Number 90: Interstellar Satellite Beacon

Light

Rank: 9

Machine/Xyz/Effect

Atk: 3000

Def: 2100

Effect:

3 Level 9 monsters

Once per turn, detach 1 Xyz Material to activate 1 of these effects;

* Any damage you take until the end of your next turn, you instead gain LPs equal to the amount of damage you would have received.
* switch all monsters in Attack position to defense position and any monsters in defense position to attack position (Flip effects do not activate at this time).
* Target 1 monster on the field (except this card), only that monster can battle this turn and it can attack your opponent directly.
* Negate the effects of all other face-up cards on the field until the end phase.
* Destroy this card to inflict damage equal to half of this card’s ATK, then after your next 3 turns, special summon this card with 3 Xyz Materials attached to this card, then inflict damage equal to half of this card’s ATK.

Number 10: Wild Claw Brawler

Fire

Rank: 4

Beast Warrior/Xyz/Effect

Atk: 500

Def: 0

Effect:

2 Level 4 monsters

If this card destroys a monster, then increase this card's ATK by 500.

If this card battles a monster with a higher attack than this card, then detach 1 Xyz material; negate that card’s effects and decrease that monster’s ATK to 0.

During your end phase, if this card has no Xyz materials, attach a Beast warrior from your hand as Xyz material to this card.

Number 30: Queen Honeybuzz

Wind

Rank: 6

Insect/Xyz/Effect:

Atk: 2600

Def: 100

Effect:

3 level 6 monsters

Place 1 Pollen Counter on every face-up Monster on your opponent’s field.

If this card destroys a defense position monster, inflict piercing damage.

Once per turn, detach 1 Xyz material from this card; take control of every monster with a Pollen Counter as you can until the end of your opponent’s next turn, then destroy those monsters.

Number 15: Cheering Flag

Fire

Rank: 2

Warrior/Xyz/Effect

Atk: 1000

Def: 1000

Effect:

3+ Level 2 monsters

Once per turn, Detach any amount Xyz Materials (Max 3); every face-up monster on your field can attack equal to the amount of Xyz materials(except this card), but cannot attack your opponent directly.

you cannot conduct battle phases and activate this card's effect equal to Xyz materials used this turn.

Number 12: Telescopic Telescope

Light

Rank: 3

Psychic/Xyz/Effect

Atk: 1000

Def: 2100

Effect:

2 level 3 Monsters

Once per turn, detach 1 Xyz material; reveal your opponent’s hand and until the end of their turn, they cannot use the cards that were in their hand when this effect was activated.

This effect can only be used once every 5 turns.

Number 14: Embodiment of Wind - Gale Breeze

Wind

Rank: 1

Spellcaster/Xyz/Effect

Atk: 0

Def: 0

Effect:

3 level 1 Wind monsters

This card can attack your opponent directly.

Once per turn, detach 1 Xyz material: This card gains x100 ATK and DEF for every Wind monster in your graveyard.

Number 24: Embodiment of Water - River Rain

Water

Rank: 1

Spellcaster/Xyz/Effect

Atk: 0

Def: 0

Effect:

3 level 1 Water monsters

This card cannot be destroyed if it has Xyz material.

Once per turn, detach 1 Xyz material: inflict x200 to your opponent for every Water monster in your graveyard.

Number 34: Embodiment of Fire - Flame Sun

Fire

Rank: 1

Spellcaster/Xyz/Effect

Atk: 0

Def: 0

Effect:

3 level 1 Fire monsters

This card negates all face-up Spell and Trap Cards.

Once per turn, detach 1 Xyz material: All face-up monsters on your field gain x300 ATK for every Fire monster in your graveyard.

Number 44: Embodiment of Earth - Stone Crystal

Earth

Rank: 1

Spellcaster/Xyz/Effect

Atk: 0

Def: 0

Effect:

3 level 1 Earth monsters

This card negates all face-down Spell and Trap Cards.

Once per turn, detach 1 Xyz material: All face-up monsters on your field gain x400 DEF for every Earth monster in your graveyard.

Number 54: Embodiment of Dark - Shadow Ink

Dark

Rank: 1

Spellcaster/Xyz/Effect

Atk: 0

Def: 0

Effect:

3 level 1 Dark monsters

This card negates all face-down monster cards.

Once per turn, detach 1 Xyz material: summon 1 Shadow token (Shadow token/Dark/lvl: 1/ Atk: ?/Def: ?) that gains x500 ATK and DEF for every Dark monster in your graveyard.

Number 64: Embodiment of Light - Sunlight Prism

Light

Rank: 1

Spellcaster/Xyz/Effect

Atk: 0

Def: 0

Effect:

3 level 1 Light monsters

This card negates all face-up monster cards.

Once per turn, detach 1 Xyz material: gain x600 LPS for every Light monster in your graveyard.

Number 19: Saw-wing Devastation Dragon

Earth

Rank: 8

Dragon/Xyz/Effect

Atk: ?

Def: ?

Effect:

2 Level 8 Dragon Monsters

Once per turn, detach 2 Xyz material:

* Destroy all monsters on the field and this gains ATK and DEF to half of the ATK and DEF of every monster that was destroyed. Can not conduct your battle phase the turn this effect is activated.

Number 38: Mechafiend - Road Rod

Earth

Rank: 5

Machine/Xyz/Effect

Atk: 2800

Def: 2700

Effect:

3 Level 5 Monsters

Once per turn, detach 1 Xyz material:

* place 5 Spells and/or traps on top of your deck in any order.

Number 18: Fate Obelisk

Light

Rank: 8

Psychic/Xyz/Effect

Atk: 3000

Def: 3000

Effect:

3 level 8 monsters

Once per turn, detach 1 Xyz material:

* Banish 1 monster on either the field, hand, or graveyard of either player, then all monsters on your field gain ATK and DEF equal to the banished monster until the end phase, then special summon the banished monster onto the opposite field.

(If an Xyz monster was targeted and when it was special summoned, then attach materials equal to required amount to Xyz summon that monster)

When this effect is activated and until the end of this turn, all monster effects on both fields are negated.

You can only use the “Number 18: Fate Obelisk” effect once per turn.

Number 81: Destiny Obelisk

Light

Rank: 8

Psychic/Xyz/Effect

Atk: 3000

Def: 3000

Effect:

3 level 8 monsters

Once per turn, detach 1 Xyz material:

* Banish either 1 trap or spell on either the field, hand, or graveyard of either player, then negate all cards of the corresponding type until the end phase, then set the banished card onto the opposite field.

This effect cannot be negated.

You can only use the “Number 81: Destiny Obelisk” effect once per turn.

Number 41: Wild War Rail Cannon

Fire

Rank: 9

Machine/Xyz/Effect

Atk: 0

Def: 0

Effect:

3+ (max 5) level 9 monsters

This card cannot be destroyed by effects or battle.

you take no battle damage involving this card.

this card’s effect cannot be negated.

If this card has less than 5 Xyz materials attached to this card, you can pay LPs until you have 100, then Attach cards from your graveyard to this card until this card has 5 Xyz materials attached.

Once per turn, detach 5 Xyz material:

* both players shuffle their decks, then both players draw 5 cards, then add the total amount of every monster’s level and the player who has the highest total wins the duel.

If a spell and/or a trap card was drawn, then these effects activate for every card drawn:

* Spell: double the total.
* Trap: half the total.

Number 13: Rescue HERO Vacuum Vortex

Wind

Rank: 4

Warrior/Xyz/Effect

Atk: 2000

Def: 2500

Effect:

3 level 4 Monsters

When this card is summoned, you can target 1 non-extra deck monster on the field, equip it to this card as an equip spell that has the following effect: The equipped monster gains ATK equal to half of this monster’s Atk.

Detach 1 Xyz Material to activate 1 of the following effects:

* Destroy all cards in the Spell and Trap zone and this card gains x200 ATK for every card destroyed.
* Target 1 Xyz monster on the field with Xyz materials attached, then detach those Xyz materials from that card, then Attach those Xyz materials to this card.
* Target 1 non-extra deck monster on the field, equip it to this card as an equip spell that has the following effect: The equipped monster gains ATK equal to half of this monster’s Atk.
* Tribute 1 equip spell equipped to this card: this card can attack again.

you can only use the effect of “Number 13: Rescue HERO Vacuum Vortex” twice per turn.

Number 42: Naiad in the Amphora

Water

Rank: 3

Aqua/Xyz/Effect

Atk: 1000

Def: 2400

Effect:

3+ level 3 Water Monsters

If this card is targeted by an attack:

* You can negate the attack by moving this card to an unoccupied column.

if you have no unoccupied columns when this card battles, detach 1 Xyz material:

* Return 1 monster on your field to your hand, then you can activate the effect above.

Number 20: Saber bandit

Dark

Rank: 5

Warrior/Xyz/Effect

Atk: 500

Def: 1000

Effect:

2 level 3 Monsters

This card gains 1000 Atk for every Xyz material(s) attached to this card.

If your opponent activates a monster effect, Detach 1 Xyz material:

* Negate the effect, then the monster loses half of its ATK and DEF.

Number 68: Underworld Shadow King

Dark

Rank: 9

Ghost/Xyz/Effect

Atk: 3000

Def: 0

Effect:

2 level 9 Monsters

When “Number 68: Underworld Shadow King” effect is activated, its effect cannot be negated and all set or face-up cards effects cannot be activated.

Once per turn, detach 1 Xyz Material:

* Target 1 Set card on the field, then equip that card to this card until the end of your next turn, then this card gains that card’s effect until the end of your next turn, and can activate the card’s effect without detaching an Xyz material.

You can only activate the effect of “Number 68: Underworld Shadow King” once per turn and if this card doesn’t have a card equipped attached.

Number 52: Silent Shuriken Blizzard Ninja

Water

Rank: 5

Warrior/Xyz/Effect

Atk: 2600

Def: 2000

Effect:

2 level 5 monsters

This card can attack all your opponent's monsters once.

When this card battles, your opponent cannot activate effects.

Once per turn, detach 1 Xyz material:

* inflict +300 damage for every card destroyed by battle this turn.

Number 43: Gaia, the Numeron Horseman

Light

Rank: 8

Warrior/Xyz/Effect

Atk: 2900

Def: 2300

Effect:

2 level 8 monsters

Once per turn, detach 2 Xyz material:

* Tribute any number of monster(s) from your hand or field; then special summon a “Number” XYZ monster in your extra deck whose rank is equal to the levels of the monsters tributed (this counts as an XYZ summon, then attach the monster(s) tributed to activate this effect to the summoned monster as material.

Number 21: Tempest, the Numeron Stallion

Light

Rank: 8

Beast/Xyz/Effect

Atk: 200

Def: 1000

Effect:

3 level 8 monsters

When this card battles, its Atk doubles for every Xyz material attached.

While this card is on the field and when your opponent activates a card effect(s), negate the effect and then attach that card to this card as a Xyz material.

If this card was summoned by the effect of “Number 43: Gaia, the Numeron Horseman”, then the following effect activates:

* Attach all cards from your graveyard, extra deck, field, and hand to this card as Xyz materials. If your opponent controls an Xyz monster(s) with Xyz, detach any materials attached to that card and then attach them to this as Xyz materials.

Number 62: Union-corn

Light

Rank: 3

Beast/Union/Xyz/Effect

Atk: 1500

Def: 0

Effect:

3 Level 3 Monsters

Once per turn, you can equip this card to a “Number” monster you control with no Xyz materials attached(transfer Xyz materials from this card to the targeted monster), or unequip it to Special Summon this card.

While equipped to a monster by this card's effect, the equipped monster gains Atk equal to this card's Atk and they cannot be targeted by card effects.

While equipped to a monster by this card's effect, the equipped monster loses their effects and gains the following Effect.

* If your opponent activates a card effect, Detach 1 Xyz material: negate the effect, then banish the card and then this card gains +500 Atk.

If the equipped monster would have been destroyed by battle, unequip this card to negate the equipped monster from being destroyed and any battle damage you would have received is half.

Number 26: Rataction

Dark

Rank: 2

Fiend/Xyz/Effect

Atk: 1000

Def: 1000

Effect:

2 level 2 Dark Monsters

Once per turn, detach 2 Xyz Material:

* Remove 1 random card from your opponent’s hand (if they have no cards, then remove 1 card from their main deck), your opponent’s Extra deck (if they have no cards, then remove 1 card from their main deck), your opponent’s graveyard(if they have no cards, then remove 1 card from their main deck), and from your opponent’s banishment(if they have no cards, then remove 1 card from their main deck), and then remove 1 card from their main deck from your opponent’s deck from play.

you can only use the effect of “Number 26: Rataction”.

Number 83: Midas, the golden king

Light

Rank: 8

Rock/Xyz/Effect

Atk: 3000

Def: 3100

Effect:

3 level 8 Monsters

If this card inflicts battle damage to your opponent, you can special summon a “Golden Statue Token” (Golden Statue Token/Light/lvl: 1/ Atk: ?/Def: ?) that gains Atk and Def equal to double of the damage inflicted, but they cannot attack.

This card can inflict piercing damage.

Once per turn, detach 1 Xyz material:

* Tribute 1 “Golden Statue Token” on the field, then all other face-up monsters lose Atk and Def equal to tributed token’s Atk and Def until the end of the turn.

you can only use the effect of “Number 83: Midas, the golden king” once per turn.

Number 28: LungIron the Corroded Titan

Earth

Rank: 1

Rock/Xyz/Effect

Atk: 0

Def: 0

Effect:

5 level 1 EARTH Rock Monsters

When this card is summoned, place 5 counters on this card.

As long as this card is face-up on the field, you cannot place and/or activate Spells and/or Traps(except Field spells).

This card is unaffected by card effects.

Once per turn, detach 1 Xyz material:

* Target 1 monster on the field, then equip that monster to this card as an equip spell with the effect that the equipped monster gains Atk & Def equal to this card’s Atk & Def, then remove 1 counter. You cannot conduct your battle phase when this effect activates.

During the end phase, if this card meets all of the following requirements, destroy this card, then inflict damage to both players equal to half of this card's current Atk.

* This card has no Xyz materials Attached.
* This card has no counters placed on this card.
* This card has 5 Monsters equipped to this
* This card has equal or more than 10,000 Atk.