

Vanquish Soul Rulings

These are not official rulings, I wrote them, always double-check with your Head Judge if you see anything strange. If you need a source, notice a mistake or have a suggestion, please notify me.

Reveal

Just like discarding is a specific way of getting rid of a card in the hand, revealing is a specific way of showing a card to the opponent.

A card is only revealed if the text of a card tells you to do so. Nowadays, if a card needs you to reveal something, it will use the keyword "reveal", but really old cards like Respect Play reveal even if they do not use the keyword.

When the effect of a card in hand is activated, it is not revealed unless it says so, it is just shown to the opponent so that he knows what's going on. For example, Vanquish Soul Heavy Borger's first effect says:

"During the Main Phase (Quick Effect): You can target 1 non-Machine "Vanquish Soul" monster you control; return it to the hand, and if you do, Special Summon this card from your hand."

When this effect is activated in hand, Heavy Borger is not revealed, so you are not satisfying the condition to activate Jiaolong's Trigger Effect.

If a card is being *continuously* revealed, you cannot reveal it again.

For example, if The Eye of Truth, Ceremonial Bell or Mutually Affured Destruction are applying, you cannot pay the cost to activate the bulleted effects of Vanquish monsters, and you cannot apply the protection effect of Vanquish Soul, Start!, but you can still use Heavy Borger's effect to Summon itself since it does not reveal.

If the text does not specify a certain duration like "until the end of this turn", "until the Main Phase 1", etc. then it is implied that the card is only revealed for an instant and, immediately after both players confirmed the card, it returns to a non-revealed state. This means that you can activate 2 or more Vanquish Soul effects in the same chain revealing the same monster(s) since you are revealing in different instances, the same cards are not revealed at the same time.

Public vs Private Knowledge

Even if a searched or revealed card is only confirmed for an instant and is now in a private knowledge location like the hand, which cards were searched, revealed, returned or played in any way, shape or form are public knowledge until the turn ends.

This means that your opponent CAN ask any of these questions as long as it's done in a timely manner:

- which cards did you add with Razen and Jiaolong (this turn)?
- which monsters did you reveal to activate Hollie Sue and Heavy Borger (this turn)?
- which monster did you return to Summon Heavy Borger (this turn)?
- in which zone did you set the Trap via Start! (this turn)?

and you will have to answer them with the truth. If one of your answers is "I revealed Retaliating "C"", your opponent can ask "what's its effect?" and you will also have to answer it. Note that if your opponent asks about a card that has been searched/revealed and that has been properly verified previously, you do not have to show him the card again, you might want to conceal its location in case it has been set, returned to the Deck via Fantastical Dragon Phantazmay, etc., answering his questions to the best of your ability is enough, either player might also use Neuron to search card text or ask a judge to help.

After the turn ends, information about cards that have been searched, revealed, or played during a previous turn and are now in a private knowledge location is private knowledge.

This means that your opponent CANNOT ask any of these questions:

- which cards did you add with Razen and Jiaolong (last turn)?
- which monsters did you reveal to activate Hollie Sue and Heavy Borger (last turn)?
- which monster did you return to Summon Heavy Borger (3 turns ago)?
- in which zone did you set the Trap via Start! (last turn)?

and in case your opponent mistakenly asks any of these questions, inform him that you cannot answer them because it would reveal private knowledge, call a judge if you need help.

Your opponent cannot ask the question "which EARTH monster did you reveal last turn?", but if he remembers/believes that you have Retaliating "C" in hand, he can ask "what's the effect of Retaliating "C"?" and you will have to answer to the best of your ability (whether you have it in hand or not), either player might also use Neuron for card text or call a judge to help. Information on any named (or univocally identified) card is public knowledge at all times.

Up to 1 reveal effect per turn

Effect ① = Add from the Deck/Summon itself.

Effect ② = (Quick Effect): You can activate 1 of these effects, by revealing monster(s) in your hand with the listed Attribute(s);

- Attributes a: option 1.

- Attributes b: option 2.

You can only use each effect of "Vanquish Soul X" once per turn, and cannot activate more than 1 in the same Chain.

All the Main Deck monsters are written in this way. They all have 2 effects, the first is either to add from Deck or to Summon themselves, and the second is a Quick Effect that activates on the field, never targets and applies depending on the attributes revealed for cost. Since both options (parts) to reveal are in the same effect, you can only use 1 of them per turn, you cannot use both.

For example, Vanquish Soul Razen says:

"If this card is Normal or Special Summoned: You can add 1 non-Warrior "Vanquish Soul" monster from your Deck to your hand. (Quick Effect): You can activate 1 of these effects, by revealing monster(s) in your hand with the listed Attribute(s);

- FIRE: This card cannot be destroyed by card effects this turn.
- FIRE & DARK: Destroy all other monsters in this card's column.

You can only use each effect of "Vanquish Soul Razen" once per turn, and cannot activate more than 1 in the same Chain."

If you activate Razen's effect to search, you cannot activate any of the bulleted effects of Razen until the entire chain finishes resolving.

You can only use 1 of the bulleted effects per turn, so you either use the effect to protect or to destroy, you cannot use both, even on different chains.

Since you declare at activation which part of the effect you are trying to use, only the declared part is included. For example, Heavy Borger has these options:

"• DARK: Draw 1 card.

- EARTH & FIRE: Inflict 1500 damage to your opponent."

If EARTH & FIRE are revealed, the effect only includes inflicting damage, it does not include drawing, so Ash Blossom & Joyous Spring cannot be chained, even if the same effect could have drawn instead. For the same reason, Ash Blossom and Dominus Impulse cannot be chained to Hollie Sue's effect to take control.

Vanquish Soul Razen



"● FIRE: This card cannot be destroyed by card effects this turn."

This part can be activated even if Razen already cannot be destroyed by effects due to Snow Devil.

"● FIRE & DARK: Destroy all other monsters in this card's column."

This part does not target.

If an effect like Book of Moon is chained and Razen is now face-down in the Monster Zone, it still destroys all other monsters in its column.

If an effect like Heavy Borger is chained and Razen is no longer in a Monster Zone, it resolves without effect, it does not destroy any card.

Vanquish Soul Dr. Mad Love



"● DARK: 1 face-up monster your opponent controls loses 500 ATK/DEF."

This part can be activated in the Damage Step.

This part does not target.

At resolution you can choose a monster with 0 ATK and/or DEF.

This ATK/DEF modification is applied as long as the monster remains face-up in the Monster Zone, it is not removed when the turn ends.

"● DARK & EARTH: Return the 1 monster with the lowest DEF on the field to the hand (your choice, if tied)."

This part does not target.

Links and face-down monsters are not taken into account (they don't have DEF, so they cannot have the "lowest DEF").

At resolution, check the DEF of all face-up monsters in both players' Monster Zones. The one with the lowest DEF is returned to hand. If 2 or more monsters are tied, you can choose which one is returned.

Vanquish Soul Hollie Sue



"During the Main Phase (Quick Effect): You can reveal 1 other "Vanquish Soul" monster in your hand; Special Summon this card from your hand."

This effect can be activated during the Main Phase 1 or Main Phase 2 of either player's turn.

The turn player has priority at the start of his own phases. This means that when your opponent goes from Standby Phase to Main Phase 1, he can Normal Summon, activate a Normal Spell or perform any legal action before you can activate Hollie Sue in hand. You cannot activate Hollie Sue as soon as he begins his Main Phase unless he chooses to pass priority to you.

"● EARTH & DARK: Take control of 1 monster your opponent controls with the lowest ATK (your choice, if tied) until the End Phase."

This part does not target.

At resolution, check the ATK of all face-up monsters in your opponent's Monster Zones. The one with the lowest ATK goes to your side. If 2 or more monsters are tied, you can choose which one changes control.

This effect cannot be activated if all 5 of your Main Monster Zones are occupied.

If one of your Main Monster Zones is empty, you activate this part of Holly Sue, but an effect is chained and now all of your Main Monster Zones are full, Holly Sue will still try to take your opponent's monster with the lowest ATK (your choice, if tied). Since the opponent's monster cannot go to your side, it is destroyed by game mechanics instead.

Vanquish Soul Jiaolong



"If you reveal a card(s) in your hand to activate a "Vanquish Soul" card or effect (except during the Damage Step): You can Special Summon this card from your hand."

This effect can only be activated if you reveal for cost. It cannot be activated if you reveal using the effect of Vanquish Soul, Start! because it reveals for effect.

Since it is a Trigger Effect, it is not chained to your Vanquish effect that reveals for cost, it activates in the next chain.

If you activate the effect of a Vanquish card and reveal for cost, but another effect that negates activations like Solemn Strike is chained, you still satisfied Jiaolong's condition and it can be activated in the next chain.

You can only activate up to 1 optional Trigger Effect that has the potential to Summon itself from the hand per chain. This means that if you satisfy the conditions to activate the Trigger Effects of Jiaolong, Phantazmay and Chaos Hunter in the same chain, you can only activate 1 of them.

On the other hand, K9-17 Izuna and K9-∅∅ Lupis are Quick Effects, they don't suffer this limitation, so you can activate them and Jiaolong all in the same chain.

"• FIRE: Change the battle position of 1 monster on the field."

This part does not target, choose the monster at resolution.

Vanquish Soul Heavy Borger



"During the Main Phase (Quick Effect): You can target 1 non-Machine "Vanquish Soul" monster you control; return it to the hand, and if you do, Special Summon this card from your hand."

This effect can be activated even if all 5 of your Main Monster Zones are occupied, in such case you can only target a Vanquish Soul in your Main Monster Zone.

This effect cannot target a face-down monster.

If this effect is legally activated but an effect like Book of Moon is chained and the targeted monster is now face-down, it still returns to hand and Heavy Borger is Summoned.

If this effect is legally activated but an effect like Ryzeal Detonator is chained and the targeted monster is no longer in a Monster Zone, nothing is returned to hand, so Heavy Borger is not Summoned either, it remains in hand.

It can target Vanquish Soul Rocks, but it will return to the Extra Deck instead of the hand, so Heavy Borger is not Summoned, it remains in hand.

If Clockwork Night is applying, your monsters become Machine, so this effect cannot be activated.

Vanquish Soul Caesar Valius



"During the Main Phase (Quick Effect): You can target 1 non-Dragon "Vanquish Soul" monster you control; return it to the hand, and if you do, Special Summon this card from your hand."

This effect can be activated even if all 5 of your Main Monster Zones are occupied, in such case you can only target a Vanquish Soul in your Main Monster Zone.

This effect cannot target a face-down monster.

If this effect is legally activated but an effect like Book of Moon is chained and the targeted monster is now face-down, it still returns to hand and Caesar Valius is Summoned.

If this effect is legally activated but an effect like Ryzeal Detonator is chained and the targeted monster is no longer in a Monster Zone, nothing is returned to hand, so Caesar Valius is not Summoned either, it remains in hand.

It can target Vanquish Soul Rocks, but it will return to the Extra Deck instead of the hand, so Caesar Valius is not Summoned, it remains in hand.

"● EARTH: This face-up card is unaffected by your opponent's activated effects this turn."

This only protects against opponent's activated effects. Your own effects, opponent's effects that do not activate, and opponent's effects that apply at a separate moment from their initial activation (like Mirrorjade's effect to destroy in the End Phase), can affect Caesar Valius successfully.

"● EARTH, FIRE, & DARK: Destroy 1 other card on the field."

This part does not target.

Vanquish Soul, Start!



"You can target 1 "Vanquish Soul" monster you control; add 1 "Vanquish Soul" monster with a different Attribute from your Deck to your hand."

The target needs to remain face-up on the field at resolution in order to add. If an effect like Book of Moon or Ryzeal Detonator is chained, and the target is no longer face-up in the Monster Zone, Start! resolves without effect, it does not add.

"If a "Vanquish Soul" monster(s) you control would be destroyed by battle or card effect, you can reveal 1 "Vanquish Soul" monster in your hand instead."

This is not an effect that activates.

This effect can only be applied once per turn.

This reveals for effect, not cost, so it does not satisfy the condition to activate Jiaolong's Trigger Effect.

If a face-down Vanquish Soul monster would be destroyed by card effect, this effect cannot protect it. If it is attacked while face-down, it will be flipped face-up Before Damage Calculation, so this effect can protect it from battle destruction.

"During your End Phase, if you control 2 or more "Vanquish Soul" monsters: You can Set 1 "Vanquish Soul" Trap from your Deck."

Controlling 2 or more face-up Vanquish Soul monsters is an activation condition. If this effect is legally activated, but an effect is chained and you no longer control those 2 monsters, you still Set the Trap.

Stake your Soul!



This is NOT a Vanquish Soul card, it cannot be added by Dr. Mad Love or Jiaolong.

"Reveal 1 monster in your hand; Special Summon 1 "Vanquish Soul" monster with the same Attribute, but a different name, from your Deck, but return it to the hand during the End Phase. You can only activate 1 "Stake your Soul!" per turn."

If the Summoned monster stops being face-up in the Monster Zone (flipped face-down by Book of Moon, sent to the GY for a Link Summon, temporarily banished by S:P Little Knight, etc.), it is no longer returned to the hand in the End Phase.

Vanquish Soul Dust Devil



"Target 1 "Vanquish Soul" monster you control; change its battle position, then you can change face-up monsters your opponent controls to face-down Defense Position, up to the number of "Vanquish Soul" monsters you control with different names."

This card only targets 1 face-up Vanquish Soul monster you control (cannot be face-down), it does not target opponent's monsters.

If an effect is chained, and the target is no longer in the Monster Zone, Dust Devil cannot change its position, so it resolves without effect, the opponent's monsters are not changed either.

If an effect like Book of Moon is chained and now the target is face-down, it will change to face-up Attack Position, and you can change opponent's monsters to face-down Defense successfully.

If your opponent controls Number 41: Bagooska the Terribly Tired Tapir, you can still activate Dust Devil, change the targeted Vanquish Soul to Attack Position and you can also change opponent's monster(s) to face-down Defense. If you choose to flip Bagooska face-down, your Vanquish that was changed to Attack remains in Attack Position. Note that

if you immediately go into Battle Phase and try to attack the face-down Bagooska, it will be flipped face-up and its effect reapplies immediately, changing the attacking monster to Defense and stopping the ongoing attack.

Vanquish Soul Snow Devil



"Reveal up to 1 each of DARK, EARTH, and FIRE monsters in your hand; apply the following effect(s) in sequence, based on the number revealed.

- 1+: Inflict 400 damage to your opponent, then you can Special Summon 1 "Vanquish Soul" monster from your hand.
- 2+: Inflict 600 damage to your opponent, also this turn, "Vanquish Soul" monsters you control cannot be destroyed by card effects.
- 3: Inflict 800 damage to your opponent, then you can destroy all monsters on the field."

This card only has 1 very long effect, all is done in the same resolution, it does NOT create multiple Chain Links.

The second bulleted part of this card not only protects the Vanquish Soul monsters that are on the field at resolution, but also any Vanquish Soul that you will Summon for the rest of this turn too.

The second bulleted part only protects your Vanquish Soul monsters, so if you choose to destroy all monsters on the field, your Rock of the Vanquisher will be destroyed because it's not a Vanquish Soul monster.

If your opponent cannot take damage due to Dark Ruler No More, you can still activate this card revealing any number of legal attributes, and the only part that would resolve (if you revealed 2 or 3 attributes) is the protection of Vanquish Soul monsters (you cannot Summon nor destroy).

If the damage your opponent takes is halved due to Pot of Prosperity, you can still activate and resolve this card's full effect, but your opponent would only take half damage in each instance.

Rock of the Vanquisher



This is NOT a Vanquish Soul monster.

"Cannot be used as Link Material."

This is not an effect. It applies in all places at all times and it cannot be negated.

"While you control a "Vanquish Soul" monster, your opponent's monsters can only target monsters you control with the highest ATK (their choice, if tied) for attacks."

An opponent's Sky Striker Ace - Hayate cannot attack directly, it can only attack your monster with the highest ATK.

During the Main Phase (Quick Effect): You can activate 1 of these effects;

- Special Summon 1 "Vanquish Soul" monster from your hand.
- Add 1 "Vanquish Soul" monster from your GY to your hand.

At activation you choose which of the bulleted parts is being used.

The second bulleted part does not target, at resolution you choose which Vanquish Soul monster is added.

This effect can be activated during the Main Phase 1 or Main Phase 2 of either player's turn.

The turn player has priority at the start of his own phases. This means that when your opponent goes from Standby Phase to Main Phase 1, he can Normal Summon, activate a Normal Spell or perform any legal action before you can activate Rock of the Vanquisher. You cannot activate its Quick Effect as soon as he begins his Main Phase unless he chooses to pass priority to you.

Vanquish Soul Rocks



"Once per turn, if a "Vanquish Soul" monster battled this turn, you can also Xyz Summon "Vanquish Soul Rocks" by using 1 "Vanquish Soul" monster or 1 "Rock of the Vanquisher" you control (transfer its materials to this card)."

A Vanquish Soul monster is considered to have battled if it attacked or was attacked and performed Damage Calculation (even if it attacked directly, even if the resulting damage was 0 and even if no monster was destroyed). Note that the Vanquish Soul that battled could have been in either player's field, and that you don't have to Summon Rocks on the exact monster that battled. It doesn't matter if Rock of the Vanquisher battled or not, it's not a Vanquish Soul monster.

"Gains the following effects, based on the Attributes of its attached materials.

- DARK: All monsters your opponent controls lose 800 ATK.
- FIRE: "Vanquish Soul" monsters you control gain 1000 ATK.
- EARTH: You can detach 1 material from this card; destroy 1 card your opponent controls."

This card can gain each of these effects once. Having 2 FIREs attached does not increase ATK by 2000.

The third bulleted effect detaches for cost, but it does not target, at resolution you choose which opponent's card is destroyed.