

# RESCUE-ACE TURBULENCE



## [MACHINE / EFFECT]

You can banish 2 "Rescue-ACE" cards from your GY; Special Summon this card from your hand. During your Main Phase: You can Set up to 4 "Rescue-ACE" Quick-Play Spells / Normal Traps, with different names, directly from your Deck. If another card(s) you control leaves the field by an opponent's card effect (except during the Damage Step): You can target 1 card on the field; destroy it. You can only use each effect of "Rescue-ACE Turbulence" once per turn.

ATK/3000 DEF/3000



# RESCUE-ACE TURBULENCE



## [MACHINE / EFFECT]

You can banish 2 "Rescue-ACE" cards from your GY; Special Summon this card from your hand. During your Main Phase: You can Set up to 4 "Rescue-ACE" Quick-Play Spells / Normal Traps, with different names, directly from your Deck. If another card(s) you control leaves the field by an opponent's card effect (except during the Damage Step): You can target 1 card on the field; destroy it. You can only use each effect of "Rescue-ACE Turbulence" once per turn.

ATK/3000 DEF/3000



# RESCUE-ACE PREVENTER



## [MACHINE / EFFECT]

You can banish 1 "Rescue-ACE" card from your GY; Special Summon this card from your hand. If you control another "Rescue-ACE" monster (Quick Effect): You can target 1 Effect Monster your opponent controls; change it to face-down Defense Position. If this card is sent to the GY: You can target 1 of your banished "Rescue-ACE" monsters, except a Level 8 monster; Special Summon it. You can only use each effect of "Rescue-ACE Preventer" once per turn.

ATK/2800 DEF/2800



# RESCUE-ACE PREVENTER



## [MACHINE / EFFECT]

You can banish 1 "Rescue-ACE" card from your GY; Special Summon this card from your hand. If you control another "Rescue-ACE" monster (Quick Effect): You can target 1 Effect Monster your opponent controls; change it to face-down Defense Position. If this card is sent to the GY: You can target 1 of your banished "Rescue-ACE" monsters, except a Level 8 monster; Special Summon it. You can only use each effect of "Rescue-ACE Preventer" once per turn.

ATK/2800 DEF/2800



# RESCUE-ACE FIRE ENGINE



## [MACHINE / EFFECT]

If a "Rescue-ACE" monster(s) is Normal or Special Summoned to your field, except "Rescue-ACE Fire Engine" (except during the Damage Step): You can Special Summon this card from your hand. If a monster(s) is Special Summoned to your opponent's field (except during the Damage Step): You can Special Summon 1 Level 4 or lower "Rescue-ACE" monster from your hand, Deck, or GY. You can only use each effect of "Rescue-ACE Fire Engine" once per turn.

ATK/2500 DEF/2500



# KASHTIRA FENRIR



## [PSYCHIC / EFFECT]

If you control no monsters, you can Special Summon this card (from your hand). You can only use each of the following effects of "Kashtira Fenrir" once per turn. During your Main Phase: You can add 1 "Kashtira" monster from your Deck to your hand. When this card declares an attack, or if your opponent activates a monster effect (except during the Damage Step): You can target 1 face-up card your opponent controls; banish it, face-down.

ATK/2400 DEF/2400

# KASHTIRA FENRIR



## [PSYCHIC / EFFECT]

If you control no monsters, you can Special Summon this card (from your hand). You can only use each of the following effects of "Kashtira Fenrir" once per turn. During your Main Phase: You can add 1 "Kashtira" monster from your Deck to your hand. When this card declares an attack, or if your opponent activates a monster effect (except during the Damage Step): You can target 1 face-up card your opponent controls; banish it, face-down.

ATK/2400 DEF/2400



# KASHTIRA FENRIR



## [PSYCHIC / EFFECT]

If you control no monsters, you can Special Summon this card (from your hand). You can only use each of the following effects of "Kashtira Fenrir" once per turn. During your Main Phase: You can add 1 "Kashtira" monster from your Deck to your hand. When this card declares an attack, or if your opponent activates a monster effect (except during the Damage Step): You can target 1 face-up card your opponent controls; banish it, face-down.

ATK/2400 DEF/2400



# RESCUE-ACE FIRE ATTACKER



## [MACHINE / EFFECT]

If a "Rescue-ACE" monster(s) is Normal or Special Summoned to your field, except "Rescue-ACE Fire Attacker" (except during the Damage Step): You can Special Summon this card from your hand. If a card(s) is added to your opponent's hand, except by drawing it (except during the Damage Step): You can draw 2 cards, then discard 1 card. You can only use each effect of "Rescue-ACE Fire Attacker" once per turn.

ATK/2200 DEF/2200



# RESCUE-ACE AIR LIFTER



## [WARRIOR / EFFECT]

If this card is Normal or Special Summoned: You can add 1 "Rescue-ACE" Spell from your Deck to your hand. When your opponent activates a monster effect on the field (Quick Effect): You can Tribute this card from your hand or face-up field; Special Summon 1 "Rescue-ACE" monster from your hand, except "Rescue-ACE Air Lifter". You can only use each effect of "Rescue-ACE Air Lifter" once per turn.

ATK/1700 DEF/1700



# RESCUE-ACE AIR LIFTER



## [WARRIOR / EFFECT]

If this card is Normal or Special Summoned: You can add 1 "Rescue-ACE" Spell from your Deck to your hand. When your opponent activates a monster effect on the field (Quick Effect): You can Tribute this card from your hand or face-up field; Special Summon 1 "Rescue-ACE" monster from your hand, except "Rescue-ACE Air Lifter". You can only use each effect of "Rescue-ACE Air Lifter" once per turn.

ATK/1700 DEF/1700



# RESCUE-ACE AIR LIFTER



## [WARRIOR / EFFECT]

If this card is Normal or Special Summoned: You can add 1 "Rescue-ACE" Spell from your Deck to your hand. When your opponent activates a monster effect on the field (Quick Effect): You can Tribute this card from your hand or face-up field; Special Summon 1 "Rescue-ACE" monster from your hand, except "Rescue-ACE Air Lifter". You can only use each effect of "Rescue-ACE Air Lifter" once per turn.

ATK/1700 DEF/1700



# RESCUE-ACE IMPULSE



## [WARRIOR / EFFECT]

During your Main Phase: You can choose the 1 Effect Monster your opponent controls with the highest ATK (your choice, if tied), and neither player can activate that monster's effects on the field this turn. When your opponent activates a monster effect on the field (Quick Effect): You can Tribute this card from your hand or face-up field; Special Summon 1 Machine "Rescue-ACE" monster from your Deck. You can only use each effect of "Rescue-ACE Impulse" once per turn.

ATK/1500 DEF/1500



# RESCUE-ACE IMPULSE



## [WARRIOR / EFFECT]

During your Main Phase: You can choose the 1 Effect Monster your opponent controls with the highest ATK (your choice, if tied), and neither player can activate that monster's effects on the field this turn. When your opponent activates a monster effect on the field (Quick Effect): You can Tribute this card from your hand or face-up field; Special Summon 1 Machine "Rescue-ACE" monster from your Deck. You can only use each effect of "Rescue-ACE Impulse" once per turn.

ATK/1500 DEF/1500



# RESCUE-ACE IMPULSE



## [WARRIOR / EFFECT]

During your Main Phase: You can choose the 1 Effect Monster your opponent controls with the highest ATK (your choice, if tied), and neither player can activate that monster's effects on the field this turn. When your opponent activates a monster effect on the field (Quick Effect): You can Tribute this card from your hand or face-up field; Special Summon 1 Machine "Rescue-ACE" monster from your Deck. You can only use each effect of "Rescue-ACE Impulse" once per turn.

ATK/1500 DEF/1500



# ASH BLOSSOM & JOYOUS SPRING



MACR-EN036

## [ZOMBIE / TUNER / EFFECT]

When a card or effect is activated that includes any of these effects (Quick Effect): You can discard this card; negate that effect.

- Add a card(s) from the Deck to the hand.
- Special Summon a Monster Card(s) from the Deck.
- Send a card(s) from the Deck to the GY.

You can only use this effect of "Ash Blossom ∞ Joyous Spring" once per turn.

· The above text is unofficial and describes the card's functionality in the OCG.

ATK/ 0 DEF/1800



# ASH BLOSSOM & JOYOUS SPRING



MACR-EN036

## [ZOMBIE / TUNER / EFFECT]

When a card or effect is activated that includes any of these effects (Quick Effect): You can discard this card; negate that effect.

- Add a card(s) from the Deck to the hand.
- Special Summon a Monster Card(s) from the Deck.
- Send a card(s) from the Deck to the GY.

You can only use this effect of "Ash Blossom ∞ Joyous Spring" once per turn.

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ATK/ 0 DEF/1800



# ASH BLOSSOM & JOYOUS SPRING



MACR-EN036

## [ZOMBIE / TUNER / EFFECT]

When a card or effect is activated that includes any of these effects (Quick Effect): You can discard this card; negate that effect.

- Add a card(s) from the Deck to the hand.
- Special Summon a Monster Card(s) from the Deck.
- Send a card(s) from the Deck to the GY.

You can only use this effect of "Ash Blossom ∞ Joyous Spring" once per turn.

· The above text is unofficial and describes the card's functionality in the OCG.

ATK/ 0 DEF/1800



# DROLL & LOCK BIRD



STBL-EN082

## [SPELLCASTER / EFFECT]

If a card(s) is added from the Main Deck to your opponent's hand, except during the Draw Phase (Quick Effect): You can send this card from your hand to the GY; for the rest of this turn, cards cannot be added from either player's Main Deck to the hand.

ATK/ 0 DEF/ 0



# RESCUE-ACE HYDRANT



## [MACHINE / EFFECT]

While you control a "Rescue-ACE" monster other than "Rescue-ACE Hydrant", your opponent's monsters cannot target this card for attacks, also your opponent cannot target this card with card effects. You can only use each of the following effects of "Rescue-ACE Hydrant" once per turn. You can activate a Quick-Play Spell, or Trap Card, that was Set by the effect of your "Rescue-ACE" card, the turn it was Set. During your Main Phase: You can add 1 "Rescue-ACE" monster from your Deck to your hand, except "Rescue-ACE Hydrant".

ATK/ 0 DEF/ 0



# RESCUE-ACE HYDRANT



## [MACHINE / EFFECT]

While you control a "Rescue-ACE" monster other than "Rescue-ACE Hydrant", your opponent's monsters cannot target this card for attacks, also your opponent cannot target this card with card effects. You can only use each of the following effects of "Rescue-ACE Hydrant" once per turn. You can activate a Quick-Play Spell, or Trap Card, that was Set by the effect of your "Rescue-ACE" card, the turn it was Set. During your Main Phase: You can add 1 "Rescue-ACE" monster from your Deck to your hand, except "Rescue-ACE Hydrant".

ATK/ 0 DEF/ 0



# RESCUE-ACE HYDRANT



## [MACHINE / EFFECT]

While you control a "Rescue-ACE" monster other than "Rescue-ACE Hydrant", your opponent's monsters cannot target this card for attacks, also your opponent cannot target this card with card effects. You can only use each of the following effects of "Rescue-ACE Hydrant" once per turn. You can activate a Quick-Play Spell, or Trap Card, that was Set by the effect of your "Rescue-ACE" card, the turn it was Set. During your Main Phase: You can add 1 "Rescue-ACE" monster from your Deck to your hand, except "Rescue-ACE Hydrant".

ATK/ 0 DEF/ 0



# RESCUE-ACE HQ



[SPELL CARD 魔]



While your opponent controls a monster, all "Rescue-ACE" monsters you control gain 500 ATK/DEF. During your Main Phase, you can Normal Summon 1 "Rescue-ACE" monster, in addition to your Normal Summon/Set. (You can only gain this effect once per turn.) Once per turn: You can target 4 of your "Rescue-ACE" cards that are banished and/or in your GY; shuffle them into the Deck, then draw 1 card.



# POT OF PROSPERITY



[SPELL CARD]



Banish 3 or 6 cards of your choice from your Extra Deck, face-down; for the rest of this turn after this card resolves, any damage your opponent takes is halved, also excavate cards from the top of your Deck equal to the number of cards banished, add 1 excavated card to your hand, place the rest on the bottom of your Deck in any order. You can only activate 1 "Pot of Prosperity" per turn. You cannot draw cards by card effects the turn you activate this card.

# POT OF PROSPERITY



[SPELL CARD]



Banish 3 or 6 cards of your choice from your Extra Deck, face-down; for the rest of this turn after this card resolves, any damage your opponent takes is halved, also excavate cards from the top of your Deck equal to the number of cards banished, add 1 excavated card to your hand, place the rest on the bottom of your Deck in any order. You can only activate 1 "Pot of Prosperity" per turn. You cannot draw cards by card effects the turn you activate this card.



# POT OF PROSPERITY



[SPELL CARD]



Banish 3 or 6 cards of your choice from your Extra Deck, face-down; for the rest of this turn after this card resolves, any damage your opponent takes is halved, also excavate cards from the top of your Deck equal to the number of cards banished, add 1 excavated card to your hand, place the rest on the bottom of your Deck in any order. You can only activate 1 "Pot of Prosperity" per turn. You cannot draw cards by card effects the turn you activate this card.

# REINFORCEMENT OF THE ARMY



[SPELL CARD]



LOD-028

Add 1 Level 4 or lower Warrior monster from your Deck to your hand.



# ALERT!



[SPELL CARD 



(This card is always treated as a "Rescue-ACE" card.)

Add 1 "Rescue-ACE" monster from your GY to your hand, or if you control "Rescue-ACE Hydrant", you can add 1 "Rescue-ACE" monster from your Deck to your hand instead. You can only activate 1 "ALERT" per turn.

# BOOK OF ECLIPSE



[SPELL CARD 魔]



TDGS-EN062

Change all face-up monsters on the field to face-down Defense Position. During the End Phase of this turn, change as many face-down Defense Position monsters your opponent controls as possible to face-up Defense Position, then your opponent draws cards equal to the number of monsters changed face-up by this effect.



# BOOK OF ECLIPSE



[SPELL CARD 魔]



TDGS-EN062

Change all face-up monsters on the field to face-down Defense Position. During the End Phase of this turn, change as many face-down Defense Position monsters your opponent controls as possible to face-up Defense Position, then your opponent draws cards equal to the number of monsters changed face-up by this effect.

# BOOK OF ECLIPSE



[SPELL CARD 魔]



TDGS-EN062

Change all face-up monsters on the field to face-down Defense Position. During the End Phase of this turn, change as many face-down Defense Position monsters your opponent controls as possible to face-up Defense Position, then your opponent draws cards equal to the number of monsters changed face-up by this effect.



# BOOK OF MOON



[SPELL CARD 魔]



PGD-035

Target 1 face-up monster on the field; change that target to face-down Defense Position.

# BOOK OF MOON



[SPELL CARD 魔]



PGD-035

Target 1 face-up monster on the field; change that target to face-down Defense Position.



# BOOK OF MOON



[SPELL CARD 魔]



PGD-035

Target 1 face-up monster on the field; change that target to face-down Defense Position.

# EMERGENCY!



[SPELL CARD 地球]



(This card is always treated as a "Rescue-ACE" card.)  
Special Summon 1 "Rescue-ACE" monster from your Deck in Defense Position, then Tribute 1 "Rescue-ACE" monster from your hand or field. During your Main Phase: You can banish this card from your GY, then target 1 "Rescue-ACE" Trap in your GY; Set it. You can only use each effect of "EMERGENCY" once per turn.



# EMERGENCY!



[SPELL CARD 地]



(This card is always treated as a "Rescue-ACE" card.)  
Special Summon 1 "Rescue-ACE" monster from your Deck in Defense Position, then Tribute 1 "Rescue-ACE" monster from your hand or field. During your Main Phase: You can banish this card from your GY, then target 1 "Rescue-ACE" Trap in your GY; Set it. You can only use each effect of "EMERGENCY" once per turn.

# EMERGENCY!



[SPELL CARD 地球]



(This card is always treated as a "Rescue-ACE" card.)  
Special Summon 1 "Rescue-ACE" monster from your Deck in Defense Position, then Tribute 1 "Rescue-ACE" monster from your hand or field. During your Main Phase: You can banish this card from your GY, then target 1 "Rescue-ACE" Trap in your GY; Set it. You can only use each effect of "EMERGENCY" once per turn.



# RESCUE!



[SPELL CARD 魔]



(This card is always treated as a "Rescue-ACE" card.)

Target 1 "Rescue-ACE" monster in your GY, or if you control "Rescue-ACE Hydrant", you can target 1 monster in your opponent's GY instead; Special Summon it to your field. You can only activate 1 "RESCUE" per turn.

# CONTAIN!



[TRAP CARD]



(This card is always treated as a "Rescue-ACE" card.)

If you control a "Rescue-ACE" monster: Target 1 Effect Monster your opponent controls; this turn, that Effect Monster cannot attack, also its effects are negated. If you control "Rescue-ACE Hydrant" at resolution of this effect, that monster also cannot be used as material for a Fusion, Synchro, Xyz, or Link Summon this turn.



# EXTINGUISH!



[ TRAP CARD ]



(This card is always treated as a "Rescue-ACE" card.)

If you control a "Rescue-ACE" monster: Target 1 Effect Monster your opponent controls; destroy it, then, if you currently control "Rescue-ACE Hydrant", your opponent cannot activate the effects of that destroyed monster, or of monsters with its same original name, this turn.

# DIVINE ARSENAL AA-ZEUS - SKY THUNDER



## [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.

ATK/3000 DEF/3000



# GIGANTIC SPRIGHT



## [THUNDER / XYZ / EFFECT]

2 Level 2 monsters

For this card's Xyz Summon, you can treat Link-2 monsters you control as Level 2 monsters for material. The original ATK of this card that has a Fusion, Synchro, Xyz, or Link Monster as material becomes doubled. During your Main Phase: You can activate this effect; detach 1 material from a monster you control, and if you do, Special Summon 1 Level 2 monster from your Deck, also neither player can Special Summon monsters for the rest of this turn, except Level/Rank 2 monsters. You can only use this effect of "Gigantic Spright" once per turn.

ATK/1600 DEF/1600



# FIREWALL DRAGON DARKFLUID - NEO TEMPEST TERAHERTZ



## [CYBERSE / LINK / EFFECT]

3+ Cyberse monsters

Negate any monster effects activated by your opponent during the Battle Phase.  
 (Quick Effect): You can send 1 Cyberse monster from your Deck or Extra Deck to the GY, and if you do, this card gains the Attribute of that monster sent to the GY, also it gains 2500 ATK. You can only use this effect of "Firewall Dragon Darkfluid - Neo Tempest Terahertz" once per turn. This card can attack monsters a number of times each Battle Phase, up to the number of different Attributes it has.

ATK/3000 LINK-5



# UNDERWORLD GODDESS OF THE CLOSED WORLD



## [FIEND / LINK / EFFECT]

4+ Effect Monsters

You can also use 1 monster your opponent controls as material to Link Summon this card. If this card is Link Summoned: You can negate the effects of all face-up monsters your opponent currently controls. This Link Summoned card is unaffected by your opponent's activated effects, unless they target this card. Once per turn, when your opponent activates a card or effect that includes Special Summoning a monster(s) from the GY (Quick Effect): You can negate the activation.

\* The above text is unofficial and describes the card's functionality in the OCG.

ATK/3000 LINK-5

# TOPOLOGIC TRISBAENA



## [CYBERSE / LINK / EFFECT]

2+ Effect Monsters

If a monster(s) is Special Summoned to a zone(s) this card points to: Banish as many of those monster(s) as possible, also as many Spells/Traps on the field as possible, and if you do, inflict 500 damage to your opponent for each of their cards banished by this effect.

ATK/2500 **LINK-3**



# ACCESSCODE TALKER



## [CYBERSE / LINK / EFFECT]

### 2+ Effect Monsters

Your opponent cannot activate cards or effects in response to this card's effect activations. If this card is Link Summoned: You can target 1 Link Monster that was used as material for its Link Summon; this card gains ATK equal to that monster's Link Rating x 1000. You can banish 1 Link Monster from your field or GY; destroy 1 card your opponent controls, also for the rest of this turn, you cannot banish monsters with that same Attribute to activate this effect of "Accesscode Talker".

ATK/2300 LINK-4

# KNIGHTMARE UNICORN



## [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; shuffle it into 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



# DHARC THE DARK CHARMER, GLOOMY



## [SPELLCASTER / LINK / EFFECT]

2 monsters, including a DARK monster

(This card is always treated as a "Familiar-Possessed" card.)

You can target 1 DARK monster in your opponent's GY; Special Summon it to your zone this card points to. If this Link Summoned card is destroyed by battle, or is destroyed by an opponent's card effect while in its owner's Monster Zone: You can add 1 DARK monster with 1500 or less DEF from your Deck to your hand. You can only use each effect of "Dharc the Dark Charmer, Gloomy" once per turn.

ATK/1850 LINK-2



# HIITA THE FIRE CHARMER, ABLAZE



## [SPELLCASTER / LINK / EFFECT]

2 monsters, including a FIRE monster

(This card is always treated as a "Familiar-Possessed" card.)

You can target 1 FIRE monster in your opponent's GY; Special Summon it to your zone this card points to. If this Link Summoned card is destroyed by battle, or is destroyed by an opponent's card effect while in its owner's Monster Zone: You can add 1 FIRE monster with 1500 or less DEF from your Deck to your hand. You can only use each effect of "Hiita the Fire Charmer, Ablaze" once per turn.

ATK/1850 LINK-2



# BINARY SORCERESS



## [CYBERSE / LINK / EFFECT]

2 monsters, except Tokens

This card gains these effects based on the number of monsters co-linked to this card.

●1+: When a monster co-linked to this card battles your opponent's monster and inflicts battle damage to them: You can gain that much LP.

●2: Once per turn (Quick Effect): You can target 2 face-up monsters you control; until the end of this turn, halve the ATK of 1 monster, and if you do, add that lost ATK to the other monster.

ATK/1600 LINK-2

# DONNER, DAGGER FUR HIRE



## [BEAST-WARRIOR / LINK / EFFECT]

2 monsters with different Types

You can target 1 monster "Fur Hire" you control and 1 monster your opponent controls; destroy them. You can Tribute 1 monster; Special Summon 1 monster "Fur Hire" from your hand or GY with a different original name than the Tributed monster, then, if you Tributed a Link Monster to activate this effect, you can Special Summon 1 more such monster. You can only use 1 "Donner, Dagger Fur Hire" effect per turn, and only once that turn.

ATK/1600 LINK-2



# I:P MASQUERENA



## [CYBERSE / LINK / EFFECT]

2 non-Link Monsters

During your opponent's Main Phase, you can (Quick Effect): Immediately after this effect resolves, Link Summon 1 Link Monster using materials you control, including this card. You can only use this effect of "I:P Masquerena" once per turn. A Link Monster that used this card as material cannot be destroyed by your opponent's card effects.

ATK/ 800 LINK-2

# LINKURIBOH



## [CYBERSE / LINK / EFFECT]

1 Level 1 monster

When an opponent's monster declares an attack: You can Tribute this card; change that opponent's monster's ATK to 0, until the end of this turn. If this card is in your GY (Quick Effect): You can Tribute 1 Level 1 monster; Special Summon this card. You can only use this effect of "Linkuriboh" once per turn.

ATK/ 300 LINK-1



# APOLLOUSA, BOW OF THE GODDESS



## [FAIRY / LINK / EFFECT]

2+ monsters with different names, except Tokens  
 You can only control 1 "Apollousa, Bow of the Goddess". The original ATK of this card becomes 800 x the number of Link Materials used for its Link Summon. Once per Chain, when your opponent activates a monster effect (Quick Effect): You can make this card lose exactly 800 ATK, and if you do, negate the activation.

ATK/ ? LINK-4

# G GOLEM CRYSTAL HEART



## [CYBERSE / LINK / EFFECT]

2 Cyberse monsters

You can target 1 EARTH Link Monster in your GY: Special Summon it to your zone this card points to, and if you do, place 1 GG Counter on this card. You can only use this effect of "G Golem Crystal Heart" once per turn. EARTH monsters co-linked to this card gain 600 ATK for each GG Counter on this card, can make a second attack during each Battle Phase, also if they attack a Defense Position monster, inflict piercing battle damage to your opponent.

ATK/ 0 LINK-2