

DANGER! BIGFOOT! 闇



[BEAST / EFFECT]
You can reveal this card in your hand; your opponent randomly chooses 1 card from your entire hand, then you discard the chosen card. Then, if the discarded card was not "Danger Bigfoot", Special Summon 1 "Danger Bigfoot" from your hand, and if you do, draw 1 card. If this card is discarded, You can target 1 face-up card your opponent controls; destroy it. You can only use this effect of "Danger Bigfoot" once per turn.

ATK/3000 DEF/ 0

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ATK/3000 DEF/ 0

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DANGER! THUNDERBIRD! 闇



[WINGED BEAST / EFFECT]
You can reveal this card in your hand; your opponent randomly chooses 1 card from your entire hand, then you discard the chosen card. Then, if the discarded card was not "Danger Thunderbird", Special Summon 1 "Danger Thunderbird" from your hand, and if you do, draw 1 card. If this card is discarded, You can target 1 Set card your opponent controls; destroy it. You can only use this effect of "Danger Thunderbird" once per turn.

ATK/2800 DEF/2400

90807199 ©1996 KAZUKI TAKAHASHI

DANGER! THUNDERBIRD! 闇



[WINGED BEAST / EFFECT]
You can reveal this card in your hand; your opponent randomly chooses 1 card from your entire hand, then you discard the chosen card. Then, if the discarded card was not "Danger Thunderbird", Special Summon 1 "Danger Thunderbird" from your hand, and if you do, draw 1 card. If this card is discarded, You can target 1 Set card your opponent controls; destroy it. You can only use this effect of "Danger Thunderbird" once per turn.

ATK/2800 DEF/2400

90807199 ©1996 KAZUKI TAKAHASHI

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ATK/2800 DEF/2400

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HEXE TRUDE 闇



[SPELLCASTER / EFFECT]
If "Golden Castle of Stromberg" is in a Field Zone, you can Normal Summon this card without Tributing. Once per turn, if "Golden Castle of Stromberg" is in a Field Zone, You can target 1 card on the field, except this one; destroy it, and if you do, this card can make up to 2 attacks on monsters during each Battle Phase this turn. When this card destroys a monster by battle, You can target 1 face-up monster you control; it gains 400 ATK.

ATK/2600 DEF/2100

46294982 ©1996 KAZUKI TAKAHASHI

HEXE TRUDE 闇



[SPELLCASTER / EFFECT]
If "Golden Castle of Stromberg" is in a Field Zone, you can Normal Summon this card without Tributing. Once per turn, if "Golden Castle of Stromberg" is in a Field Zone, You can target 1 card on the field, except this one; destroy it, and if you do, this card can make up to 2 attacks on monsters during each Battle Phase this turn. When this card destroys a monster by battle, You can target 1 face-up monster you control; it gains 400 ATK.

ATK/2600 DEF/2100

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GIZMEK OROCHI, THE SERPENTRON SKY SLASHER 闇



[MACHINE / EFFECT]
If this card is in your hand or GY (Quick Effect): You can banish 8 cards from the top of your Deck face-down; Special Summon this card. You can banish 3 cards from your Extra Deck face-down, then target 1 face-up monster on the field; destroy it. You can only use 1 "Gizmek Orochi, the Serpentron Sky Slasher" effect per turn, and only once that turn.

ATK/2450 DEF/2450

71197066 ©1996 KAZUKI TAKAHASHI







SUPER POLYMERIZATION 魔

[SPELL CARD]



PTDN-EN046

Discard 1 card; Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from either side of the field as Fusion Materials. Cards and effects cannot be activated in response to this card's activation.

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GOLDEN CASTLE OF STROMBERG 魔

[SPELL CARD]



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Once per turn, during your Standby Phase, you must banish 10 cards from the top of your Deck face-down (this is not optional), or this card is destroyed. During your Main Phase: You can Special Summon 1 monster from your Deck that specifically lists the card "Golden Castle of Stromberg" in its text. You cannot Normal Summon/Set the turn you activate this effect (even if this card leaves the field). You can only use this effect of "Golden Castle of Stromberg" once per turn. When an opponent's monster declares an attack: Destroy the attacking monster, and if you do, inflict damage to your opponent equal to half the ATK that monster had on the field.

GOLDEN CASTLE OF STROMBERG 魔

[SPELL CARD]



72283691 ©1996 KAZUKI TAKAHASHI

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GOLDEN CASTLE OF STROMBERG 魔

[SPELL CARD]



72283691 ©1996 KAZUKI TAKAHASHI

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SALAMANGREAT VIOLET CHIMERA 炎



[CYBERSE / FUSION / EFFECT]

1 "Salamangreat" monster + 1 Link Monster

If this card is Fusion Summoned: You can make this card gain ATK equal to half the combined original ATK of the materials used to Summon it, until the end of this turn. Once per battle, during damage calculation, if this monster battles a monster whose current ATK is different from its original ATK (Quick Effect): You can double this card's ATK during damage calculation only. If this card, that was Fusion Summoned using "Salamangreat Violet Chimera" as material battles a monster, that monster's ATK becomes 0 during damage calculation only.

ATK/2800 DEF/2000

37261776 ©1996 KAZUKI TAKAHASHI

STARVING VENOM FUSION DRAGON 闇



[DRAGON / FUSION / EFFECT]

2 DARK monsters on the field, except Tokens

If this card is Fusion Summoned: You can make this card gain ATK equal to 1 opponent's Special Summoned monster, until the end of this turn. Once per turn, You can target 1 Level 5 or higher monster your opponent controls; until the end of this turn, this card's name becomes that monster's original name, and replace this effect with that monster's original effects. If this Fusion Summoned card is destroyed: You can destroy all your opponent's Special Summoned monsters.

ATK/2800 DEF/2000

41209827 ©1996 KAZUKI TAKAHASHI

MUDRAGON OF THE SWAMP 水



[WYRM / FUSION / EFFECT]

2 monsters with the same Attribute but different Types

Your opponent cannot target this card, or monsters on the field with the same Attribute as this card, with card effects. Once per turn (Quick Effect): You can declare 1 Attribute; this card becomes that Attribute until the end of this turn.

ATK/1900 DEF/1600

54757758 ©1996 KAZUKI TAKAHASHI

GALAXY-EYES CIPHER BLADE DRAGON 光



[DRAGON / XYZ / EFFECT]

3 Level 9 monsters

You can also Xyz Summon this card by using a Rank 0 "Galaxy-Eyes" Xyz Monster you control as material. (Transfer its materials to this card.) Cannot be used as material for an Xyz Summon. Once per turn: You can detach 1 material from this card, then target 1 card on the field; destroy it. If this Xyz Summoned card you control, is destroyed by battle with an opponent's attacking monster, or destroyed by an opponent's card effect, and sent to your GY: You can target 1 "Galaxy-Eyes Cipher Dragon" in your GY; Special Summon it.

ATK/3200 DEF/2800

02530830 ©1996 KAZUKI TAKAHASHI

NUMBER 22: ZOMBIESTEIN 闇



[ZOMBIE / XYZ / EFFECT]

2 Level 8 DARK monsters

Must be Xyz Summoned and cannot be Special Summoned by other ways. Once per turn, during either player's turn: You can detach 1 Xyz Material from this card and send 1 card from your hand to the Graveyard, then target 1 face-up card your opponent controls; change this card to Defense Position, and if you do, that face-up card has its effects negated until the end of this turn.

ATK/4500 DEF/1000

73445448 ©1996 KAZUKI TAKAHASHI

GALAXY-EYES FULL ARMOR PHOTON DRAGON 光

★★★★★★★★



CROS-EN095

[DRAGON / XYZ / EFFECT]
 2 Level 8 monsters
 You can also Xyz Summon this card by using a "Galaxy-Eyes" Xyz Monster you control as material, except "Galaxy-Eyes Full Armor Photon Dragon". (Transfer its materials to this card.) Once per turn: You can target up to 2 Equip Cards equipped to this card, attach them to this card as material. Once per turn: You can detach 1 material from this card, then target 1 face-up card your opponent controls; destroy it.

ATK/4000 DEF/3500

39030163 ©1996 KAZUKI TAKAHASHI

GALAXY-EYES CIPHER DRAGON 光

★★★★★★★★



DRL3-EN029

[DRAGON / XYZ / EFFECT]
 2 Level 8 monsters
 Once per turn: You can detach 1 Xyz Material from this card, then target 1 face-up monster your opponent controls; monsters you control cannot attack your opponent directly for the rest of this turn, except this card, also take control of the targeted monster until the End Phase, but while this effect is applied, it has its effects negated, its ATK becomes 3000, also its name becomes "Galaxy-Eyes Cipher Dragon".

ATK/3000 DEF/2500

18963306 ©1996 KAZUKI TAKAHASHI

NUMBER 38: HOPE HARBINGER DRAGON TITANIC GALAXY 光

★★★★★★★★



PGL3-EN008

[DRAGON / XYZ / EFFECT]
 2 Level 8 monsters
 Once per turn, during either player's turn, when a Spell Card or effect is activated on the field, You can negate that effect, and if you do, attach that card to this card as Xyz Material. When an opponent's monster declares an attack: You can detach 1 Xyz Material from this card, change the attack target to this card and perform damage calculation. If a face-up Xyz Monster(s) you control is destroyed by battle or card effect: You can target 1 face-up Xyz Monster you control; it gains ATK equal to 1 of those destroyed monster's original ATK.

ATK/3000 DEF/2500

63767246 ©1996 KAZUKI TAKAHASHI

DINGIRSU, THE ORCUST OF THE EVENING STAR 闇

★★★★★★★★



93854893

[MACHINE / XYZ / EFFECT]
 2 Level 8 monsters
 You can only Special Summon "Dingirsu, the Orcust of the Evening Star(s)" once per turn. You can also Xyz Summon this card by using an "Orcust" Link Monster you control as material. If a card(s) you control would be destroyed by battle or card effect, you can detach 1 material from this card instead. If this card is Special Summoned, You can activate 1 of these effects:
 ● Send 1 card your opponent controls to the GY.
 ● Attach 1 of your banished Machine Monsters to this card as material.

ATK/2600 DEF/2100

93854893 ©1996 KAZUKI TAKAHASHI

NUMBER 68: SANAPHOND THE SKY PRISON 闇

★★★★★★★★



23085002

[ROCK / XYZ / EFFECT]
 2 Level 8 monsters
 Gains 100 ATK and DEF for each monster in the GYs. Once per turn: You can detach 1 material from this card; until the end of your opponent's turn, this card cannot be destroyed by card effects, also neither player can Special Summon monsters from the GYs.

ATK/2100 DEF/2700

23085002 ©1996 KAZUKI TAKAHASHI

KNIGHTMARE UNICORN 闇

★★★★★★★★



38342335

[FIEND / LINK / EFFECT]
 2+ monsters with different names
 If this card is Link Summoned: You can discard 1 card, then target 1 card on the field; return it to the Deck, then if this card was co-linked when this effect was activated, you can draw 1 card. You can only use this effect of "Knightmare Unicorn" once per turn. While any co-linked "Knightmare" monsters are on the field, for your normal draw in your Draw Phase, draw 1 card for each different card name among those co-linked "Knightmare" monsters, instead of drawing just 1 card.

ATK/2200 LINK-3

38342335 ©1996 KAZUKI TAKAHASHI

KNIGHTMARE PHOENIX 炎

★★★★★★★★



02857636

[FIEND / LINK / EFFECT]
 2+ monsters with different names
 If this card is Link Summoned: You can discard 1 card, then target 1 Spell/Trap your opponent controls; destroy it, then, if this card was co-linked when this effect was activated, you can draw 1 card. You can only use this effect of "Knightmare Phoenix" once per turn. Co-linked monsters you control cannot be destroyed by battle.

ATK/1900 LINK-2

02857636 ©1996 KAZUKI TAKAHASHI

KNIGHTMARE CERBERUS 地

★★★★★★★★



75452921

[FIEND / LINK / EFFECT]
 2+ monsters with different names
 If this card is Link Summoned: You can discard 1 card, then target 1 Special Summoned monster in your opponent's Main Monster Zone; destroy it, then, if this card was co-linked when this effect was activated, you can draw 1 card. You can only use this effect of "Knightmare Cerberus" once per turn. Co-linked monsters you control cannot be destroyed by card effects.

ATK/1600 LINK-2

75452921 ©1996 KAZUKI TAKAHASHI

BARRICADEBORG BLOCKER 闇

★★★★★★★★



13117073

[MACHINE / LINK / EFFECT]
 2+ monsters with different names
 If this card is Link Summoned: You can discard 1 card; during the End Phase of this turn, add 1 Continuous or Field Spell from your GY to your hand. You can only use this effect of "Barricadeborg Blocker" once per turn. Face-up Spells you control cannot be destroyed by your opponent's card effects.

ATK/1000 LINK-2

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