

Release Special Booster Ver.1.0/1.5 BT3		
№	Q	A
BT3-004	<b>Minomon</b>	
	I attacked my opponent with a Digimon with this card as one of its digivolution cards, and it was blocked. In this situation, does this card's effect activate?	No, if you declared that you will be attacking your opponent, and your opponent decides to block your attack, resulting in a battle between Digimon, the effect does not activate.
BT3-008	<b>Zubamon</b>	
	If the cards I reveal from my deck include only either [RagnaLoardmon] or cards with [Legend-Arms] in their types, can I only add 1 card to my hand?	Yes, if you only reveal one or the other, you only get to add one card to your hand.
	If the cards I reveal from my deck include 2 [RagnaLoardmon] cards with [Legend-Arms] in their types, can I add both of those cards to my hand?	Yes, you may add them both to your hand.
	If the cards I reveal from my deck include both a [RagnaLoardmon] card and a card with [Legend-Arms] in its type, do I only get to add 1 to my hand and have to return the rest to the bottom of my deck?	No, this effect allows you to add both cards.
BT3-011	<b>Greymon</b>	
	If I use this card's effect to play a Digimon, is it treated as a Security Digimon even in my battle area?	No, it's treated as a normal Digimon once it comes into play.
	Can I play this Digimon with its [Security] effect even if it loses the battle against the attacking Digimon?	Yes, regardless of the battle's outcome, you get to play this Digimon at the end of the battle.
	This card is flipped over during a security check, but the attacking Digimon still has security checks remaining. Is this card played off its [Security] effect first, or do I have to wait until my opponent finishes the rest of their security checks?	This Digimon is played after the battle with the attacking Digimon, and before the next check is performed.
BT3-014	<b>Silphymon</b>	
	Can this Digimon Digivolve into a Digimon which has a Digivolution requirement of "Yellow, Level 5?"	Yes, since this Digimon is treated as both red and yellow during your turn, it can digivolve into a Digimon with a digivolution requirement of "Yellow, Level 5."
	This card is in my breeding area. Can I digivolve it into a Digimon that requires a yellow Digimon?	No, you can't. [Your Turn] effects don't activate from breeding areas, so the card isn't treated as a yellow card. You can't digivolve it into a Digimon that requires a yellow Digimon.
	What does "Original DP" mean?	The DP value printed on a card is its original DP. This card's [When Digivolving] effect causes a target Digimon's DP, regardless of what's written on the card, to be temporarily treated as having 1000 DP.
	If this card's [When Digivolving] effect is activated against an opponent's Digimon whose DP has been reduced by 1000 by an effect, what happens to that Digimon?	Your opponent's Digimon's DP will be overwritten as 1000, and if a -1000 DP effect is being applied to it, its DP becomes 0, causing the Digimon to be deleted.
BT3-019	<b>RagnaLoardmon</b>	
	Do I have to activate this card's [When Digivolving] effect if I have either [Durandamon] or [BryweLudramon] in my hand?	No, you can choose whether or not to activate this card's [When Digivolving] effect.
	For this card's [When Digivolving] effect, how are either the [Durandamon] or [BryweLudramon] cards in your hand placed?	The relevant card is placed directly under this card, or at the very top of this card's digivolution cards.

	Paying this Digimon's digivolution cost resulted in the memory counter being placed at 1 or above on my opponent's side. However, the [When Digivolving] effect allowed me to gain 3 memory, putting the memory counter at 0 or above on my side. When this happens, does the turn end?	No, even if the memory counter moves to 1 or greater on your opponent's side temporarily, if activating the effect moves the memory counter back to 0 or greater on your side, your turn continues.
BT3-024	<b>Airdramon</b>	
	If I use this card's effect to play a Digimon, is it treated as a Security Digimon even in my battle area?	No, it's treated as a normal Digimon once it comes into play.
	Can I play this Digimon with its [Security] effect even if it loses the battle against the attacking Digimon?	Yes, regardless of the battle's outcome, you get to play this Digimon at the end of the battle.
	This card is flipped over during a security check, but the attacking Digimon still has security checks remaining. Is this card played off its [Security] effect first, or do I have to wait until my opponent finishes the rest of their security checks?	This Digimon is played after the battle with the attacking Digimon, and before the next check is performed.
BT3-030	<b>Leopardmon</b>	
	Do I have to activate this card's [When Evolving] effect?	No, you can choose not to use it.
	Can I use this card's [When Digivolving] effect on a Level 4 Digimon card that's part of this card's digivolution cards?	Yes, you can.
	Will this card's [Your Turn] effect result in my Level 4 Digimon with <Jamming> losing <Jamming> when Digivolving to Level 5 or above?	Yes, because the effect is only active during [Your Turn], the moment the Digimon becomes Level 5 or above, the effect no longer applies to the Digimon, and it will lose <Jamming>.
BT3-031	<b>Imperialdramon Dragon Mode</b>	
	When digivolving this card onto a [Paiddramon] or [Dinobeemon] in my breeding area, can I reduce the digivolution cost by 2?	No. You can't activate this effect when digivolving a card in your breeding area.
BT3-034	<b>Lopmon</b>	
	After checking the top security card using this card's effect, if that card cannot be added to my hand, what happens to that card?	It's placed at the top of the security stack, face down.
	If I check my top security card using this card's effect and add it to my hand, do I have to reveal it to my opponent?	No, you don't.
	When I have 0 cards left in my security stack, can I still <Draw 1> as a result of this card's effect?	No, you can only <Draw 1> if you add a security card to your hand.
	When I have 0 cards left in my deck, can I still look at one of my security cards and add it to my hand?	Yes, the latter half of the effect, "Look at the top card of your security stack. You may add that card to your hand to trigger..." can still be activated even if you have 0 cards in your deck and <Draw 1> cannot be activated.
BT3-036	<b>Ankylomon</b>	
	If I use this card's effect to play a Digimon, is it treated as a Security Digimon even in my battle area?	No, it's treated as a normal Digimon once it comes into play.
	Can I play this Digimon with its [Security] effect even if it loses the battle against the attacking Digimon?	Yes, regardless of the battle's outcome, you get to play this Digimon at the end of the battle.
	This card is flipped over during a security check, but the attacking Digimon still has security checks remaining. Is this card played off its [Security] effect first, or do I have to wait until my opponent finishes the rest of their security checks?	This Digimon is played after the battle with the attacking Digimon, and before the next check is performed.
BT3-040	<b>Shakkoumon</b>	

	Can this Digimon digivolve into a Digimon with a digivolution condition of "Blue, Level 5"?	Yes, since this Digimon is treated as both yellow and blue during your turn, it can digivolve into a Digimon with a requirement of "Blue, Level 5."
	This card is in my breeding area. Can I digivolve it into a Digimon that requires a blue Digimon?	No, you can't. [Your Turn] effects don't activate from breeding areas, so the card isn't treated as a yellow card. You can't digivolve it into a Digimon that requires a blue Digimon.
	My opponent has this Digimon in play. If I digivolve one of my Digimon that currently has no digivolution cards, does its <Security Attack -1> immediately disappear?	Yes, the moment your Digimon gains a digivolution card, it no longer counts as a "Digimon with no digivolution cards," and loses <Security Attack -1>.
BT3-041	<b>Cherubimon</b>	
	When using this card's effect to place a yellow Digimon card from your trash on your security stack, do I need to show that card to my opponent?	Yes, when moving a card from your trash to your security stack, you must show the card to your opponent so they can confirm it's a yellow Digimon card.
BT3-042	<b>ClavisAngemon</b>	
	I use this card's effect to give my opponent's Digimon -6000 DP. Later in the turn, I end up with 4 cards in my security stack. Does the -6000 DP effect go away?	No, even if you end up with 4 or more security cards, the Digimon will have -6000 DP for the duration of the turn in which the effect was activated.
BT3-046	<b>Terriermon</b>	
	My opponent has this card in play when I activate the effect on a card like [BT1-090 Gravity Crush], [BT1-021 MetalGreymon], [BT1-040 WereGarurumon], [BT1-058 Chirinmon], or [BT1-075 Digitamamon]. What happens?	You can't use Option/Digimon card effects to gain memory, but you can still lose memory if a card effect specifies as such.
	My opponent has this card in play. Do I gain memory from [ST2-13 Hammer Spark]'s [Security] effect?	No, you don't gain any memory from it.
BT3-049	<b>Flymon</b>	
	If I use this card's effect to play a Digimon, is it treated as a Security Digimon even in my battle area?	No, it's treated as a normal Digimon once it comes into play.
	Can I play this Digimon with its [Security] effect even if it loses the battle against the attacking Digimon?	Yes, regardless of the battle's outcome, you get to play this Digimon at the end of the battle.
	This card is flipped over during a security check, but the attacking Digimon still has security checks remaining. Is this card played off its [Security] effect first, or do I have to wait until my opponent finishes the rest of their security checks?	This Digimon is played after the battle with the attacking Digimon, and before the next check is performed.
BT3-051	<b>Dokugumon</b>	
	The cards I reveal with this effect include only a level 5 or level 6 digimon, not both. Can I add that card to my hand?	Yes, even if you only reveal one of the applicable cards, you can still add it to your hand.
BT3-057	<b>MegaGargomon</b>	
	By activating this card's [When Digivolving] effect, can I prevent my opponent's Digimon from becoming unsuspending during my opponent's next unsuspend phase by applying this effect to it while it's suspended?	Yes, you can.
BT3-058	<b>BanchoStingmon</b>	
	I attack my opponent's Digimon with 12000 DP or more with this Digimon, then one of my effects reduces that Digimon's DP to be under 12000. Does this Digimon's [When Attacking] effect activate?	Yes, it does. This effect behaves the same way as an effect that reads "When this Digimon attacks one of your opponent's Digimon with 12000 DP or more". As such, the requirement for 12000 DP or more is checked at the time the attack is declared and determines whether or not the effect triggers. After the effect has triggered, this requirement does not impact the effect's activation.

BT3-061	Chuumon	
	My opponent has this card in play when I activate the effect on a card like [BT1-090 Gravity Crush], [BT1-021 MetalGreymon], [BT1-040 WereGarurumon], [BT1-058 Chirinmon], or [BT1-075 Digitamamon]. What happens?	You can't use Option/Digimon card effects to gain memory, but you can still lose memory if a card effect specifies as such.
	My opponent has this card in play. Do I gain memory from [ST2-13 Hammer Spark]'s [Security] effect?	No, you don't gain any memory from it.
BT3-062	Ludomon	
	If the cards I reveal from my deck include only either [RagnaLoardmon] or cards with [Legend-Arms] in their types, can I only add 1 card to my hand?	Yes, if you only reveal one or the other, you only get to add one card to your hand.
	If the cards I reveal from my deck include 2 [RagnaLoardmon] cards with [Legend-Arms] in their types, can I add both of those cards to my hand?	Yes, you may add them both to your hand.
	If the cards I reveal from my deck include both a [RagnaLoardmon] card and a card with [Legend-Arms] in its type, do I only get to add 1 to my hand and have to return the rest to the bottom of my deck?	No, this effect allows you to add both cards.
BT3-065	Gururumon	
	If I use this card's effect to play a Digimon, is it treated as a Security Digimon even in my battle area?	No, it's treated as a normal Digimon once it comes into play.
	Can I play this Digimon with its [Security] effect even if it loses the battle against the attacking Digimon?	Yes, regardless of the battle's outcome, you get to play this Digimon at the end of the battle.
	This card is flipped over during a security check, but the attacking Digimon still has security checks remaining. Is this card played off its [Security] effect first, or do I have to wait until my opponent finishes the rest of their security checks?	This Digimon is played after the battle with the attacking Digimon, and before the next check is performed.
BT3-075	Craniamon	
	What does "can't be deleted by your opponent's effects" on this card's [All Turns] effect refer to, exactly?	Card text that uses "delete," such as "Delete 1 of your opponent's Digimon," can't be used to delete your cards with <Blocker> They can still be deleted by losing battles or being reduced to zero DP.
BT3-077	Gazimon	
	My opponent has this card in play when I activate the effect on a card like [BT1-090 Gravity Crush], [BT1-021 MetalGreymon], [BT1-040 WereGarurumon], [BT1-058 Chirinmon], or [BT1-075 Digitamamon]. What happens?	You can't use Option/Digimon card effects to gain memory, but you can still lose memory if a card effect specifies as such.
	My opponent has this card in play. Do I gain memory from [ST2-13 Hammer Spark]'s [Security] effect?	No, you don't gain any memory from it.
BT3-082	BlackGatomon	
	If I use this card's effect to play a Digimon, is it treated as a Security Digimon even in my battle area?	No, it's treated as a normal Digimon once it comes into play.
	Can I play this Digimon with its [Security] effect even if it loses the battle against the attacking Digimon?	Yes, regardless of the battle's outcome, you get to play this Digimon at the end of the battle.
	This card is flipped over during a security check, but the attacking Digimon still has security checks remaining. Is this card played off its [Security] effect first, or do I have to wait until my opponent finishes the rest of their security checks?	This Digimon is played after the battle with the attacking Digimon, and before the next check is performed.
BT3-086	Arukenimon	
	Do I have to activate this card's [When Attacking] effect?	No, you can choose not to use it.

	I attack with this card, and use its [When Attacking] effect to play [MaloMyotismon]. When this Digimon is deleted after this, what happens to the attack?	The attacking Digimon was deleted, so the attack ends. However, other "when one of your Digimon attacks" effects and effects activated at reaction timing are activated before the attack ends.
	I attack with this card, and use its [When Attacking] effect to play [MaloMyotismon]. This Digimon is then deleted, but can I still activate any [When Attacking] inherited effects on this card?	No. After this Digimon is deleted, its other [When Attacking] effects can't be activated. You can, however, activate other [When Attacking] effects prior to activating this card's [When Attacking] effect.
	I attack with this card, and use its [When Attacking] effect to play [MaloMyotismon]. This Digimon is then deleted, but do I gain a memory from [MaloMyotismon]'s "[All Turns] When another Digimon is deleted, gain 1 memory" effect?	Yes, BT3-92 [MaloMyotismon] is in play when this card is deleted, so you gain 1 memory.
BT3-087	<b>Mummymon</b>	
	Do I have to activate this card's [When Attacking] effect?	No, you can choose not to use it.
	I attack with this card, and use its [When Attacking] effect to play [MaloMyotismon]. When this Digimon is deleted after this, what happens to the attack?	The attacking Digimon was deleted, so the attack ends. However, other "when one of your Digimon attacks" effects and effects activated at reaction timing are activated before the attack ends.
	I attack with this card, and use its [When Attacking] effect to play [MaloMyotismon]. Can I then activate any [When Attacking] inherited effects on this card?	No. After this Digimon is deleted, its other [When Attacking] effects can't be activated. You can, however, activate other [When Attacking] effects prior to activating this card's [When Attacking] effect.
	I attack with this card, and use its [When Attacking] effect to play [MaloMyotismon]. This Digimon is then deleted, but do I gain a memory from [MaloMyotismon]'s "[All Turns] When another Digimon is deleted, gain 1 memory" effect?	Yes, BT3-92 [MaloMyotismon] is in play when this card is deleted, so you gain 1 memory.
BT3-088	<b>LadyDevimon</b>	
	I use this card's inherited effect to delete an opponent's level 3 Digimon. Does this happen before or after activating the Option card?	It happens after activating the Option card's effect.
	I use an Option card with <De-Digivolve>, like BT2-105 [Spider Shooter], to reduce an opponent's level 4 or greater Digimon to level 3. Can I then use this card's inherited effect to delete that Digimon?	Yes, as long as the opponent's Digimon is level 3 at the time the Option card's effect activates, you can delete it with this card's inherited effect.
BT3-090	<b>Mastemon</b>	
	If I don't have a level 4 or lower purple or yellow Digimon card in my trash, do both players still trash the top card of their security stack from this card's [When Digivolving] effect?	Yes, they do.
	Do the [Security] effects on cards trashed by this card's [When Digivolving] effect activate?	No, they don't.
	If I activate this card's [When Digivolving] effect when my opponent has an empty security stack, do I win the game?	No, just because there are no security cards to trash doesn't mean you win the game.
	If either or both players have empty security stacks, can I use this card's [When Digivolving] effect to play a level 4 or lower purple or yellow Digimon card from my trash?	Yes, you can.
	When using this card's [When Digivolving] effect to trash cards from both players' security stacks, can I choose not to play a purple or yellow Digimon card with a level of 4 or less from my trash?	Yes, you can. This effect is similar to other effects that allow you to choose whether or not to play a Digimon, such as those written as "you may pay <...> without paying its energy cost."
BT3-091	<b>Lilithmon</b>	
	Do I gain +2 memory from this card's [Your Turn] effect before or after activating the Option card's effect?	You gain the memory after activating the Option card's effect.

BT3-092	<b>MaloMyotismon</b>	
	I have this Digimon in play when one of my other Digimon attacks, deletes an opponent's Digimon, and is deleted in return. Do I gain two memory?	Yes, both you and your opponent's Digimon were deleted, so you gain two memory.
	Do I gain 1 memory from this Digimon's effect when a Security Digimon is deleted?	No, Security Digimon aren't considered to be Digimon, so you don't gain any memory.
	I have 2 of this Digimon in play when one of my other Digimon is deleted. Do I gain two memory?	Yes, the +1 memory effect activates twice, earning you two memory.
	My opponent and I both have this Digimon in play. If another Digimon is deleted, what happens?	The effects trigger simultaneously, so the turn player gains a memory first, followed by the non-turn player gaining a memory, returning the memory gauge to its original position.
	If this Digimon attacks an opponent's Digimon and both Digimon end up being deleted, can I gain a memory off this card's effect?	No. This Digimon was deleted, so the [All Turns] effect doesn't activate.
BT3-094	<b>Ken Ichijoji</b>	
	My green or blue Digimon deletes an opponent's Security Digimon in battle and survives. Can I suspend this Tamer to gain a memory?	No, Security Digimon aren't considered to be Digimon, so this Tamer's effect doesn't activate.
BT3-095	<b>Joe Kido</b>	
	If I have multiple Digimon with <Blocker> in play, do I gain memory for each one?	No. No matter how many Digimon with <Blocker> you have, you only gain 1 memory from this Tamer's effect.
BT3-096	<b>Mimi Tachikawa</b>	
	When do I gain a memory from this card's effect? Before I activate an Option card, or after?	You gain the memory after activating the Option card's effect.
BT3-097	<b>A Delicate Plan</b>	
	Does this card's effect prevent the [Security] effects on checked Digimon and Tamer security cards from activating?	No, this card only prevents the [Security] effects on Option cards from being activated. [Security] effects on Digimon and Tamer cards activate as normal.
BT3-099	<b>We Have to Stop Fighting!</b>	
	Does this card's effect prevent my Digimon from being deleted when it loses a battle against my opponent's Security Digimon?	Yes, it does.
	Does this card's effect prevent me from deleting an opponent's Digimon using a [When Attacking] effect?	No, it only prevents Digimon from being deleted as a result of battle. [When Attacking] effects, other card effects, and being reduced to 0 DP will still delete Digimon as normal.
BT3-100	<b>Death Parade Blaster</b>	
	After using this card, I play a green Digimon. Can I suspend 1 of my opponent's Digimon with no digivolution cards?	No, if you don't have a green Digimon in play when you activate the card's effect, you can't activate the part of the effect that suspends an opponent's Digimon.
BT3-102	<b>Code Cracking</b>	
	When using this card, does my opponent get to decide whether or not they trash one of their security cards?	Yes, your opponent chooses. If they decide not to trash any security cards, the player who used this card receives the benefits of the <Recovery +1 (Deck)> effect.
	Can I use this card if my opponent's security stack is empty?	Yes, you can. Your opponent doesn't have a security card to trash, which means you get the <Recovery +1 (Deck)> effect automatically.
BT3-103	<b>Hidden Potential Discovered!</b>	
	Can I digivolve from a Digimon that was suspended by this card's effect?	Yes, you can.
	During the same turn I used this card, I digivolve a non-green Digimon into a green Digimon. Can I use this card's effect to reduce the digivolution cost?	No, this card's effect only applies when digivolving a Digimon that's already green.



	During the same turn I used this card, I digivolve a green Digimon into a non-green Digimon. Can I use this card's effect to reduce the digivolution cost?	Yes, you can. As long as you're digivolving from a green Digimon, the effect applies.
BT3-104	<b>Positron Laser</b>	
	If I activate this card, then play a blue Digimon later in the turn, can I return an opponent's suspended Digimon to its owner's hand?	No, if you don't have a blue Digimon in play when you activate the card's effect, you can't activate the part of the effect that returns your opponent's suspended Digimon to their hand.
BT3-105	<b>Breath of the Gods</b>	
	My opponent activates this card's security effect. Can I attack my opponent's security stack?	No, you can't.
	After my opponent activates this card's security effect, they use [BT1-089 Mimi Tachikawa] to move a Digimon from their breeding area to their battle area. Can that Digimon attack me immediately?	No, this card's security effect affects all of your opponent's Digimon, including Digimon that enter the Battle Area after the effect is activated.
BT3-106	<b>Beast Cyclone</b>	
	Can this card give <Security Attack +2> to a Digimon with both <Blocker> and <Reboot>?	No. Even if the Digimon has both <Blocker> and <Reboot>, the card's effect can only be used once to grant <Security Attack +1>.
	I use this card's effect to give <Security Attack +1> to one of my Digimon, but if digivolution and <De-Digivolution> causes that Digimon to lose either <Blocker> or <Reboot>, what happens to the <Security Attack +1>?	A Digimon that loses <Blocker> or <Reboot> also loses <Security Attack +1>, as it is no longer affected by this card's effect.
BT3-107	<b>Looking Back on the Good Times</b>	
	I use this card on one of my opponent's Digimon with a play cost of 5 or more, and <De-Digivolve 1> causes it to become a Digimon with a play cost of 4. Can I use this card's effect to delete that Digimon?	Yes, if <De-Digivolve 1> causes it to become a Digimon with a play cost of 4 or less, you can delete it.
	Can I use this card to delete an opponent's Digimon with a play cost of 4 or less that doesn't have any digivolution cards, or on an opponent's level 3 Digimon?	Yes, you can.
BT3-109	<b>Back for Revenge!</b>	
	One of my Digimon affected by this card was deleted. What happens to its digivolution cards?	Its digivolution cards don't return to play, and remain in the trash.
	When a Digimon affected by this card comes back into play after being deleted, does it retain any effects that were on it prior to deletion?	It loses all effects.
	When a Digimon affected by this card comes back into play after being deleted, can it attack that same turn?	No, it's considered to have just entered play, so it can't attack.
BT3-111	<b>Imperialdramon Dragon Mode</b>	
	When digivolving this card onto a [Paiddramon] or [Dinobeemon] in my breeding area, can I reduce the digivolution cost by 2?	No. You can't activate this effect when digivolving a card in your breeding area.