed 2 security checks, so you have 1 security check remaining.
BT15-081	Leviamon (X Antibody)	I have this card and [Leviamon] in my trash, then my [EX5-069 Biting Crush] was placed in the battle area. If my opponent's Digimon is played by an effect at this time, this card and [EX5-069 Biting Crush] will trigger simultaneously, but can I activate [EX5-069 Biting Crush]'s effect first to play [Leviamon] from my trash and then use the effect to digivolve that [Leviamon] into this card?	Yes, you can.
BT15-101	MetalGarurumon	While I have a Tamer with [Matt Ishida] in its name and my opponent has a Digimon with 10000 DP or more, can I use an effect that digivolves my Digimon to digivolve my [Gabumon] in the battle area into this card in my hand?	Yes, you can.
BT15-102	Apocalymon	When this card would be played, can the [Dark Masters] trait cards I place under this card be from the digivolution cards of Digimon or under Tamers in my battle area?	No, you can't activate it. When placing cards from the battle area under this card, you can only choose the top cards.
BT15-102	Apocalymon	If I don't place 1 level 6 or lower card from my trash as this Digimon's bottom digivolution card for this card's [End of Your Turn] effect, can I activate the part of the effect after "then"?	No, you can't. If you don't perform the action specified for "by X" in such an effect, the rest of the effect won't activate.
BT15-082	Sora Takenouchi	What does this card's "for each of your opponent's security cards, remove 2000 from this effect's playable card's DP maximum" mean, exactly?	It means that when you use this effect to play a Digimon card, you must choose one with the DP reduced from the maximum shown by 2000 for each each card in your opponent's security stack. The fewer cards in your opponent's security stack, the greater the DP can be for the Digimon card played. For example, if your opponent has 3 security cards, the 13000 DP maximum is reduced by 6000, meaning that you can play a Digimon card with 7000 DP or less.
BT15-083	Matt Ishida	My Digimon's effect gave me <Draw 1> and trashed 1 card in my hand. The number of cards in my hand was the same before and after the effect activated, so does this card's [Your Turn] effect activate?	Yes, it activates.
BT15-084	Kari Kamiya	Can I use this card's [All Turns] effect to give 1 of my opponent's Digimon <Security A. -1> when this card is played by [BT13-012 GeoGreymon]'s [When Digivolving] effect?	Yes, you can. The timing when this card is played into the battle area and the timing when a card is removed from your security stack are the same, so the [All Turns] effect can trigger and activate.

BT15-086	Marvin Jackson	Can I use the [End of All Turns] effect in this card's inherited effect to play this card itself when this card is in a Digimon's digivolution cards?	Yes, you can.
BT15-087	Shuu Yulin	Can I use the [End of All Turns] effect in this card's inherited effect to play this card itself when this card is in a Digimon's digivolution cards?	Yes, you can.
BT15-088	Wings of Love	If I use this card's [Main] effect to play a Tamer card with [Sora Takenouchi] in its name, does the "return 1 red Digimon card from your trash to the hand" effect activate?	Yes, it activates.
BT15-089	Meteor Wing	What does this card's "for each of your opponent's security cards, remove 2000 from this DP deletion effect's maximum" mean, exactly?	It means that when you use this effect to delete 1 of your opponent's Digimon, you must choose one with the DP reduced from the maximum shown by 2000 for each each card in your opponent's security stack. The fewer cards in your opponent's security stack, the greater the DP can be for the Digimon card you delete. For example, if your opponent has 3 security cards, the 15000 DP maximum is reduced by 6000, meaning that you can delete an opponent's Digimon with 9000 DP or less.
BT15-090	Fox Fire	When I have a Digimon with [Gabumon]/[Garurumon] in its name and my opponent has 1 level 3 Digimon and 1 level 4 Digimon, can I choose the target to return to the hand for this card's effect from these 2 Digimon?	No, you can't. If you have a Digimon with [Gabumon]/[Garurumon] in its name, you must return 1 of your opponent's Digimon with the lowest DP to the hand.
BT15-091	Wolf of Friendship	Can I use this card to place 1 [Garurumon] and 1 [WereGarurumon] from my trash under [Gabumon] but choose to not digivolve into [MetalGarurumon] in my hand?	Yes, you can. This effect reads "may digivolve into [MetalGarurumon] in your hand," therefore you can choose to not digivolve after placing [Garurumon] and [WereGarurumon] from your trash under [Gabumon].
BT15-093	Celestial Arrow	Can I use this card's [Main] effect to give -6000 DP twice to the same Digimon for a total of -12000 DP?	Yes, you can.
BT15-095	Impact of Knowledge	When I had a Tamer with [Izzy Izumi] in its name, I used this card to give 1 of my opponent's Digimon "[On Deletion] Trash the top card of your security stack." If I later lose my Tamer with [Izzy Izumi] in its name, will my opponent's Digimon no longer be affected by that effect?	No. As long as the conditions were met at the time you activated the effect, the effect will persist and will last until the end of your opponent's turn, even if the conditions are no longer met at a later point.
BT15-096	Supreme Connection!	Can I only trash cards with the [Machine]/[Cyborg] trait from among the cards revealed from my deck for this card's [Main] and [Security] effects?	Yes, that's correct.
BT15-096	Supreme Connection!	What happens when I use this card's effect and only 1 card with the [Machine]/[Cyborg]/ trait is among the cards revealed from my deck?	When only 1 of such cards is revealed, it's added to the hand according to the effect's processing order. You can't trash a card.
BT15-097	Ultimate Slicer	If I use this card when my opponent has a Digimon with a play cost of 3 and a Tamer with a play cost of 4, can I delete my opponent's Tamer with a play cost of 4 as the Tamer with the lowest play cost?	No, you can't. You must delete the card with the lowest play cost from among all your opponent's Digimon and Tamers for this effect. In the example given in the question, you would delete the Digimon with a play cost of 3 as the card with the lowest play cost.
BT15-098	Mist Barrier	If I don't delete 1 of my Digimon for this card's [Main] effect, can I activate the part of the effect after "then"?	No, you can't activate it. If you don't perform the action specified for "by X" in such an effect, the rest of the effect won't activate.
BT15-099	Venom Infusion	If I use this card's effect to trash a Lv.- Digimon card in my hand, can I delete my opponent's Lv.- Digimon?	No, you can't. "Lv.-" Digimon and Digimon cards without a level can't be targeted by effects that have levels in their conditions.
BT15-100	Seventh Lightning	Can I use this card's effect to delete just 1 of my opponent's Digimon if my opponent has both level 4 and level 6 Digimon?	No, you can't. You must delete as many as possible.