

# MAIN RULES AND CONCEPTS

Official rules source from the perfect rulebook (2017)

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[Pictured: [Breaker the Magical Warrior](#), [Royal Magical Library](#)]

- Counters like Spell Counters are markers placed on cards on the field by card effects.
  - Counters themselves do not perform any effect.
  - Counters can be removed for the cost of an effect or the resolution of an effect.
  - Counters cannot be placed on face-down cards. If a card that has counters placed on itself is flipped face-down, those counters are removed.
  - If counters that can only be placed on a particular card like itself are placed on a card that has its effects negated, those counters are removed.
- Example: If a “Gateway to Chaos” that had Spell Counters placed on itself by its effect that says “Each time a Monster Card(s) is sent from the hand or field to the Graveyard, place 1 Spell Counter on this card for each of those cards” has its effects negated by an effect like “Silent Swordsman LV7”, the Spell Counters are removed.

[Pictured: [Gateway to Chaos](#), “counters are removed” <= [Silent Swordsman LV7](#) “negates”]

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- If counters are placed on another card by an effect that places counters, even if the effects of that card are negated, the counters are not removed.
- Example: Ice Counters placed by the effect of “Snowdust Giant” that says “reveal any number of WATER monsters from your hand, and place that many Ice Counters on face-up monsters on the field” are not removed if “Snowdust Giant” has its effects negated.

[Pictured: [Dragon Spirit of White](#) <= “places counters on”, [Snowdust Giant](#), “counters are not removed” <= [Skill Drain](#) “negates effects”]

## Types of Counters

There are two categories of counters:

- Whether they are Global or Niche. (See table below)
- Whether they are Named or Unnamed. (self explanatory)

Global counters	Niche counters
•At least a card exists within the game that can place this type of counter on cards that don't mention them	•Cards that mention they can have niche counters placed on are considered “cards that can have X counter” for the purposes of other

<ul style="list-style-type: none"> <li>•They are never archetype locked.</li> </ul>	cards' effects. <ul style="list-style-type: none"> <li>•Not all cards that mention niche counters can have them placed on them.</li> <li>•If unnamed, the placement effect is archetype locked. (B.E.F Zelos)</li> </ul>
If the effect of a card that places them is negated: They are never removed.	If the effect of a card that places them is negated: Counters with that name are removed from the card, other counters remain.

Examples	Global Counters	Niche Counters
<b>Named</b>	Predator Counter Wedge Counter	Bushido Counters Spell Counters
<b>Unnamed</b>	Magic Reflector	B.E.S Big Core Cauldron of the old man B.E.F Zelos

Unnamed counters are not interchangeable for each other's effect:

If "Magic Reflector" places a counter on "Cauldron of the old man," Magic Reflector's counter does not "count" towards "Cauldron of the old man"'s effect.

EXCEPTION if the effect of the card placing the unnamed counter is archetype locked in its text, then the unnamed counters are interchangeable (e.i. B.E.F Zelos placing counters specifically on B.E.S monsters)

## Actions that remove counter

Returning the card to hand

Flipping the card face down

Moving a card from

Moving from Spell/Trap Zone to Monster Zone.

Moving from Monster Zone to Spell/Trap Zone.

Note for Pendulums: Even if a card can hold counters in both Spell and Monster mode, counters are removed when switching zone types.

Q:

If a [Magical Abductor](#) in the Pendulum Zone with Spell Counters on it is Special Summoned by the effect of [Odd-Eyes Meteorburst Dragon](#), what happens to its Spell Counters?

A:

If [Magical Abductor](#) is Special Summoned from the Pendulum Zone by the effect of [Odd-Eyes Meteorburst Dragon](#), all Spell Counters that were placed on it while it was in the Pendulum Zone are removed.

## Actions that do not remove counters

Switching control of a monster from player A to player B  
Moving columns/monster zones (Wattkinetic Puppeteer)

## Attempting to place a counter

If a card specifies that it can only hold a maximum number of counters, no attempt can be made to activate the effect that would place more counters on it.

Note that the max limit only applies to the counter mentioned on the card (named or unnamed), other counters do not count towards that limit.

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If an effect is preventing counters from being placed on the field, effects that place counters cannot attempt to be activated.

Q:

While the effect of my opponent's [Gate Blocker](#) is applying, can I activate [Cubic Mandala](#)?

A:

If the effect of your opponent's [Gate Blocker](#) is applying, you cannot activate [Cubic Mandala](#). Furthermore, if your opponent chains [Call of the Haunted](#) to the activation of your [Cubic Mandala](#), and [Gate Blocker](#) is Special Summoned, the effect of [Cubic Mandala](#) will still Special Summon the targeted monsters and change their ATK to 0, but you cannot place Cubic Counters on them.

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Q: Your opponent activates the effect of Dogmatika Fleurdelis, the Knighted while they control Dogmatika Ecclesia, the Virtuous and you control Blackwing Full Armor Master. When the effect resolves, your opponent chooses to apply the effect on your Full Armor Master. What is the resulting game state in this scenario?

A: Full armor master does not place a wedge counter on Fleurdelis because it was an effect of a card from the hand and when Fleurdelis **moved location** it is considered a different monster than the one on hand. Full armor master is not negated.

## Normal monsters

Unless the Normal monster is unaffected like in the case of Dark Magician under Eternal Soul, you can always place global counters on normal monsters, you don't need to be able to do other things besides placing the counter for the activation to be legal.

Example:

You don't need to be able to "apply the negate" like in the case of **Number 2 Ninja Shadow**

**Mosquito**, because Ninja shadow mosquito only places the counter and “tells the game” what to do with the monster that has the counter.

## Negation and cards with counters

Unnamed counters: Only its own counters will be removed, other counters remain

Same Logic as cards that can only increase their own atk with a lingering effect  
Vs Cards that can increase other cards’

If the card can only place counters on itself with a lingering effect  
The counters are removed upon negation

If the card place global counters (even if the player chooses to only place it on itself) the counters are not removed even if its effect is negated

...except when they don't. When a counter type can be placed on anything.

Q:

If a [Cloudian - Acid Cloud](#) has had Fog Counters placed on it, and the effects of that [Cloudian - Acid Cloud](#) are now negated, what happens to those Fog Counters?

A:

Even if the effects of [Cloudian - Acid Cloud](#) are negated, any Fog Counters placed on [Cloudian - Acid Cloud](#) will not be negated. This is the case regardless of whether that Fog Counter was placed by [Cloudian - Acid Cloud](#)'s own effect, or some other card's effect.

Furthermore, whether a given counter will be removed when a card's effects are negated depends on the type of counter in question. The following counters behave like Fog Counters, i.e., are not removed when a monster's effects are negated. (The card names mentioned are examples of cards that might have this type of counter.)

**Fog Counter:** Cloudian Storm Dragon, Ghost fog, Fog Control, Cloudian Squall, Raging Cloudian

**Predator Counter:** Triantis, banksiagre, Spindionaea, Pterapentes, Squid Drosera, Flytrap, Dragostapelia, Predaplast, Predaplaning

**Signal Counter:** Signal Warrior (only 1 monster card exists that puts counters on the field spell cards)

<https://db.ygoresources.com/qa#23597> Note that there is currently no way for this card to get counters externally and even then, the counters it places on itself are not removed if negated because other cards can place such counters on others.

**Ice Counters:** Ice Master, Cold enchanter, Snowman creator, Snow Dragon, Snowdust giant

**Wedge Counter:** Blackwing Auster, Armor Master, Full Armor Master.

**String Counter:** Number 40: Gimmick Puppet, Number C40: Gimmick Puppet of Dark Strings

**Scale Counter:** Corrosive Scales

**Patrol Counter:** Beat Cop from the Underworld

**Cubic Counter:** Vijam, Cubic Wave, Cubic Causality, Cubic Rebirth, Cubic Mandala

**Hallucination Counter:** Number 2: Ninja Shadow Mosquito, Ninjitsu Art of Mosquito Marching

**Burnup Counter:** Aeropixthree

**Venom Counter:** Venom Boa, Venom Serpent, Venom Snake, Venom Shot, Ambush Fangs

**A-Counter:** Cosmic Horror Gangi'el, Alien Overlord, Alien Warrior, Alien Skull, Alien Kid, Alien Grey, Corruption Cell "A", "A" Cell breeding device, "A" Cell incubator, Planet Pollutant Virus

**Guard Counter:** Card Guard

All these cards have the same thing in common, they are global named counters, they can be placed, outside of their niche.

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### Example:

If you negate the effects of "Cloudian - Acid Cloud", it won't lose the counters because "Cloudian Aerosol" and "Cloudian Squall" make this type of counter a global counter.

### Example 2:

Signal Warrior places one "Signal Counter" on *each field spell*, regardless of the field spell "mentioning the counter or not". So if the effect of the field spell "Synchro World" is negated, it will not lose its counters, just because those counters can exist outside of their niche.

## Niche Counters when the card is negated

### Example:

If Gateway of the Six has its effects negated, all bushido counters will be negated, regardless if they were placed by its own effect or by Shien Daredevil (Only "bushido" counters will be removed, other counters will remain) because there is no card in the whole game that can place bushido counters on cards that don't mention them (are not part of their niche).

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## Placing and Having counters

### Placing

If the effect of a card that can put Niche counters on itself is negated, it is no longer considered a card that you can **place** (that niche) counter on:

Whether they are named:

Q:

When activating the effect of [Crusader of Endymion](#) that places a Spell Counter on a card, can I target a [Breaker the Magical Warrior](#) whose effects are negated?

A:

If the effects of [Breaker the Magical Warrior](#) are negated, it is not treated as a card that you can place Spell Counters on, so it cannot be targeted with the effect of [Crusader of Endymion](#).

Or Unamed:

Q:

[Skill Drain](#) is face-up on my opponent's field. In this situation, if I activate [Monster Reborn](#) and Special Summon a [B.E.S. Big Core](#) from my Graveyard, will the effect of [B.E.F. Zelos](#) place a counter on it?

A:

Even in this scenario, since a "B.E.S." monster was Normal or Special Summoned to your field, the effect of [B.E.F. Zelos](#) activates. However, since the effects of [B.E.S. Big Core](#) are negated by [Skill Drain](#), it cannot hold counters from its own effect. In this case, the effect of [B.E.F. Zelos](#) does not apply.

B.E.F Zelos

When this card is activated: You can add 1 "Boss Rush" from your Deck to your hand. All "B.E.S." monsters you control gain 500 ATK and DEF, your opponent cannot target them with card effects, and they cannot be destroyed by your opponent's card effects. Once per turn: You can Special Summon 1 "B.E.S." monster from your hand. If a "B.E.S." monster(s) is Normal or Special Summoned to your field: **Place 1 counter on it.**

If you would summon cards from your hand/deck/extra deck, they are are considered "cards you can place counters on"

Cards in your hand are still considered cards you can place spell counters on if it will be summoned.

Reflection of Endymion:

Each time a Spell Card is activated, place 1 Spell Counter on this card when that Spell resolves. You can remove 3 Spell Counters from this card; Special Summon both this card from your Pendulum Zone and 1 **monster from your hand that you can place a Spell Counter on**, and if you do, place 1 Spell Counter on each.

Servant of Endymion

Each time a Spell Card is activated, place 1 Spell Counter on this card when that Spell resolves. You can remove 3 Spell Counters from this card; Special Summon both this card from your Pendulum Zone and 1 **monster from your Deck with 1000 or more ATK that you can place a Spell Counter on**, and if you do, place 1 Spell Counter on each.

Magister of Endymion

Each time a Spell Card is activated, place 1 Spell Counter on this card when that Spell resolves. You can remove 3 Spell Counters from this card; Special Summon both this card from your Pendulum Zone and **1 face-up monster from your Extra Deck that you can place a Spell Counter on**, and if you do, place 1 Spell Counter on each.

## Having

If the effect of a card that you can put counters on is negated, it is still considered a card that can **have** counters:

Q:

[Magical Citadel of Endymion](#) with 6 Spell Counters on it is face-up in my Field Zone, [Endymion, the Mighty Master of Magic](#) is in my Pendulum Zone, and a [Mythical Beast Cerberus](#) whose effects were negated by [Forbidden Chalice](#) is face-up in my Monster Zone. In this situation, if I activate the Pendulum Effect of [Endymion, the Mighty Master of Magic](#), how many cards on the field can I destroy with it?

A:

In this scenario, although the effects of [Mythical Beast Cerberus](#) were negated by [Forbidden Chalice](#), it is still treated as a card with an effect that allows it to have Spell Counters on it. The cards on your field that can have Spell Counters on them are the Special Summoned [Endymion, the Mighty Master of Magic](#), [Mythical Beast Cerberus](#), and [Magical Citadel of Endymion](#), so you will destroy up to 3 cards on the field.

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Q:

[Magical Citadel of Endymion](#) with 6 Spell Counters on it is face-up in my Field Zone, [Endymion, the Mighty Master of Magic](#) is in my Pendulum Zone, and a [Breaker the Magical Warrior](#) with a Spell Counter on it is face-up in my Monster Zone. In this situation, if I activate the Pendulum Effect of [Endymion, the Mighty Master of Magic](#), how many cards on the field can I destroy with it?

A:

In this scenario, a [Breaker the Magical Warrior](#) with a Spell Counter on it cannot have any more Spell Counters **placed** on it, but it is still a card with an effect that allows it to **have** Spell Counters. The cards on your field that can have Spell Counters on them are the Special Summoned [Endymion, the Mighty Master of Magic](#), [Breaker the Magical Warrior](#), and [Magical Citadel of Endymion](#), so you will destroy 1 to 3 cards on the field.

## Gemini monsters

While Gemini monsters are considered normal monsters, they are not considered cards that can have nor have spell counters placed on them.

Q:

[Endymion, the Mighty Master of Magic](#) is in my Pendulum Zone, and a [Dark Valkyria](#) treated as a Normal Monster by its own effect is face-up in my Monster Zone. In this situation, if I activate the Pendulum Effect of [Endymion, the Mighty Master of Magic](#), how many cards on the field can I destroy with it?

A:

In this scenario, a [Dark Valkyria](#) treated as a Normal Monster is not a card that you can place Spell Counters on, and since the only card on your field that can have Spell Counters on it is the Special Summoned [Endymion, the Mighty Master of Magic](#), you will destroy 1 card on the field with its effect.

Gemini summoned monsters that can hold niche counters should be considered monsters that can have that counter while negated

There is no official ruling confirming this but here is why I think this *should* be the case:.

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### Premise 1

Niche counter monsters get their ability to hold spell counters turned off while skill drain is active on the field, but they don't stop being considered *cards that have an effect that allows them to those niche counters*.

Q:

[Magical Citadel of Endymion](#) with 6 Spell Counters on it is face-up in my Field Zone, [Endymion, the Mighty Master of Magic](#) is in my Pendulum Zone, and a [Breaker the Magical Warrior](#) with a Spell Counter on it is face-up in my Monster Zone. In this situation, if I activate the Pendulum Effect of [Endymion, the Mighty Master of Magic](#), how many cards on the field can I destroy with it?

A:

In this scenario, a [Breaker the Magical Warrior](#) with a Spell Counter on it cannot have any more Spell Counters **placed** on it, but it is still a card with an effect that allows it to **have** Spell Counters. The cards on your field that can have Spell Counters on them are the Special Summoned [Endymion, the Mighty Master of Magic](#), [Breaker the Magical Warrior](#), and [Magical Citadel of Endymion](#), so you will destroy 1 to 3 cards on the field.

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### Premise 2

Gemini monsters have "more effects negated" by skill drain if they were gemini summoned. They don't 'forget' the effects they gained while their effects are negated.

Q:

Will the effect of [Skill Drain](#) negate the effects of Gemini monsters, such as [Chthonian Emperor Dragon](#)?



A:

The effect of [Skill Drain](#) will negate the effects of Gemini monsters. Depending on the state of the Gemini monster in question, the result will differ.

If the Gemini monster is currently treated as a Normal Monster by its effect, [Skill Drain](#) negates that effect. Therefore, it is no longer treated as a Normal Monster, but as an Effect Monster with its effects negated.

If the Gemini monster has gained its effects, [Skill Drain](#) also negates those effects. Again, the Gemini monster will be treated as an Effect Monster with its effects negated. If [Skill Drain](#) then later stops applying, the Gemini monster's gained effects will once again be applied.

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### Conclusion:

Even while negated, gemini summoned monsters don't stop being cards with an effect that allows them to have niche counters

This means that negated Gemini summoned **Dark Valkyria** *should* count towards **Endymion the mighty master of magic**'s effect to destroy

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## Bonus

I have one **Endymion the mighty master of magic** in my pendulum zone, a citadel with 6 counters, and **Dark Valkyria that has been summoned a second time as an effect monster**. My opponent controls 3 jerry bean man. I activate the pendulum effect of **Endymion the mighty master of magic** to special summon itself and destroy cards equal to cards that can "have" Spell counters. **Forbidden Chalice** is chained to endymion, targeting Dark Valkyria. How many Jerry bean men am I allowed to destroy?

WHAT I THINK SHOULD HAPPEN: 3 because Endymion the mighty master of magic and Dark Valkyria should be considered cards that can hold spell counters but with their ability turned off. Then the citadel is also a card that can hold spell counters.

EDOPRO: 2

YGO OMEGA: 2 (Both skill Drain AND forbidden chalice yielded the same result)

MASTER DUEL: 3 (what I think the correct answer should be)

## Unaffected vs Counters

Can you place counters on monsters unaffected by card effects?

No. Putting counters on a monster is considered to affect the monsters

Can you *attempt* to place a counter on a monster that is unaffected by card effects?

Yes. You can legally activate a card that would place a counter on an unaffected monster.

Can you remove counters on monsters unaffected by card effects?

Yes. Removing counters is considered to affect the counters. Counter cleaner always works.

## Monsters with counters that THEN become unaffected

Three rules:

- They don't lose the counters.
  - They are still affected by the lingering effect that also placed the counter (all within the same effect)
  - They are no longer affected by continuous effects that affect monsters with counters.
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### Example 1

#### **Vijam the Cubic seed (LINGERING EFFECTS)**

Cannot be destroyed by battle. At the end of the Damage Step, if this card battled an opponent's monster: You can place this card face-up in your Spell & Trap Zone as a Continuous Spell Card, and if you do, place 1 Cubic Counter on that opponent's monster. (Monsters with a Cubic Counter cannot attack, also negate their effects.) If this card is treated as a Continuous Spell Card by this effect, during your Main Phase: You can Special Summon this card from your Spell & Trap Zone.

①: このカードは戦闘では破壊されない。②: このカードが相手モンスターと戦闘を行ったダメージステップ終了時に発動できる。モンスターゾーンのこのカードを永続魔法カード扱いとして自分の魔法＆罠ゾーンに表側表示で置き、その相手モンスターに方界カウンターを1つ置く。方界カウンターが置かれたモンスターは攻撃できず、効果は無効化される。③: このカードの効果でこのカードが永続魔法カード扱いになっている場合、自分メインフェイズに発動できる。魔法＆罠ゾーンのこのカードを特殊召喚する。

Q:

A monster has had a Cubic Counter placed on it by the effect of [Vijam the Cubic Seed](#). As a result, it is unable to attack, and its effects are negated. What happens if the effect of [Number 81: Superdreadnought Rail Cannon Super Dora](#) is then applied to that monster, making it unaffected by card effects?

A:

Once a monster has had a Cubic Counter placed on it, even if the effect of [Number 81: Superdreadnought Rail Cannon Super Dora](#) is then applied to the monster, the Cubic Counter is not removed. That monster remains unable to attack, and its effects remain negated.

Conversely, if the effect of [Number 81: Superdreadnought Rail Cannon Super Dora](#) has already been applied to a monster, and that monster then battles a [Vijam the Cubic Seed](#) whose effect then resolves, no Cubic Counter will be placed on the monster. (As a result, its effects will not be negated, and it will still be able to attack.)

Even if the monster BECOMES unaffected (after the counter was placed), they won't be able to attack, and their effects will stay negated as long as they have the counter, because **both (negating effect and preventing attacks) are part of the same single effect that also placed the counter**, making all of it a lingering effect.

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## Example 2

A card that places counters can have both lingering and continuous effects related to the counter

### **Predaplant Dragostapelia:**

Once per turn (Quick Effect): You can target 1 face-up monster your opponent controls; place 1 Predator Counter on it, and if it is Level 2 or higher, it becomes Level 1 as long as it has a Predator Counter. Negate the activated effects of your opponent's monsters that have Predator Counters.

①: 1ターンに1度、相手フィールドの表側表示モンスター1体を対象として発動できる。そのモンスターに捕食カウンターを1つ置く。捕食カウンターが置かれたレベル2以上のモンスターのレベルは1になる。この効果は相手ターンでも発動できる。②: このカードがモンスターゾーンに存在する限り、相手が発動した、捕食カウンターが置かれているモンスターの効果は無効化される。

If Dragostapelia places a counter on a card, and it later becomes unaffected, the monster will still be level 1 (lingering effect) but it will not have its effects negated, because the negation is the ② effect that applies as long as Dragostapelia is face up on the field (continuous effect)

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## Lingering vs Continuous counter effects identification

### **HOW TO IDENTIFY IF IT'S CONTINUOUS OR LINGERING**

**LOOK AT THE JAPANESE TEXT, ENGLISH TEXT IS INCONSISTENT.**

Lingering effects will always be part of the same effect that placed the counter (same number)  
Continuous effects will say このカードがモンスターゾーンに存在する限 and be in a separate number.

In the case of cards like Aeropixthree, the properties of the Burnup Counters it applies are in parenthesis in English and it's not certain if it's part of the preceding Quick-Effect, reminder text, or a Continuous effect. But in the Japanese text it's clearly the ② effect of the card and is continuous. So Aeropixthree needs to be face-up on the field and not negated to apply the effect.

[天使族 / チューナー / 効果] ①: 1ターンに1度、このカードと同じ縦列の相手の表側表示モンスター1体を対象として発動できる。自分フィールドのこのカードの位置を他の自分のメインモンスターゾーンに移動し、対象の相手モンスターの位置をこのカードの正面の相手のメインモンスターゾーンに移動する。その後、その相手モンスターに燃焼カウンターを1つ置く。この効果は相手ターンでも発動できる。②: このカードがモンスターゾーンに存在する限り、燃焼カウンターが置かれているモンスターの攻撃力・守備力は、その数×200ダウンする。

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If it's all written into a single non-continuous effect (even if the properties of the Counter are in parenthesis), the properties of the Counter are granted by that effect which places the Counter as a lingering effect and applies even while the monster is not face-up on the field and while it's negated. Such as in the case with Beat Cop from the Underworld. It only has the ① activated effect.

モンスター2体 ①: カード名が異なる闇属性モンスター2体を素材としてリンク召喚したこのカードは以下の効果を得る。●自分フィールドのモンスター1体をリリースし、フィールドの表側表示のカード1枚を対象として発動できる。そのカードに警邏カウンターを1つ置く。このカード名のこの効果は1ターンに1度しか使用できない。警邏カウンターが置かれたカードが戦闘・効果で破壊される場合、代わりにそのカードの警邏カウンターを1つ取り除く。

Notice how even if there is a FULL STOP, it still **doesn't list with a number** as a new effect

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## More Lingering Vs Continuous effects examples

### Number 2: Ninja Shadow Mosquito (Last printing: 2022)

Cannot be destroyed by battle, also you take no damage from battles involving this card. All monsters your opponent controls must attack, if able. When an attack is declared: You can activate 1 of these effects;

- Detach 1 material from this card, and if you do, place 1 Hallucination Counter on 1 face-up monster your opponent controls. (The effects, if any, of monsters with Hallucination Counters are negated.)
- Inflict damage to your opponent equal to the ATK of 1 monster with a Hallucination Counter.

①: このカードは戦闘では破壊されず、このカードの戦闘で発生する自分への戦闘ダメージは0になる。②: 攻撃可能な相手モンスターは攻撃しなければならない。③: お互いのモンスターの攻撃宣言時、以下から1つを選択して発動できる。●このカードのX素材を1つ取り除き、相手フィールドの表側表示モンスター1体に幻覚カウンターを1つ置く。幻覚カウンターが置かれたモンスターの効果は無効化される。●幻覚カウンターが置かれているモンスター1体を選び、その攻撃力分のダメージを相手に与える。

### Lingering effect

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### Aeropixthree (Last printing: 2022)

Once per turn (Quick Effect): You can target 1 face-up monster your opponent controls in this card's column; move this card you control to another of your Main Monster Zones, and if you do, move that

opponent's monster to their Main Monster Zone in this card's column, then place 1 Burnup Counter on it. (Monsters with Burnup Counters lose 200 ATK/DEF for each Burnup Counter on it.)

①: 1ターンに1度、このカードと同じ縦列の相手の表側表示モンスター1体を対象として発動できる。自分フィールドのこのカードの位置を他の自分のメインモンスターゾーンに移動し、対象の相手モンスターの位置をこのカードの正面の相手のメインモンスターゾーンに移動する。その後、その相手モンスターに燃烧カウンターを1つ置く。この効果は相手ターンでも発動できる。②: このカードがモンスターゾーンに存在する限り、燃烧カウンターが置かれているモンスターの攻撃力・守備力は、その数×200ダウンする。

#### Continuous effect

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#### Card Guard (Last Printing: 2021)

If this card is Normal or Special Summoned: Place 1 Guard Counter on it. This card gains 300 ATK for each Guard Counter on it. Once per turn: You can target 1 other face-up card you control; remove 1 Guard Counter from this card, and if you do, place 1 Guard Counter on that target (if that card would ever be destroyed, remove 1 Guard Counter from it instead).

このカードが召喚・特殊召喚に成功した時、このカードにガードカウンターを1つ置く。このカードに乗っているガードカウンター1つにつき、このカードの攻撃力は300ポイントアップする。また、1ターンに1度、このカードに乗っているガードカウンターを1つ取り除き、このカード以外の自分フィールド上に表側表示で存在するカード1枚にガードカウンターを1つ置く事ができる。選択したカードが破壊される場合、代わりにガードカウンターを1つ取り除く。

#### Lingering effect

Q:

「[Card Guard](#)」自身がフィールド上に存在しなくなっている場合や、「[Forbidden Chalice](#)」等によって「[Card Guard](#)」の効果が無効化されている場合、場に残っているガードカウンターの効果はどうなりますか？

A:

「[Card Guard](#)」自身がフィールド上に存在しなくなっている場合でも、ガードカウンターの置かれたカードが破壊される場合には代わりにカウンターを取り除く事になります。

また、「[Card Guard](#)」の効果が「[Forbidden Chalice](#)」等によって無効化されている場合でも、代わりにカウンターを取り除く効果は適用されます。

Even if Card Guard leaves the field or its effect is negated it can protect another monster with its lingering effect. Note that card guard only places a protective effect when placing a monster onto other card, it does not protect itself.

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#### Beat Cop from the Underworld (Last printing: 2020)

If this card is Link Summoned using 2 DARK monsters with different names as material, it gains this effect.

- You can Tribute 1 monster, then target 1 face-up card on the field; place 1 Patrol Counter on it (if that card with a Patrol Counter would be destroyed by battle or card effect, remove 1 Patrol Counter from it instead). You can only use this effect of "Beat Cop from the Underworld" once per turn.

①:カード名が異なる闇属性モンスター2体を素材としてリンク召喚したこのカードは以下の効果を得る。

- 自分フィールドのモンスター1体をリリースし、フィールドの表側表示のカード1枚を対象として発動できる。そのカードに警邏カウンターを1つ置く。このカード名のこの効果は1ターンに1度しか使用できない。警邏カウンターが置かれたカードが戦闘・効果で破壊される場合、代わりにそのカードの警邏カウンターを1つ取り除く。

#### Lingering effect

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#### Vijam the Cubic seed

Cannot be destroyed by battle. At the end of the Damage Step, if this card battled an opponent's monster: You can place this card face-up in your Spell & Trap Zone as a Continuous Spell Card, and if you do, place 1 Cubic Counter on that opponent's monster. (Monsters with a Cubic Counter cannot attack, also negate their effects.) If this card is treated as a Continuous Spell Card by this effect, during your Main Phase: You can Special Summon this card from your Spell & Trap Zone.

①:このカードは戦闘では破壊されない。②:このカードが相手モンスターと戦闘を行ったダメージステップ終了時に発動できる。モンスターゾーンのこのカードを永續魔法カード扱いとして自分の魔法＆罠ゾーンに表側表示で置き、その相手モンスターに方界カウンターを1つ置く。方界カウンターが置かれたモンスターは攻撃できず、効果は無効化される。③:このカードの効果でこのカードが永續魔法カード扱いになっている場合、自分メインフェイズに発動できる。魔法＆罠ゾーンのこのカードを特殊召喚する。

Once again full stop and new sentence in the OCG, but it does not list the text as a different effect with a number. Therefore both "placing the counter AND negating" are part of the same LINGERING effect.

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## Bonus Discussion

From reddit:

Hello, I want to ask about Counters that have effects applied to monsters that have Counters.

Most popular example is Predator Counters from Predaplant monsters. I understand that they are applied by lingering effects. So that even if a monster that placed a Counter on a monster leaves the field or is no longer face-up or even has its effects negated, the monster still with the Counter on it has its Level reduced to 1 (if it's level is 2 or higher).

I then have heard that the Counters placed onto monsters from the Alien monsters, such like Alien Grey, are treated as Continuous effects. So that the property of a monster losing ATK can only happen if a monster is face-up on the field with that text.

Easily to me I then made the understanding that Counters that apply a property that have their effect stated within the activation of an effect (same sentence after the : or ; ) are lingering effects. So then that Counters placed onto a monster, and then have the property stated within a different sentence, typically inside brackets ( ) are treated as Continuous effects and only apply if a card that placed it is still on the field.

But then I'm told that monsters like Beat Cop of the Underworld and Number 2: Mosquito have their Counter properties applying like a lingering effect (meaning they apply even if they leave the field). Even though the property text is within the brackets.

So what and how can you tell if the effects applied by a Counter are Continuous or Lingering?

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[Redshift-713](#)

YGOrganization

Different text styles are simply the result of different conventions across the years, and the general inconsistency in text that is common in the TCG. Aliens in particular are all very old, and none of the ones with that Continuous Effect have PSCT.

Counters with additional lingering effects will all work the same way across every card that places them. **Not every card that places A-Counters has that Continuous Effect written, so that's one clue that it isn't a common lingering effect for the A-Counter.**

Most counters work the way the others (Predator, Hallucination, etc.) do.

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[Redshift-713](#)

•1y ago

YGOrganization

Aliens don't have PSCT. Don't rely on their text.

However, it isn't really about whether there are parentheses or not anyway. (Dragostapelia doesn't use them, but the Level change remains regardless of Dragostapelia being on the field.)

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**Predaplant Dragostapelia** (Last printing: 2023)

Once per turn (Quick Effect): You can target 1 face-up monster your opponent controls; place 1 Predator Counter on it, and if it is Level 2 or higher, it becomes Level 1 as long as it has a Predator Counter. Negate the activated effects of your opponent's monsters that have Predator Counters.

①: 1ターンに1度、相手フィールドの表側表示モンスター1体を対象として発動できる。そのモンスターに捕食カウンターを1つ置く。捕食カウンターが置かれたレベル2以上のモンスターのレベルは1になる。この効果は相手ターンでも発動できる。②: このカードがモンスターゾーンに存在する限り、相手が発動した、捕食カウンターが置かれているモンスターの効果は無効化される。



If Dragostapelia places a counter on a card, and it later becomes unaffected, the monster will still be level 1 but it will not have its effects negated

Q:

A [Darklord Zerato](#) with a Predator Counter on it is face-up on the opponent's field. In this situation, if my opponent activates the effect of [Darklord Zerato](#) that destroys monsters on the field, but [Book of Moon](#) is chained and changes my face-up [Predaplant Dragostapelia](#) to face-down Defense Position, will the effect of [Predaplant Dragostapelia](#) that negates the activated effects of monsters with Predator Counters on them apply?

A:

The effect of [Predaplant Dragostapelia](#) that negates monster effects is a **Continuous Effect**. As in this scenario, if [Predaplant Dragostapelia](#) is in face-down Defense Position when resolving the effect of a [Darklord Zerato](#) that has a Predator Counter on it, that effect is not negated. (In this case, the effect of your opponent's [Darklord Zerato](#) destroys your face-down Defense Position [Predaplant Dragostapelia](#).)

## DO NOT BE CONFUSED BY PARENTHESIS IN THE TCG

PARENTHESIS ARE VERY INCONSISTENT. Some people equate (parenthesis) with continuous effects because Aliens (the poster child for counter related continuous effects) have them. But

1. Aliens do not have PSCT. (I'm guessing if they are given PSCT, they will remove the parentheses)
2. Some cards with effect confirmed to be continuous (by the database), do not have parenthesis.

### **Predaplant Dragostapelia** (Last printing: 2023)

Once per turn (Quick Effect): You can target 1 face-up monster your opponent controls; place 1 Predator Counter on it, and if it is Level 2 or higher, it becomes Level 1 as long as it has a Predator Counter. Negate the activated effects of your opponent's monsters that have Predator Counters.

①: 1ターンに1度、相手フィールドの表側表示モンスター1体を対象として発動できる。そのモンスターに捕食カウンターを1つ置く。捕食カウンターが置かれたレベル2以上のモンスターのレベルは1になる。この効果は相手ターンでも発動できる。②: このカードがモンスターゾーンに存在する限り、相手が発動した、捕食カウンターが置かれているモンスターの効果は無効化される。

Q:

A [Darklord Zerato](#) with a Predator Counter on it is face-up on the opponent's field. In this situation, if my opponent activates the effect of [Darklord Zerato](#) that destroys monsters on the field, but [Book of Moon](#) is chained and changes my face-up [Predaplant Dragostapelia](#) to



face-down Defense Position, will the effect of [Predaplant Dragostapelia](#) that negates the activated effects of monsters with Predator Counters on them apply?

A:

The effect of [Predaplant Dragostapelia](#) that negates monster effects is a **Continuous Effect**. As in this scenario, if [Predaplant Dragostapelia](#) is in face-down Defense Position when resolving the effect of a [Darklord Zerato](#) that has a Predator Counter on it, that effect is not negated. (In this case, the effect of your opponent's [Darklord Zerato](#) destroys your face-down Defense Position [Predaplant Dragostapelia](#).)

The part that makes it level 1 is a lingering effect attached to the same effect

## Alien cards

**Alien Grey** (last printing: 2012)

FLIP: Place 1 A-Counter on 1 face-up monster on your opponent's side of the field. (If a monster with an A-Counter battles an "Alien" monster, it loses 300 ATK and DEF for each A-Counter during damage calculation only.) After this card has been flipped face-up, when it is destroyed by battle and sent to the Graveyard, draw 1 card.

リバース: 相手フィールド上に表側表示で存在するモンスター1体を選択し、Aカウンターを1つ置く。また、リバースしたこのカードが戦闘によって破壊され墓地へ送られた時、デッキからカードを1枚ドローする。**このカードがフィールド上に表側表示で存在する限り**、Aカウンターが乗ったモンスターは、「エーリアン」と名のついたモンスターと戦闘を行う場合、ダメージ計算時のみAカウンター1つにつき攻撃力・守備力が300ポイントダウンする。**It's a continuous effect in both OCG and TCG**

**Alien Overlord** (Last printing: 2009)

You can remove 2 A-Counters from anywhere on the field to Special Summon this card from your hand. Once per turn, you can place 1 A-Counter on each face-up monster your opponent controls. (If a monster with an A-Counter battles an "Alien" monster, it loses 300 ATK and DEF for each A-Counter during damage calculation only.) You can only control 1 "Alien Overlord".

このカードはフィールド上のAエーカウンターを2つ取り除き、手札から特殊召喚できる。1ターンに1度、相手フィールド上に表側表示で存在する全てのモンスターにAエーカウンターを1つ置く事ができる。**このカードがフィールド上に表側表示で存在する限り**、Aエーカウンターが乗ったモンスターは、「エーリアン」と名のついたモンスターと戦闘を行う場合、ダメージ計算時のみAエーカウンター1つにつき攻撃力・守備力が300ポイントダウンする。「エーリアン・リベンジャー」は自分フィールド上に1体しか表側表示で存在できない。

**Cosmic Horror Gangi'el** (itself is not an "alien" monster) (Last printing: 2006)

If you're Tributing a monster on your side of the field that is owned by your opponent, this card can be Normal Summoned with 1 Tribute. Once per turn, you can place 1 A-Counter on a monster on your opponent's side of the field. (If a monster with an A-Counter battles an "Alien" monster, it loses 300 ATK and DEF for each A-Counter during damage calculation only.)

このカードは自分フィールド上に存在する元々の持ち主が相手のモンスター1体をリリースして召喚する事ができる。1ターンに1度、相手フィールド上に表側表示で存在するモンスター1体にAエーカーを1つ置く事ができる。Aエーカーが乗ったモンスターは、「エーリアン」と名のついたモンスターと戦闘する場合、Aエーカー1つにつき攻撃力・守備力が300ポイントダウンする。

**Alien Warrior** (Last printing: 2009)

When this card is destroyed by battle and sent to the Graveyard, place 2 A-Counters on the monster that destroyed it. (If a monster with an A-Counter battles an "Alien" monster, it loses 300 ATK and DEF for each A-Counter during damage calculation only.)

このカードが戦闘によって破壊され墓地へ送られた時、このカードを破壊したモンスターにAカウンターを2つ置く。このカードがフィールド上に表側表示で存在する限り、Aカウンターが乗ったモンスターは、「エーリアン」と名のついたモンスターと戦闘を行う場合、ダメージ計算時のみAカウンター1つにつき攻撃力・守備力が300ポイントダウンする。

**Alien Skull** (Last Printing: 2006)

You can Tribute 1 face-up Level 3 or lower monster on your opponent's side of the field to Special Summon this card to your opponent's side of the field. If you Special Summon this monster this way, place 1 A-Counter on this card, and you cannot Normal Summon or Set the same turn. (If a monster with an A-Counter battles an "Alien" monster, it loses 300 ATK and DEF for each A-Counter during damage calculation only.)

相手フィールド上のレベル3以下のモンスター1体をリリースし、このカードを手札から相手フィールド上に特殊召喚できる。この方法で特殊召喚する場合、このターン自分は通常召喚できず、特殊召喚時にこのカードにAカウンターを1つ置く。このカードがフィールド上に表側表示で存在する限り、Aカウンターが乗ったモンスターは、「エーリアン」と名のついたモンスターと戦闘を行う場合、ダメージ計算時のみAカウンター1つにつき攻撃力・守備力が300ポイントダウンする。

**Alien Kid** (Last Printing: 2009)

Place 1 A-Counter on all monsters Special Summoned to your opponent's side of the field. (If a monster with an A-Counter battles an "Alien" monster, it loses 300 ATK and DEF for each A-Counter during damage calculation only.)

このカードが自分フィールド上に表側表示で存在する限り、相手フィールド上にモンスターが特殊召喚される度に、その時に特殊召喚されたモンスターにAカウンターを1つ置く。Aカウンターが乗ったモンスターは、「エーリアン」と名のついたモンスターと戦闘する場合、Aカウンター1つにつき攻撃力と守備力が300ポイントダウンする。

**Corruption Cell “A”** (Last Printing: 2012) (Spell Card)

Place 1 A-Counter on 1 face-up monster on your opponent's side of the field.

相手フィールド上に表側表示で存在するモンスター1体を選択して発動できる。選択した相手モンスターにAカウンターを1つ置く。

**“A” Cell breeding device** (Last printing: 2012) (Continuous Spell)

During each of your Standby Phases, put 1 A-Counter on 1 face-up monster your opponent controls.

自分のスタンバイフェイズ時、相手フィールド上に表側表示で存在するモンスター1体を選択し、Aカウンターを1つ置く。

**“A” Cell incubator** (Last printing: 2007) (Continuous Spell)

Each time an A-Counter(s) is removed from play by a card effect, place 1 A-Counter on this card. When this card is destroyed, distribute the A-Counters on this card among face-up monsters.

フィールド上のAカウンターが取り除かれる度に、このカードにAカウンターを1つ置く。フィールド上のこのカードが破壊された時、このカードに乗っていた全てのAカウンターを、フィールド上に表側表示で存在するモンスターに置く。

**Planet Pollutant Virus** (Last printing: 2012) (Trap Card)

Tribute 1 "Alien" monster. Destroy all face-up monsters without A-Counters your opponent controls. Until the end of your opponent's 3rd turn after this card's activation, place 1 A-Counter on each monster they Summon.

自分フィールド上の「エーリアン」と名のついたモンスター1体をリリースして発動できる。相手フィールド上に表側表示で存在する、Aカウンターが乗っていないモンスターを全て破壊する。相手のターンで数えて3ターンの間に相手が召喚・反転召喚・特殊召喚したモンスター全てにAカウンターを1つ置く。

If Alien Mother is the only monster on your side of the field, if it battles monsters with A-Counters There will be NO ATK reduction during damage calculation.

**Alien Mother**

If this card destroys a monster with an A-Counter by battle and sends it to the Graveyard, Special Summon the destroyed monster to your side of the field at the end of the Battle Phase. When this card is removed from the field, all monsters that were Special Summoned by this card's effect are destroyed.

このカードが戦闘によってAカウンターが乗ったモンスターを破壊し墓地へ送った場合、そのバトルフェイズ終了時に発動する。破壊したそのモンスターを自分フィールド上に特殊召喚する。この効果で特殊召喚したモンスターは、このカードがフィールド上から離れた場合、全て破壊される。

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**Beat Cop from the Underworld** (Last printing: 2020)

If this card is Link Summoned using 2 DARK monsters with different names as material, it gains this effect.

- You can Tribute 1 monster, then target 1 face-up card on the field; place 1 Patrol Counter on it (if that card with a Patrol Counter would be destroyed by battle or card effect, remove 1 Patrol Counter from it instead). You can only use this effect of "Beat Cop from the Underworld" once per turn.

①:カード名が異なる闇属性モンスター2体を素材としてリンク召喚したこのカードは以下の効果を得る。

- 自分フィールドのモンスター1体をリリースし、フィールドの表側表示のカード1枚を対象として発動できる。そのカードに警邏カウンターを1つ置く。このカード名のこの効果は1ターンに1度しか使用できない。警邏カウンターが置かれたカードが戦闘・効果で破壊される場合、代わりにそのカードの警邏カウンターを1つ取り除く。

Lingering effect

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