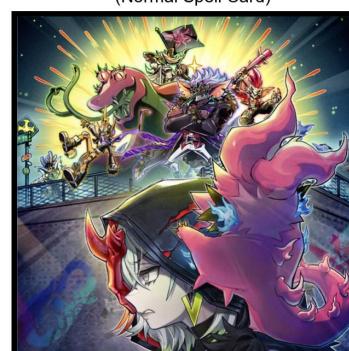


<h2>Effect Veiler★</h2>  <p><b>LIGHT</b></p> <p>[Spellcaster / Tuner / Effect]</p> <p>During your opponent's Main Phase (Quick Effect): You can send this card from your hand to the GY, then target 1 Effect Monster your opponent controls; negate the effects of that face-up monster your opponent controls, until the end of this turn.</p> <p>ATK 0 DEF 0</p>	<h2>Effect Veiler★</h2>  <p><b>LIGHT</b></p> <p>[Spellcaster / Tuner / Effect]</p> <p>During your opponent's Main Phase (Quick Effect): You can send this card from your hand to the GY, then target 1 Effect Monster your opponent controls; negate the effects of that face-up monster your opponent controls, until the end of this turn.</p> <p>ATK 0 DEF 0</p>	<h2>Effect Veiler★</h2>  <p><b>LIGHT</b></p> <p>[Spellcaster / Tuner / Effect]</p> <p>During your opponent's Main Phase (Quick Effect): You can send this card from your hand to the GY, then target 1 Effect Monster your opponent controls; negate the effects of that face-up monster your opponent controls, until the end of this turn.</p> <p>ATK 0 DEF 0</p>
<p><b>Called by the Grave</b> (Quick-Play Spell Card)</p>  <p>Target 1 monster in your opponent's GY; banish it, and if you do, until the end of the next turn, its effects are negated, as well as the activated effects and effects on the field of monsters with the same original name.</p>	<p><b>Crossout Designator</b> (Quick-Play Spell Card)</p>  <p>Declare 1 card name; banish 1 of that declared card from your Main Deck, and if you do, negate its effects, as well as the activated effects and effects on the field of cards with the same original name, until the end of this turn. You can only activate 1 "Crossout Designator" per turn.</p>	<p><b>Triple Tactics Talent</b> (Normal Spell Card)</p>  <p>If your opponent has activated a monster effect during your Main Phase this turn: Activate 1 of these effects. • Draw 2 cards. • Take control of 1 monster your opponent controls until the End Phase. • Look at your opponent's hand, and choose 1 card from it to shuffle into the Deck. You can only activate 1 "Triple Tactics Talent" per turn.</p>
<p><b>Armored Xyz</b> (Normal Spell Card)</p>  <p>Target 1 face-up monster you control and 1 Xyz Monster in your GY; banish that monster from your GY to that monster on the field as an Equip Spell with these effects. • Change the equipped monster's ATK to this card's ATK. • The equipped monster gains this card's Attribute. • At the end of the Damage Step, if the equipped monster attacked: You can send this card to the GY; that attacking monster can make a second attack in a row.</p>	<p><b>Goblin Biker Grand Entrance</b> (Normal Spell Card)</p>  <p>Add 1 "Goblin" monster from your Deck to your hand. Then you can apply the following effect: • Detach 1 Xyz Material from a monster on either field, and if you do, Special Summon 1 Level 4 or lower "Goblin" monster from your hand. You can banish this card from your GY; detach 1 Xyz Material from a monster on either field, then you can add 1 "Goblin" monster from your GY to your hand. You can only use each effect of "Goblin Biker Grand Entrance" once per turn.</p>	<p><b>Goblin Biker Grand Entrance</b> (Normal Spell Card)</p>  <p>Add 1 "Goblin" monster from your Deck to your hand. Then you can apply the following effect: • Detach 1 Xyz Material from a monster on either field, and if you do, Special Summon 1 Level 4 or lower "Goblin" monster from your hand. You can banish this card from your GY; detach 1 Xyz Material from a monster on either field, then you can add 1 "Goblin" monster from your GY to your hand. You can only use each effect of "Goblin Biker Grand Entrance" once per turn.</p>

Spell  
**Goblin Biker Grand Entrance**  
(Normal Spell Card)



Add 1 "Goblin" monster from your Deck to your hand , then you can apply the following effect . • Detach 1 Xyz Material from a monster on either field , and if you do , Special Summon 1 Level 1 or lower "Goblin" monster to your hand . You can banish this card from your GY ; detach 1 Xyz Material from a monster on either field , then you can add 1 "Goblin" monster from your GY to your hand . You can only use each effect of "Goblin Biker Grand Entrance" once per turn .

Spell  
**Forbidden Droplet**  
(Quick-Play Spell Card)



Send any number of other cards from your hand and/or field to the GY ; choose that many Effect Monsters your opponent controls , and until the end of this turn , their ATK is halved, also their effects are negated . In response to this card's activation , your opponent cannot activate cards , or the effects of cards , with the same original type ( Monster / Spell / Trap ) as the cards sent to the GY to activate this card . You can only activate 1 "Forbidden Droplet" per turn .

Spell  
**Forbidden Droplet**  
(Quick-Play Spell Card)



Send any number of other cards from your hand and/or field to the GY ; choose that many Effect Monsters your opponent controls , and until the end of this turn , their ATK is halved, also their effects are negated . In response to this card's activation , your opponent cannot activate cards , or the effects of cards , with the same original type ( Monster / Spell / Trap ) as the cards sent to the GY to activate this card . You can only activate 1 "Forbidden Droplet" per turn .

Spell  
**Forbidden Droplet**  
(Quick-Play Spell Card)



Send any number of other cards from your hand and/or field to the GY ; choose that many Effect Monsters your opponent controls , and until the end of this turn , their ATK is halved, also their effects are negated . In response to this card's activation , your opponent cannot activate cards , or the effects of cards , with the same original type ( Monster / Spell / Trap ) as the cards sent to the GY to activate this card . You can only activate 1 "Forbidden Droplet" per turn .

Spell  
**Goblin Biker Grand Breakout**  
(Quick-Play Spell Card)



Tribute 1 monster ; Special Summon 1 "Goblin" monster from your Deck , but it cannot attack this turn . When a monster declares an attack : You can banish this card from your GY and detach any number of materials from "Goblin" Xyz Monsters you control ; all monsters your opponent currently controls lose 1000 ATK for each material detached , until the end of this turn . You can only use each effect of "Goblin Biker Grand Breakout" once per turn .

Spell  
**Goblin Biker Grand Breakout**  
(Quick-Play Spell Card)



Tribute 1 monster ; Special Summon 1 "Goblin" monster from your Deck , but it cannot attack this turn . When a monster declares an attack : You can banish this card from your GY and detach any number of materials from "Goblin" Xyz Monsters you control ; all monsters your opponent currently controls lose 1000 ATK for each material detached , until the end of this turn . You can only use each effect of "Goblin Biker Grand Breakout" once per turn .

Spell  
**Goblin Biker Grand Breakout**  
(Quick-Play Spell Card)



Tribute 1 monster ; Special Summon 1 "Goblin" monster from your Deck , but it cannot attack this turn . When a monster declares an attack : You can banish this card from your GY and detach any number of materials from "Goblin" Xyz Monsters you control ; all monsters your opponent currently controls lose 1000 ATK for each material detached , until the end of this turn . You can only use each effect of "Goblin Biker Grand Breakout" once per turn .

Spell  
**Emergency Teleport**  
(Quick-Play Spell Card)



Special Summon 1 Level 3 or lower Psychic monster from your hand or Deck , but banish it during the End Phase of this turn .

Spell  
**Emergency Teleport**  
(Quick-Play Spell Card)



Special Summon 1 Level 3 or lower Psychic monster from your hand or Deck , but banish it during the End Phase of this turn .

<p><b>Goblin Biker Grand Bash</b> (Continuous Spell Card)</p>  <p>"Goblin" monsters you control gain 300 ATK for each "Goblin" monster you control. During your Main Phase , you can Normal Summon "Goblin" monsters at all times . [Normal Summon / Set] ( You can only gain this effect once per turn ) You can target 2 "Goblin" monsters you control, then activate 1 of these effects : • Make the Level of 1 of the monsters become the current Level of the other . • Both of their Levels become their combined original Levels . You can only use this effect of "Goblin Biker Grand Bash" once per turn .</p>	<p><b>Infinite Impermanence</b> (Normal Trap Card)</p>  <p>Target 1 face-up monster your opponent controls ; negate its effects (until the end of this turn ), then, if this card was Set before activation and is on the field at resolution , for the rest of this turn all other Spell / Trap effects in this column are negated . If you control no cards, you can activate this card from your hand .</p>	<p><b>Infinite Impermanence</b> (Normal Trap Card)</p>  <p>Target 1 face-up monster your opponent controls ; negate its effects (until the end of this turn ), then, if this card was Set before activation and is on the field at resolution , for the rest of this turn all other Spell / Trap effects in this column are negated . If you control no cards, you can activate this card from your hand .</p>
<p><b>Infinite Impermanence</b> (Normal Trap Card)</p>  <p>Target 1 face-up monster your opponent controls ; negate its effects (until the end of this turn ), then, if this card was Set before activation and is on the field at resolution , for the rest of this turn all other Spell / Trap effects in this column are negated . If you control no cards, you can activate this card from your hand .</p>	<p><b>Full-Armored Xyz</b> (Normal Trap Card)</p>  <p>If an Xyz Monster (s) is on the field : Immediately after this effect resolves , Xyz Summon 1 Xyz Monster using monsters you control . You can banish this card from your GY , then target 1 Xyz Monster you control ; equip 1 other Xyz Monster from your face-up field or GY to this target . This target gains the following effects : • The equipped monster gains ATK equal to this card's ATK . • If the equipped monster would be destroyed by battle or card effect, destroy this card instead .</p>	<p><b>Divine Arsenal AA-ZEUS - Sky Thunder</b></p>  <p><b>★★★★★★★★★★★★</b></p> <p>[Machine / Xyz / Effect] 2 Level 12 monsters Once per turn , if an Xyz Monster battled this turn , you can also Xyz Summon "Divine Arsenal AA-ZEUS - Sky Thunder" by using 1 Xyz Monster you control as material . [Transfer its materials to this card] ( Quick Effect ) You can detach 2 materials from this card; send all other cards from the field to the GY . Once per turn, if another card(s) you control is destroyed by battle or an opponent's card effect : You can attach 1 card from your hand , Deck , or Extra Deck to this card as material .</p> <p>ATK 3000 DEF 3000</p>
<p><b>Super Starslayer TY-PHON - Sky Crisis</b></p> <p><b>★★★★★★★★★★★★</b></p>  <p>[Fiend / Xyz / Effect]</p> <p>2 Level 12 monsters During the turn , or turn after , your opponent Special Summoned 2 or more monsters from the Extra Deck , you can also Xyz Summon this card by using 1 monster you control with the highest ATK (your choice ) . If you do , you cannot Normal or Special Summon monsters for the rest of the turn . While this Xyz Summoned monster is on the field , neither player can activate the effects of monsters with 300 or more ATK . Once per turn : You can detach 1 material from this card; return 1 monster from the field to the hand .</p> <p>ATK 2900 DEF 2900</p>	<p><b>Full Armored Dark Knight Lancer</b></p> <p><b>★★★★★★★★</b></p>  <p>[Aqua / Xyz / Effect]</p> <p>3 Level 7 monsters Once per turn , you can also Xyz Summon "Full Armored Dark Knight Lancer" by using 1 Rank 5 or 6 Xyz Monster you control . [Transfer its materials to this card] Gains 300 ATK for each material and Equip Card you control per turn . You can target 1 "Equip" card in your GY and attach it to your hand . Once per turn, if an Equip Card becomes equipped to a monster you control (except during the Damage Step ) You can attach 1 monster your opponent controls to this card as material .</p> <p>ATK 2800 DEF 1500</p>	<p><b>Goblin's Crazy Beast</b></p> <p><b>★★★★★★</b></p>  <p>[Fiend / Xyz / Effect]</p> <p>2+ Level 6 monsters Once per turn ( Quick Effect ) : You can target 1 Spell / Trap on the field ; detach 2 materials from a monster(s) on the field , and if you do , attach that target to this card as material . If a monster(s) you control would be destroyed by a card effect , you can detach 1 material from this card instead . If this card is in your GY : You can Special Summon this card , then you can attach 1 "Goblin" monster from your GY to this card as material . You can only use this effect of "Goblin's Crazy Beast" once per Duel .</p> <p>ATK 2700 DEF 0</p>

**Xyz Armor Fortress**

★★★★★

**WATER**

[Machine / Xyz / Effect]  
2 Level 3 monsters Once per turn , you can also Xyz Summon "Xyz Armor Fortress" by using 1 Rank 3 or 4 Xyz Monster you control . ( Transfer its materials to this card ) Cannot be used as material for an Xyz Summon while it has material . Once per turn : You can detach up to 2 materials from this card ; if a monster's Xyz card is different now than your Deck to your hand , equal to the number detached . If a monster equipped with this card battles a monster , any battle damage it inflicts to your opponent is doubled .

ATK 2500 DEF 1800

**Downerd Magician**

★★★★★

**DARK**

[Spellcaster / Xyz / Effect]  
2 Level 4 Spellcaster monsters During your Main Phase , you can also Xyz Summon this card by using a Rank 3 or lower Xyz Monster you control as material . ( Transfer its materials to this card ) This card gains 200 ATK for each material attached to it . If this card attacks a Defense Position monster , inflict piercing battle damage . If this card battles , after damage calculation : Detach 1 material from this card .

ATK 2100 DEF 200

**Xyz Armor Torpedo**

★★★

**WATER**

[Warrior / Xyz / Effect]  
2 Level 3 monsters Cannot attack unless it has material . You can detach 2 materials from this card ; draw 1 card . You can only use this effect of "Xyz Armor Torpedo" once per turn . Apply these effects while this card is equipped to a monster . • If the equipped monster battles , and the end of the Damage Step , your opponent cannot activate cards or effects , also negate the effects of all face-up monsters they control . • If the equipped monster is an Xyz Monster , your opponent cannot target it with card effects .

ATK 2500 DEF 800

**Goblin Biker Big Gabonga**

★★★

**LIGHT**

[Beast-Warrior / Xyz / Effect]  
2 Level 3 monsters If this card is Xyz Summoned : You can add 1 "Goblin" monster from your Deck to your hand . If material is detached from a monster(s) on the field (except during the Damage Step ) You can target 1 other monster on the field , except this card ; attach it to this card as material . During the End Phase : You can attach 1 "Goblin" monster from your Deck to this card as material . You can only use each effect of "Goblin Biker Big Gabonga" once per turn .

ATK 2100 DEF 0

**Goblin Biker Big Gabonga**

★★★

**LIGHT**

[Beast-Warrior / Xyz / Effect]  
2 Level 3 monsters If this card is Xyz Summoned : You can add 1 "Goblin" monster from your Deck to your hand . If material is detached from a monster(s) on the field (except during the Damage Step ) You can target 1 other monster on the field , except this card ; attach it to this card as material . During the End Phase : You can attach 1 "Goblin" monster from your Deck to this card as material . You can only use each effect of "Goblin Biker Big Gabonga" once per turn .

ATK 2100 DEF 0

**Ashura King**

★★★

**EARTH**

[Warrior / Xyz / Effect]  
3+ Level 3 monsters While this card has material , it can attack a number of times each Battle Phase , up to the number of materials attached to it . At the start of the Damage Step , if this card battles , it gains 200 ATK . What other monster's effect is activated ( Quick Effect ) : You can detach 1 material from this card ; negate the activation , and if you do , destroy that card . You can only use this effect of "Ashura King" once per turn .

ATK 2100 DEF 0

**Number 3: Cicada King**

★★★

**WIND**

[Insect / Xyz / Effect]  
2 Level 3 monsters If the battle position of this card is changed : You can Special Summon 1 Insect monster from your hand or GY in Defense Position . When a monster on the field activates its effect : You can detach 1 material from this card , then target that monster , negate its effects , then make 1 Insect monster on the field either gain 500 DEF or change its battle position . You can only use each effect of "Number 3: Cicada King" once per turn .

ATK 1200 DEF 2500

**Number 75: Bamboozling Gossip Shadow**

★★★

**WIND**

[Spellcaster / Xyz / Effect]  
2+ Level 3 monsters Once per turn , when an opponent's monster activates its effect ( Quick Effect ) : You can detach 2 materials from this card ; the activated effect becomes "both players draw 1 card" . You can target 1 other "Number" Xyz Monster you control ; attach this card to it as material . ( Transfer its materials to this card . ) You can only use this effect of "Number 75: Bamboozling Gossip Shadow" once per turn .

ATK 1000 DEF 2600

**Virtual World Hime - Nyannyan**

★★★

**WIND**

[Psychic / Effect]  
If a Level 3 monster (s) is Normal or Special Summoned to your field while this card is in your GY (except during the Damage Step ) : You can Special Summon this card as a Tuner , but banish it when it leaves the field , after the end of the turn , if you can only Special Summon 1 Level 3 or Rank 3 or higher monsters . If this card is banished : You can target 1 of your other banished cards ; shuffle it into the Deck . You can only use each effect of "Virtual World Hime - Nyannyan" once per turn .

ATK 1500 DEF 1500

EARTH

# Junk Forward ★★



[Warrior / Effect]

If you control no  
monsters , you can  
Special Summon this  
card (from your hand ).

ATK 900 DEF 1500