

General example involving {BT2-085 Evolving Evil Lifeform Cell} and {BT1-107 Cold Bloodlust}

Reveal {BT2-085 Evolving Evil Lifeform Cell} from your hand, pay its energy cost, and announce that you're going to play it.



Paying for {BT2-085 Evolving Evil Lifeform Cell} and attempting to play it.  
\*It's still not in the Battle Area yet.

Opponent activates {BT1-107 Cold Bloodlust}.

Opponent doesn't activate {BT1-107 Cold Bloodlust}.

Counter activated.

When you announce you're going to play the card, your opponent activates {BT1-107 Cold Bloodlust}.

{BT1-107 Cold Bloodlust} is activated in response to {BT2-085 Evolving Evil Lifeform Cell}.



In order to stop {BT2-085 Evolving Evil Lifeform Cell}'s skill, activate Counter at this timing!

The Battle Card enters play.

{BT2-085 Evolving Evil Lifeform Cell} enters play in the Battle Area. Since {BT1-107 Cold Bloodlust} applies its effect to played Battle Cards, its effect is resolved at this time. {BT2-085 Evolving Evil Lifeform Cell} has its skills negated at the same time it enters play.

{BT1-107 Cold Bloodlust}'s skill resolves at the same time {BT2-085 Evolving Evil Lifeform Cell} enters play. Evolving Evil Lifeform Cell's skills are negated.



\*It's now in play in the Battle Area.

You activate {BT2-085 Evolving Evil Lifeform Cell}'s {Union-Absorb} and place an <Android 18> in your hand under it.

\*At this time, you aren't choosing a <Cell> to put into play yet.



{BT1-107 Cold Bloodlust} is activated before Union-Absorb resolves.

{BT1-107 Cold Bloodlust} is activated after the Union-Absorb resolves.

Counter activated.

Union-Absorb is activated, but {BT1-107 Cold Bloodlust} is activated before it resolves.

{BT1-107 Cold Bloodlust} is activated in response to {BT2-085 Evolving Evil Lifeform Cell}'s Union-Absorb.

\*It's now in play in the Battle Area.



Union-Absorb resolves.

Whether or not to put a <Cell> into play is decided at this time, as Union-Absorb resolves.

You put a <Cell> into play.

You don't put a <Cell> into play.

If you decide to play a <Cell>...

{BT2-084 Perfect Force Cell} is put into play, which causes {BT2-084 Perfect Force Cell}'s auto skill to enter pending.

{BT2-084 Perfect Force Cell} is put into play off {BT2-085 Evolving Evil Lifeform Cell}'s Union-Absorb.

\*It's now in play in the Battle Area.



You don't put a <Cell> into play.

Union-Absorb resolves but no <Cell> is put into play.

Because no card was put into play off Union-Absorb, {BT1-107 Cold Bloodlust} effect can't be applied to anything, and it's placed in the Drop Area. Also, because the Union-Absorb on {BT2-085 Evolving Evil Lifeform Cell} is not a Once per turn skill, it can be activated again.

You do put a <Cell> into play.

Counter activated.

{BT1-107 Cold Bloodlust} can be activated after Union-Absorb is activated and after it resolves. However, because no card was put into play off Union-Absorb, {BT1-107 Cold Bloodlust} effect can't be applied to anything, and is placed in the Drop Area.



If you don't decide to play a <Cell>...

No Battle Card is played off of Union-Absorb.

A counter is activated in response.

{BT1-107 Cold Bloodlust} can be activated after Union-Absorb is activated and after it resolves. However, because no card was put into play off Union-Absorb, {BT1-107 Cold Bloodlust} effect can't be applied to anything, and is placed in the Drop Area.



Union-Absorb resolves. Because the Union-Absorb on {BT2-085 Evolving Evil Lifeform Cell} is not a Once per turn skill, it can be activated again.

Union-Absorb resolves, and a <Cell> is put into play.

Whether or not to put a <Cell> into play is decided at this time, as Union-Absorb resolves, and you decide to put {BT2-084 Perfect Force Cell} into play. Since {BT1-107 Cold Bloodlust} applies its effect to played Battle Cards, its effect is resolved at this time. {BT2-084 Perfect Force Cell} has its skills negated at the same time it enters play. Its Auto skills don't enter pending and can't be activated.

1 {BT1-107 Cold Bloodlust}'s skill resolves at the same time {BT2-084 Perfect Force Cell} enters play. {BT2-084 Perfect Force Cell}'s skills are negated.  
\*It's currently in play in the Battle Area.



2 {BT2-084 Perfect Force Cell}'s auto skill is negated by {BT1-107 Cold Bloodlust}'s skill and can't be activated.  
\*It's currently in play in the Battle Area.



{BT2-084 Perfect Force Cell}'s skills were negated, but because its auto skill entered pending before the negate effect resolved, you can still activate it.

1 {BT2-084 Perfect Force Cell} is now in play, and {BT1-107 Cold Bloodlust}'s skill resolves, negating {BT2-084 Perfect Force Cell}'s skills.  
\*It's currently in play in the Battle Area.

\*Skills that have entered pending can be activated and resolved even if the card that created them has its skills negated or is removed from the Battle Area.

2 {BT2-084 Perfect Force Cell}'s auto skill entered pending before the skill negating it resolved, which means it can be activated.  
\*It's currently in play in the Battle Area.

