

SKY STRIKER ACE - KAINA

EARTH
地



[MACHINE / LINK / EFFECT]

1 non-EARTH "Sky Striker Ace" monster

If this card is Special Summoned: You can target 1 face-up monster your opponent controls; it cannot attack until the end of your opponent's turn. Each time you activate a "Sky Striker" Spell Card, or its effect, gain 100 LP immediately after the card or effect resolves. You can only Special Summon "Sky Striker Ace - Kaina(s)" once per turn.

ATK/1500 LINK-7

SHARED RIDE



[SPELL CARD 魔]



LVAL-EN070

For the rest of this turn, each time a card(s) is added from the Main Deck or GY to your opponent's hand, except by drawing them, you immediately draw 1 card. You can only activate 1 "Shared Ride" per turn.

SHARED RIDE



[SPELL CARD 魔]



LVAL-EN070

For the rest of this turn, each time a card(s) is added from the Main Deck or GY to your opponent's hand, except by drawing them, you immediately draw 1 card. You can only activate 1 "Shared Ride" per turn.

KNIGHTMARE PHOENIX



[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

TOPOLOGIC BOMBER DRAGON



[CYBERSE / LINK / EFFECT]

2+ Effect Monsters

If another monster is Special Summoned to a zone a Link Monster points to, while this monster is on the field: Destroy all monsters in the Main Monster Zones, also your other monsters cannot attack for the rest of this turn. After damage calculation, if this card attacked an opponent's monster: Inflict damage to your opponent equal to that monster's original ATK.

ATK/3000 LINK-4

SKY STRIKER ACE - HAYATE



[MACHINE / LINK / EFFECT]

1 non-WIND "Sky Striker Ace" monster

You can only Special Summon "Sky Striker Ace Hayate(s)" once per turn. This card can attack directly. After damage calculation, if this card battled: You can send 1 "Sky Striker" card from your Deck to the GY.

ATK/1500 LINK-7

SKY STRIKER ACE - HAYATE



[MACHINE / LINK / EFFECT]

1 non-WIND "Sky Striker Ace" monster

You can only Special Summon "Sky Striker Ace Hayate(s)" once per turn. This card can attack directly. After damage calculation, if this card battled: You can send 1 "Sky Striker" card from your Deck to the GY.

ATK/1500 LINK-7

SKY STRIKER ACE - KAINA

EARTH
地



[MACHINE / LINK / EFFECT]

1 non-EARTH "Sky Striker Ace" monster

If this card is Special Summoned: You can target 1 face-up monster your opponent controls; it cannot attack until the end of your opponent's turn. Each time you activate a "Sky Striker" Spell Card, or its effect, gain 100 LP immediately after the card or effect resolves. You can only Special Summon "Sky Striker Ace - Kaina(s)" once per turn.

ATK/1500 LINK-7

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 from the Deck to the hand.
- Special Summon from the Deck.
- Send a card from the Deck to the GY.

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

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 from the Deck to the hand.
- Special Summon from the Deck.
- Send a card from the Deck to the GY.

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

ATK/ 0 DEF/1800

EVENLY MATCHED



[TRAP CARD]



At the end of the Battle Phase, if your opponent controls more cards than you do: You can make your opponent banish cards from their field face-down so they control the same number of cards as you do. If you control no cards, you can activate this card from your hand.

EVENLY MATCHED



[TRAP CARD]



At the end of the Battle Phase, if your opponent controls more cards than you do: You can make your opponent banish cards from their field face-down so they control the same number of cards as you do. If you control no cards, you can activate this card from your hand.

SUMMON LIMIT



[TRAP CARD ∞]



LODT-EN079

Neither player can Summon more than two times per turn.
(Negated Summons count toward this limit. Negated cards/effects that would Summon do not count.)

HEAVY STORM DUSTER



[TRAP CARD]



Target up to 2 Spells/Traps on the field; destroy them. You cannot conduct your Battle Phase the turn you activate this card.

SKY STRIKER MECHA MODULES - MULTIROLE



[SPELL CARD ∞]



Once per turn: You can target 1 other card you control; send that card to the GY, also your opponent cannot activate cards or effects in response to your Spell Card activations for the rest of this turn (even if this card leaves the field). (You can only gain the previous effect once per turn.) Once per turn, during the End Phase: You can Set "Sky Striker" Spells with different names from your GY, up to the number of "Sky Striker" Spell Cards you activated this turn while this card was face-up on your field, but banish them when they leave the field.

SKY STRIKER MECHA MODULES - MULTIROLE



[SPELL CARD ∞]



Once per turn: You can target 1 other card you control; send that card to the GY, also your opponent cannot activate cards or effects in response to your Spell Card activations for the rest of this turn (even if this card leaves the field). (You can only gain the previous effect once per turn.) Once per turn, during the End Phase: You can Set "Sky Striker" Spells with different names from your GY, up to the number of "Sky Striker" Spell Cards you activated this turn while this card was face-up on your field, but banish them when they leave the field.

CALLLED BY THE GRAVE



[SPELL CARD 魔]



Target 1 monster in your opponent's GY; banish it, and if you do, until the end of the next turn, its effects are negated, as well as the activated effects and effects on the field of monsters with the same original name.

CALLED BY THE GRAVE



[SPELL CARD 魔]



Target 1 monster in your opponent's GY; banish it, and if you do, until the end of the next turn, its effects are negated, as well as the activated effects and effects on the field of monsters with the same original name.

CALLLED BY THE GRAVE



[SPELL CARD 魔]



Target 1 monster in your opponent's GY; banish it, and if you do, until the end of the next turn, its effects are negated, as well as the activated effects and effects on the field of monsters with the same original name.

SKY STRIKER MECHA - EAGLE BOOSTER



[SPELL CARD 魔]



If you control no monsters in your Main Monster Zones: Target 1 face-up monster on the field; that target is unaffected by card effects this turn, except its own, and if you have 3 or more Spells in your GY, it cannot be destroyed by battle this turn.

SKY STRIKER MANEUVER - JAMMING WAVES!



[SPELL CARD]



If you control no monsters in your Main Monster Zones: Target 1 Set Spell/Trap on the field; destroy it, then, if you have 3 or more Spells in your GY, you can destroy 1 monster on the field.

SKY STRIKER ACE - RAYE



[WARRIOR / EFFECT]

You can Tribute this card (Quick Effect): Special Summon 1 "Sky Striker Ace" monster from your Extra Deck to the Extra Monster Zone. While this card is in your GY, if a face-up "Sky Striker Ace" Link Monster you control is destroyed by battle, or leaves the field because of an opponent's card effect: You can Special Summon this card. You can only use each effect of "Sky Striker Ace - Raye" once per turn.

ATK/1500 DEF/1500

SKY STRIKER ACE - RAYE



[WARRIOR / EFFECT]

You can Tribute this card (Quick Effect): Special Summon 1 "Sky Striker Ace" monster from your Extra Deck to the Extra Monster Zone. While this card is in your GY, if a face-up "Sky Striker Ace" Link Monster you control is destroyed by battle, or leaves the field because of an opponent's card effect: You can Special Summon this card. You can only use each effect of "Sky Striker Ace - Raye" once per turn.

ATK/1500 DEF/1500

SKY STRIKER ACE - RAYE



[WARRIOR / EFFECT]

You can Tribute this card (Quick Effect): Special Summon 1 "Sky Striker Ace" monster from your Extra Deck to the Extra Monster Zone. While this card is in your GY, if a face-up "Sky Striker Ace" Link Monster you control is destroyed by battle, or leaves the field because of an opponent's card effect: You can Special Summon this card. You can only use each effect of "Sky Striker Ace - Raye" once per turn.

ATK/1500 DEF/1500

BORRELOAD DRAGON



[**DRAGON / LINK / EFFECT**]

3+ Effect Monsters

Neither player can target this card with monster effects. Once per turn (Quick Effect): You can target 1 face-up monster on the field; it loses 500 ATK/DEF. Your opponent cannot activate cards or effects in response to this effect's activation. At the start of the Damage Step, if this card attacks an opponent's monster: You can place that opponent's monster in a zone this card points to and take control of it, but send it to the GY during the End Phase of the next turn.

ATK/3000 LINK-4

REINFORCEMENT OF THE ARMY



[SPELL CARD]



LOD-028

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

FOOLISH BURIAL GOODS



[SPELL CARD]



RATE-EN065

Send 1 Spell/Trap from your Deck to the GY. You can only activate 1 "Foolish Burial Goods" per turn.

FOOLISH BURIAL GOODS



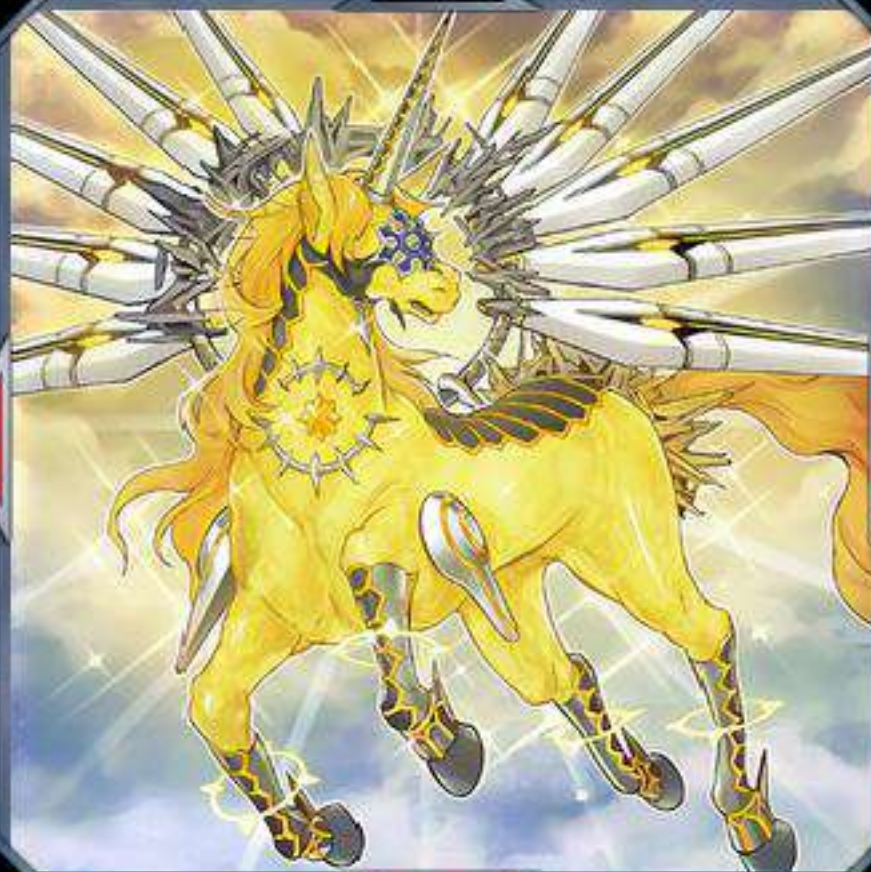
[SPELL CARD]



RATE-EN065

Send 1 Spell/Trap from your Deck to the GY. You can only activate 1 "Foolish Burial Goods" per turn.

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; 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

SOLEMN STRIKE



[TRAP CARD ]



BOSH-EN079

When a monster(s) would be Special Summoned, OR a monster effect is activated: Pay 1500 LP; negate the Summon or activation, and if you do, destroy that card.

SOLEMN STRIKE



[TRAP CARD ]



BOSH-EN079

When a monster(s) would be Special Summoned, OR a monster effect is activated: Pay 1500 LP; negate the Summon or activation, and if you do, destroy that card.

TWIN TWISTERS



[SPELL CARD 



BOSH-EN067

Discard 1 card, then target up to 2 Spells/Traps on the field; destroy them.

TWIN TWISTERS



[SPELL CARD 魔]



BOSH-EN067

Discard 1 card, then target up to 2 Spells/Traps on the field; destroy them.

TWIN TWISTERS



[SPELL CARD 魔]



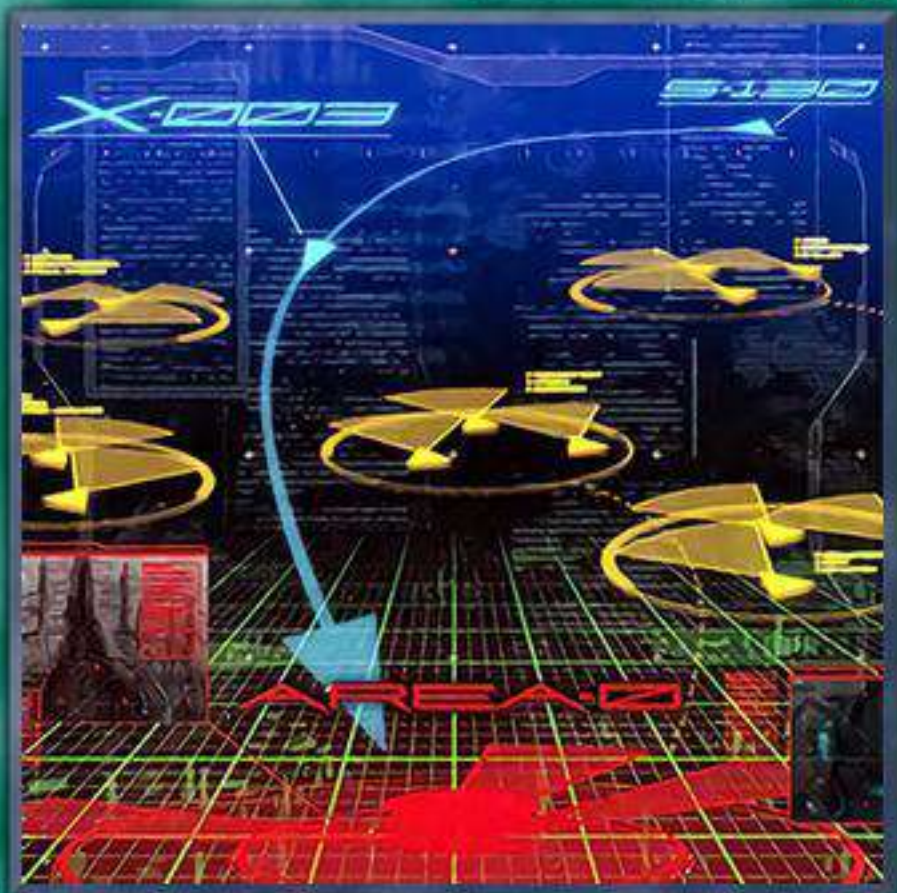
BOSH-EN067

Discard 1 card, then target up to 2 Spells/Traps on the field; destroy them.

SKY STRIKER AIRSPACE - AREA ZERO



[SPELL CARD 魔]



You can target 1 other card you control; excavate the top 3 cards of your Deck, and if you do, you can add 1 excavated "Sky Striker" card to your hand, also shuffle the rest into the Deck, then, if you excavated a "Sky Striker" card, send the targeted card to the GY. If this card in the Field Zone is sent to the GY by a card effect: You can Special Summon 1 "Sky Striker Ace" monster from your Deck. You can only use each effect of "Sky Striker Airspace - Area Zero" once per turn.

SKY STRIKER AIRSPACE - AREA ZERO



[SPELL CARD 魔]



You can target 1 other card you control; excavate the top 3 cards of your Deck, and if you do, you can add 1 excavated "Sky Striker" card to your hand, also shuffle the rest into the Deck, then, if you excavated a "Sky Striker" card, send the targeted card to the GY. If this card in the Field Zone is sent to the GY by a card effect: You can Special Summon 1 "Sky Striker Ace" monster from your Deck. You can only use each effect of "Sky Striker Airspace - Area Zero" once per turn.

SKY STRIKER AIRSPACE - AREA ZERO



[SPELL CARD 魔]



You can target 1 other card you control; excavate the top 3 cards of your Deck, and if you do, you can add 1 excavated "Sky Striker" card to your hand, also shuffle the rest into the Deck, then, if you excavated a "Sky Striker" card, send the targeted card to the GY. If this card in the Field Zone is sent to the GY by a card effect: You can Special Summon 1 "Sky Striker Ace" monster from your Deck. You can only use each effect of "Sky Striker Airspace - Area Zero" once per turn.

SKY STRIKER MECHA - SHARK CANNON



[SPELL CARD 魔]



If you control no monsters in your Main Monster Zones: Target 1 monster in your opponent's GY; banish that monster, or, if you have 3 or more Spells in your GY, you can Special Summon that monster to your field instead, but it cannot attack.

SKY STRIKER MECHA - HORNET DRONES



[SPELL CARD 魔]



If you control no monsters in your Main Monster Zones: Special Summon 1 "Sky Striker Ace Token" (Warrior/DARK/Level 1/ATK 0/DEF 0) in Defense Position, which cannot be Tributed, and if you have 3 or more Spells in your GY when this effect resolves, the Token's ATK/DEF become 1500 instead.

GHOST OGRE & SNOW RABBIT



CROS-EN033

[PSYCHIC / TUNER / EFFECT]

When a monster on the field activates its effect, or when a Spell/Trap that is already face-up on the field activates its effect (Quick Effect): You can send this card from your hand or field to the GY; destroy that card on the field. You can only use this effect of "Ghost Ogre & Snow Rabbit" once per turn.

ATK/ 0 DEF/1800

GHOST REAPER & WINTER CHERRIES



SHVI-EN040

[ZOMBIE / TUNER / EFFECT]

If your opponent controls more monsters than you do (Quick Effect): You can discard this card; reveal 1 card in your Extra Deck, then look at your opponent's Extra Deck, also banish all cards in their Extra Deck with the same name as that revealed card. You can only use this effect of "Ghost Reaper ∞ Winter Cherries" once per turn.

ATK/ 0 DEF/1800

GHOST REAPER & WINTER CHERRIES



SHVI-EN040

[ZOMBIE / TUNER / EFFECT]

If your opponent controls more monsters than you do (Quick Effect): You can discard this card; reveal 1 card in your Extra Deck, then look at your opponent's Extra Deck, also banish all cards in their Extra Deck with the same name as that revealed card. You can only use this effect of "Ghost Reaper ∞ Winter Cherries" once per turn.

ATK/ 0 DEF/1800

GHOST REAPER & WINTER CHERRIES



SHVI-EN040

[ZOMBIE / TUNER / EFFECT]

If your opponent controls more monsters than you do (Quick Effect): You can discard this card; reveal 1 card in your Extra Deck, then look at your opponent's Extra Deck, also banish all cards in their Extra Deck with the same name as that revealed card. You can only use this effect of "Ghost Reaper ∞ Winter Cherries" once per turn.

ATK/ 0 DEF/1800

SKY STRIKER MOBILIZE - ENGAGE!



[SPELL CARD]



If you control no monsters in your Main Monster Zones: Add 1 "Sky Striker" card from your Deck to your hand, except "Sky Striker Mobilize - Engage", then, if you have 3 or more Spells in your GY, you can draw 1 card.

SKY STRIKER MOBILIZE - ENGAGE!



[SPELL CARD]



If you control no monsters in your Main Monster Zones: Add 1 "Sky Striker" card from your Deck to your hand, except "Sky Striker Mobilize - Engage", then, if you have 3 or more Spells in your GY, you can draw 1 card.

SKY STRIKER MOBILIZE - ENGAGE!



[SPELL CARD]



If you control no monsters in your Main Monster Zones: Add 1 "Sky Striker" card from your Deck to your hand, except "Sky Striker Mobilize - Engage", then, if you have 3 or more Spells in your GY, you can draw 1 card.

SKY STRIKER ACE - KAGARI



[MACHINE / LINK / EFFECT]

1 non-FIRE "Sky Striker Ace" monster.

If this card is Special Summoned: You can target 1 "Sky Striker" Spell in your GY; add it to your hand. Gains 100 ATK for each Spell in your GY. You can only Special Summon "Sky Striker Ace - Kagari(s)" once per turn.

ATK/1500 LINK-1

SKY STRIKER ACE - KAGARI



[MACHINE / LINK / EFFECT]

1 non-FIRE "Sky Striker Ace" monster.
If this card is Special Summoned: You can target 1 "Sky Striker" Spell in your GY; add it to your hand. Gains 100 ATK for each Spell in your GY. You can only Special Summon "Sky Striker Ace - Kagari(s)" once per turn.

ATK/1500 LINK-7

SKY STRIKER ACE - KAGARI



[MACHINE / LINK / EFFECT]

1 non-FIRE "Sky Striker Ace" monster.

If this card is Special Summoned: You can target 1 "Sky Striker" Spell in your GY; add it to your hand. Gains 100 ATK for each Spell in your GY. You can only Special Summon "Sky Striker Ace - Kagari(s)" once per turn.

ATK/1500 LINK-7

UPSTART GOBLIN



[SPELL CARD]



SRL-033

Draw 1 card, then your opponent gains 1000 Life Points.

METALFOES FUSION



[SPELL CARD]



TDIL-EN061

Fusion Summon 1 "Metalfoes" Fusion Monster from your Extra Deck, using monsters from your hand or field as Fusion Materials. If this card is in your Graveyard: You can shuffle it into the Deck, then draw 1 card. You can only use this effect of "Metalfoes Fusion" once per turn.

SOUL DRAIN



[TRAP CARD ∞]



REDU-EN078

Activate by paying 1000 Life Points. Monsters that are banished, as well as monsters in the Graveyard, cannot activate their effects (that start a Chain).

TERRAFORMING



[SPELL CARD]



PGD-088

Add 1 Field Spell from your Deck to your hand.

DINOWRESTLER PANKRATOPS



[DINOSAUR / EFFECT]

If your opponent controls more monsters than you do, you can Special Summon this card (from your hand). You can only Special Summon "Dinowrestler Pankratops" once per turn this way. (Quick Effect): You can Tribute 1 "Dinowrestler" monster, then target 1 card your opponent controls; destroy it. You can only use this effect of "Dinowrestler Pankratops" once per turn.

ATK/2600 DEF/ 0

DINOWRESTLER PANKRATOPS



[DINOSAUR / EFFECT]

If your opponent controls more monsters than you do, you can Special Summon this card (from your hand). You can only Special Summon "Dinowrestler Pankratops" once per turn this way. (Quick Effect): You can Tribute 1 "Dinowrestler" monster, then target 1 card your opponent controls; destroy it. You can only use this effect of "Dinowrestler Pankratops" once per turn.

ATK/2600 DEF/ 0

SOLEMN WARNING



[TRAP CARD ]



DREV-EN077

When a monster(s) would be Summoned, OR when a Spell/Trap Card, or monster effect, is activated that includes an effect that Special Summons a monster(s): Pay 2000 LP; negate the Summon or activation, and if you do, destroy it.

SALAMANGREAT SUNLIGHT WOLF



[CYBERSE / LINK / EFFECT]

2 FIRE Effect Monsters

If a monster(s) is Normal or Special Summoned to the zone(s) this card points to (except during the Damage Step): You can add 1 FIRE monster from your GY to your hand, but for the rest of this turn, you cannot Normal Summon/Set or Special Summon monsters with the added monster's name. During your Main Phase, if you control this card that was Link Summoned using "Salamangreat Sunlight Wolf" as material: You can add 1 "Salamangreat" Spell/Trap from your GY to your hand. You can only use each effect of "Salamangreat Sunlight Wolf" once per turn.

ATK/1800 LINK-2

SKY STRIKER ACE - SHIZUKU



[MACHINE / LINK / EFFECT]

1 non-WATER "Sky Striker Ace" monster

Monsters your opponent controls lose 100 ATK/DEF for each Spell in your GY. Once per turn, during the End Phase, if this card was Special Summoned this turn: You can add 1 "Sky Striker" Spell from your Deck to your hand, with a name different from the cards in your GY. You can only Special Summon "Sky Striker Ace - Shizuku(s)" once per turn.

ATK/1500 LINK-1

SKY STRIKER ACE - SHIZUKU



[MACHINE / LINK / EFFECT]

1 non-WATER "Sky Striker Ace" monster

Monsters your opponent controls lose 100 ATK/DEF for each Spell in your GY. Once per turn, during the End Phase, if this card was Special Summoned this turn: You can add 1 "Sky Striker" Spell from your Deck to your hand, with a name different from the cards in your GY. You can only Special Summon "Sky Striker Ace - Shizuku(s)" once per turn.

ATK/1500 LINK-1

SKY STRIKER ACE - SHIZUKU



[MACHINE / LINK / EFFECT]

1 non-WATER "Sky Striker Ace" monster

Monsters your opponent controls lose 100 ATK/DEF for each Spell in your GY. Once per turn, during the End Phase, if this card was Special Summoned this turn: You can add 1 "Sky Striker" Spell from your Deck to your hand, with a name different from the cards in your GY. You can only Special Summon "Sky Striker Ace - Shizuku(s)" once per turn.

ATK/1500 LINK-1

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

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

EFFECT VEILER



DREV-EN002

[SPELLCASTER / TUNER / EFFECT]

During your opponent's Main Phase (Quick Effect): You can send this card from your hand to the GY, then target 1 Effect Monster your opponent controls; negate the effects of that face-up monster your opponent controls, until the end of this turn.

ATK/ 0 DEF/ 0

EFFECT VEILER



DREV-EN002

[SPELLCASTER / TUNER / EFFECT]

During your opponent's Main Phase (Quick Effect): You can send this card from your hand to the GY, then target 1 Effect Monster your opponent controls; negate the effects of that face-up monster your opponent controls, until the end of this turn.

ATK/ 0 DEF/ 0

SKY STRIKER MECHARMORY - HERCULES BASE



[SPELL CARD 魔]



Activate this card only if you control no monsters in your Main Monster Zones. The equipped monster cannot attack directly. It can make a second attack on monsters during each Battle Phase. If the equipped monster destroys a monster by its attack while you have 3 or more Spells in your GY: Draw 1 card. If this card is sent from the field to the GY by a card effect: You can target up to 3 "Sky Striker" cards in your GY, except "Sky Striker Mecharmory - Hercules Base", shuffle them into the Deck.

SKY STRIKER MECHA - WIDOW ANCHOR



[SPELL CARD 魔]



If you control no monsters in your Main Monster Zones: Target 1 face-up Effect Monster on the field; negate that face-up monster's effects until the end of this turn, then, if you have 3 or more Spells in your GY, you can take control of that monster until the End Phase.

SKY STRIKER MECHA - WIDOW ANCHOR



[SPELL CARD 魔]



If you control no monsters in your Main Monster Zones: Target 1 face-up Effect Monster on the field; negate that face-up monster's effects until the end of this turn, then, if you have 3 or more Spells in your GY, you can take control of that monster until the End Phase.

SKY STRIKER MECHA - WIDOW ANCHOR



[SPELL CARD 魔]



If you control no monsters in your Main Monster Zones: Target 1 face-up Effect Monster on the field; negate that face-up monster's effects until the end of this turn, then, if you have 3 or more Spells in your GY, you can take control of that monster until the End Phase.

SKY STRIKER MANEUVER - AFTERBURNERS!



[SPELL CARD]



If you control no monsters in your Main Monster Zones: Target 1 face-up monster on the field; destroy it, then, if you have 3 or more Spells in your GY, you can destroy 1 Spell/Trap on the field.