

№	Q	A
BT1-001	Yokomon	
	Does this card's inherited effect activate in battles against Security Digimon?	No, it doesn't.
	I attack my opponent using a Digimon with this card in its digivolution cards. If they block it with one of their Digimon, does this card's effect activate?	No, if you declared an attack against your opponent, this card's effect doesn't activate, even if they use another Digimon to block it.
BT1-002	Bebydomon	
	Does this card's inherited effect activate if it is being given <Piercing> by the effect of an Option card or Tamer?	Yes, it does.
BT1-003	Upamon	
	Does this card's inherited effect activate if my opponent has a Digimon with no digivolution cards in their breeding area?	No, Digimon in breeding areas aren't checked by this effect.
BT1-004	Wanyamon	
	Does this card's inherited effect apply if my opponent has a Digimon with no digivolution cards in the breeding area?	No, Digimon in breeding areas aren't checked by this effect.
BT1-007	Tanemon	
	If I've digivolved in the breeding area during the current turn, does that meet the requirements of "If you've digivolved this turn"?	No. Since it doesn't specify "in the breeding area," the effect doesn't check the breeding area. Thus, it can't meet the requirements of this card's effect.
	If I've digivolved during the current turn using the effect of [BT-071 Jagamon], that meet the requirements of "If you've digivolved this turn"?	Yes, it does.
BT1-010	Agumon	
	Can I use this Digimon's effect to add Tamer cards to my hand that aren't red?	Yes, you can.
	Can I activate this card's effect when I have 4 or fewer cards in your deck?	Yes, you can. When you do, reveal as many cards from your deck as is possible.
BT1-011	Agumon Expert	
	Does this Digimon's effect count cards that have "Agumon" in their card names, even if it's not a perfect match?	Yes, it does.
	What does "your recycle bin" refer to?	"Your recycle bin" is another word for "your trash" -- it's where cards go when they're deleted or trashed.
BT1-012	Biyomon	
	How long does the 2000 DP boost from this card's inherited effect last?	It lasts until the end of the turn you activated it.

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	I activate this card's inherited effect to boost its DP. Later, this digivolution card is trashed. Does the DP boost go away?	Yes, the +2000 DP boost ends.
	Does this card's inherited effect activate when attacking an opponent's Digimon?	No. If your opponent doesn't block, the effect doesn't activate. Regardless of what the target of attack is, the effect activates when a Digimon with this card in its digivolution cards attacks an opponent's Digimon and has its attack target changed to an opponent's Digimon that activates <Blocker>.
BT1-017	Birdramon	
	I use this card's effect to give one of my other Digimon <Security Attack +1>. If this Digimon is then removed from my battle area later in the turn, does the <Security Attack +1> effect also go away?	No, it doesn't.
	Can I use this Digimon's effect to target [Birdramon] itself?	Yes, you can.
	I use this card's effect to give one of my other Digimon <Security Attack +1>. If that Digimon digivolves, does it retain <Security Attack +1>?	Yes, it does.
BT1-018	Flarerizamon	
	I have 3 memory, and use this card's effect to gain <Security Attack +1> and attack my opponent. During the check, [ST2-13 Hammer Spark] is flipped over, and its -2 memory security effect reduces my memory to 1. Can I perform a second check?	No. When your memory drops to 2 or less, it loses the <Security Attack +1> from this card's effect, preventing you from performing the second check.
BT1-021	MetalGreymon	
	I attack with this card, and gain 3 memory from the card's attack effect. If this Digimon is deleted as a result of the attack, do I still lose 3 memory at end of turn?	The effect has already activated, so you lose 3 memory at end of turn.
	I attack with this card, and gain 3 memory from the card's attack effect. If I then announce that I'm passing, how much memory do I lose?	Announcing the pass moves the memory counter to 3 on your opponent's side. Since it's the end of the turn, you then lose an additional 3 memory, moving the memory counter to 6 on your opponent's side.
BT1-022	Garudamon	
	Does this card's inherited effect activate when attacking an opponent's Digimon?	No. If your opponent doesn't block, the effect doesn't activate. Regardless of what the target of attack is, the effect activates when a Digimon with this card in its digivolution cards attacks an opponent's Digimon and has its attack target changed to an opponent's Digimon that activates <Blocker>.

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BT1-023	SkullGreymon	
	My opponent has used an Option card or other effect to give one of their Digimon <Blocker>. Can I use this card's effect to delete that Digimon?	Yes, you can.
BT1-025	WarGreymon	
	This card performs a security check, flipping over an Option card with a security effect. What happens to the Option card if its effect didn't activate?	Since the security effect didn't activate, the card goes to the trash.
BT1-030	Gomamon	
	During my opponent's turn, a Digimon with this digivolution card is deleted, and this card's inherited effect moves the memory gauge to 1 on my side. Is it now my turn?	Yes, after all effects and attacks resolve, it becomes your turn.
	One of my Digimon with this digivolution card is deleted after blocking an opponent's Digimon with <Piercing>. As a result, I gain 1 memory, moving the memory gauge to 1 on my side. Does my opponent's <Piercing> effect activate?	Yes, it does. Turns only switch after all attacks and effects activate and finish, so it becomes your turn after the <Piercing> check is performed and the attack finishes.
BT1-033	Dolphmon	
	During my turn, all of my opponent's Digimon with no digivolution cards are deleted. What happens to this card's inherited effect?	It ends as soon as your opponent no longer has any Digimon with no digivolution cards.
	Does this card's inherited effect activate if my opponent has a Digimon with no digivolution cards in their breeding area?	No, Digimon in breeding areas aren't checked by this effect.
BT1-034	Ikkakumon	
	"This Digimon can't be blocked by your opponent's Digimon with no digivolution cards." How does this effect work, exactly?	If you have a Digimon with this inherited effect, your opponent's Digimon with <Blocker> and no digivolution cards can't activate <Blocker> to block this Digimon's attack.
BT1-035	Leomon	
	This card is deleted during my opponent's turn. Its effect moves the memory gauge to 1 on my side. Is it now my turn?	Yes, after all effects and attacks resolve, it becomes your turn.
BT1-039	Cerberusmon	
	Can I use this card's effect after I attack with it and resolve all battles and checks?	No, you can't. This effect can only be activated after declaring an attack, before your opponent's reaction timing window.
	Do I have to use this card's effect when I attack with it?	No. The effect is voluntary.

	Can I activate this card's effect when I have 2 cards or less in my hand?	No, if you don't have 3 or more cards in hand, you can't trash cards in your hand or unsuspend this card with its effect.
BT1-040	WereGarurumon	
	I attack with this card, and gain 3 memory from the card's attack effect. If this Digimon is deleted as a result of the attack, do I still lose 3 memory at end of turn?	Yes, the effect has already activated, so you lose 3 memory at end of turn.
	I attack with this card, and gain 3 memory from the card's attack effect. If I then announce that I'm passing, how much memory do I lose?	Announcing the pass moves the memory counter to 3 on your opponent's side. Since it's the end of the turn, you then lose an additional 3 memory, moving the memory counter to 6 on your opponent's side.
BT1-041	Zudomon	
	Can I use this card's inherited effect to gain 1 memory for each Digimon my opponent has with no digivolution cards?	No, you only gain 1 memory, regardless of how many Digimon your opponent has with no digivolution cards.
	Does this card's inherited effect activate if my opponent has a Digimon with no digivolution cards in their breeding area?	No, Digimon in breeding areas aren't checked by this effect.
BT1-043	SaberLeomon	
	Can I use this card's effect to delete an opponent's Digimon with no digivolution cards?	No, if you use this card's effect on an opponent's Digimon with no digivolution cards, nothing happens.
BT1-044	MetalGarurumon	
	Can I use this card's effect to play a Digi-Egg in its digivolution cards to my battle area?	No, Digi-Egg cards aren't Digimon cards, so they can't be played with this effect.
	I suspend this card as I declare its attack. If I use its effect to play a Digimon card from its digivolution cards, does that Digimon enter play suspended?	No, it's treated as a separate Digimon, and enters play unsuspending.
	If I use this card's effect to play a Digimon card from its digivolution cards, does that Digimon carry over any effects currently applied to this Digimon?	No, it's treated as a separate Digimon, and doesn't receive any effects that currently apply to the original Digimon.
	If I use this card's effect to play a Digimon card with an [On Play] effect, does that effect activate as the Digimon enters play?	Yes, it does.
	If I use this card's effect to play a Digimon card with an [On Play] effect, when does that effect activate?	It activates immediately after the card enters play. Even if there are other [When Attacking] and "when one of your Digimon attacks" effects waiting to be activated, the [On Play] effect was just triggered, so it activates first.
	I use this card's effect to play a Digimon card. Can it attack this turn?	No, it's considered to have just entered play, so it can't attack.

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	If this Digimon has a level 4 or lower Digimon card in its digivolution cards, do I have to activate this card's effect?	Yes, as long as you are able to.
BT1-047	Tinkermon	
	I use [BT1-056 Petermon]'s effect to play this Digimon. Can it attack this turn?	No, it's considered to have just entered play, so it can't attack.
BT1-048	Patamon	
	Can I activate this card's effect when I have 4 or fewer cards in my deck?	Yes, you can. When you do, reveal as many cards from your deck as is possible.
BT1-049	Labramon	
	Two of my opponent's Digimon reach zero DP and are deleted simultaneously. Can I draw 2 cards?	No, if multiple Digimon are deleted at the same time, you can only draw 1 card.
	I use BT2-041 [ShineGreymon]'s [When Digivolving] effect to delete 2 or more of my opponent's Digimon simultaneously. Does this mean I can draw 2 cards?	No, the deletion of Digimon using [ShineGreymon]'s skill is treated as a single instance of deletion by the game. Previously, [ShiningGreymon]'s [When Digivolving] effect was treated as multiple instances occurring at separate timings, but this was changed as of December 18, 2020.
BT1-053	Darcmon	
	I use an effect to play a Digimon while this Digimon is suspended. Can I trigger <Draw 1>?	Yes, you can.
	During my breeding phase, I move a level 3 Digimon from my breeding area to my battle area. Can I draw a card off this card's effect?	No, moving a Digimon between areas is different from playing it, so you can't draw a card.
BT1-054	Liamon	
	I use this Digimon to attack an opponent's Digimon, then use this Digimon's effect to reduce the opponent's Digimon to 0 DP. What happens to the attack?	No battle occurs, and the attack ends. If there are other When Attacking effects, "when one of your Digimon attacks" effects, and/or effects activated at reaction timing, they activate, and then the attack ends.
	I use this Digimon to attack, and my opponent uses <Blocker> to block the attack. Can I use this Digimon's effect to reduce the blocking Digimon's DP to 0 and delete it?	No, When Attacking effects are resolved before blocks are declared, so you can't activate this Digimon's effect after your opponent declares a block.
	After I use this Digimon's effect to give an opponent's Digimon -2000 DP, my memory drops to 2 or less. Does my opponent's Digimon revert to its original DP?	No, the effect has already activated, so the -2000 DP will persist until the end of the turn.

BT1-056	Petermon	
	What does "your recycle bin" refer to?	"Your recycle bin" is another word for "your trash" -- it's where cards go when they're deleted or trashed.
	When using this card's effect to play [BT1-047 Tinkermon], can I play 1 each from my hand and trash?	No, you can't. You can only play 1 copy from either your hand <i>or</i> trash.
	I use this card's effect to play a Digimon card. Can it attack this turn?	No, it's considered to have just entered play, so it can't attack.
BT1-058	Chirinmon	
	I attack with this card, and gain 3 memory from the card's attack effect. If this Digimon is deleted as a result of the attack, do I still lose 3 memory at end of turn?	Yes, the effect has already activated, so you lose 3 memory at end of turn.
	I attack with this card, and gain 3 memory from the card's attack effect. If I then announce that I'm passing, how much memory do I lose?	Announcing the pass moves the memory counter to 3 on your opponent's side. Since it's the end of the turn, you then lose an additional 3 memory, moving the memory counter to 6 on your opponent's side.
BT1-060	MagnaAngemon	
	I have 2 or fewer security cards left. What happens to this card's inherited effect?	Because the effect grants +1000 DP for every 3 security cards you have, no DP bonus is granted when you have 2 or fewer security cards.
BT1-061	Mistymon	
	Can I use this card's effect to only choose 1 of my opponent's Digimon?	No. Choose as many Digimon as you can. The only time you can choose 1 Digimon is when your opponent only has 1 Digimon in play.
BT1-063	Seraphimon	
	I have 6 security cards. Does this card's effect give this Digimon <Security Attack +2>?	No. It only grants <Security Attack +1>, no matter how many security cards you have.
BT1-066	Tentomon	
	My opponent declares a block with one of their Digimon. Can I use this card's inherited effect to suspend that Digimon, negating the block?	No, you can't. Attack effects are resolved before blocks are declared, so their block cannot be negated in this way.
BT1-067	Palmon	
	Can I use this card's effect to add a level 4 Digimon card that isn't green to my hand?	Yes, you can.
BT1-072	Woodmon	
	Can this Digimon attack when I have 2 or less memory?	Yes, it can. Even if this Digimon's attack effect causes your memory to move to 1 or greater on your opponent's side, it doesn't become your opponent's turn until the end of the attack.

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BT1-074	Togemon	
	Can I use this card's effect to add a level 5+ Digimon card that isn't green to my hand?	Yes, you can.
BT1-075	Digitamamon	
	I attack with this card, and gain 3 memory from the card's attack effect. If this Digimon is deleted as a result of the attack, do I still lose 3 memory at end of turn?	Yes, the effect has already activated, so you lose 3 memory at end of turn.
	I attack with this card, and gain 3 memory from the card's attack effect. If I then announce that I'm passing, how much memory do I lose?	Announcing the pass moves the memory counter to 3 on your opponent's side. Since it's the end of the turn, you then lose an additional 3 memory, moving the memory counter to 6 on your opponent's side.
BT1-076	MegaKabuterimon	
	My opponent has 4 suspended Digimon. Does this card's inherited effect gain me 2 memory?	No, you only gain 1 memory, no matter how many suspended Digimon your opponent has.
BT1-077	Okuwamon	
	Does this card's inherited effect activate during battles with my opponent's Security Digimon?	No, this effect doesn't activate during battles with Security Digimon.
	Does this card's inherited effect activate during battles where my opponent blocks the attack?	Yes, it activates when your opponent's Digimon is attacked and deleted during the block, even if it wasn't the target of attack.
BT1-078	Jagamon	
	If I reveal a green level 6 Digimon card with this card's effect, do I have to digivolve into it?	No, the card text says "you can," so you can choose not to digivolve.
	I reveal 2 or more green level 6 Digimon cards with this card's effect. Can I choose which card to digivolve into?	Yes, you can.
	I reveal a level 6 Digimon card that isn't green with this card's effect. Can I digivolve into that card?	No, you can't. Even if you meet the digivolution requirements, this card's effect only allows you to digivolve into green level 6 Digimon cards.
	Can I activate this card's effect when there are 2 or fewer cards in my deck?	Yes, you can. When you do, reveal as many cards from your deck as is possible.
BT1-081	HerculesKabuterimon	
	I lose 3 memory from this card's effect, causing the memory gauge to move to 1 or greater on my opponent's side. Does it become my opponent's turn?	Yes, it becomes your opponent's turn after the attack ends.
	Do I have to activate this card's End of Attack effect when I attack with it?	No, you can choose not to use it.
BT1-082	Rosemon	
	Which player chooses the Digimon to suspend with this card's skill?	The player who controls this card chooses.

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	My opponent attacks with a Digimon that has a When Attacking effect that suspends an opponent's Digimon, and uses it to suspend one of my unsusended Digimon. When they do, does this card's effect activate?	Yes, it does. If your opponent attacks you with a Digimon, if this Digimon is suspended, its effect can be activated at reaction timing even if it was unsusended when the attack was declared.
	This Digimon has <Blocker> and is currently unsusended when my opponent attacks with a Digimon. If I suspend this Digimon to block the opponent's Digimon, can I activate this card's effect to suspend one of my opponent's Digimon?	Yes, depending on the activation order. This Digimon's [Opponent's Turn] effect triggers at reaction timing, at the same time as <Blocker>. If <Blocker> activates first and suspends this Digimon, followed by activating the [Opponent's Turn] effect, you can suspend your opponent's Digimon.
BT1-084	Omnimon	
	How can I digivolve into this card?	You can digivolve into this card from a red or blue level 6 Digimon by paying its digivolve cost.
	I use this card's When Digivolving effect to choose one of my opponent's Digimon. Is that Digimon deleted?	Yes. The chosen Digimon and all Digimon with the same name as that Digimon are deleted.
	I choose [Greymon] with this card's When Digivolving effect while my opponent has a [Greymon], [MetalGreymon], and [WarGreymon] in play. Are all of them deleted, or just [Greymon]?	Just [Greymon]. Only Digimon with names that completely match the specified name are deleted.
	My opponent has [ST-09 MetalGreymon], [BT1-021 MetalGreymon], and [BT1-114 MetalGreymon] in play in their battle area. I use this card's When Digivolving effect to choose [ST-09 MetalGreymon]. Are all of my opponent's [MetalGreymon] cards deleted?	Yes. The card numbers may be different, but the names match. All of your opponent's [MetalGreymon] cards are deleted.
	If I attack with this Digimon when it has a level 6 Digimon card in its digivolution cards, do I always have to activate this card's When Attacking effect?	No, you can choose not to.
	I use this card's When Attacking effect to return one of its level 6 digivolution cards to my hand. Can I choose not to unsusend this card?	No, you can't. You have to unsusend it.
BT1-085	Tai Kamiya	
	I have both this card and [ST2-12 Matt Ishida] in play. How do I activate their effects?	You can resolve their effects in any order. For example, if you're starting the turn at 1 memory, you can resolve this card's effect first to go up to 3 memory, then activate [ST2-12 Matt Ishida]'s effect to go to 4 memory and above.

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	If I have two copies of this card in my battle area, does my Digimon with 4 or more digivolution cards gain <Security Attack +1> twice?	Yes. Each card's effect activates individually: <Security Attack +1> gets applied twice, allowing you to check two extra cards.
	I use this card's effect to give one of my Digimon <Security Attack +1>, which I use to attack my opponent. The card revealed from the first check has a security effect that reduces my Digimon's digivolution cards to 3 or fewer. Does it still have <Security Attack +1>?	Your Digimon loses <Security Attack +1>, and the second check isn't performed.
BT1-086	Matt Ishida	
	I have both this card and [ST2-12 Matt Ishida] in play. How do I activate their effects?	You can resolve their effects in any order. For example, if you're starting the turn at 1 memory, you can resolve this card's effect first to go up to 3 memory, then activate [ST2-12 Matt Ishida]'s effect to go to 4 memory and above.
	Does this card's [Start of Your Turn] effect activate if it's suspended?	Yes, it does. Unless otherwise specified, cards don't lose effects when suspended.
BT1-087	T.K. Takaishi	
	I have both this card and [ST2-12 Matt Ishida] in play. How do I activate their effects?	You can resolve their effects in any order. For example, if you're starting the turn at 1 memory, you can resolve this card's effect first to go up to 3 memory, then activate [ST2-12 Matt Ishida]'s effect to go to 4 memory and above.
	This card's On Play effect says "Look at your security stack." What does this mean, exactly?	It allows you to look at all of the cards in your security stack without revealing them to your opponent. You then pick one of those cards, reveal it, and add it to your hand.
	What happens if I use this card's On Play effect to add a card from my security stack to my hand that isn't yellow?	Shuffle your deck without triggering <Recovery +1 (Deck)>.
BT1-088	Izzy Izumi	
	What timing does [Main] occur at?	Like Main effects on Option cards, you can activate these effects at any time during your main phase. However, you can't activate them to interrupt an attack or another effect.

	Can I use this card's Main effect if I have a level 5 or higher green Digimon in my Breeding Area?	No, Digimon in breeding areas aren't checked by this effect.
BT1-089	Mimi Tachikawa	
	I have both this card and [ST2-12 Matt Ishida] in play. How do I activate their effects?	You can resolve their effects in any order. For example, if you're starting the turn at 1 memory, you can resolve this card's effect first to go up to 3 memory, then activate [ST2-12 Matt Ishida]'s effect to go to 4 memory and above.
	What timing does [Main] occur at?	Like Main effects on Option cards, you can activate these effects at any time during your main phase. However, you can't activate them to interrupt an attack or another effect.
	Can I use this card's Main effect if I have a level 5 or higher green Digimon in my Breeding Area?	No, Digimon in breeding areas aren't checked by this effect.
	Does this card's Start of Your Turn effect activate if it is suspended?	Yes, it does. Unless otherwise specified, cards don't lose their effects when suspended.
	During my breeding phase, I hatch a level 2 Digimon from my Digi-Egg deck. I then digivolve that Digimon into a level 3 Digimon during my main phase. If I use this card's effect to move that Digimon to my battle area, can I attack with it immediately?	Yes, you can. Hatching Digimon and moving them to the Battle Area doesn't count as playing them, so you can attack with them immediately.
BT1-092	Nuclear Laser	
	Can I choose to only trigger <Draw 2> or give one of my Digimon +2000 DP? Do I have to do both?	You have to both draw 2 cards and give a Digimon +2000 DP if possible.
BT1-093	Great Tornado	
	Can I choose to give one of my Digimon only +2000 DP or <Security Attack +1>? Do I have to do both?	You have to give the Digimon both +2000 DP and <Security Attack +1> if possible.
BT1-094	Oblivion Bird	
	My opponent has used an Option card or other effect to give one of their Digimon <Blocker>. Can I use this card's effect to delete that Digimon?	Yes, you can.

BT1-095	Brave Shield	
	Can I use this card's effect to give one of my originally unsuspending Digimon <Blocker>?	Yes, you can.
BT1-099	Hearts Attack	
	What happens if I activate this card's effect against a Digimon with no digivolution cards?	Nothing happens, but the game still treats it as if you used the Option card.
BT1-100	Grace Cross Freezer	
	I use this card's effect when my opponent's Digimon has no digivolution cards. If that Digimon later gains digivolution cards, can it attack?	Yes, it can.
BT1-102	Blade of the True	
	What happens when I use this card while I have 1 or fewer cards in my security stack?	Nothing happens, but the game still treats it as if you used the Option card.
BT1-104	Golden Ripper	
	If one of my Digimon digivolves after I use this card, does that Digimon still receive this card's effect?	Yes, it does.
	After activating this card's effect, I use [BT1-089 Mimi Tachikawa]'s effect to move a Digimon from my breeding area to my battle area. Does this card's effect also apply to that Digimon?	Yes, it does.
	I attack an opponent's Digimon with a Digimon that's gained the When Attacking effect from this card. The When Attacking effect reduces my opponent's Digimon to 0 DP, deleting it. What happens next?	No battle occurs, and the attack ends. If there are other When Attacking effects, "when one of your Digimon attacks" effects, and/or effects activated at reaction timing, they activate, and then the attack ends.
	I use this card, then attack with one of my Digimon, which is blocked by an opponent's Digimon with <Blocker>. Can I use this card's When Attacking effect to delete the blocking Digimon by reducing its DP to zero?	No, When Attacking effects are resolved before blocks are declared, so you can't activate this Digimon's effect after your opponent declares a block.
	I play this card, then play a Digimon. Does it receive this card's effect?	Yes, it does.

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	I use 2 copies of this card. When I attack with a Digimon, can I activate its When Attacking effect twice in a single attack, giving an opponent's Digimon -4000 DP?	Yes, you can.
BT1-105	Blast Fire	
	What does "original DP" refer to?	The DP value printed on a card is its original DP. This card's effect temporarily allows you to treat the DP value printed on an opponent's Digimon as if it were 3000.
	I use this card's effect to change the original DP of an opponent's Digimon to 3000. I then use [ST3-11 Seraphimon]'s effect to give an opponent's Digimon -4000 DP. If the opponent's Digimon drops to 0 DP, is it deleted?	Yes, when a Digimon's DP becomes 0, it's deleted.
	This card's effect has set a Digimon's original DP to 3000. If [ST1-13 Shadow Wing] is used to give that Digimon +3000 DP, is its DP now 6000?	Yes, effects that increase or decrease DP work as normal, raising the Digimon's DP to 6000.
	If I use this card's effect on a Digimon that's already getting +1000 DP from an effect, does its DP become 3000?	No, its original DP becomes 3000. 3000 DP and 1000 DP (from the effect) add up to 4000 DP.
	I digivolve a Digimon while this card's effect is active. What happens to the Digimon's DP?	Even after digivolving, the Digimon's DP is treated as 3000 until the end of the turn.
BT1-107	Holy Wave	
	I have 1 card in my security stack. My opponent attacks me with a Digimon with <Security Attack +1>, and flips over this card during the security check. Its <Recovery +1 (Deck)> activates, adding a card to my empty security stack. Does my opponent continue the security check?	Yes, they continue by checking the card that was added to your security stack.
BT1-109	Smashed Potatoes	
	I have a level 6 Digimon with a digivolution cost of 3, and use this card's effect to reduce that cost by 4, to -1. Can I digivolve into that Digimon by gaining a memory?	No, digivolution costs can't be reduced to less than zero. You can digivolve the card for free, but you can't gain memory with effects that reduce digivolution costs.

	Does activating this card's effect also reduce the digivolution cost of cards in my breeding area?	No, it doesn't. Since the card doesn't specify breeding areas, the effect doesn't apply to Digimon there.
BT1-110	Flower Cannon	
	My opponent uses an Option card or other effect to give one of their Digimon <Blocker>. Can I use this card's security effect to suspend that Digimon?	No, if your opponent's Digimon has <Blocker>, it can't be suspended with this card's effect.
BT1-111	Giga Blaster	
	Can I use this card's effect to suspend both 1 of my opponent's Digimon, and 2 of my opponent's Digimon with 5000 DP or less?	No. You can either suspend 1 of your opponent's Digimon, regardless of DP, or 2 of your opponent's Digimon with 5000 DP or less. You can't mix and match.
	Can I use this card's effect to suspend 1 of my opponent's Digimon with 5000 DP or less, and no other Digimon?	Yes, this card's effect allows you to pick 1 Digimon and suspend it, regardless of DP.
BT1-112	Dimension Scissor	
	I've given one of my Digimon this card's effect. Can I unsuspend it over and over again every time I use it to delete an opponent's Digimon in battle?	Yes. The effect has no limit to the number of times it can be used. As long as you keep deleting your opponent's Digimon, you can keep using the effect to unsuspend this card.
	I've given one of my Digimon this card's effect. If it deletes an opponent's Security Digimon in battle, can I unsuspend it?	No, the effect doesn't activate in battles with Security Digimon.
	I've given one of my Digimon this card's effect. I attack with it, and my opponent blocks it. If my Digimon deletes the opponent's blocking Digimon and survives, can I unsuspend it?	Yes, if your Digimon deletes an opponent's Digimon and survives, you can unsuspend it, even if the opposing Digimon had <Blocker>.
	I've given one of my Digimon this card's effect. I attack an opponent's Digimon with it, and an effect causes one of my opponent's other Digimon to be deleted during the battle. Do I still get to unsuspend my attacking Digimon?	No. You can only unsuspend the Digimon with this effect if it deletes the Digimon it's currently attacking. Other Digimon don't count.
BT1-113	Forbidden Temptation	
	I use this card's effect on one of my opponent's Digimon, which they then digivolve. Can it now attack and block?	No, it can't.

	Does this card's security effect also prevent my opponent's suspended Tamers from unsuspending during their unsuspend phase?	No, this card's security effect only affects Digimon. Your opponent's Tamers unsuspend as normal.
BT1-114	MetalGreymon	
	Can this Digimon attack when I have less than 5 memory?	Yes, it can. Even if this Digimon's attack effect causes your memory to move to 1 or greater on your opponent's side, it doesn't become your opponent's turn until the end of the attack.
BT1-115	Veedramon	
	Does this card's When Attacking effect activate when I have a Tamer that isn't blue in play?	Yes, it does. This card's When Attacking effect doesn't depend upon the color of your Tamers.
	I have 2 blue Tamers in play. During my turn, does this card's inherited effect grant +2000 DP?	No. No matter how many blue Tamers you have in play, the effect only grants +1000 DP.