Supported Sub-Types:

* Angel
  + Light
  + Winged
  + “Otherworldly”
  + Give you rewards because you deserved it
  + Attributes:
    - Common: LIGHT, WATER, WIND
    - Uncommon: EARTH, FIRE
    - Rare: DARK
* Creature (Beast)
  + Common
  + Neutral (Usually
  + Usually non-magical
  + Attributes
    - Common: EARTH, WIND, WATER
    - Uncommon: FIRE
    - Rare: LIGHT, DARK
* Dragon
  + Elemental Breathing
  + Pretty big/menacing
  + Badass
  + Fly
  + Hard to control
  + Attributes: All
* Demon
  + Selfish
  + Opportunistic
  + Otherworldly
  + Give you rewards, at a cost
  + Attributes:
    - Common: DARK, FIRE, EARTH
    - Uncommon: WATER, WIND
    - Rare: LIGHT
* Elemental
  + Earth, Air, Fire, Water (Fu-Rin-Ka-Zan)
  + Magical
  + Attributes:
    - Common: EARTH, WIND, FIRE, WATER
    - Uncommon/Rare: LIGHT, DARK
* Machine
  + Overdrive/Redline: “Karate Man”
  + Spellproof
  + Attributes:
    - Common: EARTH, FIRE, WATER, WIND
    - Uncommon: LIGHT, DARK
* Plant
  + Susceptible to fire
  + Regenerate
  + Attributes:
    - Common: EARTH, WATER, WIND
    - Uncommon: LIGHT, DARK
    - Rare: FIRE
* Spellcaster
  + Improve Spells
  + Cast Spells
  + Physically weak
  + Attributes:
    - Common: LIGHT, DARK
    - Uncommon: EARTH, WIND, FIRE, WATER
* Warrior
  + Physically strong
  + Susceptible to spells
  + Attributes:
    - Common: EARTH, WIND, FIRE, WATER
    - Uncommon: LIGHT, DARK
* Zombie
  + No defense
  + Hard to kill (“Gyroid”)
  + Attributes:
    - Common: EARTH, DARK
    - Uncommon: WATER, WIND
    - Rare: LIGHT, FIRE

Nomenclature:

* Super-Types:
  + Spell
  + Trap
  + Monster
  + Fusion
  + Ritual
* Sub-Types:
  + Monster
    - Angel, Beast, Demon, Dragon, Insect, Machine, Plant, Rock, Spellcaster, Spirit, ­Warrior, Zombie
  + Spell
    - Continuous, Quick-Play, Normal
  + Trap
    - Continuous, Counter, Normal