



YuGiOhJi - The Prince of the Games

Rulebook v1.0

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1 Introduction

YuGiOhJi - The Prince of the Games is a card game for two players. The name is an homage to *YuGiOh! (the king of the games)*. Like many trading card games this game consists of two parts. First one has to put together a deck of a certain amount of cards from a greater pool of allowed cards. Then two players play their decks against each other. They do so by drawing cards from their shuffled decks each turn, playing cards in order to summon entities typically called *monsters* and also play additional kinds of cards that have their own set of rules printed on them. These cards create an advantage for oneself or a disadvantage for the opponent. Furthermore, the monsters themselves usually have either permanent effects or optional ones thanks to their own rules. The basic idea of the game is the same as for all typical trading card games: one summons monsters, attacks the monsters of the opponent or the opponent directly, thus reducing the opponent's life points. The player who can reduce the life points of the opponent to zero wins. There might also be other *alternative winning conditions*. The great difference of this game compared to others is, that there are only monster cards and each card is always a combination of two monsters. When playing a card, one has to decide for one of the two monsters. The other one is being ignored as long as the card lies on the playing field.

2 Before playing: Deck building

In this first version of this game there are only 36 different monsters, almost all of them having some kind of effect, and consequently there are only 18 different cards - each of them consisting of two different ones of the 36 monsters. At the end of this rulebook there is a *complete list of all 18 cards*. A deck can contain none, one, two or three copies of each existing card of this game. Each deck is supposed to consist of exactly 39 cards. This can be achieved for example by taking three copies of 13 different cards. This is usually done, because this way one can most easily remember the deck one is currently playing.

In possible later versions of this game, one could increase the number of cards by making more combinations of the given monsters. If one demands that the equip monsters can never be at the upper half of a card, in order to better keep track of who is equipping which monster, this would still result in 124 different cards in total. However, then one probably would have to make the restriction, that each monster can still exist no more than three times in each deck, no matter on what card it is.

3 Hand restrictions and alternative winning conditions

For simplicity reasons the number of cards one can hold on the hand is restricted. If one holds 10 or more cards in the hand at the end of the own turn, one has to discard cards until one holds only 9 cards in the hand. Also, if one has 10 cards on the hand and another one is added to the hand, one has to discard a card first, before the card is added to the hand.

If one has to draw a card, but can not do so, because there are no cards anymore, one loses the game.

4 The playing field

The way the field on which the players place their cards is constructed is very similar to an older version of *YuGiOh!*. The players are supposed to place each card in one of many imaginary zones. For each player, 13 special zones for placing cards exist: There is a zone for placing the whole deck at the beginning of the game face down. The already used up cards are being placed in a zone called *graveyard* (*GY*). There is a *second graveyard*, also called *banishing zone*. One has a certain freedom where to define these zones. However, it makes sense to place the deck and the two graveyards in one vertical line pointing from the drawing hand towards the opponent. Furthermore, each player has five *monster card zones* to put summoned monster cards in as well as five additional zones, the *back row card zones* or *equip card zones*, typically placed behind the monster card zones. In these zones one can place one or more monsters that equip the corresponding monster in order to change the summoned monster's properties. In case a monster is equipped with more than just one monster, these cards are placed on top of each other behind the corresponding monster. The five monster card zones should ideally be placed next to each other in a horizontal way with the back row forming another horizontal row behind the monster card zones.

5 The protocol: How one match is being played

At the beginning of the game each player shuffles the own deck. The shuffling process is ended by each player cutting the deck of the opponent. The players use a way to determine who begins, for example by playing rock paper scissors or flipping a coin. Both players start with 8000 life points. Each player draws four cards. *Drawing* always refers to taking the top card of one's own deck. The beginning player has the first turn. At the beginning of each turn the player draws a card. At the very first turn of the beginning player the player is not allowed to attack with a monster, however is allowed to use effects of the monsters. The player goes through the different phases of the turn, see *next section*, and declares the end of the turn, allowing the opponent to begin the next turn. The game ends either when a player's life points have decreased to zero or if a player is supposed to draw a card but can not do so due to the fact that the player has run out of cards. The player with the depleted life points, respectively the player who ran out of cards loses the game. Theoretically, there are different possible ways to play a match. For example in a best-of-three format.

5.1 The different phases in each turn

The different phases of each turn are very similar to the ones in *YuGiOh!*. At the beginning of each turn, the player has to draw one card. The rest of the turn consists of two *main phases* interrupted by a *battle phase*. In each of the main phases the player may summon monsters and can use optional effects of the monsters. A player may also use an effect at any moment, if a card allows a player to do so. The player ends the first main phase by either declaring the battle phase or by ending the turn entirely. For more details about the summoning, see the section *How to read a single card*. During the battle phase the player is allowed to declare an attack once with each monster to one opponent's monster of the player's choice. One does not have to attack with all monsters. One does not have to attack at all. Note, that effects that

are not optional have to be used, unless a card says otherwise. This also includes some effects that are automatically triggered at the end of the turn. The “end of a turn” happens, when a player ended a turn. Then the corresponding effect applies and no player is allowed to react to it any more.

5.2 About the modes: Attack and defence mode

Each card can be placed in six different ways, when being in a monster card zone: four face up positions and two face down positions. Each card consists of two monsters: An upper monster, with its properties printed on the top end of the card together with a copy of some of the properties of the lower monster for reading it more conveniently. Also there is a lower monster with its properties printed at the lower end of the card - all upside down, except for the effect, respectively the lore. In the face up positions the relevant numerical value for battle is pointing towards the opponent. They are the following:

- upper monster in attack mode: Here the card is placed like you hold it on the hand.
- upper monster in face up defence mode: In this case the card is turned 90 degrees to the left.
- lower monster in attack mode: Here the card is put upside down.
- lower monster in face up defence mode: For this mode the card is turned 90 degrees to the right.

The two face down modes correspond to the defence modes of the upper respectively lower monster just flipped along the longer axis of the card, so that it is face down and the opponent does not know the exact values or possible effects of the monster. This also means there are no face down attack modes.

5.2.1 About changing the mode

Modes of monsters can only be changed exactly like in *YuGiOh!*. That means in the turn a monster has been *summoned* or set, its mode can not be changed except by an effect. In each turn the mode of a monster can only be changed once except by an effect. If a monster *attacked*, its mode can not be changed for the rest of the turn except by an *effect*. The only possible changes of the mode that are allowed are the two changes between face up attack mode and face up defence mode while not choosing another monster on the same card (when playing with physical cards, one has to be careful not make a *cheat change* by accidentally turning the card in a wrong way) and the flip summoning, meaning a monster that has been summoned by setting it in face down defence position is turned into face up attack position. That also means one can not put a face up monster into face down position. Furthermore, the mode of a monster can also be changed by the effect of a monster.

5.3 About the battle phase and damage calculation

The overall rules for battle are mostly the same as in *YuGiOh!* extended by another rule. The additional “My body as a shield”-rule is, that the defending player may at each time choose to take an attack of a monster directly, thus sacrificing some of the own life points in order to protect a monster. In that case the defending player loses life points equal to the current attack points of the attacking monster. Keep in mind that the values may be altered by effects of monsters. In battle only the current values are relevant, not necessarily the ones printed on the card.

The rest of the battle rules are the following: When a player chooses with what monster to attack which monster of the opponent and the opponent does not choose to take the attack oneself, then the only values relevant for calculating possible damage and for determining possible destruction of monsters are the values for the respective mode the monsters are in. Depending which *mode* these monsters are in and which values are equal or larger, the following cases can occur:

- attacking a weaker monster in attack mode (a usual case):
The opponent’s monster is destroyed in battle. The opponent’s life points are reduced by the difference of the attack values.
- attacking a weaker monster in defence mode (a usual case):
The opponent’s monster is destroyed in battle. All life points stay the same, unless the attacking monster possesses the ability of *piercing damage*. Then the opponent takes damage equal to the difference of the relevant values.
- attacking a stronger monster in defence mode:
The attacking player takes damage equal to the difference of the relevant values. Both monsters stay as they are.
- attacking a stronger monster in attack mode:
The attacking player takes damage equal to the difference of the attack values. The attacking monster is destroyed.
- attacking although the opponent does not control a summoned monster:
The opponent takes damage equal to the attack value of the attacking monster. This is called “attacking the life points of the opponent directly.”
- attacking a monster of same strength in attack mode:
All life points stay the same. Both monsters are destroyed in battle, unless they both have zero attack. In that case nothing happens.
- attacking a monster of same strength in defence mode:
Nothing happens.

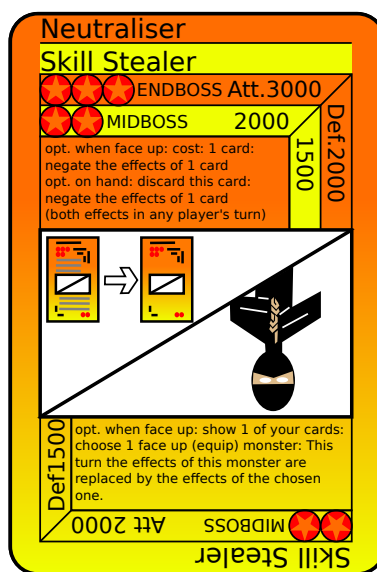
If a monster in face down defence mode is attacked, it is flipped into face up defence mode before the damage calculation. Then the usual rules apply. If a monster is *destroyed*, it is put to the owner’s graveyard face up. Furthermore, each card the destroyed monster was equipped with when being destroyed is put to the respective owner’s graveyard. This also means that if a monster is equipped with a monster that the opponent controls (typically the *Bugged Upgrade*), then the equip card lies not on the part of the field of its original owner, but instead directly behind the equipped monster. When such a card is put to the graveyard, it is put to the original owner’s graveyard. Some monsters can not be destroyed in battle, but the rest of the rules, including the damage calculation, happens according to the usual rules.

6 How to read a single card

6.1 Basics values

Each card consists always of two monsters: An upper monster and a lower monster. Each monster belongs to one of four different kinds, indicated by a number of one to four stars, judging approximately their strength. The MOOKS (one star) are weak and have a green background. They are typically just used as a support to make other monsters stronger by equipping them or function effectively as traps. The MIDBOSES (two stars) are usually a lot better and have a yellow background. The ENDBOSSES (three stars) are even better, typically possessing useful abilities, and have an orange background. The GODS (four stars) are the strongest and can be recognized by the red background.

Because of the fact that many cards consist of two monsters of different category, it is very intuitive to see what parts of the card belong to what monster. On the very top of the card there is first the name of the upper monster. Directly underneath comes the name of the lower monster - usually with a different background color. Under that comes the category of the monster with the corresponding number of stars and the attack value. Rotated on the right edge is the defence value of the upper monster. When put into defence mode, the controlling player can more easily read this value. Directly under the values of the upper monster are the values of the lower monster. In a rectangle below this are the effects of the upper monster, except for possible *special summoning* effects. They are implied by the number of stars. In the middle of the card are the pictures of the two monsters. Under the pictures are the effects of the lower monster. The rest of the lower card is a repetition of the information for the lower monster already given on top - just printed upside down.



6.2 About summoning

6.2.1 Normal summoning

The rules of summoning follow in their basics the ones in *YuGiOh!*. Once per turn in a *main phase* the player is allowed to perform one or no so called "normal summoning". The player chooses a card, decides for one of the two monsters and places the card in one of the *own monster card zones*. As long as the monster remains on the field, the other half of the card is completely ignored. For each card there are four different ways to put the card on the field, when summoning a monster. One can summon either of the two monsters on the card in face up attack mode or in face down defence mode. The latter is also called "setting" a monster. How one has to put the card for each mode was already explained in the section *About the modes*. Every monster can be normal summoned. When normal summoning or setting a monster, the player has to tribute a number of monsters the player controls (meaning the monsters one has already summoned or stolen from the opponent) equal to the number of stars of the summoned monster minus one. This means, MOOKS are summoned without tribute. The stronger categories always need one monster more as a tribute than the category before. This also implies that a MOOK can

only be summoned, if the player has still at least one monster card zone not already occupied by another summoned monster. When performing a normal summon, the cards of the tributed monsters and the cards the tributed monsters were equipped with, are put to the graveyard.

6.2.2 Costs for summoning and card effects

Some effects have no costs. This typically only concerns equipping. Some effects force a player to reveal a card for a moment. However, this is typically limited to once per turn. This can either be a card on the hand or a face down card. That means in these cases one has to possess such a card in order to use such an effect. The costs for other effects are higher. There are essentially five different places where a card can be in this game and still be immediately accessible to a player: The own hand, the own monster card zones, the own back row (consisting of the equip card zones), the opponent's back row (usually just for the *Bugged Upgrade* card) and the own graveyard. The summoned monsters and the cards on the hand are considered more valuable than the other cards. A card on the hand is considered to be worth one card. When using it for paying the price for an effect or a summoning, the player has to discard it, meaning putting it from the hand to the graveyard. A summoned monster the player controls is also worth one card. When using it for paying costs, the player has to put the card of the summoned monster to the graveyard. However, in this case the equipped cards of the tributed monster are also put to the graveyard without considering their usual value. In this case, these equipped cards are simply wasted. The cards of the player that equip monsters or that lie in the own graveyard count only as one half a card each. When sacrificing one of these cards for paying a price, the following has to be done: The equipped card has to be put to the graveyard. A card in the graveyard has to be banished (put to the own banishing zone). When paying the price for an effect or a summoning, any combination of paying the cost can be used as long as the total paid amounts add up exactly to the needed value. However, one can only move a card once for paying one price. This forbids banishing the discarded, tributed or equipped cards put to the graveyard, while still paying the cost for the same effect or summoning. So in short: summoned monsters and cards on the hand are worth one card each. The equipped cards and cards in the graveyard are worth only one half a card each.

6.2.3 Special summoning

Contrary to the only one normal summoning per turn, there is no limit for the so called "special summoning". Not all monsters can be special summoned though. MOOKS can only be normal summoned or set by tributing no monster. A GOD can only be summoned by tributing three monsters from the own monster card zones. Monsters can only be special summoned during a *main phase*. MIDBOSES can be special summoned only while being on the hand for the cost of one card. ENDBOSSES give the player even more options, because they can be special summoned while being either on the hand or in the own graveyard for the cost of two cards. When special summoning, one always has the choice between summoning it in face up attack position and face up defence position. That means, if one understands the abbreviations printed on the card text explained in the section *Understanding the card effects*, one can think of MIDBOSES and ENDBOSSES as possessing additional effects abbreviated in the following way:

- MIDBOSS: opt. on hand: cost: 1 card: spec. summon itself
- ENDBOSS: opt. on hand/from GY: cost: 2 cards: spec. summon itself

6.3 Equipping a monster

Contrary to the only one *normal summon* per turn and the unlimited but costly *special summons* there is the concept of equipping which is unlimited and has no cost, however is fairly weak. If there is at least one monster in any monster card zone, you may equip a monster you or your opponent controls with a monster card that has an equipping effect. These monsters are all MOOKS and are supposed to make your monsters somehow stronger or the monsters of the opponent weaker. Equip a monster by putting the equipping card in the zone behind the monster with the attack value of the equipping monster pointing towards the monster it is equipping. In case you equip a monster of your opponent, let the attack value point away from the monster it is equipping instead. This way it is easier to keep track of what card belongs to which player, although rarely an equip card may lie on the other half of the field. Similarly to summoned monsters, as long as the equipping card is on the field the other half of the card is completely ignored. The cards equipping the same monster are put on top of each other in the same zone. A monster can be equipped no matter its mode, even if it is face down. There is no limit to how often one can equip monsters in each main phase. However, for simplicity, a monster can not be equipped with more than 10 cards at a time. The equipping effect can still be used while equipping, allowing a passing on of equip cards from one monster to another. This can be useful for saving equip cards directly before tributing monsters.

6.4 Understanding the card effects

The effects use abbreviations at the beginning of the card texts describing the conditions that have to be fulfilled in order to use the effects. Also specific terms are used. These terms and abbreviations are explained below. If a card text begins with neither of the abbreviations listed below, then the effect is considered non-optional. That means the effect automatically applies no matter if the player wants to use it or not. If no timing is specified for optional effects, they can only be used during the own *main phases*. If there are multiple options, the player using an effect has the free choice.

- (no effect)
Except for summoning itself the monster has no effect. A short background story is told instead.
- opt.
Optional: The player who controls the summoned monster or equip monster, or has the card on the hand or in the own GY may choose to use the effect or not.
- once per turn:
The effect of the card can only be used once per turn. However, cards that are not summoned monsters have no memory about how often they used an effect. That means, equipping and re-equipping can be done as often as one wants. One can tribute and summon a monster again to use its effect again.
- when face up:
The effect can only be used by the player who controls the summoned monster and only, if it is face up in a monster card zone - not in an equip card zone.
- while equipping:
The effect can only be used by the player who controls the card and only, if it is face up in an equip card zone.

- (un)equip, equipping a monster
See the section *Equipping a monster*.
- on (the) field
The cards in monster card zones as well as the cards in equip card zones count as being on the field.
- on hand, from hand:
The card has to be on the player's hand in order to use the effect.
- the hand
If a card is added to "the hand", then the card is added to the hand of the original owner of the card, not necessarily to the hand of player who controls the card.
- cost
You have to pay with cards you control in order to use an effect. Hand cards are worth one whole card and have to be discarded. Summoned monsters are worth one whole card and are destroyed, when tributed as cost. Equip cards are worth 1/2 card and are unequipped and put to the GY. Cards in the GY are worth 1/2 card and are banished. One can not discard/tribute/unequip and then also banish the exact same card as cost for the exact same effect. One can banish the card later on, when paying the cost for the next effect.
- destroy, piercing attack
See the section *About the battle phase and damage calculation*.
- tribute
See *cost*.
- 1 card, 1/2 card
See *cost*.
- player
Unless implied otherwise this refers to the player who's turn it is.
- /
Either the condition before or after the slash has to be fulfilled in order to use the effect. You may read the slash simply as "or".
- GY
graveyard
- discard
This refers to putting one card from the own hand to the own graveyard.
- search out 1 card
searching a specific card from your deck and adding it to your hand
- MOOK Card, ..., GOD card, card name
When an effect refers to a card with specific monster properties, then it refers to all cards with at least one monster printed on them having these properties.
- banish
Banishing a card is a way to get rid of it without destroying it. Banished cards are put face up to the banishing zone.
- spec. summon / spec. sum.
special summon

- burn damage
If you inflict burn damage to your opponent equal to a certain value, then the life points of your opponent are lowered by this value.
- show 1 of your cards:
You have to reveal a card that you hold in your hand or that you control and is face down to your opponent for a moment long enough so that the opponent can understand what card it is. Then the card is put back into the state it was before. This implies, if one does not have a card that qualifies for this, then one can not use the effect. You can “reveal” the same card on hand over and over again, but a face down monster only once. Furthermore, if effects can only be used on cards fulfilling certain properties, one has to reveal these cards in order to prove that an effect does apply or not.
- steal
In order to steal a monster your opponent controls, you have to have at least one monster card zone unoccupied. Then the monster of the opponent is moved from its monster/equip card zone to one of your own monster card zones. If the stolen monster was equipped with any cards, these cards move accordingly to the own equip card zone behind the monster. You now count as the player who controls the monster. However, you are not necessarily the original owner of the monster. Equip cards that follow the stolen monster can still only be accessed by the player who controlled the cards before. If you steal an equip card, the equip monster gets special summoned to one of your monster card zones. When a card leaves the field, it goes to the hand/GY/banishing zone of the original owner. When playing with physical cards, this is done to more easily keep track of whom the cards belong.
- negate
See the section *About negating effects (or attacks)*.
- replace effect
If the effects of a monster are replaced by the effect of another monster for the rest of the turn, you may use this new effect after it has been copied in this way. You still have to pay the usual costs for the copied effect. If you copy an effect of another card/monster, you can only copy the original effect that is printed on the card, not necessarily the effect the monster possesses in that moment. One can still copy the effects of a summoned monster, even if the summoned monster can not use its effects itself, because its effects have been negated. One can not copy equip effects. However, one can copy all other effects of equip cards, like the piercing effect of *Lance*, or the cheat changing effect of *Demon*. One can not copy negate effects.
- cheat (mode) change
changing between attack and defence mode of a summoned monster by also changing between the two monsters printed on the card

7 About negating effects (or attacks)

7.1 General rules about negation

If not specified otherwise, one can only negate effects activated on the field - not activated from hand or in GY. The whole card text of the negated card on the field is simply ignored as long as it exists on the field. The effect does not happen. When negated in the last possible moment, one does not get back costs already paid for the negated effect. Negated equip cards are put face down. For simplicity, there can only be “maximum chain lengths of two”. That means, the first player may attack or use an effect and the second player may negate it. The first player can not negate that negation. Yes, an attack counts as an effect in this case. You may preventively negate any face down monster. Although seemingly useless, you may also “negate” monsters having no effect.

7.2 What can be negated?

The following things can be negated:

- attacks, unless the attacking monster is immune to negation.
- effects from the field, unless a monster is immune to negation. This comprises all optional effects of summoned monsters, passive effects of summoned monsters unless they are immune to negation, and all effects of equip cards equipping other monsters.
- cards on the field that are not already negated and that are not immune to negation. This comprises all equip cards and most summoned monsters.
- any monster about to be revived from the graveyard can be negated by the on hand effect of *Banisher*.
- some negations. See the section *When can a negation be negated?*

7.3 Preventively or in the last moment?

An important criterion for being able to tell, if a negation can be negated or not, is the question whether a negation counts as preventively (“out of pure paranoia”) or in the last moment, right before an attack/effect happens (usually right after the costs have been paid).

You negate something preventively, ...

- when you negate something during one of your own main phases.
- at the end of a main phase of the opponent.
- right after the opponent has just equipped a monster.

You negate something in the last moment, ...

- when you negate something during any battle phase (attack or effect).
- right after the opponent has paid the costs for an effect and thus now is about to perform the effect. This includes showing a card as cost for an effect.
- when the opponent wants to equip a monster with either a summoned monster or a card from another equip stack.

7.4 When can a negation be negated?

The rules are as follows:

- Effects from the hand can never be negated. This includes (tribute) normal summoning, setting, special summoning from hand, equipping from hand, and discarding effects. All of these effects are also called on hand effects.
- If not contradicting the previous rule, preventive negations can be negated.
- (The previous two rules imply, e.g., that negations from the field happening in the last moment can not be negated.)
- Since any attack counts as the first action and an attack negation as the second one, no attack negation can be negated.

Note, that when the opponent equips a monster from the field (from summoned monster or from equip stack) you get asked before and after the effect happens, if you want to negate it. Before the effect happens, it counts as in the last moment and can not be negated. That is why this is recommended. After the equip effect happens, it counts as preventive. That means, if you negate it then with the on field effect of Neutraliser, your Neutraliser might get negated instead by the opponent. So watch out!

8 Closing remarks

Overall the game is mostly relatively simply designed. Each player has only one deck and all values connected to damage calculation are integer multiples of 500. Thus you may think of the 8000 life points also as consisting of 16 life units times 500 points. Furthermore, there are no instant monsters without any cards they belong to. This makes this game very playable with real cards without having to calculate too complicated things.

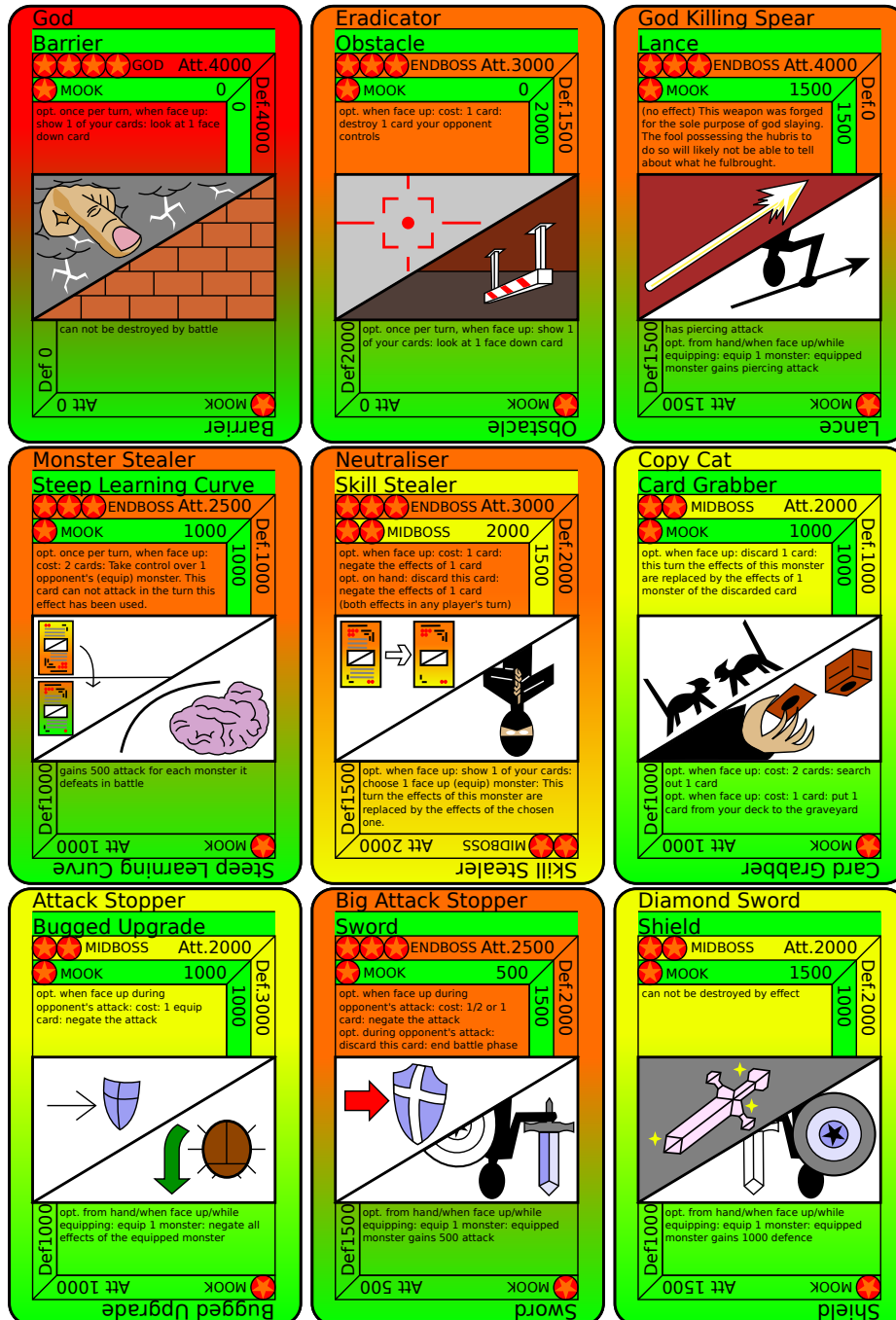
9 Complete list of all allowed cards

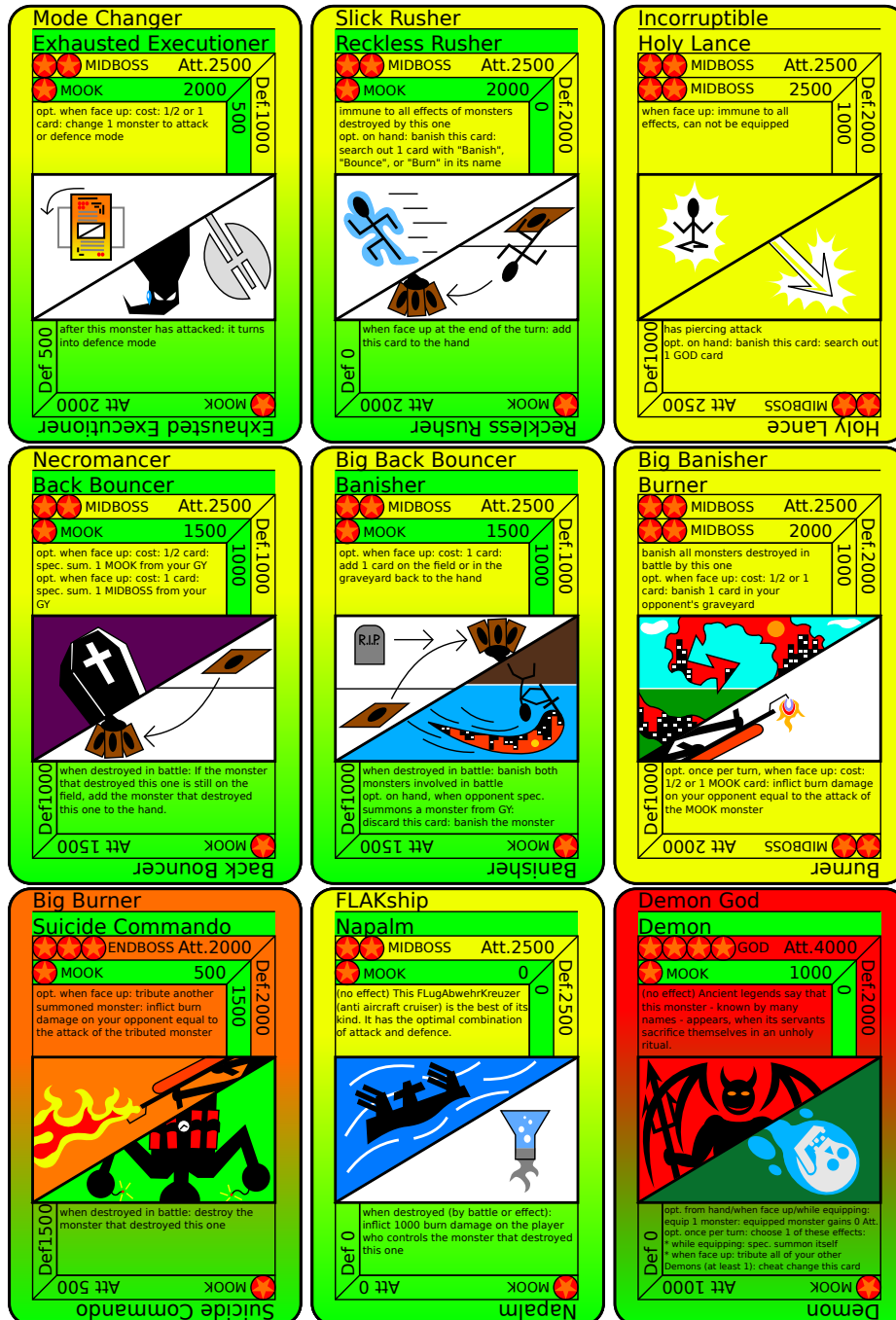
Since there are only 18 cards in this very first version of the game, a complete list of them shall be given here.

All cards in this game look on the reverse side like the following:



On the front, the cards look like the following:





10 Inspiration for the cards

The cards are inspired by some cards from *YuGiOh!* with partially similar effects.

God Barrier Eradicator Obstacle Lance Monster Stealer Steep Learning Curve Neutraliser Skill Stealer Card Grabber Bugged Upgrade Big Attack Stopper Sword Mode Changer Exhausted Executioner Slick Rusher Reckless Rusher Incorruptible Holy Lance Necromancer Back Bouncer Big Back Bouncer Banisher Big Banisher Burner Big Burner Suicide Commando FLAKship Napalm Demon God Demon	Obelisk the Tormentor Marshmallon Scrap Dragon Flamvell Guard Fairy Meteor Crush Number 11: Big Eye Ape Fighter Effect Veiler Herald of Perfection Number 69: Heraldry Crest Gold Sarcophagus Axe of Fools Utopia, Kuriboh, Battle Fader Black Pendant Photon Papilloperative, Maestro the Symphony Djinn, Karakuri Shogun mdl 00 "Burei" Axe Dragonute Dark Ruler Ha Des, Armades, Keeper of Boundaries, Star Eater Susa Soldier Obelisk the Tormentor Bitelon Doom Shaman Evilswarm Hraesvelg, Neo-Spacion Grand Mole Constellar Ptolemy M7 D.D. Assailant D.D. Crow Divine Knight Ishzark, Dark Smog Soul of Fire Superdreadnought Rail Cannon Gustav Max Heraldic Beast Basilisk Dark Magician Marshmallon Raviel, Lord of Phantasms Broken Bamboo Sword, Fiend's Sanctuary
“My body as a shield”-rule MOOKS MIDBOSES ENDBOSSES overall card design inspiration for whole game	My Body As A Shield unit monsters, equip spells, permanent spells level 5 and 6 monsters the adult Dragon Rulers Pendulum Monsters Beast King Barbaros