

ARMED DRAGON LV3



SOD-EN013

[**DRAGON / EFFECT**]

During your Standby Phase: You can send this card to the GY; Special Summon 1 "Armed Dragon LV5" from your hand or Deck.

ATK/1200 DEF/ 900

OJAMUSCLE



[SPELL CARD]



EEN-EN041

(This card is always treated as a "Ojama" card.)

Select 1 face-up "Ojama King". Destroy all "Ojama" monsters on the field, except the selected "Ojama King". It gains 1000 ATK for each monster destroyed this way.

MAGICAL MALLET



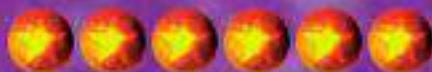
[SPELL CARD]



DP2-EN024

Shuffle any number of cards from your hand into the Deck, then draw that same number of cards.

OJAMA KING



SOD-EN034

[BEAST / FUSION / EFFECT]

"Ojama Green" + "Ojama Yellow" + "Ojama Black"

Select up to 3 of your opponent's Monster Card Zones. The selected zones cannot be used.

ATK/ 0 DEF/3000

ARMED CHANGER



[SPELL CARD 魔]



EEN-EN045

Send 1 Equip Spell Card from your hand to the Graveyard to activate this card. If the equipped monster destroys a monster by battle, the controller of this Equip Card can add 1 monster with ATK equal to or less than the equipped monster from their Graveyard to their hand.

XYZ-DRAGON CANNON



BPT-010

[MACHINE / FUSION / EFFECT]

"X-Head Cannon" + "Y-Dragon Head" + "Z-Metal Tank"

Must first be Special Summoned (from your Extra Deck) by banishing the above cards you control. (You do not use "Polymerization".) Cannot be Special Summoned from the GY. You can discard 1 card, then target 1 card your opponent controls; destroy that target.

ATK/2800 DEF/2600

W-WING CATAPULT



EEN-EN011

[MACHINE / UNION / EFFECT]

Once per turn, you can either: Target 1 "V-Tiger Jet" you control; equip this card to that target, OR: Unequip this card and Special Summon it. A monster equipped with this card gains 400 ATK/DEF, also if the equipped monster would be destroyed by battle or card effect, destroy this card instead.

ATK/1300 DEF/1500

GOLEM DRAGON



JUMP-EN040

[**DRAGON / EFFECT**]

Your opponent cannot target face-up Dragon-Type monsters for attacks, except this one.

ATK/ 200 DEF/2000

CHTHONIAN POLYMER



[TRAP CARD]



EEN-EN057

You can only activate this card when your opponent Fusion Summons a Fusion Monster. Tribute 1 monster on your side of the field to take control of that Fusion Monster.

ARMED DRAGON LV7



SOD-EN015

[**DRAGON / EFFECT**]

Cannot be Normal Summoned/Set. Must be Special Summoned by "Armed Dragon LV5". You can send 1 monster from your hand to the GY; destroy all face-up monsters your opponent controls with ATK less than or equal to the sent monster's ATK.

ATK/2800 DEF/1000

ARMED DRAGON CATAPULT CANNON



[MACHINE / FUSION / EFFECT]

"VWXYZ-Dragon Catapult Cannon" + "Armed Dragon LV7"

Must first be Special Summoned (from your Extra Deck) during a Duel you Special Summoned both the above cards, by banishing the above cards from your field and/or GY. (You do not use "Polymerization".) Your opponent cannot activate cards or effects with the same name as any banished card. Once per turn, during your opponent's turn (Quick Effect): You can banish 1 card from your Deck or Extra Deck, face-up; banish all cards your opponent controls and in their GY.

ATK/3500 DEF/3000

OJAMA BLACK



IOC-002

[BEAST]

He's one of the Ojama Trio. It's said that he butts in by any means necessary. It's also said that when the three are together, something happens.

ATK/ 0 DEF/1000

OJAMA DELTA HURRICANE!!



[SPELL CARD]



IOC-034

You can only activate this card while "Ojama Green", "Ojama Yellow" and "Ojama Black" are face-up on your side of the field. Destroy all cards on your opponent's side of the field.

THE GRAVE OF ENKINDLING



[TRAP CARD]



DP2-EN030

You can only activate this card when a monster on your side of the field is destroyed as a result of battle and sent to the Graveyard. You and your opponent each select 1 monster from your respective Graveyards and Special Summon them in Defense Position. Neither monster Special Summoned by this card's effect can change its battle position while it is face-up on the field, except with a card effect.

VWXYZ-DRAGON CATAPULT CANNON



EEN-EN031

[MACHINE / FUSION / EFFECT]

"VW-Tiger Catapult" + "XYZ-Dragon Cannon"

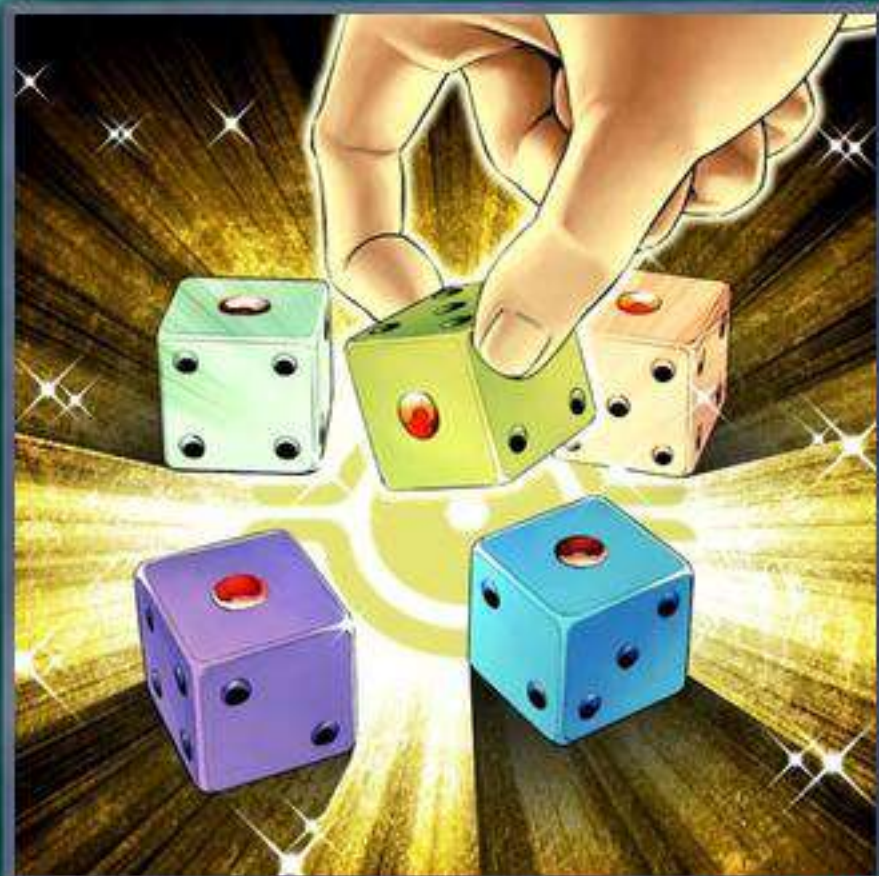
Must first be Special Summoned (from your Extra Deck) by banishing the above cards you control. (You do not use "Polymerization".) Once per turn: You can target 1 card your opponent controls; banish that target. When this card declares an attack on an opponent's monster: You can target the attack target; change that attack target's battle position. (Flip Effects are not activated.)

ATK/3000 DEF/2800

LEVEL MODULATION



[SPELL CARD]



EEN-EN039

Your opponent draws 2 cards. Special Summon 1 "LV" monster from your Graveyard, ignoring the Summoning conditions. The monster that was Special Summoned by this effect cannot attack, nor activate or apply its effect this turn.

X-HEAD CANNON



MFC-004

[MACHINE]

A monster with a mighty cannon barrel, it is able to integrate its attacks. It attacks in many ways by combining and separating with other monsters.

ATK/1800 DEF/1500

Z-METAL TANK



MFC-006

[MACHINE / UNION / EFFECT]

Once per turn, you can either: Target 1 "X-Head Cannon" or "Y-Dragon Head" you control; equip this card to that target, OR: Unequip this card and Special Summon it. A monster equipped with this card gains 600 ATK/DEF, also if the equipped monster would be destroyed by battle or card effect, destroy this card instead.

ATK/1500 DEF/1300

OJAMA BLUE



RGBT-EN097

[BEAST / EFFECT]

When this card is destroyed by battle and sent to the Graveyard, you can add 2 "Ojama" cards from your Deck to your hand (this can include "Ojamuscle").

ATK/ 0 DEF/1000

DARK ARMED DRAGON



PTDN-EN019

[**DRAGON / EFFECT**]

Cannot be Normal Summoned/Set. Must be Special Summoned (from your hand) by having exactly 3 DARK monsters in your GY. You can banish 1 DARK monster from your GY, then target 1 card on the field; destroy that target.

ATK/2800 DEF/1000

Y-DRAGON HEAD



MFC-005

[MACHINE / UNION / EFFECT]

Once per turn, you can either: Target 1 "X-Head Cannon" you control; equip this card to that target, OR: Unequip this card and Special Summon it. A monster equipped with this card gains 400 ATK/DEF, also if the equipped monster would be destroyed by battle or card effect, destroy this card instead.

ATK/1500 DEF/1600

LIGHTNING VORTEX



[SPELL CARD]



FET-EN040

Discard 1 card; destroy all face-up monsters your opponent controls.

CHTHONIAN SOLDIER



EEN-EN010

[WARRIOR / EFFECT]

When this card is destroyed by an opponent's attacking monster and sent to the Graveyard, the Battle Damage you took from this battle is also inflicted to your opponent.

ATK/1200 DEF/1400

THE UNHAPPY MAIDEN



MRD-134

[SPELLCASTER / EFFECT]

When this card is sent to the Graveyard as a result of battle, the Battle Phase for that turn ends immediately.

ATK/ 0 DEF/ 100

V-TIGER JET



EEN-EN002

[MACHINE]

This ace fighter is unbeatable in a dogfight. It combines with other monsters to launch an array of encircling attacks.

ATK/1600 DEF/1800

TREASURE MAP



[TRAP CARD]



DPK-ENSE2

You can only activate this card in response to the activation of an effect that would return this card from the field to the hand. Draw 2 cards from your Deck and discard 1 card from your hand.

RING OF DEFENSE



[SPELL CARD 魔]



DP2-EN026

When a Trap effect that inflicts damage is activated: Make that effect damage 0.

VW-TIGER CATAPULT



EEN-EN030

[MACHINE / FUSION / EFFECT]

"V-Tiger Jet" + "W-Wing Catapult"

Must first be Special Summoned (from your Extra Deck) by banishing the above cards you control. (You do not use "Polymerization".) You can discard 1 card, then target 1 monster your opponent controls; change that target's battle position. (Flip Effects are not activated.)

ATK/2000 DEF/2100

ARMED DRAGON LV10



DP2-EN013

[**DRAGON / EFFECT**]

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by Tributing 1 "Armed Dragon LV7". You can send 1 card from your hand to the Graveyard to destroy all face-up monsters your opponent controls.

ATK/3000 DEF/2000

ARMED DRAGON LV5



SOD-EN014

[**DRAGON / EFFECT**]

You can send 1 monster from your hand to the GY, then target 1 face-up monster your opponent controls with ATK less than or equal to the sent monster's ATK; destroy that target. During the End Phase, if this card destroyed a monster by battle this turn: You can send this card to the GY; Special Summon 1 "Armed Dragon LV7" from your hand or Deck.

ATK/2400 DEF/1700

MEFIST THE INFERNAL GENERAL



DCR-066

[FIEND / EFFECT]

When this card attacks with an ATK that is higher than the DEF of your opponent's Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points. When this card inflicts Battle Damage to your opponent's Life Points, discard 1 card randomly from your opponent's hand.

ATK/1800 DEF/1700

CHTHONIAN ALLIANCE



[SPELL CARD 魔]



EEN-EN044

The equipped monster gains 800 ATK for each other face-up monster on the field that has the same name it does.

LIGHT AND DARKNESS DRAGON



YG01-EN001

[**DRAGON / EFFECT**]

Cannot be Special Summoned. While face-up on the field, this card is also DARK-Attribute. Once per Chain, during either player's turn, when a Spell Card, Trap Card, or monster effect is activated: This card loses exactly 500 ATK and DEF and that activation is negated. When this card is destroyed and sent to the Graveyard: Target 1 monster in your Graveyard (if possible); destroy all cards you control, also Special Summon that monster (if any).

ATK/2800 DEF/2400

PITCH-DARK DRAGON



MFC-008

[**DRAGON / UNION / EFFECT**]

Once per turn, during your Main Phase, if you control this card on the field, you can equip it to your "Dark Blade" as an Equip Card, OR unequip the Union equipment and Special Summon this card in face-up Attack Position. While equipped to a monster by this card's effect, increase the ATK/DEF of the equipped monster by 400 points. When it attacks with an ATK that is higher than the DEF of a Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points. (1 monster can only be equipped with 1 Union Monster at a time. If the equipped monster is destroyed as a result of battle, destroy this card instead.)

ATK/ 900 DEF/ 600

CHTHONIAN SOLDIER



EEN-EN010

[WARRIOR / EFFECT]

When this card is destroyed by an opponent's attacking monster and sent to the Graveyard, the Battle Damage you took from this battle is also inflicted to your opponent.

ATK/1200 DEF/1400

CHTHONIAN SOLDIER



EEN-EN010

[WARRIOR / EFFECT]

When this card is destroyed by an opponent's attacking monster and sent to the Graveyard, the Battle Damage you took from this battle is also inflicted to your opponent.

ATK/1200 DEF/1400

OJAMA TRIO



[TRAP CARD]



DCR-047

Special Summon 3 "Ojama Tokens"
(Beast-Type/LIGHT/Level 2/ATK 0/DEF 1000) to your
opponent's field in Defense Position. They cannot be
Tributed for a Tribute Summon, and each time 1 is
destroyed, its controller takes 300 damage.

GENESIS DRAGON



GLD4-EN028

[**DRAGON / EFFECT**]

Once per turn, you can send 1 Dragon-Type monster from your hand to the Graveyard to add 1 Dragon-Type monster from your Graveyard to your hand. When this card is sent from the field to the Graveyard, you can return all Dragon-Type monsters from your Graveyard to your Deck.

ATK/2200 DEF/1800

DRAGONIC KNIGHT



CT07-EN017

[**DRAGON / EFFECT**]

When the effect of an opponent's monster is activated that targets and destroys a card(s) you control, you can send the targeted card(s) to the Graveyard to Special Summon this card from your hand.

ATK/2800 DEF/2300

MASKED DRAGON



SOD-EN026

[**DRAGON / EFFECT**]

When this card is destroyed by battle and sent to the Graveyard: You can Special Summon 1 Dragon-Type monster with 1500 or less ATK from your Deck.

ATK/1400 DEF/1100

OJAMA KNIGHT



TAEV-EN044

[BEAST / FUSION / EFFECT]

1 "Ojama" monster + 1 "Ojama" monster

Select up to 2 of your opponent's Monster Card Zones. The selected zones cannot be used.

ATK/ 0 DEF/2500

OJAMA YELLOW



IOC-001

[BEAST]

He's one of the Ojama Trio. It's said that he butts in by any means necessary. It's also said that when the three are together, something happens.

ATK/ 0 DEF/1000

LANCER LINDWURM



EXVC-EN092

[DRAGON / EFFECT]

If this card attacks a Defense Position monster, inflict piercing battle damage to your opponent.

ATK/1800 DEF/1200

DARK BLADE



MFC-007

[WARRIOR]

They say he is a dragon-manipulating warrior from the dark world. His attack is tremendous, using his great swords with vicious power.

ATK/1800 DEF/1500

INFERNO RECKLESS SUMMON



[SPELL CARD 魔]



DP2-EN025

When exactly 1 monster with 1500 or less ATK is Special Summoned to your field while your opponent controls a face-up monster: Special Summon as many monsters as possible with the same name as the Summoned monster, from your hand, Deck, and Graveyard, in Attack Position, also your opponent Special Summons as many monsters as possible with the same name as 1 of their face-up monsters, from their hand, Deck, and Graveyard.

OJAMA GREEN



DCR-056

[BEAST]

He's one of the Ojama Trio. It's said that he butts in by any means necessary. It's also said that when the three are together, something happens.

ATK/ 0 DEF/1000

CHTHONIAN BLAST



[TRAP CARD]



EEN-EN050

When a face-up monster you control is destroyed and sent to the Graveyard: Destroy the 1 face-up monster on the field that has the lowest ATK (your choice, if tied), and if you do, inflict damage to both players equal to half of that monster's ATK.

INFERNAL INCINERATOR



EEN-EN012

[FIEND / EFFECT]

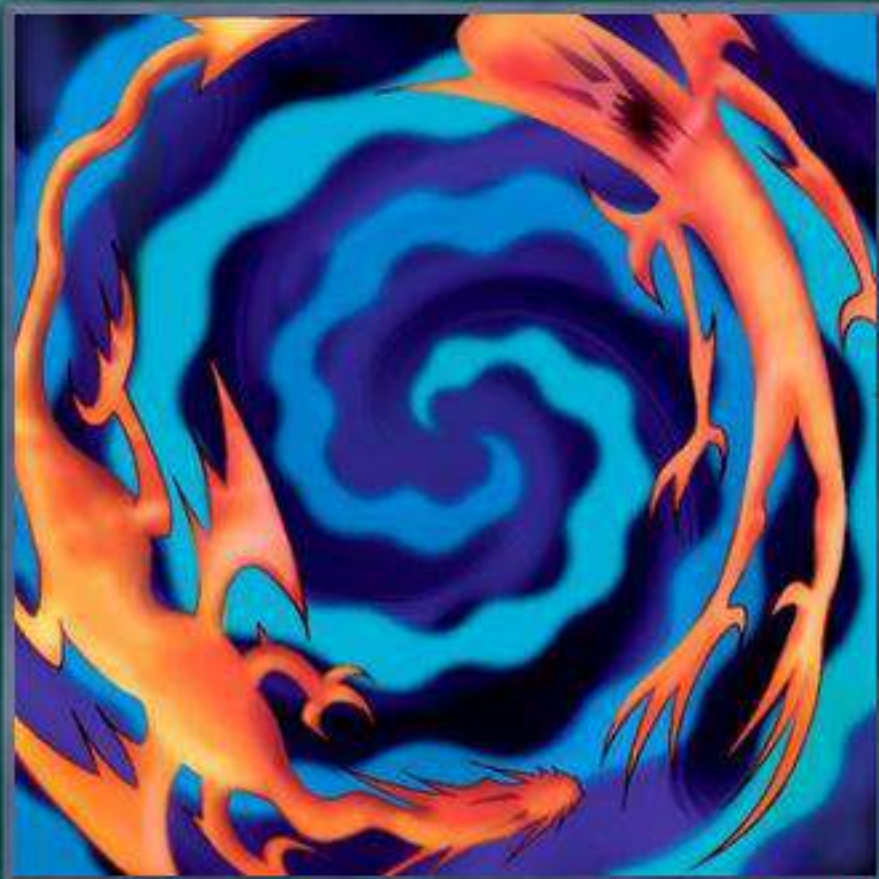
This card can only be Normal Summoned or Set by discarding all other card(s) in your hand and Tributing 1 card you control with 2000 or more ATK. This card gains 200 ATK for each monster your opponent controls. This card loses 500 ATK for each other monster you control.

ATK/2800 DEF/1800

POLYMERIZATION



[SPELL CARD]



LOB-059

Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from your hand or field as Fusion Material.

OJAMAGIC



[SPELL CARD]



EEN-EN040

If this card is sent from the hand or field to the GY: Add 1 each of "Ojama Green", "Ojama Yellow" and "Ojama Black" from your Deck to your hand.

LEVEL UP!



[SPELL CARD]



SOD-EN041

Send 1 face-up "LV" monster you control to the Graveyard; Special Summon 1 monster from your hand or Deck that is listed in the sent monster's text, ignoring its Summoning conditions.