

## An (Alter)geist guide

That guide is dedicated to people who play (Alter)geist, and at all levels, want to get better with the deck. While considering whether you're going to flip a solemn from the right, left, or top after winning the dice roll is quite tedious, there just *might* be something more to be told.

What I'm going to do, is to breakdown each card, the multiples rulings cases their effects are related to, and hopefully you'll be a bit better by the end of reading this. Since I want it to be thorough, I'll go with things that might clear to some, and unclear to others, so feel free to skip on what seem too obvious to you. I think it's also a reasonable assumption to go with the basis that *Yugioh. Players. Cannot. Read.* And well, some read, but do not understand a damn thing about it.

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Now, Altergeist aren't hard to *play* per se. But, this deck is hard to *master*. Because it doesn't pump negates like a combo deck do by turn one, and the go second against an established board is hard, you *have* to be able to maximize the impact of your own "free" turns, as well as knowing the deck of your opponent in and out, to what it does to its chokepoints and commonly used builds, as wasting an important piece of interaction can and will make you lose the game.

And the matter is why Altergeist is called "a control deck that has combos", because it's definitely capable to switch from a defensive stance to an aggressive one. Calling the deck "midrange" would be factually wrong, though. As a note, it also makes the mirror weird and very frustrating for a lot of players, requiring you to play with an entirely different mindset, as well as misplays being extremely punishing at equal hands.

Even if you aren't playing the deck, you might want to read this, because then *you will* have a better chance at understanding what is going on when going against the deck, and how so much happened at once that you weren't sure whose turns it was by the time the opponent was done.

*Update V3: The remaining cards got imported. ~~Except Failover, but we don't talk about that.~~*



So, what's on the program? Here goes:

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### I) PSCT things, the archetypal cards, how they work, their ratios

If you're familiar with PSCT, it might be not something you *need* to read, but I think it's nice as it'll articulate something for a lot of players, mostly returning ones. PSCT, or Problem Solving Card Text, was introduced in 2011, and is Konami wanting to ~~save space for card text~~ give yugioh grammar. There are articles you can and probably should check on this if you want to get better at the game overall, by the way. If you want to see how much of a mess Yugioh was before, read any card printed before that change. Also be aware of that for older cards, they are not written with these rules.

First, I want to break down the essential parts of an effect. There are three of them, but you don't always find all three at once. And once you know that, you know how to read all effects, even if you never saw the card before. I'll be using color code, because you know, our brain registers things better this way. Explaining that is relevant before going over the cards because it will give you *understanding* of how the cards work, and therefore will answer questions that *will* come to your mind.

-**Condition of activation**: These are the requirements that are to be met to be able to activate the effect. It is also important to note that if you cannot resolve the full effect, you cannot activate said effect at all, and this is a condition in itself.

-**Activation requirements (Cost&Targeting)**: You always resolve this part when the effect is activated, before resolving the effect. Because of a ruling about Diamond Dude sending brain control, the cost and action of targeting are defined differently by Konami, although resolved at the same time.

The idea is that when you activate Diamond dude the turn after, you do not pay the 800 life points for the cost, but still declare a target. That feels like semantics, but this is why Konami say targeting is never cost, and I try to articulate it as clearly as I can, because it is extremely confusing. Do note the term “activation requirements” is not official, but just me trying to name it as clearly as possible.

-**Effect**: when it goes through, it's what you resolve. Draw 2 is iconic.

An effect *always* follows this structure, and are separated by “:” and “;”

**Condition of activation** : **Activation (Cost&Targeting)** ; **Effect**

Everything before “:” is always the condition of activation, and everything that is in between “:” and “;” is the activation requirements (cost and/or targeting). After “;” is always the effect. Now, let us give an example, with pot of prosperity :

“At the start of the main phase 1 : Banish 3 or 6 random face down cards from your extra deck, face down ; draw 1 card for every 3 card banished.”

What does it mean? The condition is that if it's not the start of the main phase, you cannot activate the card. The activation requirements (cost in this case) is that whether you draw or not, you're always going to banish face down the cards. Because it's part of the cost, you make the choice of how many are banished before the effect resolve. And the effect, it goes through, is to draw 1 for every 3 cards banished.

*For other cases:*

-**There is no activation requirements**: it means you activate the effect, but as there are no activation requirements, you do nothing before resolving the effect.

-**There is no condition of activation**: it just means there is no restriction on when you can activate the effect. Doesn't mean it's a quick effect though, as it's always specified (see silquitous and hexstia).

-**There is no condition of activation, nor a cost**: you're seeing a continuous effect there. Having either “:” or “;” means an effect is activated, and having none means it's not. It's relevant when we'll get to protocol's rulings. That way, we can say hexstia's attack boost and meluseek ability to attack directly are continuous.

We'll use that to break down the archetypal effects. I'll go through the most annoying details of the PSCT at the end, because well, we've got to digest it, and I'd have more of your attention were you to see how the cards themselves work. Now, with all of that in mind, we can proceed to breaking down the archetypal cards. The ratios I mention here are for the pure build, there will be a section dedicated to the Dogmatika build.

The Altergeist are an archetype of spellcasters of various attributes, who ironically are comprised of only monsters and traps. They're mostly a main deck strategy, although they have some strong extra deck cards that are your tools for going off. I pondered a bit whether I should use pictures or not of the cards, and thought "Well, if you don't understand already when reading them, it'll be better to use the color code I've used just before".



**Altergeist Marionetter :**

Level 4 LIGHT

When this card is Normal Summoned: You can Set 1 "Altergeist" Trap Card directly from your Deck. You can target 1 "Altergeist" card you control and 1 "Altergeist" monster in your GY; send the first target to the GY, and if you do, Special Summon the second target from the GY. You can only use this effect of "Altergeist Marionetter" once per turn.

ATK 1600 / DEF 1700

The main normal summon, getting you a trap on summon from the deck. It can swap a card (not just monsters, and include itself) for whatever monster is in your grave, so you can get more easily a link you previously invested in or trigger faker, etc. While the first effect is a soft once per turn, we don't really have ways to normal summon twice. It's also quite big by Altergeist's standards in stats. It's played at 3 copies. Some people argue for two copies because it doesn't give an immediate access to faker and can reduce the bricking on hands that are nothing but Altergeist monsters.

On the flip side, bricking on not having any Altergeist card is a thing as well, and both effects net immediate advantage. It is to note that while in practice it's context dependent, setting a trap you cannot use this turn mean it would be *by design* a preferred normal summon to Meluseek, because you could make use of said trap.



**Altergeist Meluseek :**

Level 1 WATER

This card can attack directly.

When this card inflicts battle damage to your opponent: You can target 1 card your opponent controls; send it to the GY.

If this card is sent from the field to the GY: You can add 1 "Altergeist" monster from your Deck to your hand, except "Altergeist Meluseek". You can only use this effect of "Altergeist Meluseek" once per turn.

ATK 500 / DEF 300

Another one of the main normal summon of the deck, and also the preferred target to summon off faker during your own turn and get your engine started. Arguably the best card in the deck after Hexstia, but requires way less investment. The effect to attack directly is continuous, and goes very well with the second one, which is a soft once per turn. Meaning if you have two copies of Meluseek on field and meet the requirements -inflicting battle damage, you can send two cards to the grave. Because of that, it's weak stats don't really matter. And to top it, you can search a monster when sent from field to grave, making it quite a popular link 1 material to search faker on the first turn. You obviously play 3 copies.



#### Altergeist Multifaker:

Level 3 DARK

If you activate a Trap Card: You can Special Summon this card from your hand.

If this card is Special Summoned: You can Special Summon 1 "Altergeist" monster from your Deck in face-up Defense Position, except "Altergeist Multifaker". During the turn you activate this effect, you cannot Special Summon monsters, except "Altergeist" monsters.

You can only use each effect of "Altergeist Multifaker" once per turn.

ATK 1200 / DEF 800

When this card was announced, it tied the entire archetype together that wasn't even rogue before that and propelled it to meta relevancy, and while this card is often regarded as the best card of the archetype because of what it enables, well it's only as good as what it enables (madolche puddingcessoer have exactly the same effect).

The restriction also ensure you won't be able to randomly shove engines in the deck. And it's why you often hear "it conflicts with faker" as you're not able to resolve the second effect if you're summoning any non Altergeist monster during the turn. It gave the deck incredible power, but also keep it in check. If konami wants to break Altergeist, they have to print Altergeist named cards. Obviously 3 copies are played.



#### Altergeist Silquitous :

Level 2 WIND

Quick Effect: You can return 1 other "Altergeist" card you control to the hand, then target 1 card your opponent controls; return it to the hand.

If this card is sent from the field to the GY: You can target 1 "Altergeist" Trap Card in your GY; add it to your hand.

You can only use each effect of "Silquitous" once per turn.

ATK 800 / DEF 1500

Oh, look, a Kirin. You want this either on field or in your deck, being the Multifaker target to summon during the turn of your opponent and making it live instantly. Yet it somehow *always* gets in your hand, which is the reason it'll annoy you as much as it does annoy your opponent. You can target any

card, and some interactions I'll get to in the ruling section exist with manifestation. The second effect come up less often, but greatly improve your grind. You play it at 2, some argue for one copy, but it can make some duels awkward as you'll have to spend resources to protect it.



#### Altergeist Kunquery :

Level 5 EARTH

When an opponent's monster declares an attack, and you control an "Altergeist" card: You can Special Summon this card from your hand, and if you do, negate that attack.

If this card is Special Summoned: You can target 1 face-up card your opponent controls; it has its effects negated (if any) by this card while this card is face-up on the field.

ATK 0 / DEF 2400

This one is an odd one. But it fits perfectly, as the Altergeist monsters in the main deck are quite small, and it's level is mostly irrelevant as it's main purpose is to block attacks by summoning itself. And some situations can involve tribute summoning it. It has no once per turn clause anywhere, so as long as it is in your hand when your opponent declares an attack, it can negate said attack. That, and being searchable, make it an undisputed 1 of.

It is also interesting to not the second effect trigger when special summoned in any way, not by it's own, so in theory, it can trigger off the effects of Multifaker, Manifestation, Marionetter, Primebanshee.



#### Altergeist Pookuery:

Level 1 DARK

If an "Altergeist" monster you control would be used as Link Material for an "Altergeist" monster, this card in your hand can also be used as material. You can only use this effect of "Altergeist Pookuery" once per turn. If an "Altergeist" Link Monster is Link Summoned to your field while this card is in your GY: You can add this card to your hand. You can only use this effect of "Altergeist Pookuery" once per Duel.

ATK 300 / DEF 100

And finally, it's here. Obviously, it's played. However, its ratio is dependent on whether you can link off Hexstia turn 1 or not. When it is - linkcross was legal when it first came out in the ocg, to give a bit of context - you'd max it, otherwise it's a searchable extender, so a 1 of.

The card itself is very good, as it strengthens your win condition by extending on your combos, and enabling otk's with the link 4 to be practical. Being able to trigger immediately after being linked off can come up as it can protect a meluseek or Hexstia search from ash



#### Altergeist Hexstia :

Link-2 FIRE

Arrows : ↓ →

Materials : 2 "Altergeist" monsters

This card gains ATK equal to the combined original ATK of all "Altergeist" monsters that this card points to.

When a Spell/Trap Card, or Spell/Trap effect, is activated (Quick Effect): You can Tribute 1 "Altergeist" monster that this card points to; negate that activation, and if you do, destroy it.

If this card is sent from the field to the GY: You can add 1 "Altergeist" card from your Deck to your hand. You can only use this effect of "Altergeist Hexstia" once per turn.

ATK 1500

Arguably the best card in the deck, although require investment. Its "standard" stat can get to 3 100 and up to 4 300, which get over a lot of boss monsters, it negates S/T and their effects, which isn't OPT. And to top it all, it searches when floating, so linking it away has value as it searches the entire archetype. Including manifestation, that effectively reborn it, and trigger Multifaker.

When you get it out, you're in winning position if you haven't dangerously invested in it. Even with prosperity, you play 3 copies. An excellent card all in all.



Altergeist Primebanshee:

Link-3 DARK

Arrows : ↓ ↘ →

Materials : 2+ "Altergeist" monsters

During either player's Main Phase (Quick Effect): You can Tribute 1 "Altergeist" monster, except this card; Special Summon 1 "Altergeist" monster from your Deck at this card's Link Point.

If this card is sent from the field to the GY: You can target 1 "Altergeist" card in your GY; add that card to your hand.

You can only use each effect of "Altergeist Primebanshee" once per turn.

ATK-2100

By being a link 3, it already come short of the unfair comparison to Hexstia in most player's minds, without having read any of the effects. Since pookuery and memorygant got imported, this helps to link spam, and you've got no excuse not to play it anymore. You'll see in the below combos how this is important.

The first effect is more rarely used for combo shenanigans to generate advantage. Overall, this card isn't bad, but isn't *busted*, as someone would say. It is what I call an effective one of, as in it's a 1 of, but you'll run 2 if you run extravagance.



Altergeist Memorygant:

Link-4 DARK ←↙↘→

2+ "Altergeist" monsters

During the Battle Phase (Quick Effect): You can Tribute 1 other monster; this card gains ATK equal to the ATK the Tributed monster had on the field. When this card destroys a monster by battle: You

can destroy 1 monster your opponent controls, and if you do, this card can make a second attack in a row. If this card would be destroyed, you can banish 1 monster from your GY instead. You can only use each effect of "Altergeist Memorygant" once per turn.  
 ATK 2800

Ooga booga, here comes our barrelsword game ender, and part time field cleaner. That's an anime card if you've ever seen one, and it enables otks to be a thing. Although it's expensive resource wise, it covers a big weakness the deck had until now: it passes untargetable and big monsters. Some details worthy of note that you probably won't have noticed first -and it sure means your opponents won't immediately:

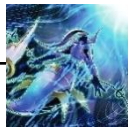
*-It gains the current attack, not just the original.* Which mean a tributed Hexstia pointing to it make it go up to 7 100 naturally (and 4300 from Hexstia is 11 400 damage on an empty field). Also, can be used during the damage step.

*-The attack boost is permanent.*

*-The popping effect doesn't target.* While I'm happy Altergeist got non targeting removal, that's not exactly practical... But this does a way better job at cleaning a field.

*-The protection doesn't activate (balelynx style), can banish any monster for it, and can be used if attempting to be destroyed in any way.* So, you can banish a used handtrap, as well as being protected from the destroying effect of your own manifestation.

I could have put that in rulings, but I think it fits better here. If examples are needed, I'll update again. Much like primebanshee, it's an effective 1 of.



#### Altergeist Protocol :

Continuous trap card

The activations of "Altergeist" card and effects on your field cannot be negated, also "Altergeist" card effects activated on your field cannot be negated.

When your opponent activates a monster effect: You can send 1 other face-up "Altergeist" card you control to the GY; negate that activation, and if you do, destroy it. You can only use this effect of "Altergeist Protocol once per turn".

This card is the source of so many misconceptions and frustrations, as the technical details are quite convoluted, warranting a paragraph further down in the ruling section just for it's protection effect. This ensures the cards and activated effects of Altergeist cards on the field go through regardless of negation effects, as well as providing a once per turn monster negate that trigger the floating effects of the monsters. You're playing 2 copies for the same reason you play 2 Silquitous. Some OCG lists do play one copy, but having to spend resources to get it out of the grave or having it banished is very awkward.



#### Altergeist manifestation:

Normal Trap Card

Activate this card by targeting 1 “Altergeist” monster in your GY; Special Summon it in Attack Position, and if you do, equip this card to it. When this card leaves the field, destroy the equipped monster.

You can banish this card from your GY, then target 1 “Altergeist” Trap Card in your GY; add it to your hand. You can only use this effect of “Altergeist Manifestation” once per turn.

This is an in theme called by the haunted, the difference being a normal trap that equip itself to the monster upon summon. Because of that, there are specific interactions with Personal Spoofing and Silquitous that I’ll be talking about in the ruling section. The second effect almost never comes up, but don’t forget it exists. It is the one card in the archetype where ratios come down to player preference, either 1 or 2, as the summon effect isn’t once per turn. As a rule of thumb, 2 is for slower formats, and 1 for faster ones.



Personal spoofing:

Continuous Trap card

Once per turn: You can return 1 “Altergeist” card from your hand or that is face-up on your field to the Deck; add 1 “Altergeist” monster from your Deck to your hand.

First of all. This. Is. **NOT**. An Altergeist card. So you can’t set it with Marionetter, can’t search it with Hexstia, can’t recover it with Silquitous or Primebanshee. Which kind of suck considering it’s your monster searcher that is a soft once per turn. This is an unsearchable powerplay, and while you have to play 3 copies because of how potent it is, you’ll get through entire games without seeing it. Although, pot of prosperity makes accessing it easier.

These cards are what you’re playing as a deck. There are other cards you don’t use which I’ll explain why at the end of this guide, and two relevant cards currently in ocg castle waiting for import, memorygant and pookuery I’ll include. If they’re imported, I’ll update this guide. Now, onto the rulings!

*Side note: if you’re getting physical copies of the cards, for Hexstia and Manifestation, avoid the EXFO version, as they have a mistranslated text. BLRR and MP18 are fine, just avoid the EXFO version.*

## II) The archetypal cards – rulings, getting to the why

In this part, I'll do a Q&A of most rulings and specific cases of the above cards, and explain why it works – or not – this way. Do note however, I use the Q&A format Konami usually uses, but these rulings were **NOT** issued by Konami itself for most of them. If you see a mistake, for quality purposes, do point it out.

I'll be focusing on the more convoluted things however, so if you have absolutely no clues about general understanding, which is staple in playing the deck, ygorization has a really [good series of articles](#) for that.

**Altergeist Marionetter:**



*Q: If I activate the normal summon effect while "Skill drain" is up and "Altergeist marionetter" leaves the field before it goes through, does it resolve?*

**A: Yes. "Skill Drain" prevents effects from resolving on the field. As "Altergeist marionetter" activated it's effect on the field but wasn't on it to resolve, the effect go through normally.**

*Q: I activate the second effect of "Altergeist Marionetter" targeting itself (A) and "Altergeist Meluseek" (B), and my opponent chain call by the grave on "Altergeist meluseek". How does it resolve?*

**A: "Altergeist Marionetter" second effect target for it's activation requirements, sends the first target to the grave, and if you do, summon the monster. Because of the wording "and if you do", even if you cannot resolve the (B) part of the effect, you still do (A). Therefore, "Altergeist marionetter" will be sent to the grave and "Altergeist meluseek" will not be summoned.**

*Q: Can I attempt to use the second effect of "Altergeist marionetter" if "Macro cosmos" is up ?*

**A: In the event of "Macro Cosmos" is already up, you can attempt to use the second effect of "Altergeist marionetter" as "sending to grave" is part of the effect and not the activation requirements (cost here). However, the card will be banished and the monster not summoned. Because of the wording "and if you do", if (A) doesn't happen, you stop.**

*Do note that "macro cosmos" prevents to the activation that "send to grave" for the activation requirements, such as "ghost ogre" or "honest", making them unable to be activated in the first place. On the contrary, "foolish burial" sends to grave for the effect so you can attempt to activate it, but the card sent will be banished.*

**Altergeist Meluseek:**



*Q: If "Inspector boarder" is up, and I have "Altergeist Meluseek" and protocol up, what can I and can't do?*

**A:** You can attack directly. "Inspector boarder" prevents activated effects from attempting to activate, and "Altergeist Meluseek" effect to attack directly isn't activated, but continuous. You cannot attempt to activate "Altergeist Meluseek" effect to send to grave because protocol is up. Protocol protects activated effects from being negated, and "Inspector boarder" prevents these effects to be activated in the first place. Unless "Inspector Boarder" own requirements are met, you cannot use the second effect of "Altergeist Meluseek".

*Q: If my opponent controls "Inspector Boarder", and I link summon "Linkuriboh", can I activate the effect of "Altergeist Meluseek" in the grave to search an "Altergeist" monster?*

**A:** Yes. Because you control a link monster, per "Inspector Boarder" own effects, you can use one monster effect to search an "Altergeist" monster.

**Altergeist Multifaker:**



*Q: If I activate "Altergeist manifestation", shuffle it with an already face-up "Personal spoofing" searching "Altergeist multifaker", can I resolve it's effect immediately?*

**A:** Yes, as the condition for "Altergeist multifaker" summon from the hand is met (activating "Altergeist manifestation" in this case).

*Q: If "Altergeist multifaker" is special summoned by manifestation or "Altergeist marionetter", can I activate it's effect to summon from the deck?*

**A:** In the event you didn't previously special summoned a non "Altergeist" monster, you can activate "Altergeist multifaker" effect to summon another "Altergeist" monster from the deck, as it just have to be special summoned.

*Q: Can I summon "Linkuriboh" using "Altergeist meluseek" as material, search "Altergeist multifaker", activate a trap and resolve "Altergeist multifaker" effects?*

**A:** After having searched "Altergeist multifaker" by summoning "Linkuriboh" triggering "Altergeist meluseek" effects, you can activate a trap card, and summon "Altergeist multifaker" from the hand. As you have summoned a non "Altergeist" monster this turn, you will not be able to activate the second effect of "Altergeist multifaker" to summon from the deck.

**Altergeist Silquitous:**



*Q: Can I return an "Altergeist" link monster to the hand for the cost of "Altergeist silquitous" effect to return a card to the hand?*

**A: No.** Since "Altergeist silquitous" effect gives the specific to return "to the hand", you cannot return an "Altergeist" Link monster to the hand for it's cost.

*Q: If I return the equipped "Altergeist manifestation" to "Altergeist silquitous" to the hand while "Altergeist protocol" is up, and my opponent chain "Called by the grave" on "Altergeist silquitous" in the grave, what does happen ?*

**A:** As I activate "Altergeist silquitous", returning back to the hand the equipped "Altergeist manifestation", "Altergeist silquitous" goes immediately to the grave as "Altergeist manifestation" has left the field, making it able to be targeted by "Called by the grave". Resolving the chain backward, "called by the grave" banish "Altergeist silquitous", and as it's effect was originally activated on field and "Altergeist protocol" is up, it resolves despite "Called by the grave" having banished it.

*Q: If I activate "Altergeist manifestation", targeting "Altergeist meluseek", then bounce it for the cost of the effect to return to the hand, is "Altergeist meluseek" summoned?*

**A: Yes.** "Altergeist manifestation" effect says to "summon the monster (a), *and if you do*, equip the card (b)". Because it says "and if you do", even if you cannot do (b), you still resolve (a). Because it's a normal trap, unlike a continuous one, it doesn't need to stay on field to resolve.

**Altergeist Kunquery:**



*Q: If my opponent declares an attack, I use "Personal spoofing" to shuffle it then search it, can I activate it's effect to negate an attack when attacking again?*

**A: No.** replays of an attack aren't considered as declaring an attack, therefore the requirement for the trigger effect of "Altergeist Kunquery" isn't met.

*Q: If "Altergeist Protocol" and "Skill drain" are up, and I summon "Altergeist kunquery", and I target "Skill drain" on the field of my opponent, what does happen?*

**A:** As "Altergeist protocol" is up, the effect of negating "Skill drain" goes through, for as long as "Altergeist kunquery" is face up on the field.



### Altergeist Pookuery :

*Q: If I link summon an "Altergeist" link monster using the first effect of "Altergeist Pookuery" to use it as material from the hand, can I use its second effect to add itself to the hand immediately after?*

**A: Yes.** As an "Altergeist" was link summoned, you can use its effect to add itself to the hand from the GY in a new chain.



### Altergeist Hexstia:

*Q: Can I tribute a face-down "Altergeist" monster as cost for the second effect of "Altergeist Hexstia"?*

**A: Yes,** you can use face-down "Altergeist" monsters as cost for the second effect of "Altergeist Hexstia". It works the same way for "Altergeist Primebanshee" as well.

*Q: My opponent activates "Edlixir of Scarlet sanguine" effect in the grave to set a "golden land" spell or trap directly from the deck, can I use "Altergeist Hexstia" effect to negate it's activation?*

**A: Yes.** As "Altergeist Hexstia" can negate spell and traps and their effects, you can tribute an "Altergeist" monster it points to negate the activation of the card and destroy it.



### Altergeist Primebanshee:

*Q: Can I target "Altergeist primebanshee" with it's own effect when sent from the field to the grave?*

**A: Yes.** "Altergeist primebanshee" say you can target "Altergeist" cards in the grave, it includes itself.

*Q: Can I activate "Altergeist primebanshee" first effect even though no zones it points to are unoccupied?*

**A: Yes,** but you have to tribute an "Altergeist" monster in one of these zones so you can summon from the deck. If all zones "Altergeist primebanshee" points to are occupied by non "Altergeist" monsters, you cannot activate it's effect.

### Protocol Altergeist:



Q: What does the protection effect means?

A: First, we have to consider the effect is continuous, as in it doesn't activate.

The text says : **"The activations of "Altergeist" cards and effects on your field cannot be negated, also "Altergeist" card effects activated on your field cannot be negated."**

-The activation of "Altergeist" cards cannot be negated : which mean while the card is resolved, if you activate for example "Altergeist manifestation", and the opponent use "Solemn judgement", the card will resolve properly. In the event there isn't already an "Altergeist protocol" up, it's protection effect cannot be applied as there isn't a copy of "Altergeist protocol" resolved yet.

-The activated effects on your field cannot be negated: When you activate an activated effect of an "altergeist" card -including itself- the protection will be applied, and it cannot be negated, regardless of where it resolves (see the case of "altergeist silquitous"). Your opponent still can attempt to negate a protected effect and pay the cost of the card, it will just go through.

-Effects originally activated not on the field are *not* protected (eg "Altergeist meluseek" effect to search in grave).

### Manifestation Altergeist:

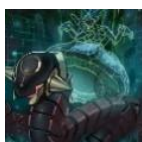


Q: If I activate "Altergeist manifestation" targeting "Altergeist Hexstia", chain "Altergeist silquitous" returning it to hand for cost, then "Personal spoofing" to shuffle it from hand to deck to search still as cost "Altergeist multifaker", what does happen? Can I activate it's effect immediately after that?

A: Yes. Resolving, you add "Altergeist multifaker" to the hand, return the targeted card by "Altergeist silquitous" to the hand, and summon the targeted "Altergeist hexstia". As a trap was activated –"Altergeist manifestation" in this case-, you can then use "Altergeist multifaker" in a new chain.

Q: If my opponent activates "D.D crow" on "Altergeist manifestation" in the grave, can I chain it's effect to add back another copy of itself?

A: Yes. The effect in grave of "Altergeist manifestation" being spell speed 2, can be activated as a quick effect, and as an "Altergeist trap" is the target, another copy of "Altergeist manifestation" is a valid target. In this case, the copy activated is banished for the cost, the other added to the hand, and D.D crow effect will not resolve.



### **Personal Spoofing:**

**Q:** Can I return an "Altergeist" link monster for the cost of "Personal Spoofing"?

**A:** No. "Personal spoofing" specify to return one card either face up on the field or in the hand to the main deck. Link monsters cannot be shuffled in the main deck, therefore you cannot shuffle them for the cost of "Personal Spoofing".

**Q:** I do not have an "Altergeist" monster in my deck, can I shuffle an "Altergeist" monster in the deck and search itself?

**A:** No. Having an "Altergeist" monster in the maindeck before shuffling an "Altergeist" card in the deck to search an "Altergeist" monster is required to be able to activate the effect.

**Q:** Can I shuffle "Altergeist Kunquery" in my deck and search itself?

**A:** Yes. You can shuffle an "Altergeist" monster in your deck, then search any "Altergeist" monster in it, including the copy you shuffled.

### **III) Known techs, feat the history of this deck, and why it seemingly doesn't fall out of tier 2-3**

I could have just done a list of the techs we're about to talk, but I figured it'd be more interesting for people to retrace the history of this deck through it's little and bigger additions over time. It also shows how different and better is the deck compared to it's may 2018 counterpart, upon faker's release. I'll mention the techs specific to the dogmatika build in the dedicated section.

#### **1) Maindeck/extra deck techs:**

**Pot of desires:** Used before the release of extravagance. The core problem with it is that banishing main deck cards really cripple the ceiling of the deck.

**One for one:** Often used as a powerplay, depending on your hand, it can enable you to make link plays in turn 1, which is the main point, and generally generate advantage. It is not really played however, as it makes already good hands better, and bad ones worse.

**Pot of duality:** Can be played along prosperity or extravagance in slower formats.

**Pot of extravagance:** Now replaced by prosperity as the better card. Can be used as a budget replacement, but as with most budget replacement, it is **not** better or even as good, and *does not do what prosperity do*. If you prefer more variance in your hand -as prosperity provide consistency instead-, feel free to use it.

**Pot of prosperity:** Newly released, and has taken extravagance's slots. It is the best pot for the deck, as it let you choose what you banish, use it after playing and searching, dig at the very least in 1/6 to 1/5 of your deck, and do not draw bricks. Much like infinite impermanence and evenly matched, not using this card really cripples the ceiling of the deck. Mandatory 3 of. It also makes most if not all of your extra deck techs a 1 of.

**Linkuriboh:** The most classical monster to summon turn 1 with Meluseek, help to absorb an attack.

**Salamangreat Almiraj:** Used to link silquitos as well as meluseek. While unlike artemis it doesn't allow you to link marionetter or Multifaker, it provides a downward arrow, as well as removing itself from the board.

**Relinquished anima:** Another meluseek target, and also have the advantage of being a way to remove another monster on the field *and* not put in the grave. All good players will play around it, but can be used if the opponent run out of zones and need the summon.

**Magistus Maiden Artemis:** key piece of the dogmatika build, as it allow to link any of your normal summon to bring out ecclesia.

**Nightmare phoenix:** A classic way to remove backrow, mostly used to remove there can be only one if meluseek cannot do it.

**Ningirsu, the world chalice warrior:** Used as removal that doesn't target nor destroy, it's actually the best out to a baited dragoon in the extra deck, by virtue of being a link 3.

**Borreload Dragon:** resource intensive and fallen out of flavor, it can remove non-targetable threats that borrelsword or accesscode cannot deal with.

**Borrelsword Dragon:** used as a budget alternative to Accesscode talker, can remove specific threats.

**Selene, the sacred sovereign of magic:** used to link climb into accesscode talker.

**Accesscode talker:** another key piece of the dogmatika build as it is how it pushes for lethal, but also used in pure. Can run over most monsters, and overall a great card. Like most link 4, it is an heavy investment in resources.

**Linkcross:** Banned. Insert "~~I told you~~" in Sam's voice.

**Infinite impermanence:** Literal handtrap that doesn't die to most of what counters them usually (called by, gamma...), and synergize very well with the deck, on top of also having additional value while set. Mandatory at 3 if you play competitively and used in most formats, except a few selects one where most of the top decks do not care about it.

**Solemn strike:** A really good card all in all that cannot be answered by combo decks that do not have red reboot in hand. Always has been played at 3 copy in the main deck.

**Solemn judgement:** A blanket negation card against summons, backrow hate, consistency spells and traps... a very good card as well. Used in the main deck during slower and backrow heavy formats, and in the side deck for faster and combo heavy formats.

**Compulsory Evacuation Device (Compulse):** Effectively silquitous effect in a normal trap, it can be good especially in slow formats, and it has flexible uses, although it can be redundant at times.

**Crackdown:** Although Anima now does this part really well even if requires a zone, it serves as removal while not sending the opponent's card to the grave.

## *2) Floodgates: fun for me, but not for thee!*

One, if not *the* most hated things by your opponents, are the floodgates, probably even above getting their most important combo piece sniped by solemn strike/judgment. A lot of players acknowledge control decks are actually skillful in the way they have to play their interaction, in the same way it's just as skillful for a combo player to play through the worse disruptions to still end up on a board, as small as it may be.

But every notion of skill goes out the window the very second you activate a floodgate. If you read the true draco cards, the archetype, this is actually a good attempt at making tribute summoning relevant without being unfair. But, it also happens to be able to run a billion of floodgates, which is always the reason for the hate. Being spellcasters and trap based, altergeist have a few ones it can plays. For the reputation the deck gets, it's however quite a small pool of cards.

**Anti-spell fragrance (ASF):** Although it can have similar uses to Secret Village, it's mostly used as a go first side tech to slow the opponent down, and get the momentum to put you in the winning position. Invalidates lightning storm as well and can force out a cosmic cyclone.

**Imperial order:** Limited for a good reason, it turns off prosperity on our side, and that's about it, while really hurting the opponent if it actually resolves. Depending on the formats, it can be played in the main deck, sided or not played at all. Overall, a really good card for the deck.

**Rivalry of the warlords:** It's something nice in very specific formats, but nowadays this card has two issues: both being relatively easy to play around, as well as having to compete for other card's slots. It's something worth remembering though.

**Skill Drain:** I'm putting that here because some topping lists use it in the OCG, but it's bad. It turns off continuous effects, on top of being limited, and just removing protocol impair the deck heavily.

**Secret village of the spellcasters:** haven't really been relevant since sky striker's downfall. For this to be good, there has to be at least one or two top decks heavily relying on spells that are not spellcasters. It can be searched and activated by metavers.

**Mystic Mine:** Also searchable through metavers, and maybe demise of the land if you want to dedicate slots to that, it has earned the reputation of one of the most hated floodgates ever. It's

mostly good to steal games 1 as backrow removal is in the side of any good player. The idea is to normal summon meluseek, attack directly then shuffle it with spoofing. So, it's good when there's no deck that has no non monster backrow removal in their build. As the time of writing this, chuche in virtual world and conquistador in eldlich prevent this card from being good. Also, some decks main deck harpie's feather duster in backrow heavy formats.

### *3) Side deck: when you have to hate, but also to deal with hate:*

The side deck is a pool of 15 cards that helps you dealing with the inherent weaknesses of the deck, which has its own dedicated section further below. So, you want to take a good look at what you're struggling against, and use the best answers to that. And here are your options, that we can roughly classify as handtraps, floodgates, backrow hate or hate for the backrow hate. The ghost girls and effect veiler are known enough to not warrant being listed here. This is *not* everything that is played, but you'll often find at least some of these cards in the side deck.

**Psyframegear Gamma:** A really high impact handtrap used in very fast and heavy combos meta and usually take ash's spots. Like about all the below handtraps, even though it's not that relevant turn one, it turns off faker.

**Droll & Lock Bird:** It often finds itself in the side, as ash and it have anti-synergy. Fall in and out of relevancy.

**Dimension shifter:** It badly hurts decks that are grave reliant, and is not even bad going first, which makes it a surprisingly strong option, sometimes even finding its way in the main deck. However, it's frustrating to top deck, turns off protocol going first as well as linking meluseek (although manifestation can remove it from the grave if you open it).

**Inspector Boarder:** It's surprisingly efficient going first against combo decks, especially ones that use many activated special summon before putting extra deck cards on the field, and ironic considering the trouble Altergeist has dealing with it.

**Cosmic cyclone:** As the deck doesn't like discarding, this is preferred to say twin twister. Plus, it doesn't destroy nor send to grave.

**Harpie's Feather Duster:** Limited for a reason, really good card.

**Heavy storm duster:** Twin twister with the cost of having no battle phase, and synergy by the very fact of being a trap. It's quite good in very slow formats.

**Lightning storm:** Good mass removal for the first turn, but awkward to use past said first turn. Between the monsters and the continuous backrow (protocol/spoofing), Altergeist doesn't naturally have a field where nothing is face-up.

**Evenly matched:** The obvious Multifaker synergy makes it unique, and the card is really good with decks that doesn't end on a few cards boards. Sometimes it even finds its way in the main deck. A great card all in all.

**Forbidden droplets:** Has the major flaw of being a hard minus in a deck that win through card advantage where being sent from the hand doesn't trigger the floating, it is however really good at dealing with specific threats, dragoon coming first to mind. However, if it can be used in damage step, it cannot be used in damage calculation, which is when meluseek activate it's effect.

**Kaijus:** Usual way to get over bosses that have a lot of protection. Although it conflicts with Multifaker, Silquitous can bounce it for reuse. Other options in the same vein are lava golem and sphere mode, depending on the format.

**Super-polymerisation:** Good board breaking card, although it conflicts with Multifaker. Is worth using when a good variety of targets are relevant to the meta.

**Appointer of the red lotus:** Great going first side option. It's not once per turn, but what makes the card really good is the hand knowledge and ability to brick it, as they cannot bait you in any way. That being said, this card's efficiency is reliant on your knowledge of the opponent's deck.

Those are generally what comes up when talking about the side, and can and will be updated as new cards come out.

#### *IV) Win condition, and what's even card advantage:*

The win condition of this deck is to generate card advantage as fast as possible, exhaust your opponent's resources, then once the gamestate simplified, use Hexstias to end the game putting damage on board. But, the hardest part is getting through the pressure from the faster decks so you can start generating resources freely.

To know you've done well, there are up to 8 effects you're looking to resolve in a turn you "combo" :

*-The 4 floating effects, if sent from field to grave* : Meluseek, Hexstia, Silquitous and Primebanshee (respectively add an Altergeist monster from deck to hand, add an Altergeist card from deck to hand, add an Altergeist trap from grave to hand, and add an Altergeist card from grave to hand).

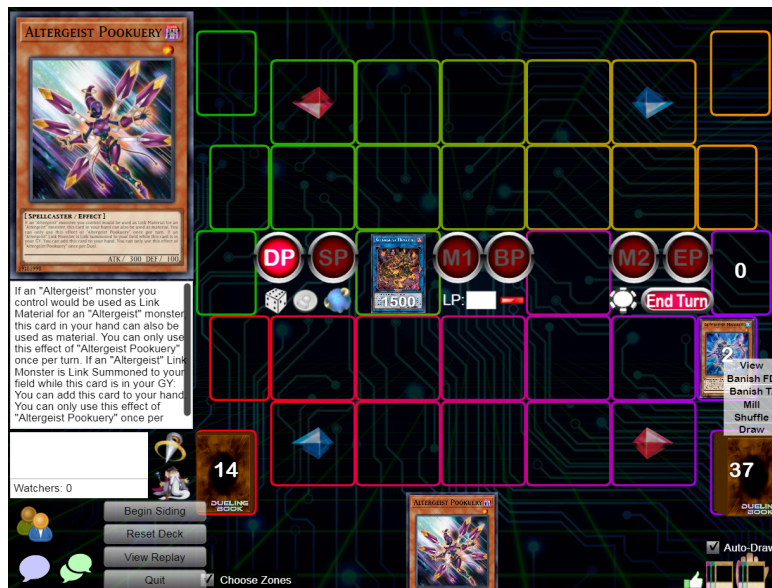
*-The two effects of multifaker*, summoning itself and then something from the deck.

*-The two effects of marionetter* of getting an Altergeist trap then swapping an Altergeist card on field for an Altergeist monster in grave (often to trigger faker or get back a link).

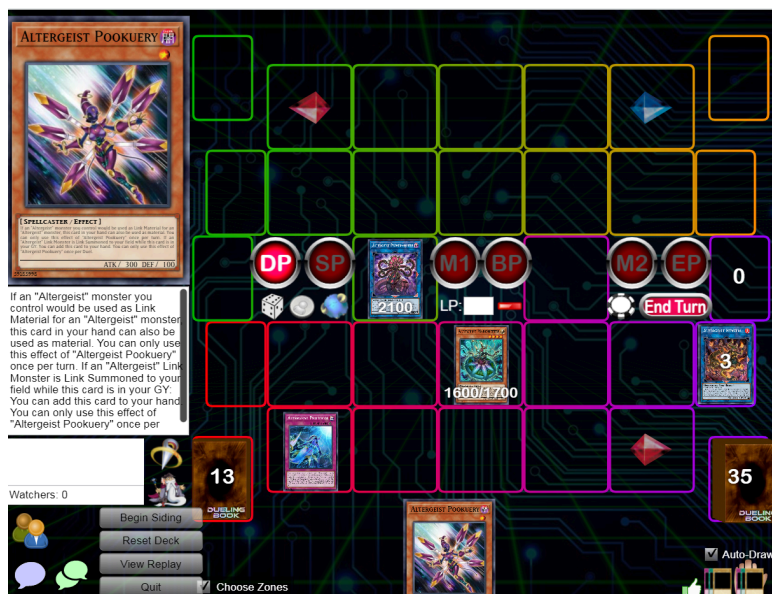
*Always tell yourself that. If you're not sure what to do, that's what you should focus on.*

As I said before, Altergeist can actually do some "combos". If you're in position to do that, you've already gone through the hardest part, but still, being efficiently able to do that is what put you from a favorable position to winning position, by resolving what is mentioned above. If some things are organic, the optimal line of play is really context dependent. Because of that, I'll show what can be done off resolving faker.

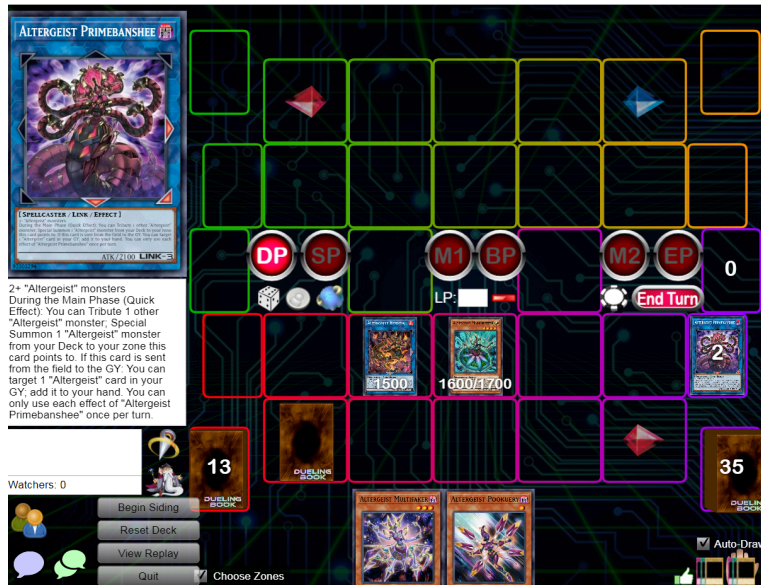
First, summon meluseek, easy, make hexstia, search pookuery.



Using both, make banshee, CL1 Hexstia search marionetter, CL2 pookuery add itself back to hand. Then you can NS mario, and set a trap.

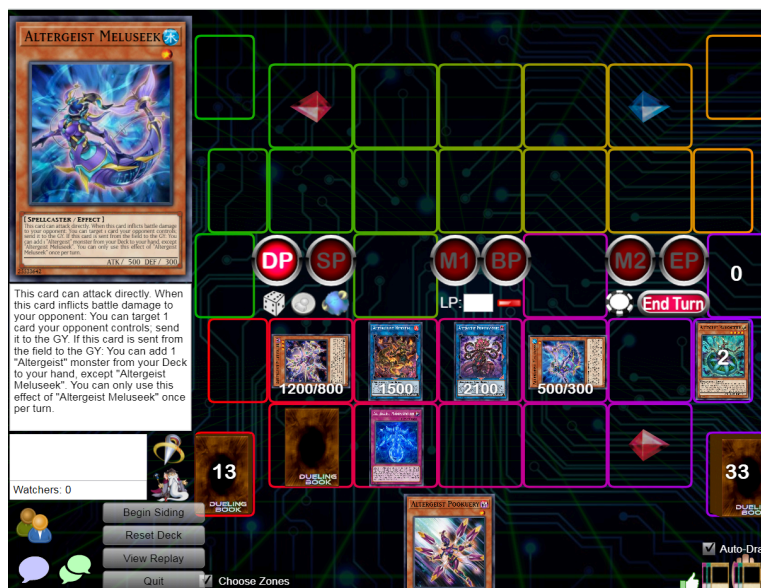


You activate the second effect of marionetter, targeting primebanshee and Hexstia, summoning it back to so it points to marionetter, then banshee add back the faker you used to do the whole thing to the hand.

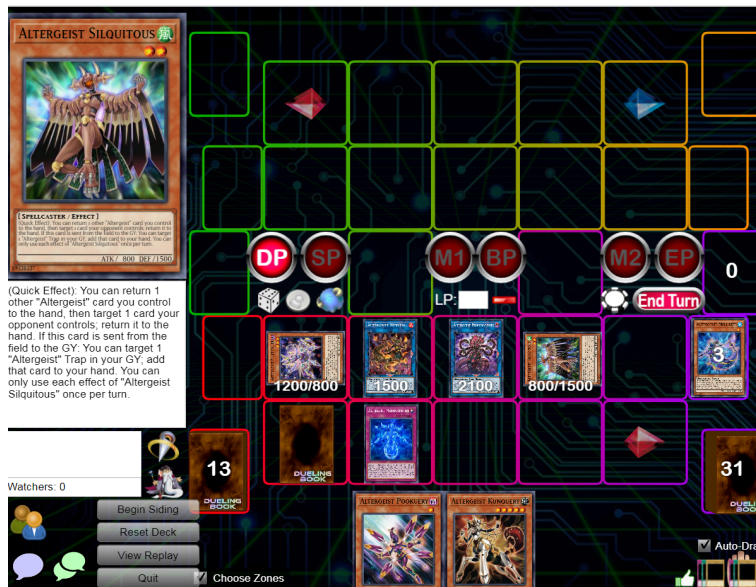


Then you've got one or two S/T negate, a monster one and a bounce. If at any point you already had mario or pookuery in hand, you can add manifestation in hand instead, finishing in that case with it set on top (but that's two cards needed instead of one).

What you can do in that case is using the S/T negate (or monster one) sending mario, then flip manifestation, reviving banshee, then use faker summoning out melu.



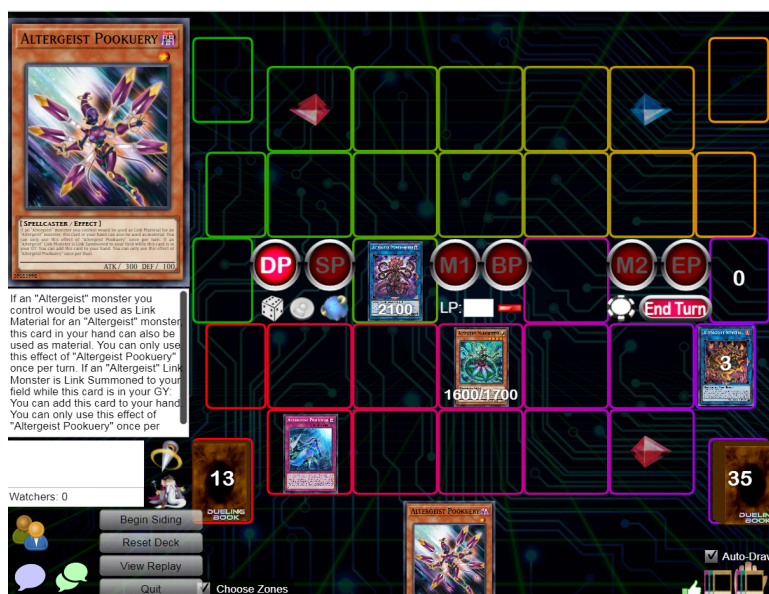
Then you use banshee effect tributing meluseek to get silq out, and melu will add kunquerry.



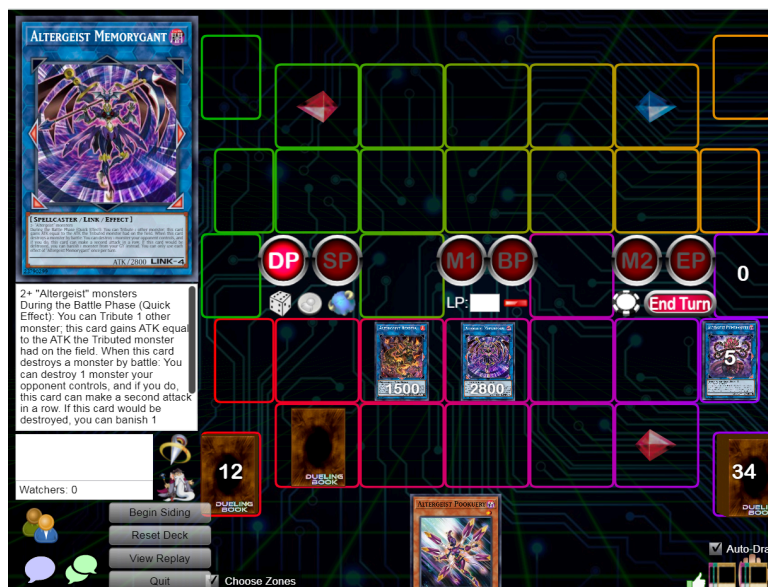
Then, banshee add mario when it goes to grave, silq add manifestation if it does, etc. Try to move the cards irl (or on duelingbook if you don't own them), it helps to find out how you can sequence out your plays to maximise the impact of your interruptions.

The second one is to otk. Feel free to complement it with a strike/monster negation/clean up the board a bit before, because you don't want to eat a lost Nibiru during the game 1 or a random handtrap that stop you dead in your tracks. ***So, do not rush into that if it eats every interruptions and their mother.*** Don't be like the salads players that always go for accesscode otk turn 3.

For that you're going to go with faker during the end phase of your opponent, summoning melu as usual. During your turn, you do like above until you get to the point you NS mario with banshee on the board, set something.



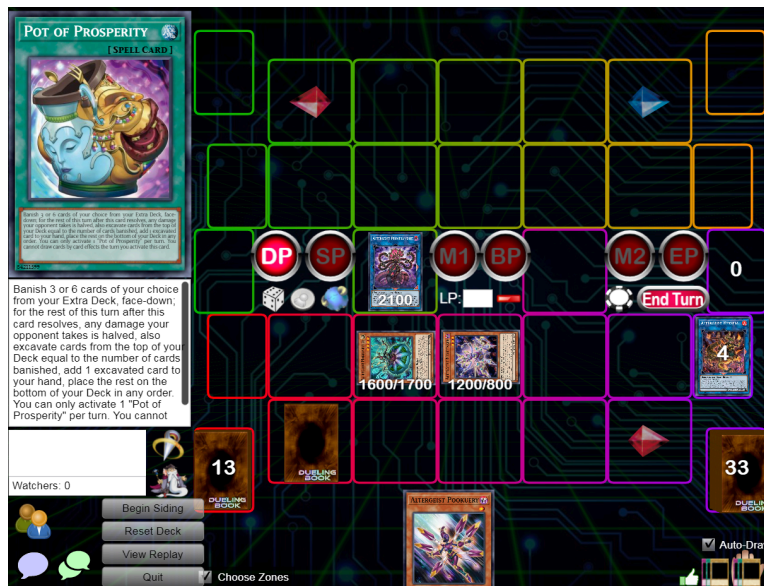
Then you use banshee's effect tributing mario to summon out faker, which will trigger and summon out another copy of mario. You then use that mario effect to swap itself with hexstia, and then link banshee and faker for gant, adding back faker to your hand.



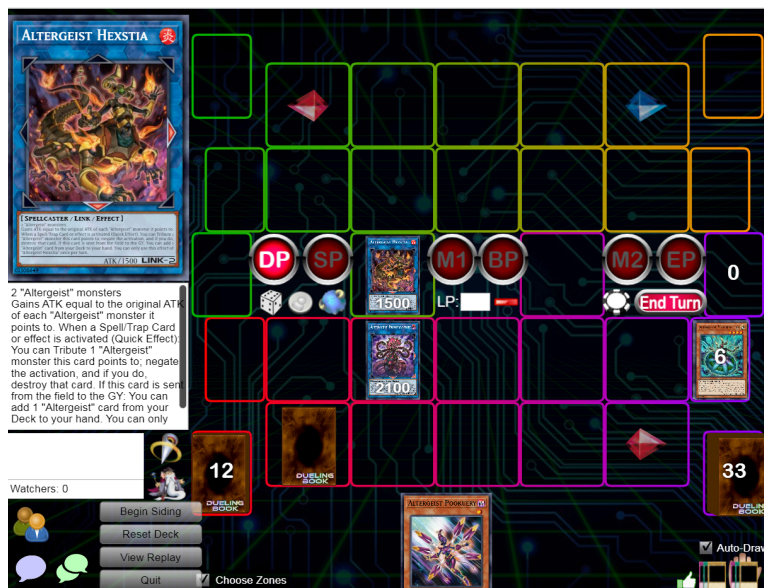
Proceed to the battle phase, punch for 4300 with hexstia, then attack with memorygant, using its effect tributing hexstia for 7100 damage. If you feel like giving PTSD to your opponent -which you absolutely should- don't forget to use the effect in damage step everytime.

You can alternatively get there if you have another body for the second effect of marionetter (either a monster or flipping protocol) by resolving faker during your turn. Do the steps until you NS mario, then use the second effect targeting protocol/the other monster and hexstia, swap, and link mario and banshee for gant.

To give out a last one, it's pretty much the above, except you're going for the resource loop instead. So you summon out the same and get to the point you summon the faker off banshee tributing the mario you normal summoned, get another mario.



What you're doing instead is linking banshee and faker for another hexstia, adding back the copy of faker. Then, you're using mario to swap out itself and banshee. How the next turn go depends on which trap you set. I'd wager it's best to set protocol on the psychological impact it has alone on the opponent.



That can give you some insight overall on how you can play, but it's more a flow than an actual combo. At some point further, you want to keep cycling instead of going as hard as described now, but very few decks have a grind that good for it to be really relevant. I could also give you about 10 more combos off the top of my head, but again, context dependent. Playing with physical cards to move them around has been good practice for me.

## V) *Strengths and weaknesses*

Here are what you need to know that will help you build your side deck, but also what the deck have going for itself that make you win games. Starting with the weaknesses:

*-Big untargetable/unaffected monsters:* The deck somewhat struggles against big monsters that have targeting protection or are unaffected. Memorygiant solve this problem, but it's still expensive resource wise to make.

*-Combo decks that can use too many extenders:* As mentioned before, the deck cannot pump as many interactions/negates early as a combo deck can. On top of having to choose wisely your timing, it also means that decks that do not have a defined chokepoint stopping them dead in their tracks (something like phantom knight comes to mind) will be *by design* harder to deal with. That, or can extend further than you can stop them, but if it's *that* overwhelming to deal with... these decks usually end up on the banlist.

*-Going second on really oppressive boards:* That one is pretty obvious when going through the archetype, but while Meluseek is an excellent going second card on its own, the deck really isn't equipped to break boards. If the format calls for it, you can main blowout cards like evenly, though.

*-Dealing with backrow hate:* If the life of a combo player is being constantly shat on by the banlist, the life of a control player -and backrow in this case, which often overlap- is to be constantly shat on by the billions of backrow removal cards existing. If most of the strongest effects come from the monsters, not being able to time correctly the use of your backrow often spell loss.

On the middle side, the deck being so xenophobic is both a weakness and a strength, as it respectively prevents you from using efficiently generic monster techs that are not a link 1, but at the same time also banlist-proof the deck like nothing else, as it has been somewhat tier 2 to rogue since its release. Thankfully, the deck also has strong pros, which is why it was relevant at all in the first place.

*-Flexibility:* This isn't really thought about, but when using the removal of the deck, you notice it's efficient at playing around a lot of things. The ability to use Silquitous or Meluseek's removal on either bosses or backrow, how many things kunquery prevent by specifically negating the attack, zeus being the most obvious example right now. Even Spoofing enabling you to make use of Mystic Mine. You have the ability to navigate through a wide net of various threats.

*-Stamina:* While it's a problem to setup on the first, this is why it's important to combo as hard as you can as soon as you have a free turn. By that time, combos deck burned off their resources, and slower decks have a hard time putting as much pressure. That is one of the things the deck really excels at.

*-Recovery:* Another of the major strengths of the deck. Silquitous, Pookuery, Primebanshee, manifestation (and technically the grave effect as well, but doesn't come up often), and Marionetter can all pull resources out of the grave back on either hand or field, then keep cycling, unlike say eldlich, that do not have a reliable way to recover the banished resources. This is also why you don't really care that your board is "broken", because you can easily build it back again. At this point, there isn't many decks at the time I'm writing this that can compete in this department.

*-Space:* This one is quite ironic, since the deck is known for bricking either full on engine or on no engine. Being xenophobic, some ratios are set in stone. You have about 22 cards for the archetype, 6 mandatory cards (strike, prosperity), and if you add impermanence most of the time, that leave you with 9-10 slots where you can put whatever is good for the format, usually traps and... *handtraps*. Also, I'd try to have around 18 traps in the decks, from experience with 12 handtraps (with imperm) count in full power DLink/Infernoble handloop, you open too many awkward hands full of handtraps and geist monsters.

*-Ability to deal with our own bricks:* Look, another irony. If you can brick on the engine, basically about nothing is a garnet, except just opening Kunquerry and Manifestation together. Also, a lack of immediate access to faker doesn't spell the loss of a match, but you'll need to resolve it to get the engine truly going, save for some weird hands.

## *VI) The mirror, the bane (or fun) of most Altergeist players:*

And here we go. Knowledge is a must when it comes to playing Altergeist, but playing a mirror doesn't only require that -severely punishing misplays at equal hands- but also to approach the matchup differently than you would with most decks. And if this matchup make you learn things, people have a strong opinion on it : they either love or hate it, and I haven't seen much middle ground. That would boil down to some things that make planning hit or miss at times: counter traps and the design of the archetype, featuring protocol. Pay attention, it's convoluted.

On one hand, you have protocol protecting most of your cards on field, which mess with both negates of your opponent (their own protocol and Hexstia), but, Silquitous can bounce the card, effectively canceling the protection. Even a meluseek is threatening to it -although kunquerry somewhat solve the issue, but is still weak to protocol's negate. I can let you imagine what kind of absurd chains can be built, and the guesses you have to do regarding the unknown cards of your opponent.

That's still manageable, all things considered. However, now throw the solemnns into the mix, which by virtue of being spell speed 3 cannot be answered by anything but themselves, and unless added off prosperity are always unknown in the equations. It means you have to plan your chain -and often, it's a pretty big one the entire duel depends on- considering the bounce of Silquitous, the presence of

protocol (and it resolving properly if not face-up already), as well as solemnns, and all unknown parameters. And this is why you're in for a headache if you don't have a really good understanding of the deck, existing builds, and what certain plays mean, provided your opponent isn't misplaying.

An easy example would be: why would a player not summon anything turn one while you know meluseek is in hand? But as a generic guideline, while playing:

*-When constructing a chain, take into account mostly the silq bounce, the protocol negate, spoofing shuffle, and the solemnns.  
-Try to keep the protocol of the opponent off the field, but don't over-invest resources in doing so.  
-Don't use silq or spoofing proactively, you want to react for maximum impact.  
-If you can negate the activation of the traps of the opponent reliably, do it, as they won't be able to resolve faker. There's a reason we lose hard to red reboot.*

Overall, definitely try to have done some mirrors at least, it's great to see how other people play the deck, and make you learn a lot. And it's also about seeing the flow of the deck, both for yourself and your opponent. By virtue of playing it, you can make assumptions and conclusions when your opponent play something if he plays optimally, but this part is true for any mirror really.

That is if you're playing at equals hands. If one open much better than the other... well, if he knows how to generate advantage properly, he shouldn't lose. I also want to say as I'm getting more players at my locals on the deck, and after nearly four years of playing, I'm still not able to explain to another player the mirror, it's context dependent.

## *VII) The forgotten members of the archetype, and why you don't play them (they are bad):*

I think it's worth to make a note on them, and why they're not worth playing, at least in a competitive deck. That way we might finally see an end to "combo altergeist deck profile, feat haunted rock I don't even play in Main™" (not a joke). Most of these could be boiled down to "there's better", but I think a more in-depth description to explain why is required.

Just remember one thing: to be worth playing in this archetype it must either give you solid power, reactively or proactively, or a way to generate advantage. Sometimes both. Protocol and manifestation do that respectively very well.

So here we go!

**Altergeist Camouflage:**  
Normal trap card  
**Target 1 "Altergeist" monster you control; equip this card to it. Your opponent cannot target it for attacks, but it does not prevent your opponent from attacking you directly. Negate an opponent's monster effect that activates by targeting the equipped monster. If an "Altergeist"**

card(s) you control would be destroyed by battle or card effect, you can banish this card from your GY instead.

This one is from the initial batch from CIBR, and it's kind of weird, because on paper it's not so bad. You protect from being targeted, and you have an in grave protection from destruction. Downside are the effect related to battle attacking have no business being here at all considering Kunquerry is a card, and this card doesn't protect itself from being targeted. And you'd rather set protocol or manifestation with it. It won't really help you to generate advantage either, so... It's a dud. Altergeist traps have effects in grave to banish themselves, I'd love for it to be more of a thing, with good ones.

**Altergeist Pixiel:**

Level 1 WIND

You can Tribute this card; excavate the top 3 cards of your Deck, add 1 excavated "Altergeist" card to your hand, also send the rest to the GY. You can only use this effect of "Altergeist Pixiel" once per turn.

ATK 100 / DEF 100

Okay, that's going to be a trend, so I'm going to get that out of the way immediately: a lot of the monsters aren't played because there's better to either normal summon or summon through faker. And this interesting effect on the paper isn't good, because first you have to get that on the field, tribute it in hope of getting an Altergeist card, and the rest is sent to the grave, which when you look at a typical decklist, doesn't really generate advantage. As a link 1 though, that would have been great.

**Altergeist Emulatelj:**

Continuous trap card

Special Summon this card as an Effect Monster (Spellcaster/LIGHT/Level 4/ATK 1400/DEF 1800). (This card is also still a Trap.) If Summoned this way, while it is in the Monster Zone, other "Altergeist" Traps you control cannot be destroyed by card effects, also neither player can target them with card effects.

Okay, that's one of the less bad ones, except it still isn't played. It summons itself from a free body, and give protection for both targeting and destruction... but not for itself. What? It *could* be somewhat better if it did, but even then, I'm not sure it'd be played. To make it a good one of, that's the card you'd give the activation effect of haunted rock, which would make a brick to draw, but a powerplay opening faker and marionetter turn one. Sadly, it isn't the case, and so this card goes to the shelf.

**Altergeist Kidolga:**

Link -2 ←↓ DARK

2 "Altergeist" Monsters

When another "Altergeist" monster inflicts battle damage to your opponent: You can target 1 monster in their GY; Special Summon it to your zone this card points to, but each turn, it cannot attack unless this card has already declared an attack that turn. If this card is destroyed by

battle: You can target 1 "Altergeist" card in your GY; add it to your hand.

ATK 1000

Look at this closely, for it is the textbook definition of unnecessary restrictions. Everything is so wrong with that. And I'd play if it floated the same way the other Altergeist did, just for the recovery, and that's to tell you how badly it's designed. First, it's another Altergeist that deal damage, fine, meluseek exist.

The summon effect have synergy with meluseek, as you can CL1 kidolga CL2 meluseek, and summon the monster you just sent. But you'd have to treat as an Altergeist Monster so it doesn't conflict with Multifaker, and you could then link it off. And lastly, it has to be destroyed by battle, which mean it doesn't work with protocol nor linking it, and you have to get to the battle to even think of generating advantage.

Even as a toolbox utility, it doesn't even hold the chance of a candle in the wind to Hexstia. How are you supposed to want to make this? For this one, so you can feel the difference, this is how the effect should have been to be considered good in what it's supposed to do:

When an "Altergeist" monster inflicts battle damage to your opponent: You can target 1 monster in their GY; Special Summon it to your zone this card points to, also treat it as an "Altergeist" monster. If this card is sent from the field to the GY: You can target 1 "Altergeist" card in your GY; add it to your hand. You can only use each effect of "Altergeist Kidolga" once per turn.

Well, compare the two, would you play *this*? I wanted it to be good, but it's not worth anything, sadly. Do yourself a favor and do this exercise mentally for most of the Altergeist cards that are not played, and you'll see why we don't talk about them.

Altergeist Ffinellag:

Level 2 Tuner DARK

Monsters your opponent controls cannot target "Altergeist" monsters you control for attacks, except "Altergeist Ffinellag", also your opponent cannot target "Altergeist" monsters you control with card effects, except "Altergeist Ffinellag".

ATK 0 / DEF 1000

Fitting name, it has quite the lag in relevancy compared to the rest of the archetype. That one is interesting in that it's our only tuner. No, it doesn't mean Needlefiber plays are a thing. Remember what I said about summoning from faker? There is literally no reason to summon this over meluseek, link into hexstia and search marionetter, then go into the above "combo" I described.

As for with camouflage, the battle protection effect has no business being here with kunquery being a card, and you'd want to see the target protection on the synchro, not the tuner you're going to use. You'd rather want to get value for specifically using it as a synchro material it, and a way to change it's level, because 3 from faker and 2 from this sure doesn't equal the level 6 of the synchro.

As a note, synchros are conceptually the next best thing to links considering how Altergeist works, but we'd need something justify the investment in it by generating advantage, and have more than one synchro. And considering how the below synchro is... payoff isn't good at all.

**Altergeist Dragvirion:**

Level 6 Synchro DARK

1 Tuner + 1 or more non-Tuner monsters

When a Special Summoned monster your opponent controls declares an attack: You can return 1 "Altergeist" monster you control to the hand; negate that attack. If this card is Tributed and sent to the GY: You can Special Summon it. You can only use each effect of "Altergeist Dragvirion" once per turn.

ATK 2200 / DEF 1200

Again, quite dragging us down. Same thing with camouflage and kunquery, and it even wants to do what silq usually does to control the battle, with a restriction that has no business being here. In one word, this card is redundant. The battle-oriented cards, quite of a trend for a control archetype come from the anime making it more aggressive, and only one card managed to do that properly. The effect to summon itself back is interesting, but its restriction makes it so it doesn't work when linking or sent for protocol. Ironically, this card is actually used in lair of darkness decks, being the only extra deck Altergeist monster to date whose materials are generic.

**Altergeist Haunted Rock:**

Continuous trap

If this card was Set by the effect of an "Altergeist" card, you can activate it the turn it was Set. When this card resolves, send 1 "Altergeist" monster from your hand to the GY. When your opponent activates a Trap Card: You can send 1 "Altergeist" monster from your hand to the GY; negate its effect, and if you do, destroy it. You can only use each effect of "Altergeist Haunted Rock" once per turn.

*Wow. This worthless!*

This, is half the reason I made this section to begin with. It has the most interesting effect, turn 1 play, on a card that I couldn't have possibly made worse myself. First, take a good look at the actual effect. It negates a trap card, not even effects as well. Now look at Hexstia. Now, would you set it based on its effect alone? I think it's not a stretch of the imagination to say this part alone is bad enough. But then you slap the effect to activate for turn 1 play. You think, well, maybe I can use for a powerplay.

And then, no matter how it resolves, you have to discard one Altergeist monster, otherwise you cannot even activate it. You've gone minus one just to activate the card. And you haven't done anything yet. Then, for a negate, another discard, and unlike with Hexstia, Altergeist monster do not generate advantage when sent from hand to grave. I tried to think about something positive to say to justify its use, but I can't to save my own life, and well, we can't find this card anywhere for a reason. Really, this effect was put on one of the worst cards possible. Hopefully you know see why this isn't playable. At all.

It makes good hands better, and bad hand worse. You do not want that in your deck.

#### Altergeist Failover:

Continuous trap card

If another card(s) you control is destroyed by an opponent's effect: You can Special Summon 1 "Altergeist" monster from your hand. You can banish this card from your GY, then target 1

"Altergeist" monster in your GY; add it to your hand. You can only use each effect of "Altergeist Failover" once per turn.

This one is in OCG castle. I doubt it'd imported anytime soon, and it wouldn't be used anyways. The card isn't much away from being playable though. The main problem is that you've got to both minus, and rely on your opponent to be able to summon from hand. It's a restriction that have no business being here.

Alternatively, it could summon from deck. An additional free special summon would be pretty good, even from hand, and the grave effect can have uses. Sadly, it *failed us*, too restrictive again. Also, as we joked when it came out, after the July banlist, it's actual footage of faker fighting with the banlist and eventually getting out.

#### Altergeist Fijialert:

Level 4 WATER

When an "Altergeist" Link Monster is Link Summoned to your field while this card is in your hand:

You can target 1 other Link Monster on the field; Special Summon this card to your zone that target points to, also that target is also treated as an "Altergeist" monster this turn. You can only use this effect of "Altergeist Fijialert" once per turn.

ATK 1400 / DEF 1200

Again with the unnecessary restrictions. It's fine to have a sea archiver like card, but it only does from hand. And how do you put correctly the arrows for that?

Take hexstia and banshee, move them around on a field, and tell me how you reliably do that. What it should have done is to summon itself next to the link of the summoned monster, and if special summoned, could make another monster on field geist. Then it could have been a one of, but sadly it won't.

### VIII) *If vs when, triggers, fast effects, and use vs activate*

And here we go with the gritty part. I want to go through the famous if and when, as well as triggers and fast effects. To explain that, here are a few definitions:

#### Spell speed (1 to 3):

-*Spell speed 1*: The slowest effects. They only can be placed as the Chain Link 1 most of the time, the only exceptions being trigger effects happening at the same time.

-*Spell speed 2*: While they're activated in answer to another effect most of the time, they can themselves start a chain as well.

*-Spell speed 3:* The fastest effects. You can only use another spell speed 3 effect to answer them. The only cards that are spell speed 3 are counter traps.

\*As a note, sometimes people use the unofficial term spell speed 4 to talk about effects that says they cannot be answered to. Super polymerization would be such a card.

**Trigger effects:**

They are always spell speed 1 unless specified otherwise, which mean they start a chain, and have the condition of activation that follow as “When/if [condition of activation]”.

**Fast effects:**

This is a term that encapsulate the total of all spell speed 2 and 3 effects, which are:

- Quick effects
- Traps effects (save for triggers)
- Quick spell

Do note that the term “quick effect” is specific to monsters to tell you their effect is spell speed 2, and therefore can build a chain, although they’re commonly used by players to mean fast effects. While said fast effects is just the sum of all the above.

In the case of “True Draco Apocalypse”, to refer to trigger on a trap card, it read as follow:

If this card is sent from the Spell & Trap Zone to the GY: You can target 1 monster on the field; destroy it. You cannot activate the following effects of "True Draco Apocalypse" in the same Chain. You can target 1 other "True Draco" or "True King" card you control; destroy it, and if you do, the ATK/DEF of all face-up monsters your opponent controls become half their current ATK/DEF (even if this card leaves the field). During your opponent's Main Phase, you can: Immediately after this effect resolves, Tribute Summon 1 "True Draco" or "True King" monster face-up. You can only use each effect of "True Draco Apocalypse" once per turn.

On this card, we can see one trigger, and two fast effects. The fast effects, while not mentioning it’s a “quick effect” (specific to monsters, remember?) by virtue of being trap effects, they’re spell speed 2, so can be chained.

However, the trigger effect, the first one, is a trigger effect, and can only be used as spell speed 1 (or higher if several triggers are activated simultaneously). You meet the condition, then start a new chain. So, despite trap effects being spell speed 2 by nature, a trigger effect, also on the same trap card, is not a fast effect. And per the definition above, the “if” on the text of the card is your clue.

Now, onto the distinction between the when and the if. Here’s a simple example:

When this card is destroyed: draw 1 card.  
If this card is destroyed: draw 1 card.

Both of these cards are triggers, but also behave differently. Let's say I build and resolve the above chain:

*Building:*

CL1 Upstart Goblin

CL2 Raigeki break

*Resolving:*

CL2 Raigeki break destroying

CL1 Upstart goblin making draw 1

Because the destroying is not the last thing that happened in the resolving of the chain, you cannot meet the condition of the "when" trigger, and therefore is unable to activate the effect.

Because the destroying that is the condition happened in the resolving of the chain, you met the condition of the "if" trigger, and therefore can activate the effect.

If destroying was the last thing to happen in the resolving of the chain, you would be able to activate the when effect. And this is where the idea of "missing the timing come from", since you missed the activation window. But that's if the effect is optional, and it's written through the text "*you can*". If the effect is mandatory, which means it *has* to activate, well, it does. For an example, cyber dragon core would be such a card:

When this card is Normal Summoned: Add 1 "Cyber" Spell/Trap from your Deck to your hand. If only your opponent controls a monster: You can banish this card from your GY; Special Summon 1 "Cyber Dragon" monster from your Deck. You can only use 1 "Cyber Dragon Core" effect per turn, and only once that turn. This card's name becomes "Cyber Dragon" while on the field or in the GY.

You can't see a "you can add...[...]" on the normal summon effect. Which mean the cyber dragon player that normal summon "cyber dragon core" *have* to activate the effect, the only exception being not having any valid target in the deck.

Is that clear enough? Well, buckle up, for *but wait, there's more!*

The term "resolving of the chain" is important here, because those actions happen when you resolve the chain, not when you build it. And it would need to be spell speed 2 to be able at all to build in the chain.

And guess what? Those exist. Those are "when" effects that specify they are "quick effects". And they are not trigger effects, but rather fast effects with specific activation requirements, because they happen during the building of the chain, and not them resolving, unlike the triggers. And you *all* know about those. The famous negates. Two examples below:

Solemn strike:

When a monster(s) would be Special Summoned, OR a monster effect is activated: Pay 1500 LP; negate the Summon or activation, and if you do, destroy that card.

Borreload Savage Dragon

1 Tuner + 1+ non-Tuner monsters

If this card is Synchro Summoned: You can equip 1 Link Monster from your GY to this card, and if you do, place Borrel Counters on this card equal to that Link Monster's Link Rating. This card gains ATK equal to half the ATK of the monster equipped to it by its effect.

When your opponent activates a card or effect (Quick Effect): You can remove 1 Borrel Counter from this card; negate the activation. You can only use this effect of "Borreload Savage Dragon" once per turn.

As I said, the important thing to distinguish them from regular triggers is that they're happening while building a chain, and are in practice fast effects with specific requirements. Because unlike something being destroyed which happen while *resolving* a chain, the action of *activating* happen when you build it. And if your goal is to negate, it wouldn't make sense for it to not be fast effects, since by design you wouldn't be able to chain to it.

There also is some "when" fast effect where the condition of activation happen during the resolving of the chain, like torrential tribute. Same thing with the "if" fast effects, and Droll & Lock bird is a good example of it, with a known case:

Droll & Lock Bird:

If a card(s) is added from the Main Deck to your opponent's hand, except during the Draw Phase (Quick Effect): You can send this card from your hand to the GY; for the rest of this turn, cards cannot be added from either player's Main Deck to the hand.

What it means in practice is by virtue of being a quick effect, in this case, when you meet the condition of activation, unlike the regular "if", is that you do not *have* to activate it directly as CL1 in the next chain since the locations in these two cases from where they're activated aren't public knowledge (hand, set). There is room, so to speak, to activate another fast effect.

If during the previous chain, the condition was met, you can activate the card in the next one, but by virtue of being a fast effect, it could be CL1 or CL8 of the said chain. That is the reason in this case the reincarnation droll handloop is a thing. And since the devil is in the detail, the "if" quick effects work differently in the ocg. But I'm not going to dive in this, rulings are confusing enough at it is.

Thirdly, you see sometimes "you can only use/activate this card effect's" once per turn.

The difference between these two means that if a card that says activate has it's *activation* negated, not the effect, you can activate another copy of the card. For the "use" term, even if the activation is negated, you cannot attempt to use it another time this turn.

And lastly, the famous once per turn. If a card says "Once per turn, you can [...]", like personal spoofing, and without the "you can only use/activate this effect of [card name] once per turn", it means you can use it once per copy per turn. Meaning if you have two copies on field, you get to activate it once per copy.

It's often called a "soft once per turn", or commonly shortened into "OPT".

Meanwhile, if the effect said "You can only activate this effect of [card name] once per turn", you would be able to use it only once per turn regardless of the number of copies you have. It's often called a "hard once per turn", or commonly shortened into "HOPT". Engage is (in)famous on this regard, having no restriction at all on the copies usable.

*Aaand this is all. Really took me a while to write, and thank you for reading to this part. Had to check rulings, see with friends and good players on various parts to write this, so I can't really put all the ones deserving credits for that, there's too many of you. Well, if you read this, you know who you are. Hopefully you have learned a few things. Remember, play it, and play other decks! Knowledge can only make you better at this children card game.*