



Name: Blessings of the Stars

Q: May I look at the cards that I put into my Energy?

A: No.

Q: Do Items and Spells on my field count as having a <<Celestial Wyvern>> on my field?

A: If the Item and/or Spell has the Celestial Wyvern attribute, yes.

Q: If this spell is fizzled when it is cast, may I cast another one?

A: Yes. If a spell is fizzled, its effect does not resolve. Therefore, you are not prevented from casting another Blessings of the Stars.



Name: Celestial Wyvern Nord

Q: May I summon the Finale Unit I search from my deck with this skill?

A: Yes.

Q: May I use this card's skill if it is in my Gate Master zone?

A: No. Unless otherwise stated, skills may only be triggered by cards on the field. Cards in the Gate Master zone are not field cards.



Name: Dragon Campfire

Q: May I cast this card if it is my only hand card?

A: Yes.

Q: May I cast this card more than once per turn?

A: Yes.



Name: Emerald Scales

Q: May I cast this card at any time?

A: No. You may only cast this card during an enemy attack.



Name: Giant Flare Wyvern.

Q: May I choose to NOT destroy the enemy unit in the center?

A: No. You must destroy it if possible.



Name: Gleaming Blade Wyvern

Q: What is "Crit"?

A: Crit is this unit's white number. It is how much damage it does to the enemy player when it attacks the enemy player.



Name: Glittering Sky Wyvern, Shining Star

Q: What is [Move]?

A: At the start of the Battle Phase, the turn player may move the card to a different legal field zone. The non-turn player then does the same with any cards with [Move] that they have.

Q: What is Defense?

A: Defense is this unit's Blue Number. It is how much damage it can take before being destroyed.



Name: Nord, Star Striker

Q: Why is this card sideways?

A: This is a Finale Unit. It is summoned during your End Phase. When summoned, your phase becomes the Battle Phase.

Q: May I summon this card if I do not have a Unit on my field?

A: No. You MUST pay the cost in full.

Q: What is [Penetrate]

A: [Penetrate] allows the card with penetrate to deal damage to the enemy Player equal to it's crit when it's attack destroys a Unit in the center.

Q: What is [Soulguard]

A: If a card has one or more cards placed underneath it, those cards are considered to be in the soul. When a card with [Soulguard] would leave the field, it may drop one of its soul cards instead of leaving the field.

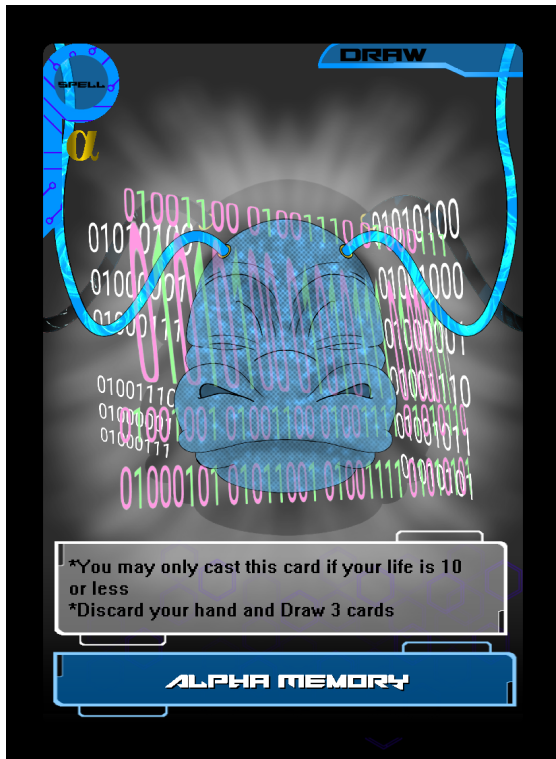




Name: Alpha Barrier

Q: May I cast this if one of my Units is being attacked?

A: No. You may only cast this if you are being attacked.



Name: Alpha Memory

Q: May I cast this card if it is my only hand card?

A: Yes.

Q: May I cast this card more than once per turn?

A: Yes.



Name: Beamsword Refraction

Q: Do I gain life if my attack is fizzled?

A: Yes.



Name: Ryujin Nightstriker Dragon

Q: May I place the card that I paid for this card's cost into this card's soul with this card's skill?

A: Yes. Pay costs before this card enters the field. Then Trigger it's enter skills.

Q: What is [Soulguard]?

A: If a card has one or more cards placed underneath it, those cards are considered to be in the soul. When a card with [Soulguard] would leave the field, it may drop one of its soul cards instead of leaving the field.



Name: Tamagear Aquirbus

Q: What is combine?

A: [Combine] is a [Use] skill that puts the [Combine] card from the field into the soul of another card on the field. [Combine] cannot be triggered if the target of the [Combine] has a card in it's soul with the same card name as the card using [Combine]. If [Combine] was fully written out in a card's text, it would look like this: "[Use]Choose a unit on your field that does not have a Soul card with the same name as this card. Put this from the field into the chosen unit's Soul."

Q: What is [Move]

A: At the start of the Battle Phase, the turn player may move the card to a different legal field zone. The non-turn player then does the same with any cards with [Move] that they have.



Name: Tamagear Metal Storm

NOTE: This card has gotten an errata. It no longer grants Defense.

Q: What is combine?

A: [Combine] is a [Use] skill that puts the [Combine] card from the field into the soul of another card on the field. [Combine] cannot be triggered if the target of the [Combine] has a card in it's soul with the same card name as the card using [Combine]. If [Combine] was fully written out in a card's text, it would look like this: "[Use]Choose a unit on your field that does not have a Soul card with the same name as this card. Put this from the field into the chosen unit's Soul.



Name: Warp Blast | Unstable Hax

Q: May I use this spell to Fizzle an enemy cast?

A: No. Firstly, this card doesn't have [Counter]. Secondly, this card can only destroy Spells that are [Set] on the field.



Name: Afterimage Technique

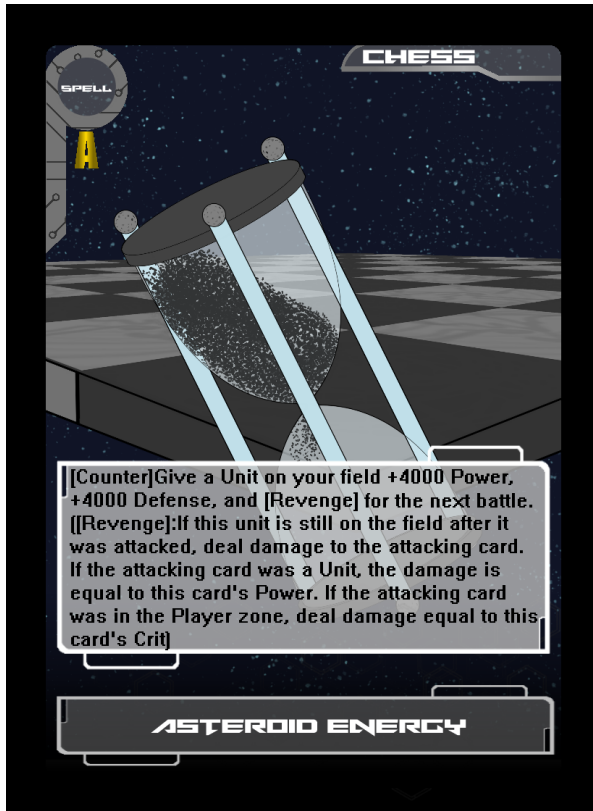
Q: Can this card cast itself from a soul?

A: No. You will need another skill to cast this from a soul. This card's soul cast skill only specifies what happens when it is cast from a soul. It does not allow you to cast it from a soul on it's own.

Q: If I fizzle my opponent's attacking card's attack, and if that attack has a "When this card attacks" skill, does the skill still trigger?

A: Yes. The on attack skill will still trigger. The attack was fizzled, not the skill.





Asteroid Energy

Q: In a link attack, does revenge deal damage to all attacking cards?

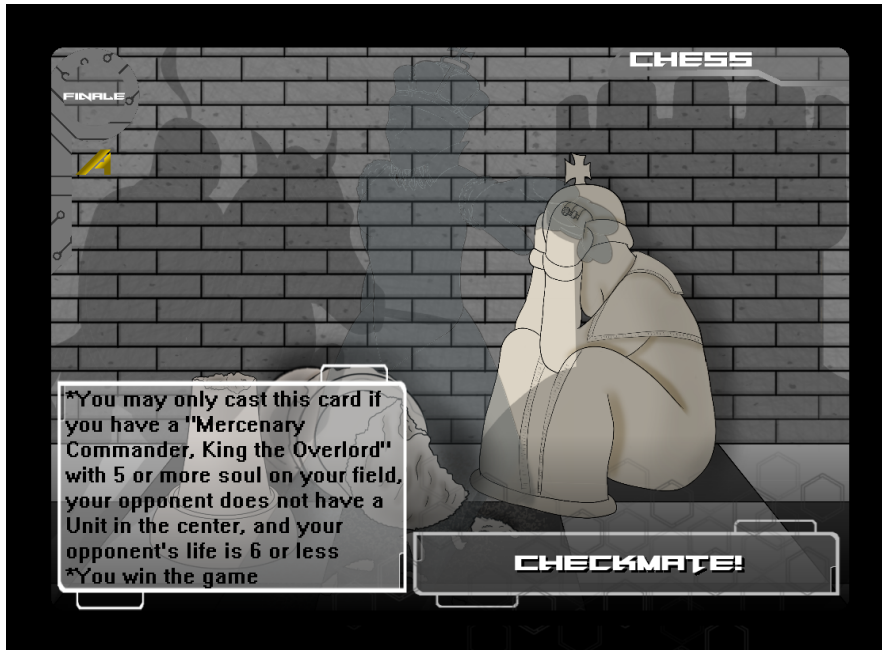
A: Yes.

Q: If my unit is attacked with 4000 Power and I cast this card. After the battle, how much damage does my attacked unit have?

A: It will have 0 damage on it after the battle. When a card loses defense, it also loses damage equal to that defense.

Q: If I cast Asteroid Energy and then I fizzle the attack, will [Revenge] still trigger?

A: Yes.



Check Mate

Q: Is the card in my Gate Master Zone on my field?

A: No. The Gate Master Zone is not part of the field.



Close but no cigar

Q: If my opponent counters my spell with this card, may I counter their Close but No Cigar with my own?

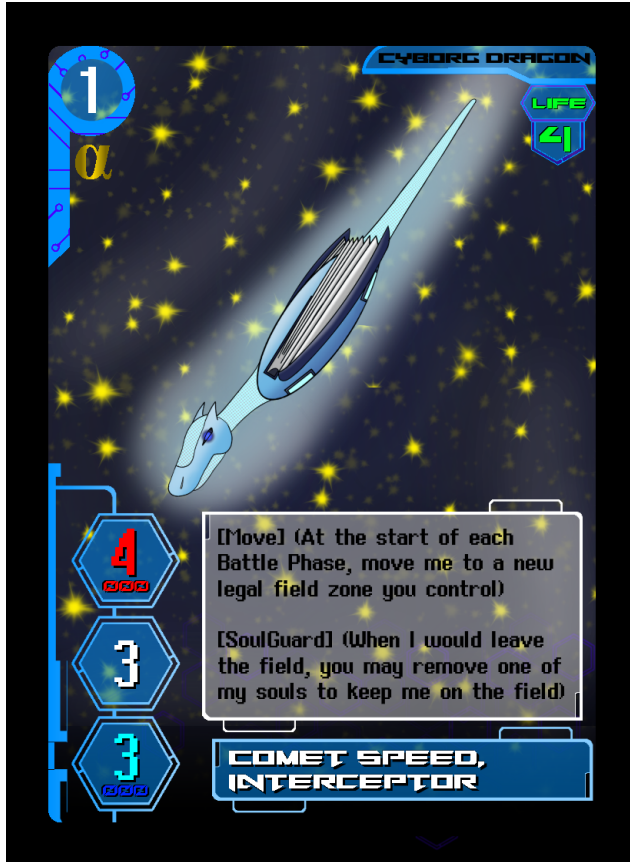
A: No. Each player may only have 1 card or skill in the stack at any given time.

Q: Does my opponent still pay the cost of the fizzled card?

A: Yes.

Q: Where does a fizzled spell go?

A: To the drop.



Comet Speed Interceptor

(NOTE: This card has received an errata from it's initial printing to fix an error in [Move] reminder text)



Cursed Herbologist Darkroot

Q: Does this card count as a <<Demon>>?

A: No. This card has the <<Wizard>> attribute, not <<Demon>>

Q: If I cast a spell with 0 Energy cost, do I gain 1 Energy?

A: No.



Deep Space Probe

Q: Do I shuffle my deck after casting this card?

A: No.

Q: If I don't have a unit on the field, what happens?

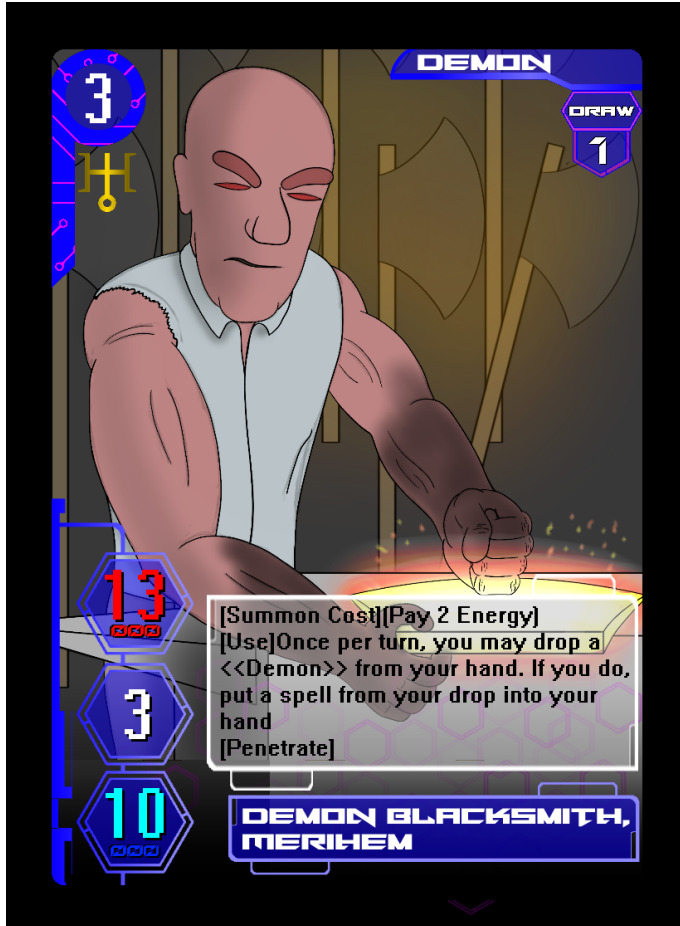
A: Two of the cards will go to the top of the deck instead of just 1.



Defense Matrix

Q: If I cannot fizzle the attack, may I still cast this card to gain 2 life?

A: Yes.



Demon Blacksmith, Merihem

Q: When does [Use] trigger?

A: During your main phase. Declare to use the skill.

Q: May I put Finale cards into my hand with this skill?

A: No.

Q: What is [Penetrate]?

A: [Penetrate] allows the card with penetrate to deal damage to the enemy Player equal to it's crit when it's attack destroys a Unit in the center.





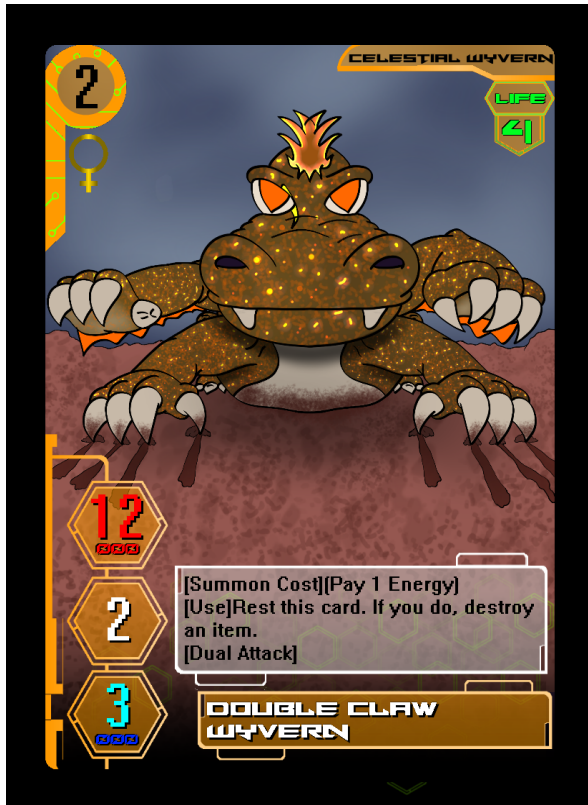
Demon Prince, Aamun

Q: Is this skill once per turn?

A: No

Q: May I return my opponent's card?

A: Yes. You may return any player's card.



Double Claw Wyvern

Q: What is [Dual Attack]?

A: Cards with dual attack stand after their first attack each turn.



Dragon Space Carrier, Altmaha

Q: When this card enters the field, if I have a Limit 1 unit on my field, may I put that limit 1 unit into the soul of Altmaha using Altmaha's skill?

A: No. You must resolve Rule Actions (such as overlimit field) before resolving skills.

Q: Will the card from my deck be face down?

A: Yes. But to trigger the face down card's skills, you will need to show it to your opponent to resolve it's skills.

Q: If my opponent tries to return this card to my hand after I play it but before I resolve this , may I SoulGuard to keep it on the field?

A: No. The cards enter the soul as part of this card's skill. Your opponent may respond with a Counter before this card's skill resolves.

Q:Do I search my Deck and Drop for a card of my choice?

A: Yes.



Electron Spirit Sword, Shinto

Q: May I use [SouGuard] to keep this card on the field when it destroys itself with its own skill?

A: Yes



Emergency Refuel

Q: Is this card shuffled into the deck?

A: No.



Fixin' for a tussle

Q: May I return my opponent's card?

A: Yes. You may return any player's card.



Frontier Doc, Ose

Q: If this card's enter skill is fizzled, will this card still be destroyed during the end phase?

A: No.

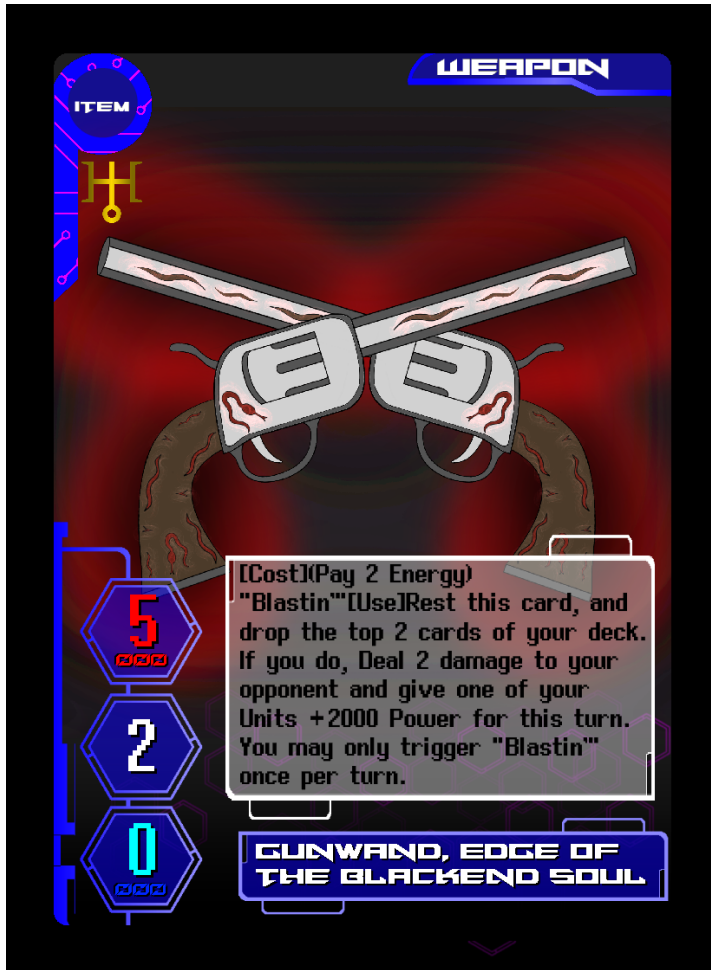


Gambit

Q: May I return my opponent's card?

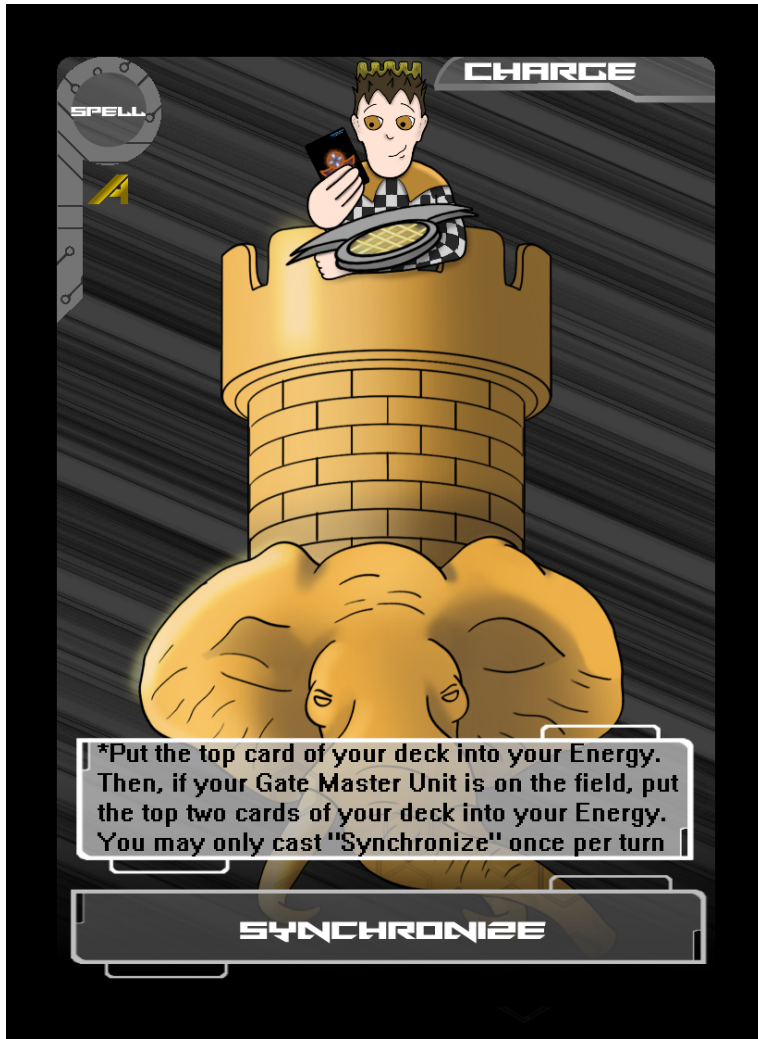
A: Yes. You may return any player's card.





Gunwand, Edge of the Blackened Soul

NOTE: This card has received an errata. It now has a named once per turn ability "Blastin"



Synchronize

Q: What is my Gate Master Unit?

A: A Gate Master Unit is a unit that shares a name with a card in your Gate Master Zone.



Grasshopper Shinobi, Ishikawa

Q: May I destroy any player's spell?

A: Yes.

Q: May I fizzle an enemy cast with this skill?

A: No.



Hidden Blade, Back-hand and Hidden Blade, Right-hand have both been given an errata to add [Counter] to the card's skill.



Iajutsu First Pose

Q: Does this card stay on the field after losing its Soul?

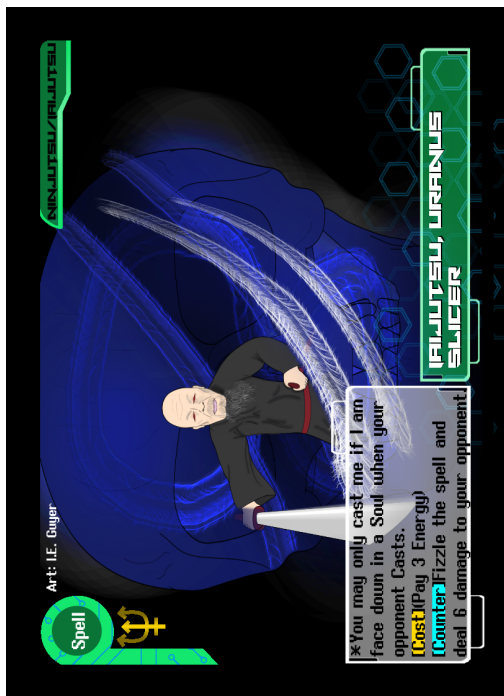
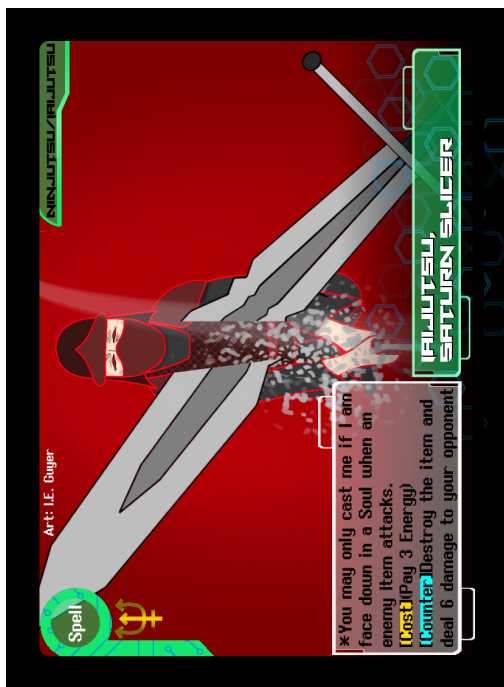
A: Yes

Q: Does this card do anything other than stay on the field after paying its cost?

A: No. This card has no skill beyond [Set]

Q: What is [Set]?

A: The Set zone is a zone where spells with the [Set] keyword are played. These spells or finales stay on the field in this zone. There may be any number of cards in this zone. Cards in the Set zone cannot attack and cannot be attacked. You may have more than one card in your set zone at a time.



Iajustu Saturn Slicer (and Iajustu Uranus Slicer)

Q: If my opponent's item leaves the field while it's attacking, is the attack canceled?

A: Yes

Q: Can I trigger this card's skill while it is in the deck or Energy?

A: No

NOTE: These cards received an errata in July 2022 to add the word "in soul" to their effect to make the ruling clear that these cards can only be used while face down in a soul.



Lightning Shinobi Hattori

Q: May I describe the card I wish to declare rather than reciting its name perfectly?

A: Yes. As long as both players understand which card you wish to declare, you may use any method to declare it.

Q: Does this card need to deal damage to a player to trigger its skill?

A: No. As long as it deals damage to any target, the skill will trigger.



Lone Star Shield

Q: What is a Link Attack?

A: The turn player may choose to Rest a standing card that can attack and declare it to be the attacker. The turn player may now choose any number of additional cards to rest. These cards are also considered to be attacking. Add the power and crit of all attacking cards together. This is referred to as a Link Attack.





Magical Hogtie

NOTE: This card has received an errata that prevents the card from being cast more than once per turn.



Mamushi Pit

Q: Does this card stay on the field after triggering its skill?

A: Yes

Q: May I reveal the face down card in Mamushi Pit's soul even if the summoned unit's Limit does not match the Soul's Limit?

A: Yes. The rest of the skill will not trigger

Q: If I place a Spell or Finale into this card's soul, may I still trigger Mamushi Pit's skill?

A: Yes, Spells, Items, and Finales are considered to have Limit 0

Q: If the destroyed unit has a skill that triggers when that unit enters the field, will that skill trigger?

A: No. Mamushi pit triggers when the unit is summoned, which resolves before the unit is considered to have entered the field.

Q: If the destroyed unit has a skill that triggers when that unit is summoned, will that skill trigger?

A: Yes. The destroyed unit is still considered to have been summoned. The summon was not fizzled, the summon card was just destroyed.



Mercenary Warden, Rook the Tusked Tower

NOTE: This card has received an errata only allowing one of it on the field at any time.



Mother of Space, Nebula

Q: Does the Gate Master Skill of the summoned card trigger?

A: Yes

Q: Is the summoned unit still considered to be my Gate Master?

A: No. Mother of Space, Nebula will be your Gate Master now.



North Fist, Nord Knuckle

Q: If a Limit 2 Celestial Wyvern attacks twice or more in one turn, will the Crit increase stack?

A: Yes.



North Fist, Rocket Knuckle

Q: May I trigger this skill more than once per turn?

A; Yes



Rodeo!!

NOTE: This card has received an errata that ends your turn after it is cast and it now costs 2 Energy.



Talisman Arts, Osaekomi

Q: If my opponent counters my spell with this card, may I counter their Close but No Cigar with my own?

A: No. Each player may only have 1 card or skill in the stack at any given time.

Q: Does my opponent still pay the cost of the fizzled card?

A: Yes.

Q: Where does a fizzled spell go?

A: To the drop.





Tamagear Cargohaul

Q: What is [Combine]?

A: [Combine] is a [Use] skill that puts the [Combine] card from the field into the soul of another card on the field. [Combine] cannot be triggered if the target of the [Combine] has a card in it's soul with the same card name as the card using [Combine]. If [Combine] was fully written out in a card's text, it would look like this: "[Use]Choose a unit on your field that does not have a Soul card with the same name as this card. Put this from the field into the chosen unit's Soul."

Q: What is [Dual Attack]?

A: Cards with dual attack stand after their first attack each turn.



Ultimate Incantation, Sunset Riders

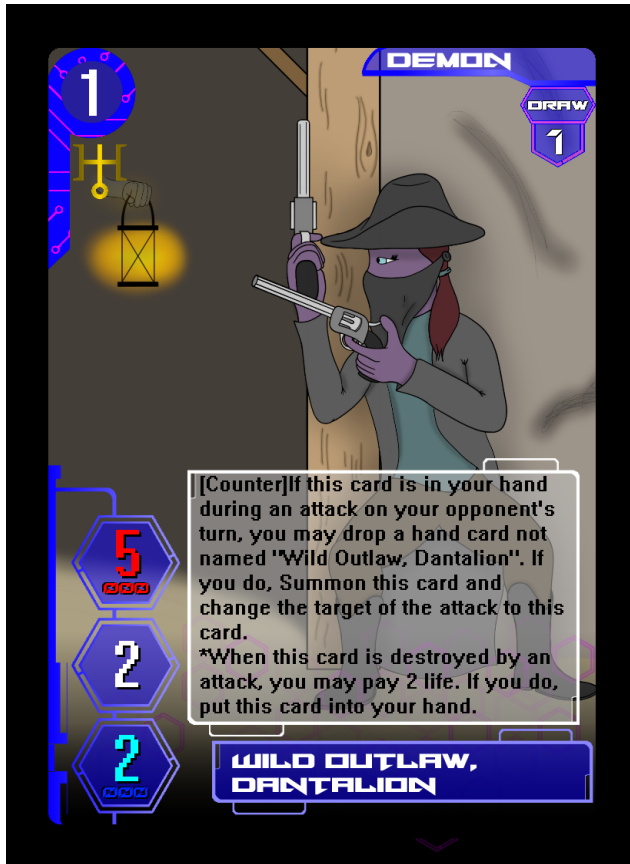
NOTE: This card has received an errata. You may now only cast this card during the opponent's turn and it's cost has been reduced.

Q: If I cast this during an attack at myself and summon a unit to the center is the attack fizzled or redirected to the monster in the center?

A: No. The attack target does not change.

Q: If my opponent is attacking a unit in my center and I summon a unit to my center, is the attack fizzled?

A: Yes. The attack target has left the field.



Wild Outlaw, Dantalion

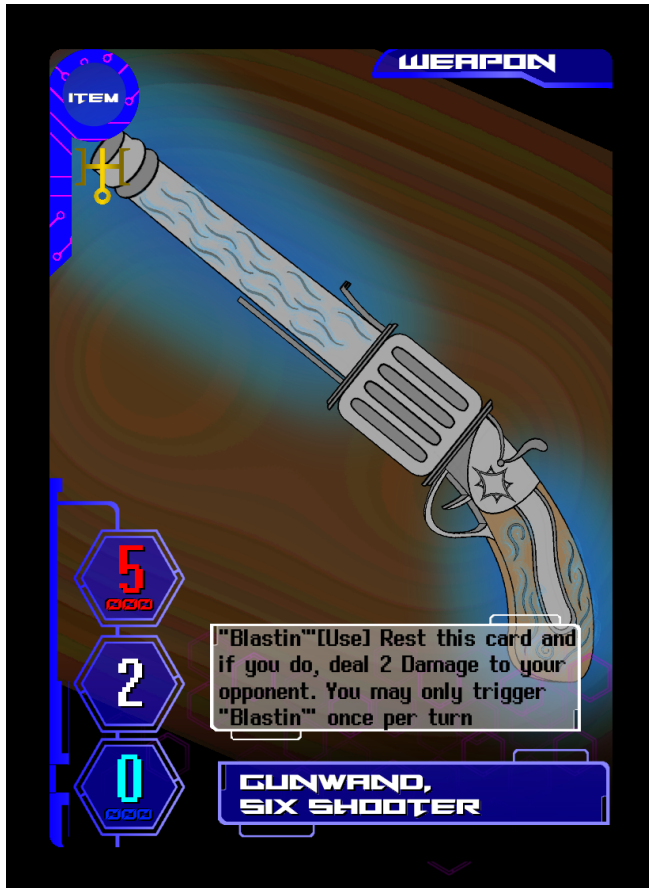
Note: This card has received an errata. The second skill now costs 2 life instead of 1.



Wise Shinobi, Kumawaka

Q: May I drop a soul from a card in my Gate Master Zone?

A: No. The Gate Master Zone is not part of your field.



Gunwand, Six Shooter

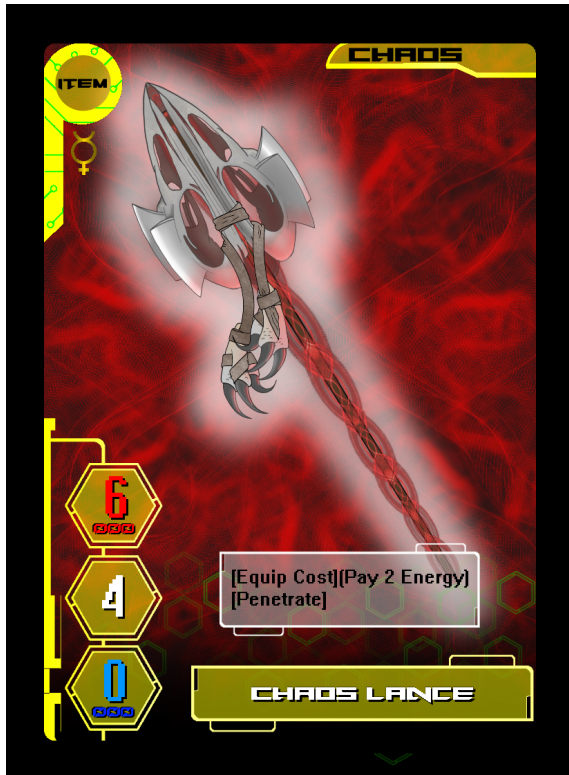
NOTE: This card has received an errata. You may now only use Gunwand Six Shooter once per turn.



Adrenaline Charge

Q: Does the Item need to be REST in order to gain the Crit?

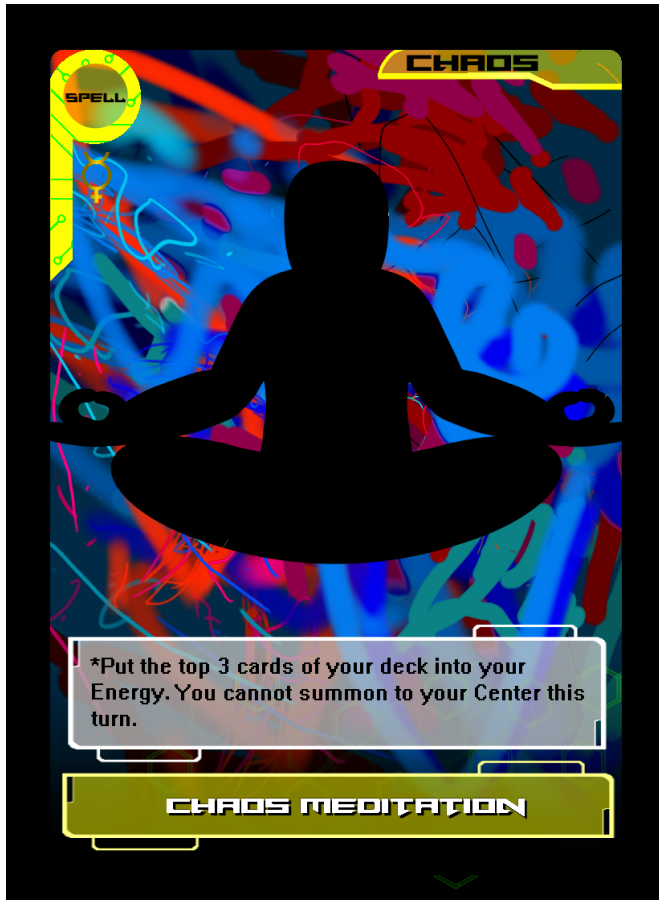
A: No. Resolve as much as you are able to.



Chaos Lance

Q: What is [Penetrate]?

A: [Penetrate] allows the card with penetrate to deal damage to the enemy Player equal to it's crit when it's attack destroys a Unit in the center.



Chaos Meditation

Q: May I cast this card if I have summoned to the center before casting this card?

A: Yes. You may only not summon to the center AFTER casting the card.





Corona Dragon Outcast

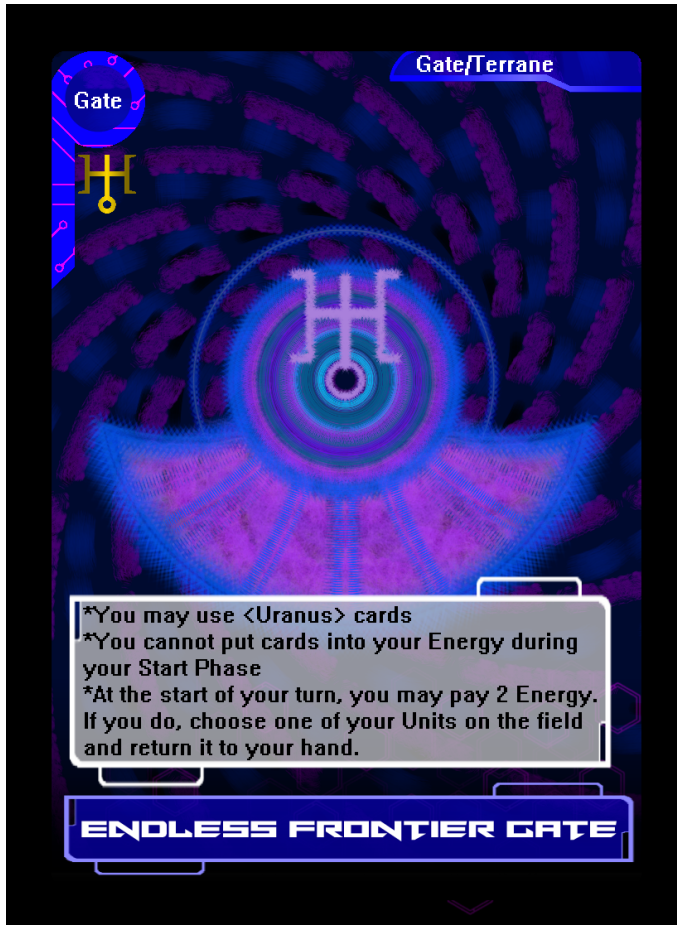
Q: How does this card trigger?

A: When you summon a Finale Unit, your turn becomes the Attack Phase. That is considered the "second Attack Phase". If you summon again, it will be considered the "third Attack Phase"



Endless Existence Mobius

NOTE: A card is considered to be your gate master if there is a card with the same name as it in your Gate Master Zone. (Not in the soul of a card in the Gate Master Zone).



Endless Frontier Gate

Q: May I perform the once per turn action at the start of my turn to put a card from my hand into the Energy to draw a new card?

A: No. That is specifically what this gate is preventing you from doing.



Freezing Night

Q: When I reduce a card's Defense, will damage be removed from the card?

A: Yes. If the card has damage, 4000 damage will be removed.



Future Remnant Pith Gear

Q: Are Battle Phase and Attack Phase the same phase?

A: Yes. They are synonyms.

Q: Does cast only prevent Spells from being played or Finales as well?

A: Cast refers to the playing of both Spells and Finales. Not Finale Units.



Future Remnant, Tyler

Q: Does this card still count as being destroyed?

A: Yes



Giga Mantis, Erya

Q: May I only trigger Radiation Blaze once per turn?

A: No. If you play multiple cards with Radiation Blaze in a single turn, all of them trigger.



Hiding in the Cacti, Daiichi

Q: May I only trigger Radiation Blaze once per turn?

A: No. If you play multiple cards with Radiation Blaze in a single turn, all of them trigger.





King of Beasts, Chernoble

Q: Does this card's skill destroy my own units?

A: Yes.

Q: What is [Soulguard]?

A: If a card has one or more cards placed underneath it, those cards are considered to be in the soul. When a card with [Soulguard] would leave the field, it may drop one of its soul cards instead of leaving the field.

Q: What is [Dual Attack]?

A: Cards with dual attack stand after their first attack each turn.



Law of the Wild

Q: What is [Penetrate]?

A: [Penetrate] allows the card with penetrate to deal damage to the enemy Player equal to it's crit when it's attack destroys a Unit in the center.

Q: What is a <<Danger Beast>>?

A: Words in <<>> are attributes. For example, Law of the Wild has the <<Chaos>> attribute.



Library Assistant Dustina

Q: Does this give me energy when I play a Unit?

A: No. This will only reduce the amount of Energy you need to pay. This will be listed in [Cost]().

Q: Does this let me pay less for abilities that trigger when a card is played?

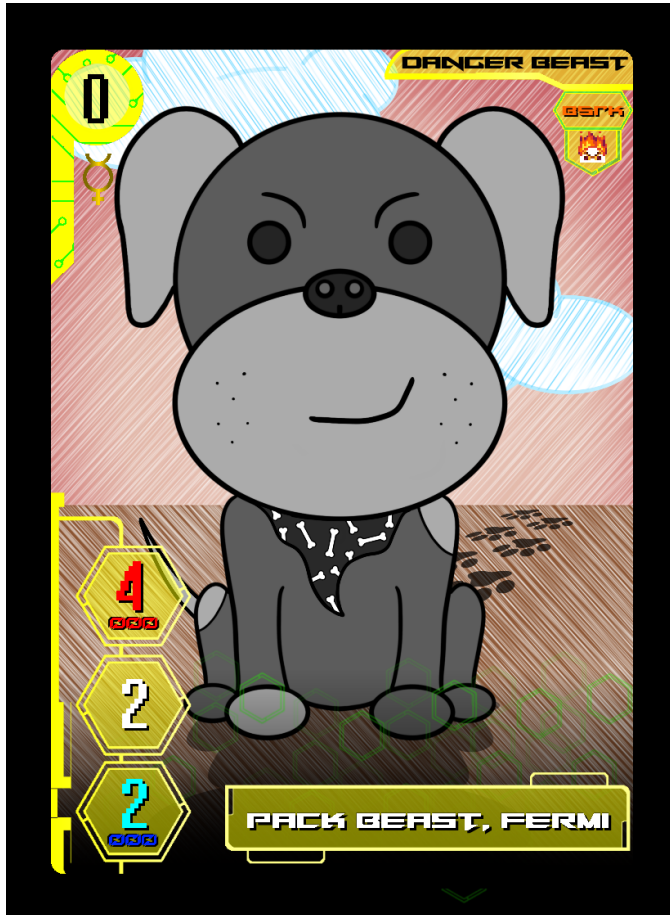
A: No. This will only reduce the amount of Energy you need to pay. This will be listed in [Cost]().



Nord Epoch

Q: May I search for a Finale Unit with this card?

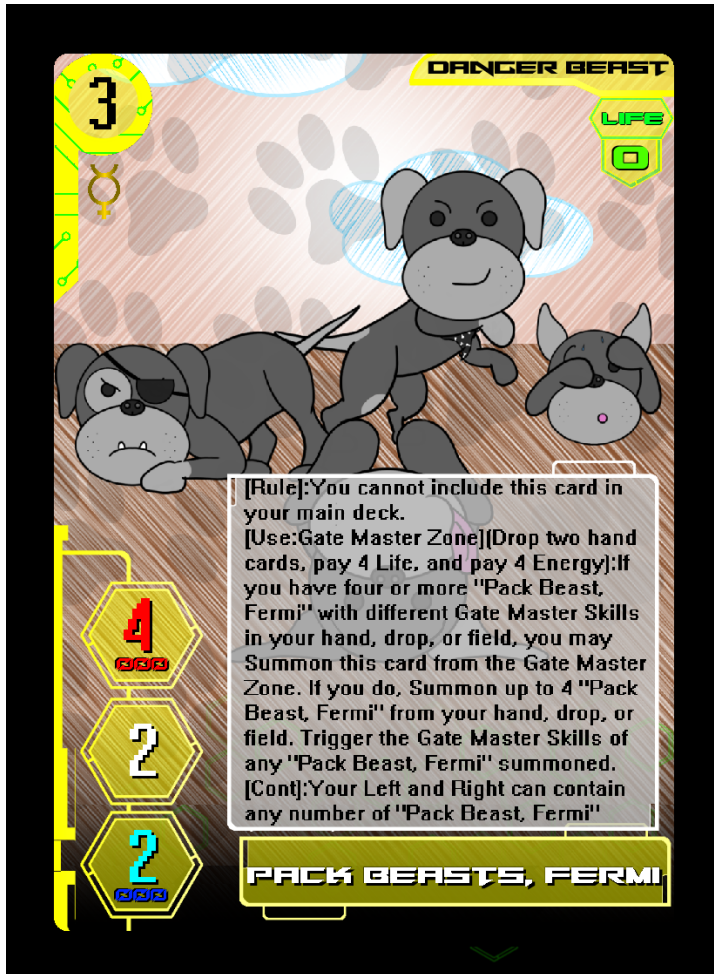
A: Yes.



Pack Beast, Fermi

Q: There are 4 different versions of this card. May I run 4 of each?

A: No. Despite having different effects, you may only play a total of 4 cards with the name "Pack Beast, Fermi" in your deck.



Pack Beasts Fermi

Q: I cannot put this card in my main deck, may I put it in my side board?

A: Yes, but it cannot go from the side board to the main deck. I may go from the side board to the Gate Master Zone however.



Polaris Crag Gate

Q: Does this card's skill allow me to have 2 limit 2's on the board.

A: Yes

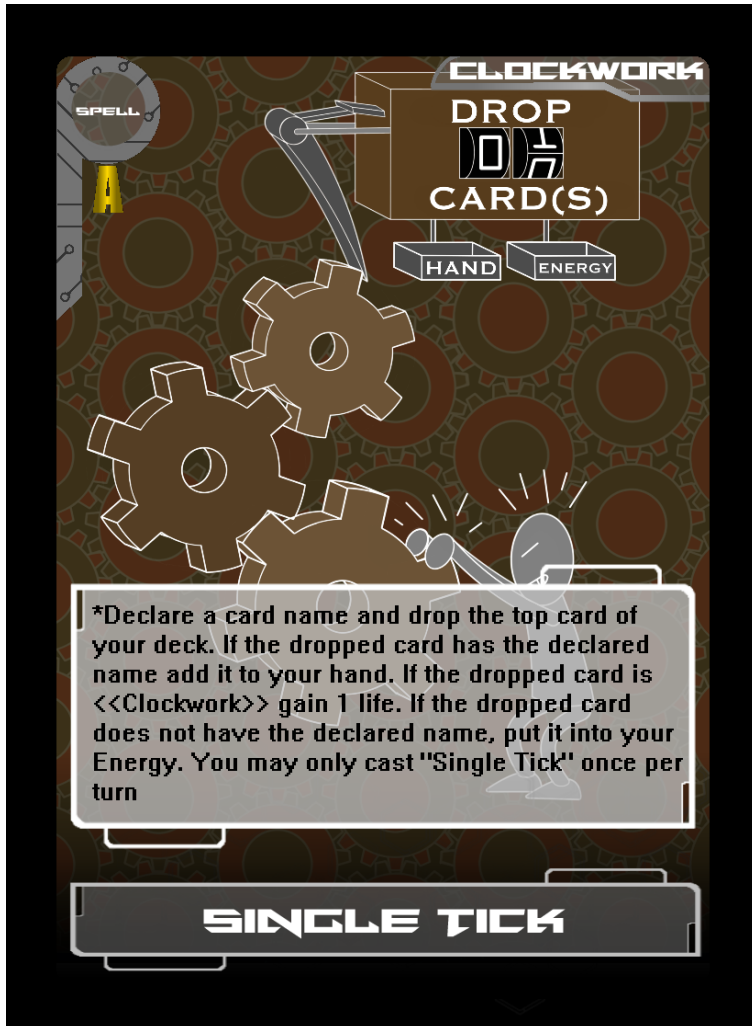


Silicon Forest Gate

Q: What is the procedure for looking at my opponent's hand?

A: Your opponent will hand you their hand. You will be able to inspect those cards. When you are done, return the cards to your opponent. You cannot look at them again until another ability allows you to do so.





Single Tick

Q: What if I do not know the exact name of the card I want to declare.

A: You may describe the card to your opponent. As long as both players understand which card is being declared, the exact name does not need to be said.

Q: May I declare the name of a card not in my deck.

A: Yes.



Universe Dragon Carrier, Genesis

NOTE: This card has gotten an Errata. It's skill is now once per turn.

Q: If my opponent tries to return this card to my hand after I play it, may I SoulGuard to keep it on the field?

A: Yes. Since the card has entered the soul as part of the cost, you may use it to prevent this card from leaving the field.



2D Magician Blast

Q: How does flipping a coin work

A: you and your opponent may decide on any 50/50 method for determining the coin flip outcome. If the two players cannot agree on a method, you will roll a die. 1-3 is tails, 4-6 is heads.



Amalgam Vampire, Azazoth

Q: Is dealing 0 damage still considered to deal damage?

A: No



Azazoth, Consuming Essence

Q: Is this card's enter skill optional?

A: No. When this enters the field, if there is a target on the field, it will be destroyed.



Azazoth, Lost History

Q: Does my opponent mill 2 more cards for each Unit milled?

A: No. They will only mill an additional 2 regardless of the number of Units milled.



Corpse Cave Gate

Q: When does "Start of Game" abilities trigger

A: They will trigger after all other set up including mulligans and energy placement has occurred.

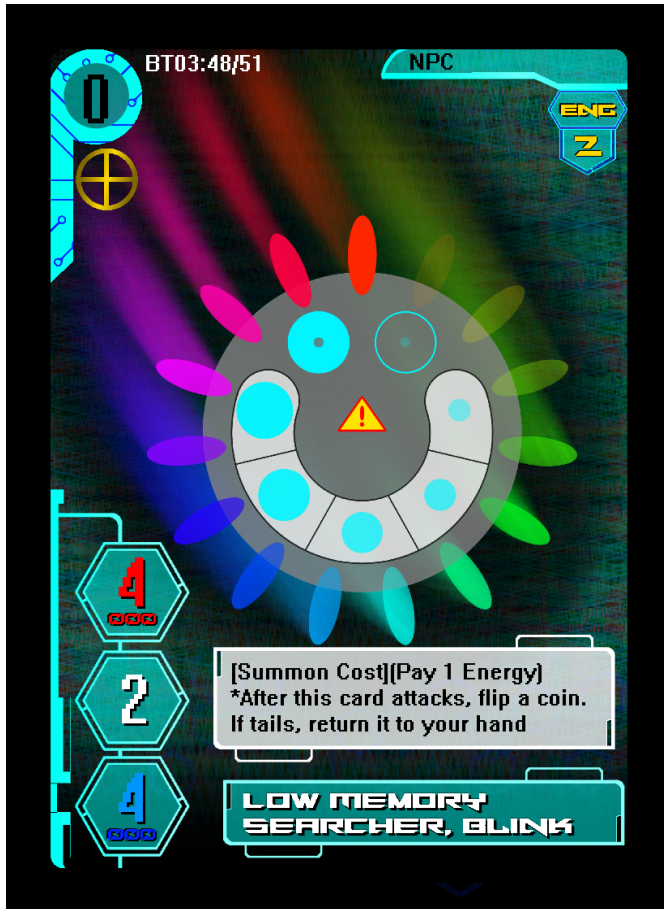


Hypnosis Gaze

Q: Can I rest a unit that is currently attacking to prevent it from attacking?

A: No. You would need to rest the card before it attacks to prevent it from attacking this turn.





Low Memory Searcher, Blink

Q: Is this card's ability optional?

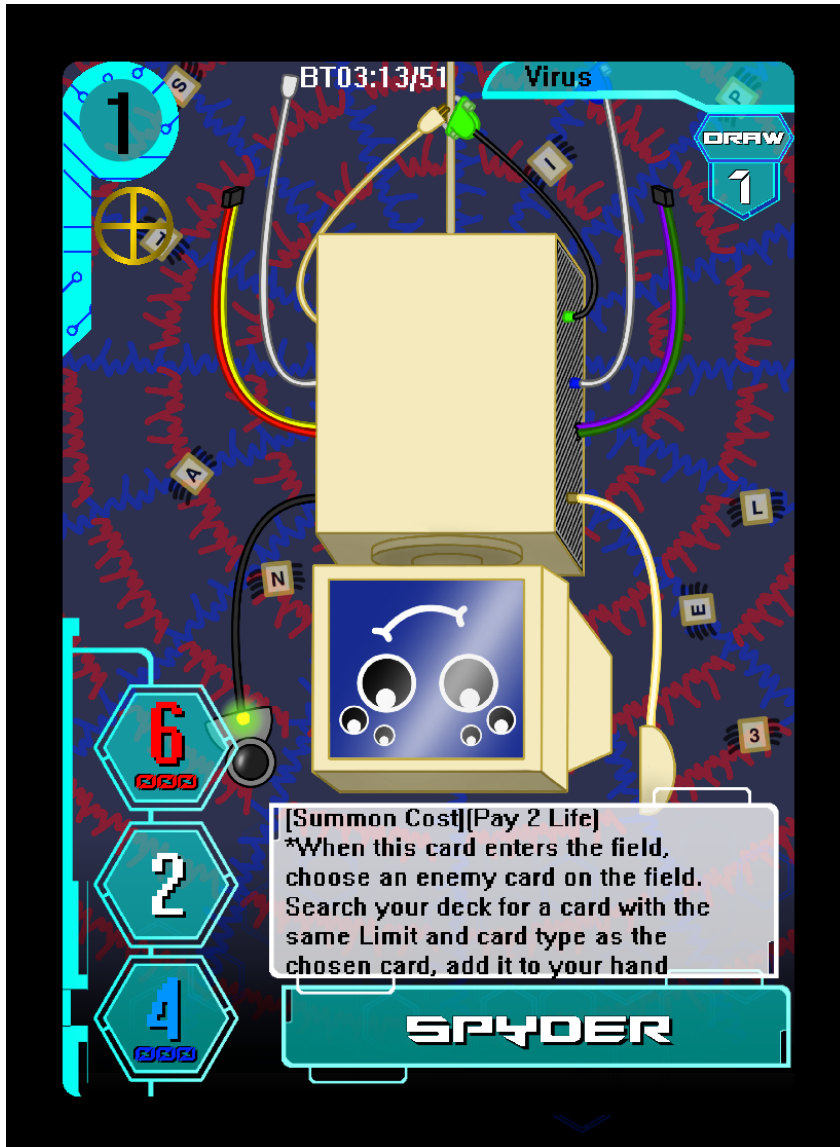
A: No.



Morris Wurm

Q: If I summon a unit to my opponent's center that already has a unit, does the previous unit get removed?

A: Yes. The oldest card will be removed and sent to the drop.



Spyder

Q: If I choose a card with no limit, can I still search for it? Example, an Item.

A: Yes. If a card does not have a printed limit, it's printed limit is considered to be 0.



Superhighway Speedster

Q: What is Dual Attack?

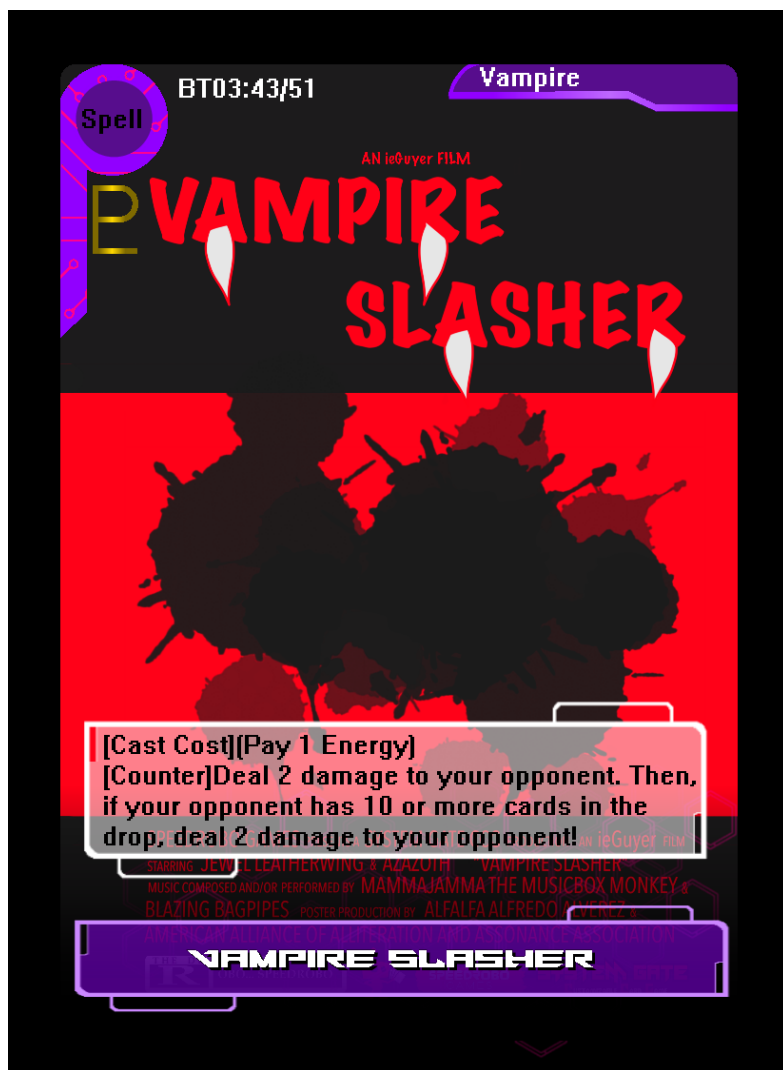
A: Cards with dual attack stand after their first attack each turn.



Vampire Librarian

Q: Is this skill optional?

A: No



Vampire Slasher

Q: If I use this skill while Amalgam Vampire, Azazoth is on the field and I choose to trigger Azazoth's skill for the first damage dealt with this card and the amount of cards in the opponent's drop becomes 10 due to the first mill will this card's second instance of damage trigger?

A: No. A card skill must fully resolve before any other card skills trigger. This card will check for all of it's conditions before any other skills trigger. If there were 10 or more cards in the drop when you did cast this spell, you may still make both, one, or neither instances of damage 0 in order to trigger Azazoth's mill skill.



Metal Detector

Q: Do I have to show my opponent the card I search for?

A: Yes. When you search for a card with any specific attribute you will need to prove to your opponent that the searched card has the required attribute.



Demon Cat Ardra

Note: This card has received an errata. You may now only use 8 of this card in your deck.

Q: If this card is returned to my hand, will I search for another Ardra?

A: Yes. If this card leaves the field for any reason you will search.

Q: May I have 8 of this card in my main deck, 0 in my side board, and 1 in my Gate Master zone?

A: Yes





Failed Stealth Check

Q: If I am able to look at my opponent's hand while casting this card, is the card still chosen at random?

A: Yes

Q: If I summon the unit to a zone with a unit on it, do I choose which unit in the overloaded zone to send to the drop?

A: No. The oldest card in the zone will be sent to the drop.

Q: If I summon the unit to an open field zone, but the opponent's field is now over limit, do I choose which units to drop?

A: No. The player who owns the cards and owns the field zone will choose which over limit units to remove.



Forest Fire

Q: Will this card destroy my units and my opponent's units?

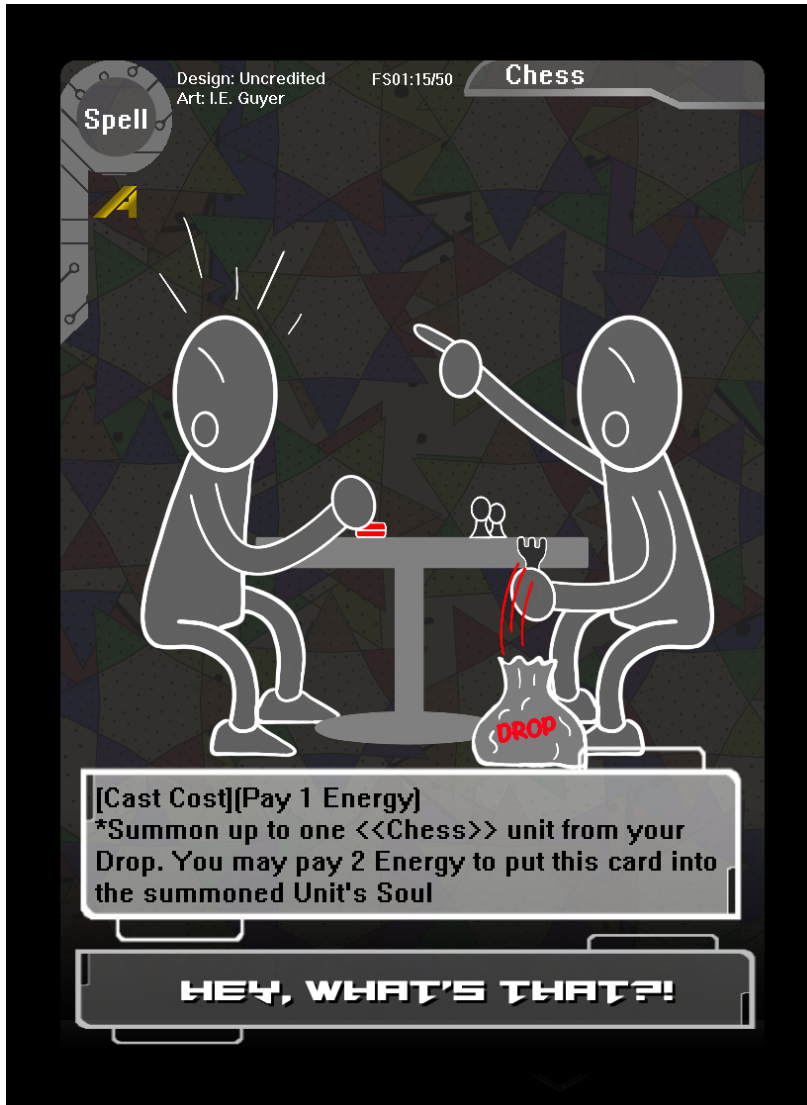
A: yes



Hero of Ruin Raika

Q: Will the soul from this card go into the soul of the card that is summoned by this card's skill?

A: No. When a card is put into the soul from the field it leaves the field. When a card leaves the field it loses it's souls. This card will lose all of it's soul when it goes into the soul and it's souls will not be transferred to the soul of the new card. This card's soul will be dropped.



Hey, what's that?!

Q: Will I have to pay a total of 3 energy to summon and add this card to the soul?

A: Yes. You will need to pay the [Cast Cost] of 1 Energy and then you will need to pay the 2 Energy in the skill to add this card to the summoned unit's soul.



I'm Late!

Q: May I Energize and draw during the next two turns after I cast this card?

A: You may carry out the game action of putting a card from your hand into your energy during your start phase, but you will not draw a card for executing this action.



Impatient Verdict

Q: If I reveal 1 unit and 1 non-unit, do both cards go to my hand?

A: Yes.



Painter Bear

Q: What does that Icon say?

A: Artemancy



Pen of Traitors

Q: What is the NOTE text?

A: This text is just to remind players what [Penetrate] does.

Q: When this card link attacks with a unit that has 2 crit at the opponent's center unit and the attack deals damage and destroys the enemy center unit, will I deal 2 damage to the opponent's life points?

A: No.





Sleepover Party Time

Q: How does this card work? Do I have to actually provide my opponent with refreshment?

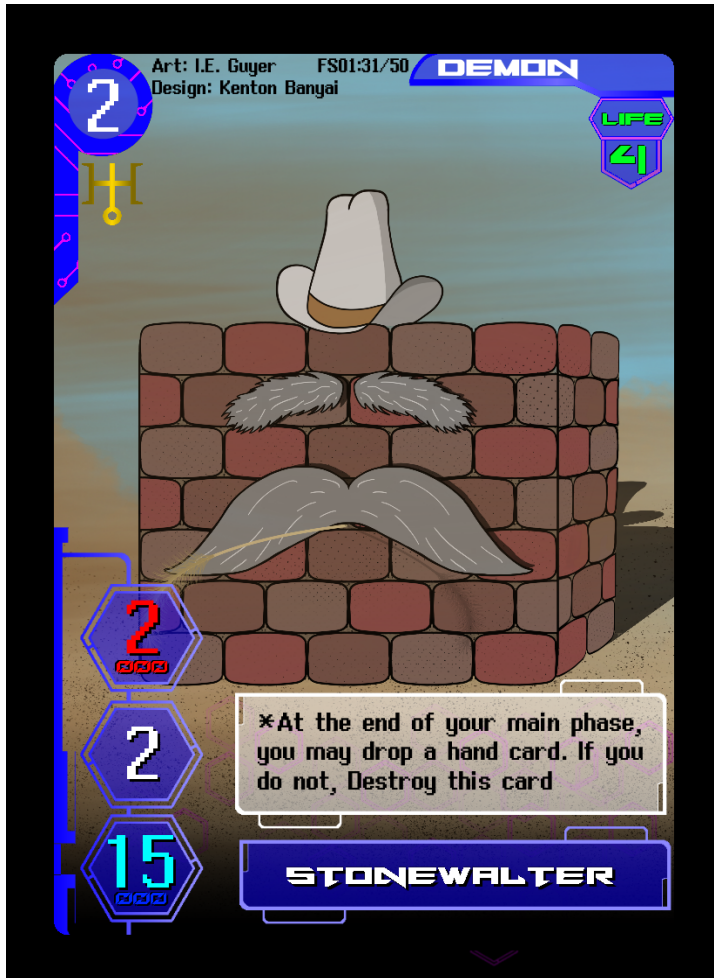
A: You merely need to offer your opponent a soda. Such as by asking "Do you want a soda?" If your opponent says "Yes" you will both gain 3 Energy. If your opponent says "No" you will both gain 2. The card skill is now considered to be resolved. You do not need to actually purchase the soda. You may do so if you want.



Soul Eater

Q: If I summon Soul Eater to the left, will it destroy itself?

A: Yes



Stone Walter

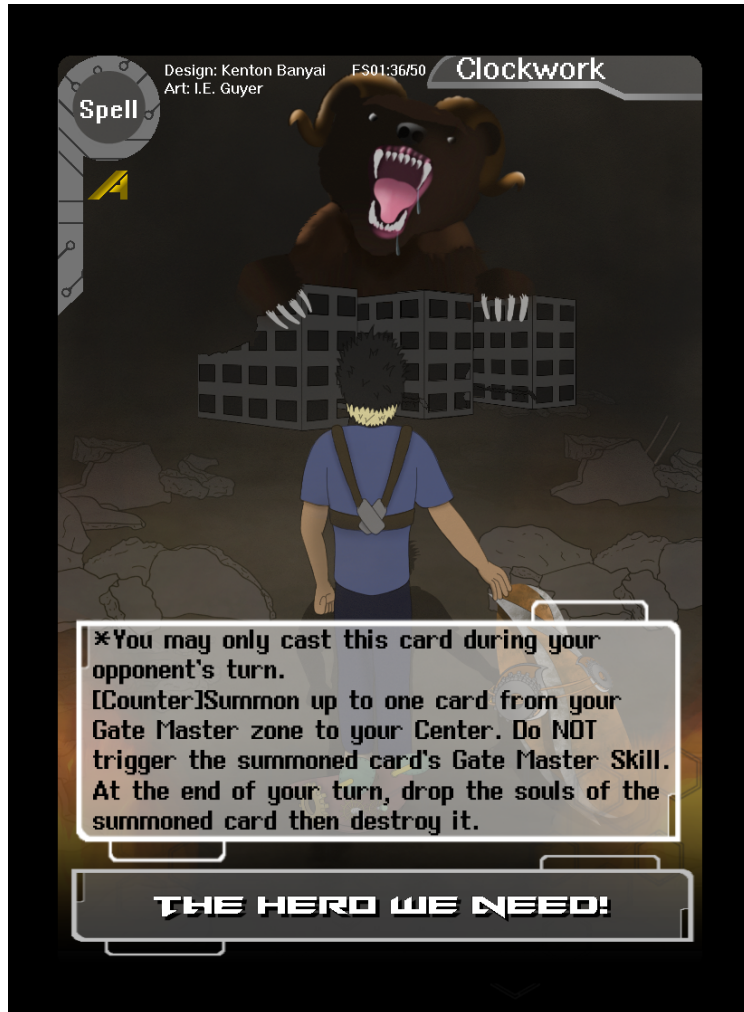
NOTE: This card has an errata. It's skill now triggers during the end of your main phase and it's power is 2000 instead of 4000.



Tactical Knight, Leonus

Q: May I summon this card from my hand using it's [Counter] skill when my opponent Casts a finale?

A: yes. Casting a finale or casting a spell is still a cast.



The Hero We Need!

NOTE: This card has gotten an errata. Now you may only cast it during the opponent's turn.



Top Dog, Fermi

Q: What happens to the other cards that I revealed?

A: They will be shuffled back into the deck.



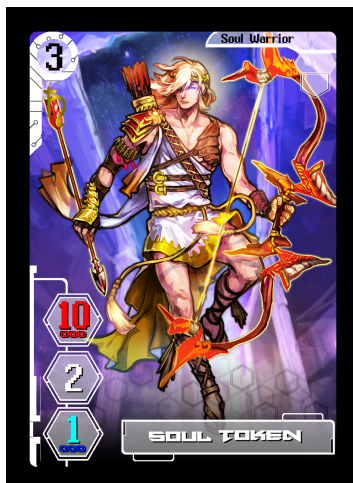
Arms of the Empress, Excalibur

Q: May I include or put this card into the sidebar?

A: No. This card may only be the Gate Master.

Q: What is a Soul Token

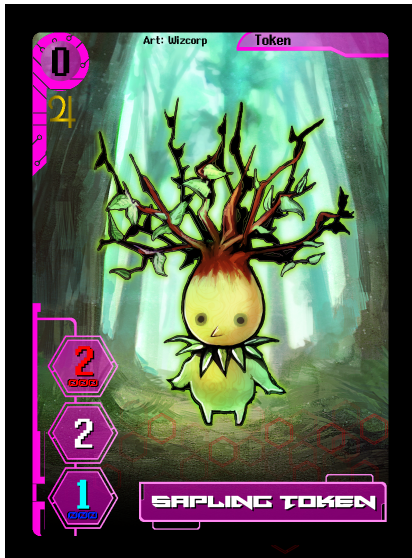
A:





Gigantree Garden Gate

Q: What is a "Sapling Token"



A:





Valley of Souls Gate

Q: If I already have a Unit on my field, may I summon another unit?

A: Yes. One of them must leave the field at the moment of summoning.

Q: Does this card become an Item?

A: No. It is still a Gate and only a Gate. It can attack. Its rules of attacking are the same as if it were an Item card without actually being an Item card.

Q: Does this card Stand during the Start Phase?

A: Yes.



Gigantree Queen, Bonnie

Q: How does [Set] work?

A: When you summon the unit, you will place it into your Set Zone rather than your Left, Right, Or Center. Your Set zone can have any number of cards in it, but it is still a field zone. While in the Set zone, the unit cannot attack, be attacked, and it does not consume Limit.



Stroke Tiger

NOTE: This card has received an errata. It no longer generates life and only deals damage.



Firewall gate

NOTE: This card has been errata. Your opponent gets both Life and Energy when the coin flips tails.



Ultimate Recipe, Infinijita

Q: Can I summon this card from my Gate Master Zone without having a copy of it in my hand?

A: No. You must always properly master summon by following the rules of a Master Summon unless another skill CLEARLY states that you summon a card from your Gate Master Zone.

(See 4.8.3 in the rules) Ultimate recipe, Infinijita does not have a skill that allows it to summon itself from the Gate Master Zone as you can see by reading the card.

