

# BLUE-EYES WHITE DRAGON



LOB-001

## [**DRAGON**]

*This legendary dragon is a powerful engine of destruction. Virtually invincible, very few have faced this awesome creature and lived to tell the tale.*

**ATK/3000 DEF/2500**

# BLUE-EYES WHITE DRAGON



LOB-001

## [**DRAGON**]

*This legendary dragon is a powerful engine of destruction. Virtually invincible, very few have faced this awesome creature and lived to tell the tale.*

**ATK/3000 DEF/2500**



# SAGE WITH EYES OF BLUE



SHVI-EN020

## [SPELLCASTER / TUNER / EFFECT]

When this card is Normal Summoned: You can add 1 Level 1 LIGHT Tuner from your Deck to your hand, except "Sage with Eyes of Blue". You can discard this card, then target 1 Effect Monster you control; send it to the GY, and if you do, Special Summon 1 "Blue-Eyes" monster from your Deck. You can only use this effect of "Sage with Eyes of Blue" once per turn.

ATK/ 0 DEF/1500



# SAGE WITH EYES OF BLUE



SHVI-EN020

## [SPELLCASTER / TUNER / EFFECT]

When this card is Normal Summoned: You can add 1 Level 1 LIGHT Tuner from your Deck to your hand, except "Sage with Eyes of Blue". You can discard this card, then target 1 Effect Monster you control; send it to the GY, and if you do, Special Summon 1 "Blue-Eyes" monster from your Deck. You can only use this effect of "Sage with Eyes of Blue" once per turn.

ATK/ 0 DEF/1500



# NUMBER 107: GALAXY-EYES TACHYON DRAGON



LTGY-EN044

## [**DRAGON / XYZ / EFFECT**]

2 Level 8 monsters

Once per Battle Phase, at the start of your Battle Phase: You can detach 1 material from this card; all other face-up monsters currently on the field have their effects negated, also their ATK and DEF become their original ATK and DEF, and if you do any of these, during the Battle Phase this turn, each time an opponent's card effect resolves, this card gains 1000 ATK until the end of the Battle Phase, also, it can make a second attack during each Battle Phase this turn.

**ATK/3000 DEF/2500**



# MAIDEN WITH EYES OF BLUE



SDBE-EN006

## [SPELLCASTER / TUNER / EFFECT]

When this card is targeted for an attack: You can negate the attack, and if you do, change the battle position of this card, then you can Special Summon 1 "Blue-Eyes White Dragon" from your hand, Deck, or GY. When a card or effect is activated that targets this card (Quick Effect): You can Special Summon 1 "Blue-Eyes White Dragon" from your hand, Deck, or GY. You can only use 1 "Maiden with Eyes of Blue" effect per turn, and only once that turn.

ATK/ 0 DEF/ 0



# MAIDEN WITH EYES OF BLUE



SDBE-EN006

## [SPELLCASTER / TUNER / EFFECT]

When this card is targeted for an attack: You can negate the attack, and if you do, change the battle position of this card, then you can Special Summon 1 "Blue-Eyes White Dragon" from your hand, Deck, or GY. When a card or effect is activated that targets this card (Quick Effect): You can Special Summon 1 "Blue-Eyes White Dragon" from your hand, Deck, or GY. You can only use 1 "Maiden with Eyes of Blue" effect per turn, and only once that turn.

ATK/ 0 DEF/ 0

# BLUE-EYES WHITE DRAGON



LOB-001

## [**DRAGON**]

*This legendary dragon is a powerful engine of destruction. Virtually invincible, very few have faced this awesome creature and lived to tell the tale.*

**ATK/3000 DEF/2500**



# THUNDER END DRAGON



PHSW-EN044

## [**DRAGON / XYZ / EFFECT**]

2 Level 8 Normal Monsters

Once per turn: You can detach 1 Xyz Material from this card; destroy all other monsters on the field.

**ATK/3000 DEF/2000**



# THE WHITE STONE OF ANCIENTS



SHVI-EN022

## [**DRAGON / TUNER / EFFECT**]

Once per turn, during the End Phase, if this card is in the GY because it was sent there this turn: You can Special Summon 1 "Blue-Eyes" monster from your Deck. You can banish this card from your GY, then target 1 "Blue-Eyes" monster in your GY; add it to your hand. You can only use this effect of "The White Stone of Ancients" once per turn.

**ATK/ 600 DEF/ 500**



# THE WHITE STONE OF ANCIENTS



SHVI-EN022

## [**DRAGON / TUNER / EFFECT**]

Once per turn, during the End Phase, if this card is in the GY because it was sent there this turn: You can Special Summon 1 "Blue-Eyes" monster from your Deck. You can banish this card from your GY, then target 1 "Blue-Eyes" monster in your GY; add it to your hand. You can only use this effect of "The White Stone of Ancients" once per turn.

**ATK/ 600 DEF/ 500**



# THE WHITE STONE OF ANCIENTS



SHVI-EN022

## [**DRAGON / TUNER / EFFECT**]

Once per turn, during the End Phase, if this card is in the GY because it was sent there this turn: You can Special Summon 1 "Blue-Eyes" monster from your Deck. You can banish this card from your GY, then target 1 "Blue-Eyes" monster in your GY; add it to your hand. You can only use this effect of "The White Stone of Ancients" once per turn.

**ATK/ 600 DEF/ 500**



# DRAGON'S MIRROR



[ SPELL CARD ]



CRV-EN040

Fusion Summon 1 Dragon-Type Fusion Monster from your Extra Deck, by banishing Fusion Materials listed on it from your field or Graveyard.



# DRAGON'S MIRROR



[ SPELL CARD ]



CRV-EN040

Fusion Summon 1 Dragon-Type Fusion Monster from your Extra Deck, by banishing Fusion Materials listed on it from your field or Graveyard.



# SAGE WITH EYES OF BLUE



SHVI-EN020

## [SPELLCASTER / TUNER / EFFECT]

When this card is Normal Summoned: You can add 1 Level 1 LIGHT Tuner from your Deck to your hand, except "Sage with Eyes of Blue". You can discard this card, then target 1 Effect Monster you control; send it to the GY, and if you do, Special Summon 1 "Blue-Eyes" monster from your Deck. You can only use this effect of "Sage with Eyes of Blue" once per turn.

ATK/ 0 DEF/1500



# VANITY'S EMPTINESS



[ TRAP CARD ∞ ]



STBL-EN076

Neither player can Special Summon monsters. If a card is sent from the Deck or the field to your Graveyard: Destroy this card.

# BLUE-EYES SPIRIT DRAGON



SHVI-EN052

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

1 Tuner + 1 or more non-Tuner "Blue-Eyes" monsters

Neither player can Special Summon 2 or more monsters at the same time. Once per turn, during either player's turn, when an effect of a card in the Graveyard is activated: You can negate the activation. During either player's turn: You can Tribute this Synchro Summoned card; Special Summon 1 LIGHT Dragon-Type Synchro Monster from your Extra Deck in Defense Position, except "Blue-Eyes Spirit Dragon", but destroy it during the End Phase of this turn.

**ATK/2500 DEF/3000**



# NUMBER 38: HOPE HARBINGER DRAGON TITANIC GALAXY



PGL3-EN008

## [**DRAGON / XYZ / EFFECT**]

2 Level 8 monsters

Once per turn, during either player's turn, when a Spell Card or effect is activated on the field: You can negate that effect, and if you do, attach that card to this card as Xyz Material. When an opponent's monster declares an attack: You can detach 1 Xyz Material from this card; change the attack target to this card and perform damage calculation. If a face-up Xyz Monster(s) you control is destroyed by battle or card effect: You can target 1 face-up Xyz Monster you control; it gains ATK equal to 1 of those destroyed monster's original ATK.

**ATK/3000 DEF/2500**



# HIERATIC SUN DRAGON OVERLORD OF HELIOPOLIS



GAOV-EN048

## [**DRAGON / XYZ / EFFECT**]

2 Level 8 monsters

Once per turn: You can detach 1 Xyz Material from this card; Tribute any number of monsters from your hand and/or your side of the field (minimum 1), then destroy an equal number of cards on the field.

**ATK/3000 DEF/2400**



# RETURN OF THE DRAGON LORDS



[SPELL CARD]



SR02-EN025

Target 1 Level 7 or 8 Dragon monster in your GY; Special Summon it. If a Dragon monster(s) you control would be destroyed by battle or card effect, you can banish this card from your GY instead.

# RETURN OF THE DRAGON LORDS



[SPELL CARD]



SR02-EN025

Target 1 Level 7 or 8 Dragon monster in your GY; Special Summon it. If a Dragon monster(s) you control would be destroyed by battle or card effect, you can banish this card from your GY instead.



# RETURN OF THE DRAGON LORDS



[SPELL CARD]



SR02-EN025

Target 1 Level 7 or 8 Dragon monster in your GY; Special Summon it. If a Dragon monster(s) you control would be destroyed by battle or card effect, you can banish this card from your GY instead.

# THE MELODY OF AWAKENING DRAGON



[SPELL CARD]



CROS-EN091

Discard 1 card; add up to 2 Dragon monsters with 3000 or more ATK and 2500 or less DEF from your Deck to your hand.



# THE MELODY OF AWAKENING DRAGON



[SPELL CARD]



CROS-EN091

Discard 1 card; add up to 2 Dragon monsters with 3000 or more ATK and 2500 or less DEF from your Deck to your hand.

# CRYSTAL WING SYNCHRO DRAGON



SHVI-EN049

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

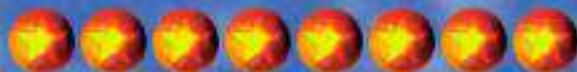
1 Tuner + 1+ non-Tuner Synchro Monsters

Once per turn, when another monster's effect is activated (Quick Effect): You can negate the activation, and if you do, destroy that monster, and if you do that, this card gains ATK equal to the destroyed monster's original ATK until the end of this turn. If this card battles an opponent's Level 5 or higher monster, during damage calculation: This card gains ATK equal to the current ATK of the opponent's monster it is battling during that damage calculation only.

**ATK/3000 DEF/2500**



# BLUE-EYES CHAOS MAX DRAGON



MVP1-EN004

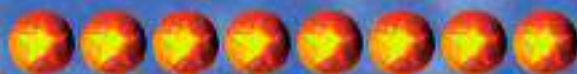
## [**DRAGON / RITUAL / EFFECT**]

You can Ritual Summon this card with "Chaos Form". Must be Ritual Summoned. Your opponent cannot target this card with card effects, also it cannot be destroyed by your opponent's card effects. If this card attacks a Defense Position monster, inflict double piercing battle damage.

**ATK/4000 DEF/ 0**



# BLUE-EYES CHAOS MAX DRAGON



MVP1-EN004

## [**DRAGON / RITUAL / EFFECT**]

You can Ritual Summon this card with "Chaos Form". Must be Ritual Summoned. Your opponent cannot target this card with card effects, also it cannot be destroyed by your opponent's card effects. If this card attacks a Defense Position monster, inflict double piercing battle damage.

ATK/4000 DEF/ 0



# STORMING MIRROR FORCE



[TRAP CARD]



CORE-END76

When an opponent's monster declares an attack: Return all your opponent's Attack Position monsters to the hand.

# NEO BLUE-EYES ULTIMATE DRAGON



MVP1-EN001

## [**DRAGON / FUSION / EFFECT**]

"Blue-Eyes White Dragon" + "Blue-Eyes White Dragon" + "Blue-Eyes White Dragon"

At the end of the Damage Step, if this is the only face-up card you control, and this Fusion Summoned card attacked: You can send 1 "Blue-Eyes" Fusion Monster from your Extra Deck to the Graveyard; this card can attack again in a row. You can use this effect of "Neo Blue-Eyes Ultimate Dragon" up to twice per turn. During either player's turn, when a card or effect is activated that targets a "Blue-Eyes" monster(s) you control: You can banish this card from your Graveyard; negate the activation, and if you do, destroy that card.

**ATK/4500 DEF/3800**



# DRAGON SHRINE



[SPELL CARD]



SDBE-EN019

Send 1 Dragon monster from your Deck to the GY, then, if that monster in your GY is a Dragon Normal Monster, you can send 1 more Dragon monster from your Deck to the GY. You can only activate 1 "Dragon Shrine" per turn.

# DRAGON SHRINE



[SPELL CARD]



SDBE-EN019

Send 1 Dragon monster from your Deck to the GY, then, if that monster in your GY is a Dragon Normal Monster, you can send 1 more Dragon monster from your Deck to the GY. You can only activate 1 "Dragon Shrine" per turn.



# DRAGON SPIRIT OF WHITE



SHVI-EN018

## [**DRAGON / EFFECT**]

(This card is always treated as a "Blue-Eyes" card.)

This card is treated as a Normal Monster while in the hand or GY. When this card is Normal or Special Summoned: You can target 1 Spell/Trap your opponent controls; banish it. If your opponent controls a monster (Quick Effect): You can Tribute this card; Special Summon 1 "Blue-Eyes White Dragon" from your hand.

**ATK/2500 DEF/2000**



# DRAGON SPIRIT OF WHITE



SHVI-EN018

## [**DRAGON / EFFECT**]

(This card is always treated as a "Blue-Eyes" card.)

This card is treated as a Normal Monster while in the hand or GY. When this card is Normal or Special Summoned: You can target 1 Spell/Trap your opponent controls; banish it. If your opponent controls a monster (Quick Effect): You can Tribute this card; Special Summon 1 "Blue-Eyes White Dragon" from your hand.

**ATK/2500 DEF/2000**



# DRAGON SPIRIT OF WHITE



SHVI-EN018

## [**DRAGON / EFFECT**]

(This card is always treated as a "Blue-Eyes" card.)

This card is treated as a Normal Monster while in the hand or GY. When this card is Normal or Special Summoned: You can target 1 Spell/Trap your opponent controls; banish it. If your opponent controls a monster (Quick Effect): You can Tribute this card; Special Summon 1 "Blue-Eyes White Dragon" from your hand.

**ATK/2500 DEF/2000**



# MICHAEL, THE ARCH-LIGHTSWORN



SDLI-EN036

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

1 Tuner + 1 or more non-Tuner LIGHT monsters

Once per turn: You can pay 1000 LP, then target 1 card on the field; banish that target. When this card is destroyed: You can target any number of other "Lightsworn" monsters in your Graveyard; shuffle them into the Deck, and if you do, you gain 300 LP for each returned card. Once per turn, during your End Phase: Send the top 3 cards of your Deck to the Graveyard.

**ATK/2600 DEF/2000**



# THE MELODY OF AWAKENING DRAGON



[SPELL CARD]



CROS-EN091

Discard 1 card; add up to 2 Dragon monsters with 3000 or more ATK and 2500 or less DEF from your Deck to your hand.

# BLUE-EYES ALTERNATIVE WHITE DRAGON



MVP1-EN046

## [**DRAGON / EFFECT**]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by revealing "Blue-Eyes White Dragon" in your hand. You can only Special Summon "Blue-Eyes Alternative White Dragon" once per turn this way. This card's name becomes "Blue-Eyes White Dragon" while it is on the field or in the Graveyard. Once per turn: You can target 1 monster your opponent controls; destroy it. This card cannot attack the turn this effect is activated.

**ATK/3000 DEF/2500**



# BLUE-EYES ALTERNATIVE WHITE DRAGON



MVP1-EN046

## [**DRAGON / EFFECT**]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by revealing "Blue-Eyes White Dragon" in your hand. You can only Special Summon "Blue-Eyes Alternative White Dragon" once per turn this way. This card's name becomes "Blue-Eyes White Dragon" while it is on the field or in the Graveyard. Once per turn: You can target 1 monster your opponent controls; destroy it. This card cannot attack the turn this effect is activated.

**ATK/3000 DEF/2500**



# BLUE-EYES ALTERNATIVE WHITE DRAGON



MVP1-EN046

## [**DRAGON / EFFECT**]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by revealing "Blue-Eyes White Dragon" in your hand. You can only Special Summon "Blue-Eyes Alternative White Dragon" once per turn this way. This card's name becomes "Blue-Eyes White Dragon" while it is on the field or in the Graveyard. Once per turn: You can target 1 monster your opponent controls; destroy it. This card cannot attack the turn this effect is activated.

**ATK/3000 DEF/2500**



# 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.



# AZURE-EYES SILVER DRAGON



SDBE-EN040

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

1 Tuner + 1+ non-Tuner Normal Monsters

If this card is Special Summoned: Until the end of the next turn, neither player can target Dragon monsters you currently control with card effects, also they cannot be destroyed by card effects. Once per turn, during your Standby Phase: You can target 1 Normal Monster in your GY; Special Summon it.

**ATK/2500 DEF/3000**

# DRAGON SHRINE



[SPELL CARD]



SDBE-EN019

Send 1 Dragon monster from your Deck to the GY, then, if that monster in your GY is a Dragon Normal Monster, you can send 1 more Dragon monster from your Deck to the GY. You can only activate 1 "Dragon Shrine" per turn.



# CHAOS FORM



[SPELL CARD 



MVP1-EN008

This card can be used to Ritual Summon any "Chaos" or "Black Luster Soldier" Ritual Monster. You must also Tribute monsters from your hand or field and/or banish "Blue-Eyes White Dragon" or "Dark Magician" from your GY, whose total Levels exactly equal the Level of the "Chaos" or "Black Luster Soldier" Ritual Monster you Ritual Summon.



# CHAOS FORM



[SPELL CARD 



MVP1-EN008

This card can be used to Ritual Summon any "Chaos" or "Black Luster Soldier" Ritual Monster. You must also Tribute monsters from your hand or field and/or banish "Blue-Eyes White Dragon" or "Dark Magician" from your GY, whose total Levels exactly equal the Level of the "Chaos" or "Black Luster Soldier" Ritual Monster you Ritual Summon.



# BLUE-EYES TWIN BURST DRAGON



SHVI-EN099

## [**DRAGON / FUSION / EFFECT**]

"Blue-Eyes White Dragon" + "Blue-Eyes White Dragon"

Must be either Fusion Summoned, or Special Summoned by sending the above monsters you control to the GY (in which case you do not use "Polymerization"). Cannot be destroyed by battle. This card can make up to 2 attacks on monsters during each Battle Phase. At the end of the Damage Step, when this card attacks an opponent's monster, but the opponent's monster was not destroyed by the battle: You can banish that opponent's monster.

**ATK/3000 DEF/2500**



# DEEP-EYES WHITE DRAGON



MVP1-EN005

## [**DRAGON / EFFECT**]

When a face-up "Blue-Eyes" monster(s) you control is destroyed by battle or an opponent's card effect, and you have a Dragon-Type monster in your Graveyard: You can Special Summon this card from your hand, and if you do, inflict 600 damage to your opponent for each Dragon-Type monster with different names in your Graveyard. If this card is Normal or Special Summoned: Target 1 Dragon-Type monster in your Graveyard; this card's ATK becomes equal to that monster's. If this card on the field is destroyed by a card effect: Destroy all monsters your opponent controls.

ATK/ 0 DEF/ 0



# HONEST



LODT-EN001

## [FAIRY / EFFECT]

During your Main Phase: You can return this face-up card from the field to the hand. During the Damage Step, when a LIGHT monster you control battles (Quick Effect): You can send this card from your hand to the GY; that monster gains ATK equal to the ATK of the opponent's monster it is battling, until the end of this turn.

ATK/1100 DEF/1900



# HONEST



LODT-EN001

## [FAIRY / EFFECT]

During your Main Phase: You can return this face-up card from the field to the hand. During the Damage Step, when a LIGHT monster you control battles (Quick Effect): You can send this card from your hand to the GY; that monster gains ATK equal to the ATK of the opponent's monster it is battling, until the end of this turn.

ATK/1100 DEF/1900



# TRADE-IN



[ SPELL CARD ]



SDRL-EN019

Discard 1 Level 8 monster; draw 2 cards.

# TRADE-IN



[ SPELL CARD ]



SDRL-EN019

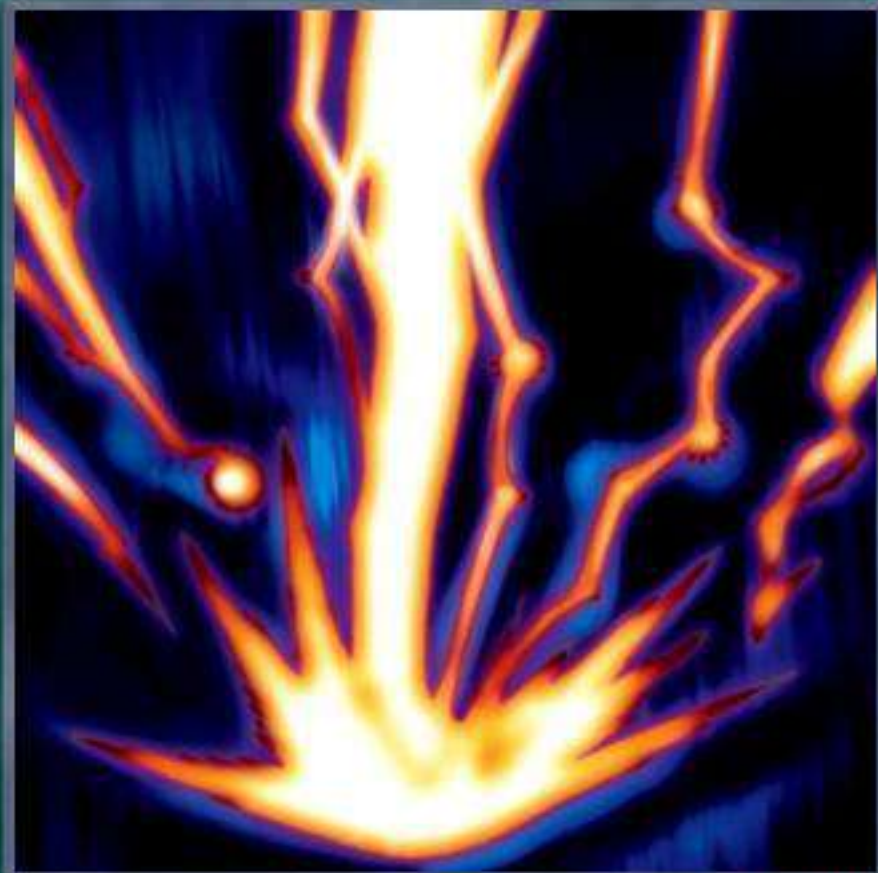
Discard 1 Level 8 monster; draw 2 cards.



# RAIGEKI



[SPELL CARD]



LOB-053

Destroy all monsters your opponent controls.

# GALAXY-EYES CIPHER DRAGON



DRL3-EN029

## [**DRAGON / XYZ / EFFECT**]

2 Level 8 monsters

Once per turn: You can detach 1 Xyz Material from this card, then target 1 face-up monster your opponent controls; monsters you control cannot attack your opponent directly for the rest of this turn, except this card, also take control of the targeted monster until the End Phase, but while this effect is applied, it has its effects negated, its ATK becomes 3000, also its name becomes "Galaxy-Eyes Cipher Dragon".

**ATK/3000 DEF/2500**