

INSTANT FUSION



[SPELL CARD]



CDIP-EN040

Pay 1000 LP; Special Summon 1 Level 5 or lower Fusion Monster from your Extra Deck, but it cannot attack, also it is destroyed during the End Phase. (This is treated as a Fusion Summon.) You can only activate 1 "Instant Fusion" per turn.

ONE FOR ONE



[SPELL CARD]



RGBT-EN045

Send 1 monster from your hand to the GY; Special Summon 1 Level 1 monster from your hand or Deck.

PRANK-KIDS PLAN



[TRAP CARD ②]



During the Main Phase: You can activate this effect; immediately after this effect resolves, Link Summon 1 "Prank-Kids" Link Monster using "Prank-Kids" monsters you control as material. When an opponent's monster declares an attack: You can banish this card from your GY; shuffle any number of "Prank-Kids" cards from your GY into the Deck, and if you do, that attacking monster loses 100 ATK for each card shuffled, until the end of this turn. You can only use each effect of "Prank-Kids Plan" once per turn.

PRANK-KIDS PLACE



[SPELL CARD 



When this card is activated: You can add 1 "Prank-Kids" monster from your Deck to your hand. Once per turn, if you Fusion Summon a "Prank-Kids" Fusion Monster (except during the Damage Step): You can have all monsters you control gain 500 ATK (even if this card leaves the field). Once per turn, if you Link Summon a "Prank-Kids" Link Monster (except during the Damage Step): You can have all monsters your opponent controls lose 500 ATK (even if this card leaves the field). You can only activate 1 "Prank-Kids Place" per turn.

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

PRANK-KIDS DODO-DOODLE-DOO



[THUNDER / LINK / EFFECT]

2 "Prank-Kids" monsters

If this card is Link Summoned: You can add 1 "Prank-Kids" Spell/Trap from your Deck to your hand. You can Tribute this card, then target 2 "Prank-Kids" cards with different names in your GY, except Link Monsters; add them to your hand. You can only use each effect of "Prank-Kids Dodo-Doodle-Doo" once per turn.

ATK/2000 LINK-2

PRANK-KIDS DODO-DOODLE-DOO



[THUNDER / LINK / EFFECT]

2 "Prank-Kids" monsters

If this card is Link Summoned: You can add 1 "Prank-Kids" Spell/Trap from your Deck to your hand. You can Tribute this card, then target 2 "Prank-Kids" cards with different names in your GY, except Link Monsters; add them to your hand. You can only use each effect of "Prank-Kids Dodo-Doodle-Doo" once per turn.

ATK/2000 LINK-2

PRANK-KIDS LAMPSIES



[PYRO / EFFECT]

If this card is sent to the GY as material for the Fusion or Link Summon of a "Prank-Kids" monster: You can inflict 500 damage to your opponent, then you can Special Summon 1 "Prank-Kids" monster from your hand or Deck in Defense Position, except "Prank-Kids Lampsies". You can only use this effect of "Prank-Kids Lampsies" once per turn.

ATK/1500 DEF/ 500

PRANK-KIDS LAMPSIES



[PYRO / EFFECT]

If this card is sent to the GY as material for the Fusion or Link Summon of a "Prank-Kids" monster: You can inflict 500 damage to your opponent, then you can Special Summon 1 "Prank-Kids" monster from your hand or Deck in Defense Position, except "Prank-Kids Lampsies". You can only use this effect of "Prank-Kids Lampsies" once per turn.

ATK/1500 DEF/ 500

PRANK-KIDS ROCKET RIDE



[PYRO / FUSION / EFFECT]

2 "Prank-Kids" monsters

If this card is Fusion Summoned: You can have this card lose 1000 ATK this turn, also it can attack directly this turn. You can Tribute this card, then target 2 "Prank-Kids" non-Fusion Monsters with different names in your GY; Special Summon them, but they cannot attack this turn. You can only use each effect of "Prank-Kids Rocket Ride" once per turn.

ATK/2000 DEF/ 0

PRANK-KIDS ROCKSIES

EARTH
地



[ROCK / EFFECT]

If this card is sent to the GY as Fusion or Link Material for the Summon of a "Prank-Kids" monster: You can banish 1 card from your hand, and if you do, draw 1 card, then you can Special Summon 1 "Prank-Kids" monster from your hand or Deck in Defense Position, except "Prank-Kids Rocksies". You can only use this effect of "Prank-Kids Rocksies" once per turn.

ATK/1500 DEF/1500

PRANK-KIDS ROCKSIES

EARTH
地



[ROCK / EFFECT]

If this card is sent to the GY as Fusion or Link Material for the Summon of a "Prank-Kids" monster: You can banish 1 card from your hand, and if you do, draw 1 card, then you can Special Summon 1 "Prank-Kids" monster from your hand or Deck in Defense Position, except "Prank-Kids Rocksies". You can only use this effect of "Prank-Kids Rocksies" once per turn.

ATK/1500 DEF/1500

PRANK-KIDS ROCKSIES

EARTH
地



[ROCK / EFFECT]

If this card is sent to the GY as Fusion or Link Material for the Summon of a "Prank-Kids" monster: You can banish 1 card from your hand, and if you do, draw 1 card, then you can Special Summon 1 "Prank-Kids" monster from your hand or Deck in Defense Position, except "Prank-Kids Rocksies". You can only use this effect of "Prank-Kids Rocksies" 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

PRANK-KIDS BOW-WOW-BARK



[PYRO / LINK / EFFECT]

2 "Prank-Kids" monsters

A "Prank-Kids" monster this card points to gains 1000 ATK. During your opponent's turn (Quick Effect): You can Tribute this card, then target 2 "Prank-Kids" cards with different names in your GY, except Link Monsters; add them to your hand, also "Prank-Kids" monsters you control cannot be destroyed by your opponent's card effects this turn. You can only use this effect of "Prank-Kids Bow-Wow-Bark" once per turn.

ATK/2000 LINK-2

PRANK-KIDS DROPSIES



[AQUA / EFFECT]

If this card is sent to the GY as material for the Fusion or Link Summon of a "Prank-Kids" monster: You can gain 1000 LP, then you can Special Summon 1 "Prank-Kids" monster from your hand or Deck in Defense Position, except "Prank-Kids Dropsies". You can only use this effect of "Prank-Kids Dropsies" once per turn.

ATK/1000 DEF/1000

PRANK-KIDS DROPSIES



[AQUA / EFFECT]

If this card is sent to the GY as material for the Fusion or Link Summon of a "Prank-Kids" monster: You can gain 1000 LP, then you can Special Summon 1 "Prank-Kids" monster from your hand or Deck in Defense Position, except "Prank-Kids Dropsies". You can only use this effect of "Prank-Kids Dropsies" once per turn.

ATK/1000 DEF/1000

PRANK-KIDS DROPSIES



[AQUA / EFFECT]

If this card is sent to the GY as material for the Fusion or Link Summon of a "Prank-Kids" monster: You can gain 1000 LP, then you can Special Summon 1 "Prank-Kids" monster from your hand or Deck in Defense Position, except "Prank-Kids Dropsies". You can only use this effect of "Prank-Kids Dropsies" once per turn.

ATK/1000 DEF/1000

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.

INVOCATION



[SPELL CARD]



FUEN-EN035

Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from your hand as Fusion Materials. If Summoning an "Invoked" Fusion Monster this way, you can also banish monsters from your field and/or either player's Graveyard as Fusion Materials. If this card is in your Graveyard: You can target 1 of your banished "Aleister the Invoker"; shuffle this card into the Deck, and if you do, add that card to your hand. You can only use this effect of "Invocation" once per turn.

BORRELSWORD DRAGON



[**DRAGON / LINK / EFFECT**]

3+ Effect Monsters

Cannot be destroyed by battle. Once per turn (Quick Effect): You can target 1 Attack Position monster; change it to Defense Position; also, this card can make a second attack during each Battle Phase this turn. Your opponent cannot activate cards or effects in response to this effect's activation. Once per turn, when this card declares an attack on a face-up monster: You can activate this effect; until the end of this turn, this card gains ATK equal to half that monster's current ATK, and if it does, that monster's current ATK is halved.

ATK/3000 LINK-4

PRANK-KIDS BOW-WOW-BARK



[PYRO / LINK / EFFECT]

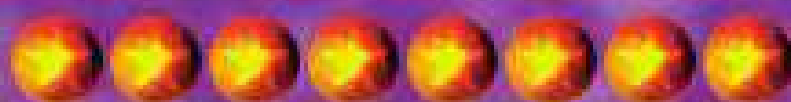
2 "Prank-Kids" monsters

A "Prank-Kids" monster this card points to gains 1000 ATK. During your opponent's turn (Quick Effect): You can Tribute this card, then target 2 "Prank-Kids" cards with different names in your GY, except Link Monsters; add them to your hand, also "Prank-Kids" monsters you control cannot be destroyed by your opponent's card effects this turn. You can only use this effect of "Prank-Kids Bow-Wow-Bark" once per turn.

ATK/2000 LINK-2

THUNDER DRAGON COLOSSUS

THANK
闇



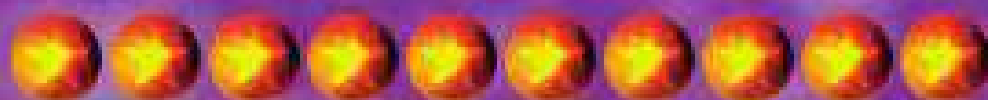
[THUNDER / FUSION / EFFECT]

"Thunder Dragon" + 1 Thunder monster

Must be either Fusion Summoned, or Special Summoned during the turn a Thunder monster's effect was activated in the hand, by Tributing 1 Thunder Effect non-Fusion Monster (in which case you do not use "Polymerization"). Cards cannot be added from the Main Deck to your opponent's hand except by drawing them. If this card would be destroyed by battle or card effect, you can banish 1 Thunder monster from your GY instead.

ATK/2600 DEF/2400

PRANK-KIDS BATTLE BUTLER



[THUNDER / FUSION / EFFECT]

"Prank-Kids Lampsies" + "Prank-Kids Dropsies" + "Prank-Kids Fansies"
Must be Fusion Summoned. (Quick Effect): You can Tribute this card; destroy all monsters your opponent controls. If this card in your possession is sent to your GY by your opponent's card: You can target 1 non-Fusion Monster in your GY; Special Summon it. You can only use this effect of "Prank-Kids Battle Butler" once per turn.

ATK/3000 DEF/3000

PRANK-KIDS BOW-WOW-BARK



[PYRO / LINK / EFFECT]

2 "Prank-Kids" monsters

A "Prank-Kids" monster this card points to gains 1000 ATK. During your opponent's turn (Quick Effect): You can Tribute this card, then target 2 "Prank-Kids" cards with different names in your GY, except Link Monsters; add them to your hand, also "Prank-Kids" monsters you control cannot be destroyed by your opponent's card effects this turn. You can only use this effect of "Prank-Kids Bow-Wow-Bark" once per turn.

ATK/2000 LINK-2

PRANK-KIDS FANSIES



[THUNDER / EFFECT]

If this card is sent to the GY as material for the Fusion or Link Summon of a "Prank-Kids" monster: You can send 1 "Prank-Kids" card from your Deck to the GY, except "Prank-Kids Fancies", then you can Special Summon 1 "Prank-Kids" monster from your hand or Deck in Defense Position, except "Prank-Kids Fancies". You can only use this effect of "Prank-Kids Fancies" once per turn.

ATK/ 0 DEF/2000

ONE FOR ONE



[SPELL CARD]



RGBT-EN045

Send 1 monster from your hand to the GY; Special Summon 1 Level 1 monster from your hand or Deck.

PRANK-KIDS FANSIES



[THUNDER / EFFECT]

If this card is sent to the GY as material for the Fusion or Link Summon of a "Prank-Kids" monster: You can send 1 "Prank-Kids" card from your Deck to the GY, except "Prank-Kids Fancies", then you can Special Summon 1 "Prank-Kids" monster from your hand or Deck in Defense Position, except "Prank-Kids Fancies". You can only use this effect of "Prank-Kids Fancies" once per turn.

ATK/ 0 DEF/2000

INSTANT FUSION



[SPELL CARD]



CDIP-EN040

Pay 1000 LP; Special Summon 1 Level 5 or lower Fusion Monster from your Extra Deck, but it cannot attack, also it is destroyed during the End Phase. (This is treated as a Fusion Summon.) You can only activate 1 "Instant Fusion" per turn.