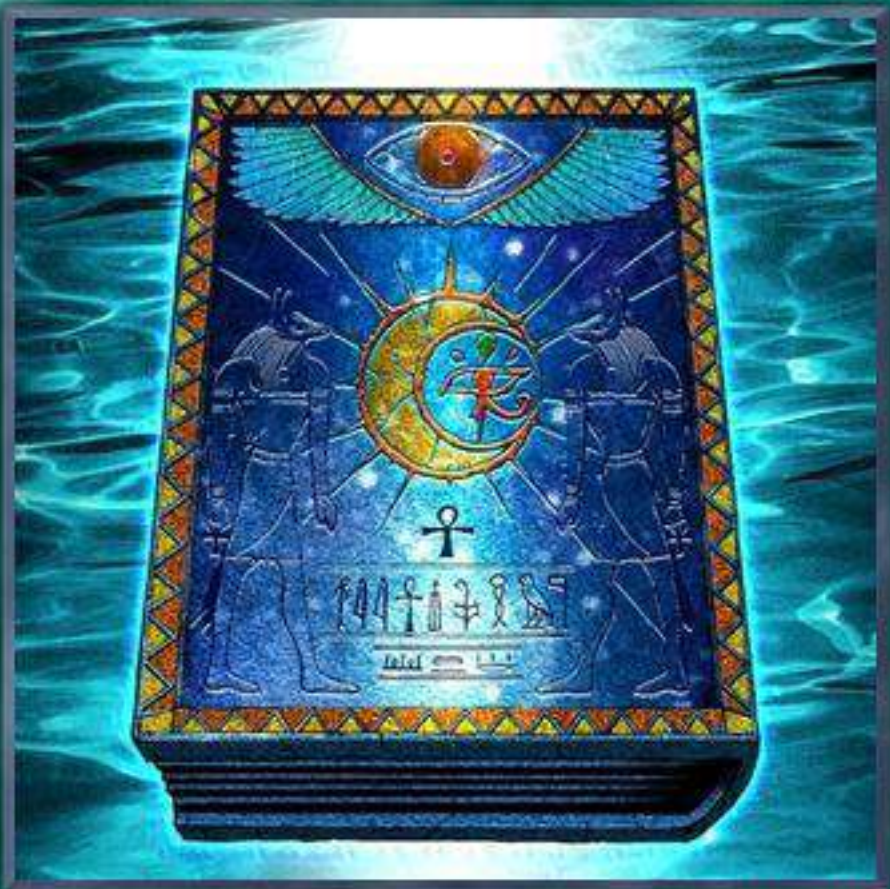


# BOOK OF MOON



[SPELL CARD 魔]



PGD-035

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



# 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



# 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



# TRICKSTAR REINCARNATION



[TRAP CARD]



Banish your opponent's entire hand, and if you do, they draw the same number of cards. You can banish this card from your GY, then target 1 "Trickstar" monster in your GY; Special Summon it.

# TRICKSTAR REINCARNATION



[TRAP CARD]



Banish your opponent's entire hand, and if you do, they draw the same number of cards. You can banish this card from your GY, then target 1 "Trickstar" monster in your GY; Special Summon it.



# TRICKSTAR REINCARNATION



[TRAP CARD]



Banish your opponent's entire hand, and if you do, they draw the same number of cards. You can banish this card from your GY, then target 1 "Trickstar" monster in your GY; Special Summon it.



# NINGIRSU THE WORLD CHALICE WARRIOR



## [WARRIOR / LINK / EFFECT]

2+ Link Monsters

If this card is Link Summoned: Draw cards equal to the number of "World Chalice" monsters this card points to. You can only use this effect of "Ningirsu the World Chalice Warrior" once per turn. Once per turn: You can send 1 card from each player's field to the GYs. If this card is sent from the field to the GY: You can Special Summon 1 "World Chalice" monster from your hand.

ATK/2500 LINK-3



# NUMBER 47: NIGHTMARE SHARK



YZ04-EN001

## [SEA SERPENT / XYZ / EFFECT]

2 Level 3 monsters

When this card is Special Summoned: You can attach 1 Level 3 WATER monster from your hand or your side of the field to this card as an Xyz Material. Once per turn: You can detach 1 Xyz Material from this card, then target 1 WATER monster you control; this turn, that monster can attack your opponent directly, also other monsters cannot attack.

ATK/2000 DEF/2000



# 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**



# TRICKSTAR HOLLY ANGEL



## [FAIRY / LINK / EFFECT]

2 "Trickstar" monsters

Each time a "Trickstar" monster(s) is Normal or Special Summoned to a zone(s) this card points to, inflict 200 damage to your opponent. "Trickstar" monsters this card points to cannot be destroyed by battle or card effects. If your opponent takes damage by a "Trickstar" monster's effect: This card gains ATK equal to the damage they took, until the end of this turn.

ATK/2000 LINK-2



# TRICKSTAR LYCORIS



## [FAIRY / EFFECT]

(Quick Effect): You can reveal this card in your hand, then target 1 "Trickstar" monster you control, except "Trickstar Lycoris"; Special Summon this card, and if you do, return that monster to the hand. Each time a card(s) is added to your opponent's hand, inflict 200 damage to them for each.

ATK/1600 DEF/1200



# TRICKSTAR LYCORIS



## [FAIRY / EFFECT]

(Quick Effect): You can reveal this card in your hand, then target 1 "Trickstar" monster you control, except "Trickstar Lycoris"; Special Summon this card, and if you do, return that monster to the hand. Each time a card(s) is added to your opponent's hand, inflict 200 damage to them for each.

ATK/1600 DEF/1200



# TRICKSTAR LYCORIS



## [FAIRY / EFFECT]

(Quick Effect): You can reveal this card in your hand, then target 1 "Trickstar" monster you control, except "Trickstar Lycoris"; Special Summon this card, and if you do, return that monster to the hand. Each time a card(s) is added to your opponent's hand, inflict 200 damage to them for each.

ATK/1600 DEF/1200



# POT OF DESIRES



[SPELL CARD]



TDIL-EN066

Banish 10 cards from the top of your Deck, face-down; draw 2 cards. You can only activate 1 "Pot of Desires" per turn.



# POT OF DESIRES



[SPELL CARD]



TDIL-EN066

Banish 10 cards from the top of your Deck, face-down; draw 2 cards. You can only activate 1 "Pot of Desires" per turn.



# TRICKSTAR LIGHT STAGE



[SPELL CARD 魔]



When this card is activated: You can add 1 "Trickstar" monster from your Deck to your hand. Once per turn: You can target 1 Set card in your opponent's Spell  $\infty$  Trap Zone; while this card is in the Field Zone, that Set card cannot be activated until the End Phase, and your opponent must activate it during the End Phase or else send it to the GY. Each time a "Trickstar" monster you control inflicts battle or effect damage to your opponent, inflict 200 damage to them.



# TRICKSTAR LIGHT STAGE



[SPELL CARD 魔]



When this card is activated: You can add 1 "Trickstar" monster from your Deck to your hand. Once per turn: You can target 1 Set card in your opponent's Spell  $\infty$  Trap Zone; while this card is in the Field Zone, that Set card cannot be activated until the End Phase, and your opponent must activate it during the End Phase or else send it to the GY. Each time a "Trickstar" monster you control inflicts battle or effect damage to your opponent, inflict 200 damage to them.



# SALAMANGREAT VIOLET CHIMERA



## [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



# 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 "Nightmare Unicorn" once per turn. While any co-linked "Nightmare" 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 "Nightmare" monsters, instead of drawing just 1 card.

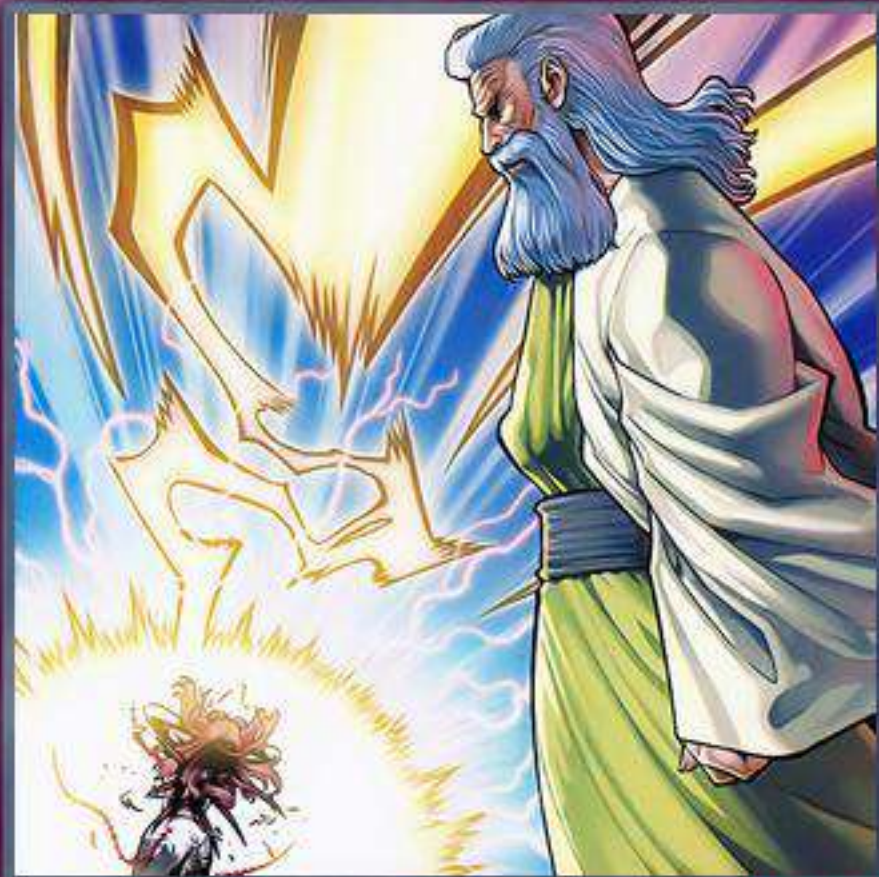
ATK/2200 LINK-3



# 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

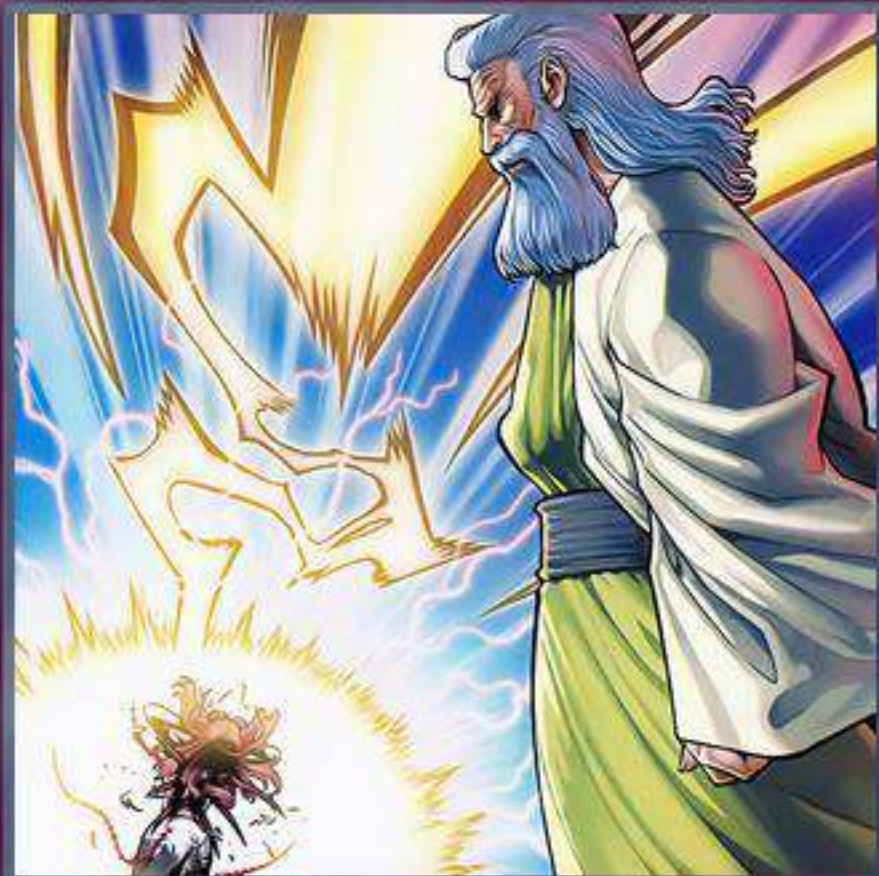
When a monster(s) would be Special Summoned, OR a monster effect is activated: Pay 1500 LP; negate the Summon or activation, and if you do, destroy that card.



# 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 JUDGMENT



[ TRAP CARD  ]



MRD-127

When a monster(s) would be Summoned, OR a Spell/Trap Card is activated: Pay half your LP; negate the Summon or activation, and if you do, destroy that card.



# 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



# POT OF EXTRAVAGANCE



[SPELL CARD]



At the start of your Main Phase 1: Banish 3 or 6 random face-down cards from your Extra Deck, face-down; draw 1 card for every 3 cards banished. For the rest of this turn after this card resolves, you cannot draw any cards by card effects.



# POT OF EXTRAVAGANCE



[SPELL CARD]



At the start of your Main Phase 1: Banish 3 or 6 random face-down cards from your Extra Deck, face-down; draw 1 card for every 3 cards banished. For the rest of this turn after this card resolves, you cannot draw any cards by card effects.



# GOZEN MATCH



[ TRAP CARD ∞ ]



CSOC-EN079

Each player can only control 1 Attribute of monster. Send all other face-up monsters they control to the GY.



# GOZEN MATCH



[ TRAP CARD ∞ ]



CSOC-EN079

Each player can only control 1 Attribute of monster. Send all other face-up monsters they control to the GY.



# GOZEN MATCH



[ TRAP CARD ∞ ]



CSOC-EN079

Each player can only control 1 Attribute of monster. Send all other face-up monsters they control to the GY.



# TRICKSTAR CANDINA



## [FAIRY / EFFECT]

When this card is Normal Summoned: You can add 1 "Trickstar" card from your Deck to your hand. Each time your opponent activates a Spell/Trap Card, inflict 200 damage to them immediately after it resolves.

ATK/1800 DEF/ 400

# TRICKSTAR CANDINA



## [FAIRY / EFFECT]

When this card is Normal Summoned: You can add 1 "Trickstar" card from your Deck to your hand. Each time your opponent activates a Spell/Trap Card, inflict 200 damage to them immediately after it resolves.

ATK/1800 DEF/ 400



# TRICKSTAR CANDINA



## [FAIRY / EFFECT]

When this card is Normal Summoned: You can add 1 "Trickstar" card from your Deck to your hand. Each time your opponent activates a Spell/Trap Card, inflict 200 damage to them immediately after it resolves.

ATK/1800 DEF/ 400

# THE PHANTOM KNIGHTS OF BREAK SWORD



WIRA-EN006

## [WARRIOR / XYZ / EFFECT]

2 Level 3 monsters

Once per turn: You can detach 1 material from this card, then target 1 card you control and 1 card your opponent controls; destroy them. If this XYZ Summoned card is destroyed: You can target 2 "The Phantom Knights" monsters with the same Level in your GY; Special Summon them and increase their Levels by 1, also you cannot Special Summon monsters for the rest of this turn, except DARK monsters.

ATK/2000 DEF/1000



# EATER OF MILLIONS



RATE-EN032

## [FIEND / EFFECT]

Cannot be Normal Summoned/Set. Must be Special Summoned (from your hand) by banishing 5 or more cards from your hand, field, and/or Extra Deck, face-down. This card gains 100 ATK/DEF for each face-down banished card. This card cannot be Tributed, nor used as material for a Fusion, Synchro, or Xyz Summon. Once per turn, at the start of the Damage Step, if this card battles an opponent's monster: You can banish that opponent's monster, face-down.

ATK/ ? DEF/ ?



# PREDAPLANT DRAGOSTAPELIA



## [PLANT / FUSION / EFFECT]

1 Fusion Monster + 1 DARK monster

Once per turn (Quick Effect): You can target 1 face-up monster your opponent controls; place 1 Predator Counter on it, and if it is Level 2 or higher, it becomes Level 1 as long as it has a Predator Counter. Negate the activated effects of your opponent's monsters that have Predator Counters.

ATK/2700 DEF/1900



# BLACK ROSE DRAGON



CSOC-EN039

## [**DRAGON / SYNCHRO / EFFECT**]

1 Tuner + 1+ non-Tuner monsters

When this card is Synchro Summoned: You can destroy all cards on the field.  
Once per turn: You can banish 1 Plant monster from your GY, then target 1 Defense Position monster your opponent controls; change that target to face-up Attack Position, and if you do, its ATK becomes 0 until the end of this turn.

**ATK/2400 DEF/1800**

# TERRAFORMING



[ SPELL CARD ]



PGD-088

Add 1 Field Spell from your Deck to your hand.



# TERRAFORMING



[SPELL CARD]



PGD-088

Add 1 Field Spell from your Deck to your hand.

# GHOST BELLE & HAUNTED MANSION



## [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 activation.

- Add a card(s) from the GY to the hand, Deck, and/or Extra Deck.
- Special Summon a Monster Card(s) from the GY.
- Banish a card(s) from the GY.

You can only use this effect of "Ghost Belle ∞ Haunted Mansion" once per turn.

ATK/ 0 DEF/1800



# GHOST BELLE & HAUNTED MANSION



## [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 activation.

- Add a card(s) from the GY to the hand, Deck, and/or Extra Deck.
- Special Summon a Monster Card(s) from the GY.
- Banish a card(s) from the GY.

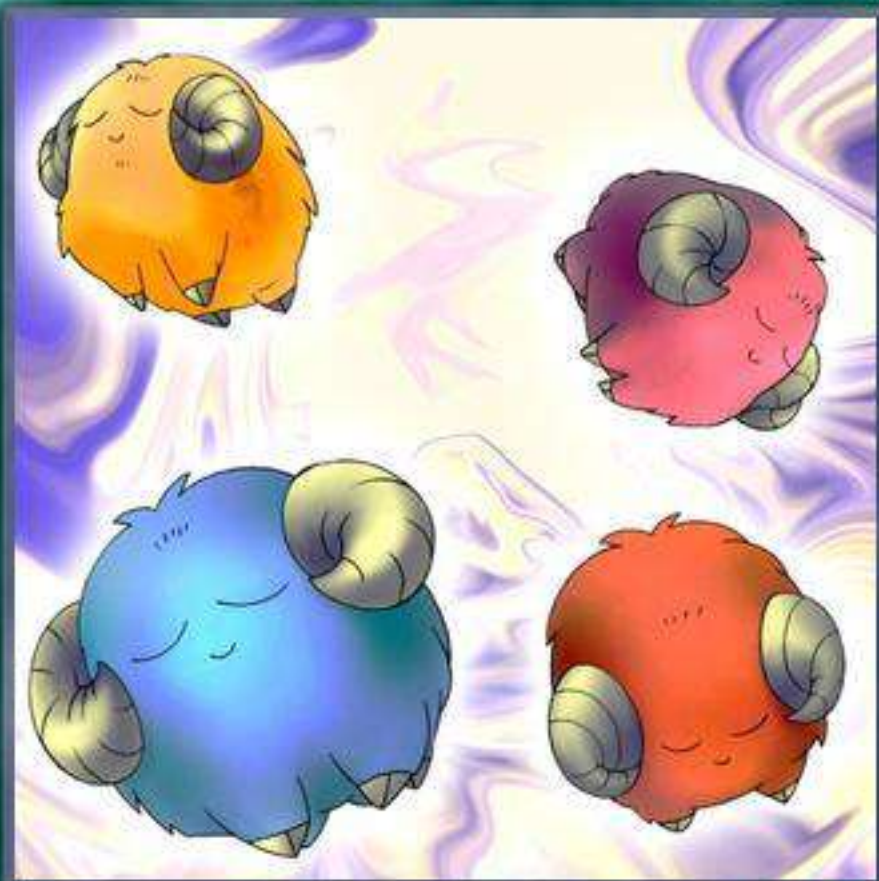
You can only use this effect of "Ghost Belle ∞ Haunted Mansion" once per turn.

ATK/ 0 DEF/1800

# SCAPEGOAT



[SPELL CARD 魔]



SDJ-041

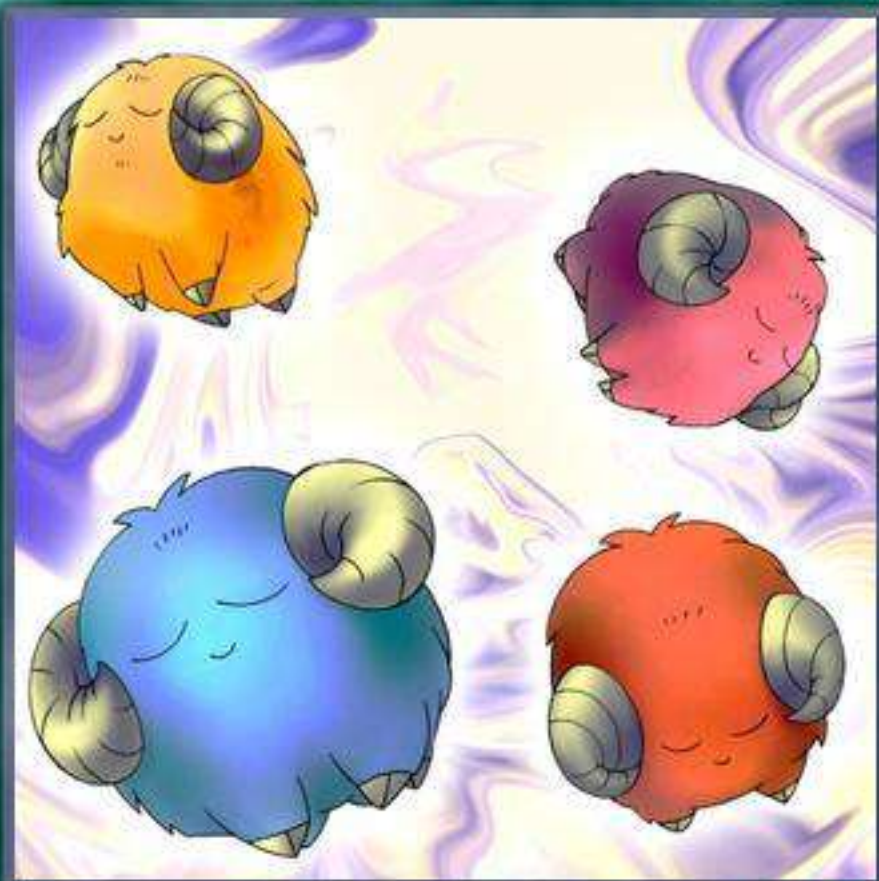
Special Summon 4 "Sheep Tokens" (Beast/EARTH/Level 1/ATK 0/DEF 0) in Defense Position. They cannot be Tributed for a Tribute Summon. You cannot Summon other monsters the turn you activate this card (but you can Normal Set).



# SCAPEGOAT



[SPELL CARD 魔]



SDJ-041

Special Summon 4 "Sheep Tokens" (Beast/EARTH/Level 1/ATK 0/DEF 0) in Defense Position. They cannot be Tributed for a Tribute Summon. You cannot Summon other monsters the turn you activate this card (but you can Normal Set).

# KNIGHTMARE CERBERUS



## [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



# UNDERCLOCK TAKER



## [CYBERSE / LINK / EFFECT]

2 Effect Monsters

Once per turn: You can target 1 face-up monster this card points to and 1 face-up monster your opponent controls; the opponent's target loses ATK equal to the ATK of the target this monster points to, until the end of this turn.

ATK/1000 LINK-2

# MONSTER REBORN



[SPELL CARD]



LOB-118

Target 1 monster in either player's GY; Special Summon it.



# 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.

# 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

# 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



# TRICKSTAR COROBANE



## [FAIRY / EFFECT]

If you control no monsters, or all monsters you control are "Trickstar" monsters: You can Special Summon this card from your hand. During the Damage Step, when your "Trickstar" monster battles an opponent's monster (Quick Effect): You can send this card from your hand to the GY; that monster you control gains ATK equal to its original ATK until the end of this turn. You can only use 1 "Trickstar Corobane" effect per turn, and only once that turn.

ATK/2000 DEF/1000



# TRICKSTAR COROBANE



## [FAIRY / EFFECT]

If you control no monsters, or all monsters you control are "Trickstar" monsters: You can Special Summon this card from your hand. During the Damage Step, when your "Trickstar" monster battles an opponent's monster (Quick Effect): You can send this card from your hand to the GY; that monster you control gains ATK equal to its original ATK until the end of this turn. You can only use 1 "Trickstar Corobane" effect per turn, and only once that turn.

ATK/2000 DEF/1000



# TRICKSTAR LILYBELL



## [FAIRY / EFFECT]

If this card is added to your hand, except by drawing it: You can Special Summon it from your hand. You can only use this effect of "Trickstar Lilybell" once per turn. This card can attack directly. When this card inflicts battle damage to your opponent: You can target 1 "Trickstar" monster in your GY; add it to your hand.

ATK/ 800 DEF/2000



# LINK SPIDER



## [CYBERSE / LINK / EFFECT]

1 Normal Monster

Once per turn: You can Special Summon 1 Level 4 or lower Normal Monster from your hand to your zone this card points to.

ATK/1000 **LINK-7**