

# 41 - Who Will Use It? The Anti-Lost Weapon!

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(Please feel free to edit the speaker names if incomplete or inaccurate. Names are handled on a best-effort basis depending on the info on the source file. Dialogue is left as is.)

**[01:30]** ---

This is sudden,  
but this is our story so far!

**[01:32]** ---

Subaru and Vile Ranma  
clashed in the semi-finals.

**[01:36]** ---

Subaru desperately tried to convince  
Vile Ranma to go back to being Yuga's friend.

**[01:40]** ---

But Vile Ranma wouldn't listen.

**[01:43]** ---

Be amazed!

**[01:44]** ---

Be shaken to your core!

**[01:46]** ---

The time has come for the end of all things!

**[01:48]** ---

I call Vile Demonic Husk Deity Dragon,  
Vanity End Destroyer to the center!

**[01:54]** ---

That wasn't all.

**[01:55]** ---

Together with Destroyer, who  
had achieved his final evolution,

**[01:58]** ---

Vile Ranma inflicted massive damage on  
Subaru and went on to the final round.

**[02:06]** ---

What do you mean, no visitors?

**[02:08]** ---

Does that mean we can't see Subaru?

**[02:10]** ---

Is he that unwell?

**[02:12]** ---

No, he's doing very well.

**[02:14]** ---

In that case, it's weird  
that we can't see him.

**[02:16]** ---

What in the world happened?

**[02:17]** ---

According to the doctor, there's a significant  
disruption to his long-term memory.

**[02:24]** ---

Nobody knows when his  
condition will improve.

**[02:28]** ---

Puzzling, puzzling.  
How could this happen?

**[02:30]** ---

Is it because he faced  
Destroyer in a Buddyfight?

**[02:32]** ---

That seems greatly plausible.

**[02:34]** ---

What is the cause?

**[02:36]** ---

They're still looking into it.

**[02:38]** ---

In any case... If he saw you in his current condition,  
we have no idea what might happen.

**[02:43]** ---

So please, head home for today.

**[02:50]** ---

Who will use it? The Anti-Lost Weapon!

**[02:53]** ---

I wish I had a nice idea  
that could cheer Subaru up.

**[02:57]** ---

What are some things that  
Mister Hoshiyomi enjoys?

**[02:59]** ---

They call him the Ace of Study,  
so perhaps he would enjoy studying.

**[03:04]** ---

His main hobby is star-gazing,  
so maybe some star-themed jewelry?

**[03:08]** ---

I don't know if a boy would appreciate receiving jewelry.

**[03:11]** ---

Good point.

**[03:12]** ---

Yuga, please help us think of things that Subaru would like?

**[03:17]** ---

Something that Subaru likes...

**[03:23]** ---

Oh! I know!

**[03:25]** ---

I just thought of something great!

**[03:26]** ---

Really? What is it?

**[03:28]** ---

Well, you see...

**[03:55]** ---

Is that true?

**[03:56]** ---

Yeah.

**[03:58]** ---

The monster DNA we recovered from the wreckage of that bridge...

**[04:02]** ---

Apparently it matches the data from the Lostrizer card.

**[04:06]** ---

That means it's now possible to arrest Destroyer.

**[04:11]** ---

Light!

**[04:19]** ---

Commissioner Tasuku!

**[04:24]** ---

Let me use the Anti-Lost Weapon!

**[04:27]** ---

No. This weapon will be used by...

**[04:28]** ---

Yuga and Garga, right?

**[04:30]** ---

Those two can't do it.

**[04:32]** ---

Never mind Garga, Yuga is too kind!

**[04:35]** ---

I'm not going to ask for Yuga's help.

**[04:39]** ---

This Anti-Lost Weapon  
will be used by Garga,

**[04:42]** ---

the only being who has experienced  
combat against Destroyer in the past.

**[04:46]** ---

But!

**[04:47]** ---

There are several things that  
we adults should do for children.

**[04:51]** ---

We should give them the opportunity to have  
fun and enjoy themselves in the present.

**[04:55]** ---

We should show them a future full of hope.

**[04:58]** ---

And no matter what the reason may be,  
we should never draw children into combat.

**[05:07]** ---

That's why I won't let Yuga  
use the Anti-Lost Weapon.

**[05:10]** ---

Light, the same goes for you.

**[05:37]** ---

Light. Why are you so obsessed  
with facing Destroyer in combat?

**[05:43]** ---

It's the only way to show  
him how strong I really am.

**[05:46]** ---

When you say him,  
do you mean your father?

**[05:58]** ---

Do you want the Anti-Lost  
Weapon that badly?

**[06:02]** ---

Then how about this?

**[06:04]** ---

Why don't we settle this with a Buddyfight.

**[06:06]** ---

What?

**[06:07]** ---

If you win the Buddyfight,  
the Anti-Lost Weapon is yours.

**[06:13]** ---

Okay!

**[06:14]** ---

This is sudden, but let me commentate!

**[06:17]** ---

This match is a private Buddyfight between  
Commissioner Tasuku and Light, so Ion won't be showing up.

**[06:21]** ---

Takokichi won't be showing up either!

**[06:23]** ---

And so I will be in charge of  
giving you live commentary!

**[06:27]** ---

A black curse has foretold of our victory.

**[06:30]** ---

Luminize!

**[06:33]** ---

Cursed Knights!

**[06:38]** ---

Gather!

**[06:40]** ---

Future dragons soaring the galaxy!

**[06:42]** ---

Luminize!

**[06:43]** ---

Future Dragoner!

**[06:45]** ---

Buddy...fight!

**[06:47]** ---

Raise the flag!

**[06:49]** ---

Darkness Dragon World!

**[06:51]** ---

Star Dragon World.

**[06:54]** ---

Black Dragon Knight, Geil!

**[06:58]** ---

Star Dragoner, Jackknife!

**[07:03]** ---

Draw. Charge and draw.

**[07:05]** ---

I cast. Sentence of Curse.

**[07:19]** ---

That is a cursed puzzle.

**[07:21]** ---

From this moment on, I'm going to use all kinds of card effects  
to place cards in your deck under that flag, Commissioner.

**[07:28]** ---

When the number of cards hits fifteen,  
the cursed puzzle will be complete.

**[07:32]** ---

And I'll win this Buddyfight.

**[07:35]** ---

As expected, he's using  
that set spell again.

**[07:37]** ---

We anticipated this...  
but we mustn't let down our guard.

**[07:40]** ---

I call Black Dragon Knight,  
Belze to the center!

**[07:43]** ---

I cast! Curse Destruction!

**[07:46]** ---

I destroy Belze and send two cards  
from my deck to the drop zone.

**[07:49]** ---

And if Black Dragon Knight,  
Geil is among those two cards...

**[07:57]** ---

There goes the first card.

**[08:03]** ---

Two cards.

**[08:04]** ---

Three cards.

**[08:08]** ---

Due to Belze's effect, Light gains 1 life.

**[08:11]** ---

And the Commissioner  
discards one hand card.

**[08:14]** ---

I cast. Underration!

**[08:19]** ---

I move Geil from the drop zone to my hand.

**[08:21]** ---

My life and gauge increase by 2.

**[08:23]** ---

Now everything is ready and in place.

**[08:26]** ---

I Buddy call Black Dragon Knight,  
Geil to the center!

**[08:31]** ---

Light. Battle to your heart's content.

**[08:34]** ---

I equip Black Dragon Sword, Geilblade!

**[08:37]** ---

And I activate its ability.

**[08:39]** ---

I pay 1 gauge...

**[08:41]** ---

And I place one card from my  
opponent's deck under their flag.

**[08:44]** ---

And I draw a card.

**[08:46]** ---

Four cards.

**[08:47]** ---

That's it for my turn.

**[08:49]** ---

Even if he doesn't reduce  
his opponent's life,

**[08:51]** ---

Light can win by placing a total of  
fifteen cards under his opponent's flag.

**[08:56]** ---

And so he ended his turn  
without attacking at all!

**[09:01]** ---

It's my turn.

**[09:02]** ---

Oh! In that case...

**[09:05]** ---

Five cards.

**[09:06]** ---

Sentence of Curse's effect places a card under my  
opponent's flag at the beginning of their turn, too.

**[09:15]** ---

Draw. Charge and draw.

**[09:19]** ---

I Buddy call Star Dragoner,  
Jackknife to the right.

**[09:25]** ---

Crossnize!

**[09:31]** ---

To the left, I call V Gradation,  
Quantum Ruler.

**[09:35]** ---

Quantum Ruler's effect increases  
my gauge by 1 and lets me draw a card.

**[09:39]** ---

I equip! J. Star Saber!

**[09:43]** ---

Star Saber's ability, activate.

**[09:45]** ---

I pay 1 gauge and place one card from the drop zone and the top card from my deck in Jackknife's soul.

**[09:52]** ---

Quantum Ruler, attack Geil!

**[09:57]** ---

Geil's ability, activate.

**[09:58]** ---

I pay 1 life and return Geil to my hand!

**[10:03]** ---

I place one card from my opponent's deck under his flag.

**[10:07]** ---

Six cards.

**[10:12]** ---

Jack, help me out!

**[10:13]** ---

Leave it to me!

**[10:20]** ---

That's it for my turn.

**[10:25]** ---

Draw. Charge and draw.

**[10:28]** ---

Geilblade's ability, activate.

**[10:30]** ---

I pay 1 gauge and rest Geilblade...

**[10:33]** ---

And place one card from my opponent's deck under his flag, and draw a card.

**[10:37]** ---

Seven cards.

**[10:38]** ---

I call Geil to the center!

**[10:40]** ---

When I appear, I eliminate all obstacles in Light's path!

**[10:47]** ---

I call Black Dragon Knight Belze to the left.

**[10:50]** ---

Let us begin the battle.

**[10:53]** ---

Geil! Attack Jack.

**[10:55]** ---

I will eliminate you!

**[10:59]** ---

Belze! Attack Quantum Ruler.

**[11:01]** ---

I'm not going to hold back!

**[11:05]** ---

That's it for my turn.

**[11:08]** ---

Eight cards.

**[11:09]** ---

As before, Sentence of Curse's effect works towards completing the cursed puzzle!

**[11:15]** ---

Draw. Charge and draw.

**[11:18]** ---

To the left, I call V Gradation,  
Quantum Ruler.

**[11:21]** ---

And I call Golden Dragoner, Jackknife!

**[11:25]** ---

This is my powered-up form!

**[11:29]** ---

Star Saber's ability, activate.

**[11:31]** ---

Crossnize!

**[11:47]** ---

Quantum Ruler! Attack Geil.

**[11:54]** ---

Nine cards!

**[11:55]** ---

Once again, Geil's effect kicks in!

**[12:01]** ---

Jack, follow me!

**[12:03]** ---

I cast! Black Dragon Shield!

**[12:05]** ---

Black Dragon Shield keeps the damage at 0.

**[12:07]** ---

And he increases his life by 1!

**[12:09]** ---

Double Attack!

**[12:15]** ---

I place one of Jack's soul cards  
in the drop zone, and cast.

**[12:19]** ---

Into the future...

**[12:20]** ---

Jack! Attack the fighter!

**[12:22]** ---

All right!

**[12:24]** ---

I cast! Curse Light!

**[12:27]** ---

I destroy Belze and increase my life by 4.

**[12:29]** ---

Additionally, Belze's effect  
increases my life by 1.

**[12:37]** ---

That's it for my turn.

**[12:43]** ---

The Anti-Lost Weapon is mine!

**[12:46]** ---

I'm going to show him  
just how strong I am!

**[13:00]** ---

Draw. Charge and draw.

**[13:03]** ---

Geilblade's ability, activate.

**[13:06]** ---

Ten cards.

**[13:08]** ---

If I don't defeat the Commissioner during this turn,  
I'll definitely lose during the next turn.

**[13:13]** ---

No matter what it takes, I've got to get the five remaining  
cards under his flag, and complete the cursed puzzle.

**[13:19]** ---

I call Geil to the center!

**[13:23]** ---

The immortal knight returns.

**[13:25]** ---

I use Geil's effect to destroy Jack!

**[13:32]** ---

If he uses Curse Destruction, he can send  
the top two cards in his deck to the drop zone.

**[13:37]** ---

And if one of those cards is Black Dragon Knight, Geil,  
he can place three cards under the Commissioner's flag.

**[13:44]** ---

In addition...

**[13:46]** ---

If Geil's ability and Sentence of Curse's effect  
at the beginning of the Commissioner's turn

**[13:50]** ---

places two cards under his flag, I'll win.

**[13:54]** ---

However!

**[13:55]** ---

Between my field and the drop zone,  
I've got a total of three Geil cards.

**[13:59]** ---

The chances of hitting the remaining Geil card  
from my deck at this moment is extremely low...

**[14:05]** ---

But I'm going to do it!

**[14:06]** ---

I'm going to win this Buddyfight,  
and the Anti-Lost Weapon is going to be mine!

**[14:10]** ---

I cast! Curse Destruction!

**[14:13]** ---

I destroy Geil!

**[14:25]** ---

Geil...

**[14:26]** ---

Come to me!

**[14:32]** ---

Eleven cards.

**[14:33]** ---

Twelve cards.

**[14:35]** ---

Thirteen cards.

**[14:37]** ---

And I pay 1 life to return Geil to my hand, and place  
a card from my opponent's deck under his flag!

**[14:44]** ---

That makes fourteen cards.

**[14:46]** ---

I call Geil to the right!

**[14:48]** ---

Light called Geil to the right!

**[14:52]** ---

I call Black Dragon Knight,  
Zest to the center!

**[14:54]** ---

Give me commands.

**[14:56]** ---

Geil! Attack Jack.

**[14:59]** ---

I cast! Star Jack Docking!

**[15:01]** ---

This time, he uses a defense  
spell to protect Jack!

**[15:04]** ---

Zest! Destroy Quantum Ruler!

**[15:07]** ---

Begone!

**[15:11]** ---

That's it for my turn.

**[15:14]** ---

The cursed puzzle will be completed, and  
your dark destiny will swallow you whole...

**[15:19]** ---

This is the final card!

**[15:29]** ---

That means I win!

The Anti-Lost Weapon is mine!

**[15:33]** ---

No. Not yet.

**[15:34]** ---

This Buddyfight isn't over yet.

**[15:36]** ---

I discard one of Jack's soul cards  
and one of my hand cards and...

**[15:40]** ---

I cast! Star Jack Revival!

**[15:47]** ---

When I use this Star Jack Revival card, I can't  
lose the Buddyfight until my opponent's next turn.

**[15:54]** ---

N-No way!

**[15:56]** ---

Get ready. Here I come.

**[15:57]** ---

Draw! Charge and draw!

**[16:00]** ---

To the left, I call Rainbow Vision, Shadowscare.

**[16:04]** ---

Okay, master!

**[16:05]** ---

Looks like it's time for me to shine.

**[16:07]** ---

Star Saber's ability, activate.

**[16:09]** ---

Crossnize!

**[16:28]** ---

Zest's effect increases my life by 1!

**[16:31]** ---

Shadowscare! Attack the fighter.

**[16:34]** ---

Vision Nailer!

**[16:36]** ---

I cast! Black Dragon Shield!

**[16:39]** ---

Jack! Follow him!

**[16:43]** ---

The Commissioner attacks relentlessly!

**[16:45]** ---

Light desperately tries to stay standing!

**[16:47]** ---

However!

**[16:47]** ---

Double Attack!

**[16:51]** ---

This will finish you!

**[17:05]** ---

The victor is Tasuku Ryuenji!

**[17:08]** ---

I'm the winner.

**[17:10]** ---

The Commissioner is victorious!

**[17:18]** ---

Geil...

**[17:20]** ---

I... I want to be strong.

**[17:24]** ---

I want to be much, much stronger.

**[17:26]** ---

If that's how you feel,  
go back to your father.

**[17:34]** ---

Your father is a top-class Buddyfighter.

**[17:37]** ---

Apologize to him sincerely,  
and ask him to teach you.

**[17:41]** ---

If you do that, you'll become much  
stronger than you are now.

**[17:51]** ---

It seems I can't escape from that destiny.

**[17:59]** ---

I see.

**[18:01]** ---

So the time has finally come.

**[18:03]** ---

"I want you to do something  
about my rebellious son."

**[18:07]** ---

When Gaito came to me with that request,

I wasn't sure what would happen.

**[18:10]** ---

Tasuku. Jack. Thank you for everything.

**[18:16]** ---

Take care of yourself, Abygale.

**[18:29]** ---

I see. So this is it.

**[18:30]** ---

Yes.

**[18:33]** ---

When the final match is over, we're going to take actions to arrest Destroyer.

**[18:58]** ---

Because you are the Deity of Combat, I entrust this sword to you.

**[19:02]** ---

We hope that you will lend us your aid.

**[19:09]** ---

If I battle at full-strength with Destroyer, there will be massive casualties.

**[19:13]** ---

In all probability...

**[19:15]** ---

The entire Earth would be at risk. The destruction would be unimaginable.

**[19:24]** ---

In order to prevent that, I will take Destroyer to the far reaches of time and space.

**[19:29]** ---

Even if I should be victorious in combat, it's likely that I will never be able to return.

**[19:34]** ---

Master Garga, you're going away, meow?

**[19:36]** ---

That's awful, dog!

**[19:38]** ---

I can't believe it, bird.

**[19:40]** ---

You must not tell anyone about this.

**[19:42]** ---

In particular, you must keep this a secret from Yuga no matter what.

**[19:45]** ---

But, dog!

**[19:47]** ---

Do you understand why I brought you here with me?

**[19:50]** ---

We have no idea, cat!

**[19:52]** ---

If I don't return, you must  
work together to support Yuga.

**[19:58]** ---

Take care of Yuga for me.

**[20:02]** ---

Ran! Ran! Ga-woo!

**[20:08]** ---

It's your line, Garga.

**[20:10]** ---

Oh! Apologies.

**[20:12]** ---

Today, we're bringing you a special digest, where you can  
view many different videos that we've uploaded in the past.

**[20:19]** ---

Are you watching, Subaru?

**[20:21]** ---

I hope you enjoy this video!

**[20:31]** ---

Cross.

**[20:33]** ---

Ran-Ga Channel is fascinating,  
no matter how many times I watch it.

**[20:37]** ---

Subaru!

**[20:46]** ---

What are you saying?

**[20:48]** ---

If we are victorious in the final match...

**[20:51]** ---

The damage that befalls the defeated opponent will  
be even greater than it was in our previous battle.

**[20:57]** ---

What will happen to Yuga in that case?

**[20:59]** ---

He will lose all of his memories.

**[21:07]** ---

Who... are you?

**[21:10]** ---

I'm Vile Ranma.

**[21:12]** ---

I'm your friend!

**[21:15]** ---

Friend?

**[21:21]** ---

That's fantastic.

**[21:22]** ---

I'm more pumped for this fight than ever.

**[21:24]** ---

I'm going to win, for sure.

**[21:26]** ---

I'm going to be the greatest  
Buddyfighter in all of Japan!

**[21:30]** ---

Subaru! Congrats!

**[21:31]** ---

Nice to see you out of the hospital!

**[21:33]** ---

I'm sorry to have caused you to worry.

**[21:35]** ---

It seems that Yuga's idea of showing  
you Ran-Ga Channel videos worked.

**[21:40]** ---

We baked these special pizzas to  
celebrate Subaru's return from the hospital!

**[21:48]** ---

What's wrong? Aren't you going to eat?

**[21:50]** ---

Oh! No, I gratefully accept this food.

**[21:54]** ---

Yuga doesn't know...

**[21:56]** ---

He doesn't know that if he loses the final match,  
he'll lose all of his memories.

**[22:01]** ---

Or that after the battle, he will  
have to say farewell to Garga.

**[22:06]** ---

The Buddyfight of destiny  
begins next week!

**[22:13]** ---

Ran! Ran! Ga-woo!

**[22:17]** ---

Hey, fans! Once again, the two of  
us will introduce a special card!

**[22:21]** ---

The card we're introducing  
today is this one!

**[22:24]** ---

Star Jack Revival!

**[22:26]** ---

It's a counter spell from Star Dragon World that you can use

by discarding one soul card from Jack and one hand card.

**[22:34]** ---

Either you can't lose until the beginning  
of your opponent's next turn...

**[22:38]** ---

Or during this turn, Jackknife  
can't be removed from your field.

**[22:41]** ---

You get to choose from those two options!

**[22:43]** ---

If you can't lose the Buddyfight,

**[22:46]** ---

that means that even if you hit 0 life or zero cards  
in your deck, you can continue Buddyfighting.

**[22:52]** ---

Use this undefeatable turn to turn  
the tables and defeat your opponent!

**[22:58]** ---

What did you think of today's card?

**[23:00]** ---

I hope you'll all use this card to  
build the most powerful deck ever!

**[23:03]** ---

Now then...

**[23:04]** ---

We're off to work on our next video,  
so don't forget to... Check us out!

**[24:41]** ---

The final match is about to begin!

**[24:43]** ---

My opponent is Vile Ranma, of course.

**[24:45]** ---

I'm not going to lose, that's for sure.

**[24:47]** ---

Next episode: Final Battle!  
Yuga versus Vile Ranma!

**[24:50]** ---

Let's do this, Garga.

**[24:51]** ---

Join us for a Buddyfight!

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