

ATK/3000 DEF/2500



ou can send this card and I Spell/Trap for rget I card on the field; send it to the GY. If end I Spell/Trap you control to the GY; ad ou can Special Summon I Zombie monster ntil the end of your opponent's turn, it gair

ATK/2500 DEF/2800



er turn. er you control is Tributed (except during the Damage Step): You on this card from your GY (if it was there when you Tributed) or

hand (even if not). [®]You can Tribute 1 DARK monster; your opponent places 1 card from their hand on either the top or bottom of the Deck.

ATK/3000 DEF/2000

KOZMO DARK DESTROYER





[MACHINE / EFFECT]

ATK/3000 DEF/1800

ABOMINABLE UNCHAINED SOUL 層



[FIEND / EFFECT]

You can only Special Summon "Abominable Unchained Soul(s)" once per jurn. If a card(s) you control is destroyed by battle or card effect. You can special Summon this card from your hand. If this card is Special Summoned you can discard i card, destroy i card on the field. Once per turn, during the and Phase, if this card is in the GP because it was destroyed on the field and ent there this turn. You can Special Summon this card, but place it on the ottom of the Deck when it leaves the field.

ATK/3000 DEF/1500

无

WORLD LEGACY - "WORLD SHIELD" 層





[MACHINE / EFFECT]

ATK/ 0 DEF/3000

THUNDER KING RAI-OH (7)



[THUNDER / EFFECT]

ATK/1900 DEF/ 800

FAIRY TAIL - SLEEPER



[SPELLCASTER / FLIP / EFFECT]

F.IJP. You can Special Summon 1 monster from your hand. When your opponent activates a Normal Spell/Trap Card (Quick Effect). You can Tribute 1 other monster, the activated effect becomes "Change I face-up monster your opponent controls to face-down Defense Position". You can only use this effect of Tairy Tail - Steeper' once per turn.

ATK/1850 DEF/1000

JURAGEDO



[FIEND / EFFECT]

During the Battle Step (Quick Effect): You can Special Summon this card from your hand, and if you do, gain 1000 IP. You can only use this effect of Juragedo once per turn. Quick Effect): You can Tribute this card, then target I face-up monster you control; it gains 1000 ATK until the end of the next turn.

ATK/1700 DEF/1300







ATK/1300 DEF/1700







During your opponent's Battle Phase (Quick Effect): You can banish this card from your GY; end the Battle Phase. You can only use this effect of "Electromagnetic Turtle" once per Duel.

ATK/ 0 DEF/1800

card Normali de Special Summonect Veu can target I face-up of the Special Summonect Veu can target I face-up percing battle damage to your opponent. During your nerts sum (Quick Effect) Vou can target i other face-up monster percing the special percentage of the special percentage of the position of the special percentage of the special percentage of the You can only use each effect of 'Feedran, the Winds of Mischiel' ATK/1700 DEF/ 0





[SPELLCASTER / EFFECT]

When this card is Normal Summoned: You can send I Level 4 or ower monster from your Deck to the GY. When this card is lestroyed by battle and sent to the GY: You can draw I card.

ATK/1500 DEF/ 500



[BEAST / EFFECT] If you take damage by battle or an opponent's card effect while this card is in the GY. You can banish this card from the GY, then target I card on the field; destroy it.

ATK/ 0 DEF/1800



[PSYCHIC / EFFECT]

Gains 200 ATK/DEF for each card in your opponent's GY. During your Standby Phase, if this card is in your hand or GY and your opponent has more cards in their GY than you. You can Special Summon this card. You can only use this effect of Lealplace Plaice' once per turn.

ATK/ ? DEF/ ?

ATK/ 700 DEF/2000

















































ATK/2500 DEF/2000



ATK/2000 DEF/2800







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**I* non-Tuner monsters your LP are less than or equal to your opponent's, this Synchroned card is unaffected by your opponent's activated effects, ended to the control of the tranget in monstery you control and your opponent controls, banish them. At the start of the Battle You can make this card gain ATK equal to the difference in your your opponent's.

ATK/3500 DEF/3500

ATK/2500 DEF/2900

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ATK/2000 LINK-2



ATK/2000 LINK-2



ATK/2000 LINK-2







LORD OF THE HEAVENLY PRISON [ROCK / EFFECT]

ATK/3100 DEF/2200

ATK/3000 DEF/3000



ATK/1000 LINK-2



[WINGED BEAST / EFFECT]

nne per turn, while vou control the Tribute Summoned caref. You can not one of the turn of the tribute Summoned caref. While the ribute Summoned card is in the Monster Zone, if your monster attacks a delense Position monster, inflict piercing battle damage to your opponent. Ince per opponent's turn (Quick Elfect?) You can bails i card from your and, change all Special Summoned monsters your opponent controls to

ATK/2900 DEF/ 800

FALLEN OF ALBAZ





[DRAGON / EFFECT]

If this card is Normal or Special Summoned (except during the Damage Step): You can discard i card; Fusion Summon i Fusion Monsfer Irom your Extra Deck, using monsters on either field as Fusion Material, including this card, but you cannot use other monsters you control as Fusion Material. You can only use this effect of 'Fallen of Albaz' once per turn.

ATK/1800 DEF/ 0

DOOMSTAR ULKA





[BEAST / EFFECT]

When exactly imonster you control land no other monsters) leaves the field by an opponent's card effect (except during the Damage Steph. You can banish this card from your hand or GY, if that monster is in the GY or banished face-up. Special Summon it, otherwise, Special Summon this gain is on ATK until the end of the next turn. You can only use each effect of 'Doomstar Ulka' once per turn.

ATK/1500 DEF/ 400

TIME-TEARING MORGANITE

[SPELL CARD]



- or the rest of this Duel, apply the following effects. You cannot activate monster effects in the hand. Draw 2 cards instead of 1 for your normal draw during your raw Phase.

Dragonoid Generator 變

[SPELL CARD @]



Activate this card by paying 1000 LP. During your Main Phase: You can Special Summon 1 Dragonoid Token" (Machine/EARTH/Ievel /ATK 300/DF 300) in Attack Position, you cannot Special Summon monsters from the Extra Deck for the rest of this turn, also during the End Phase your opponent Special Summons 1 Dragonoid Token" to their field in Attack Position (even if this card leaves the field). You can use this effect of "Dragonoid Generator" up to twice per turn.

FLOOWANDEREEZE AND THE UNEXPLORED WINDS

[SPELL CARD @]



You can conduct Tribute Summons that require 2 Tributes by sending I monster you control and 1 card your opponent controls to the CY instead of Tributing (It is still treated as a Tribute Summon). During your Main Phase: You can reveal up to 2 Winged Beast monsters in your hand and place them on the bottom of your Deck in any order, then draw the same number of cards. You can only use this effect of "Floowandereeze and the Unexplored Winds" once per turn.













