

CYBER ETERNITY DRAGON



[MACHINE / FUSION / EFFECT]

1 "Cyber Dragon" monster - 2 Machine monsters

If you have a Machine Fusion Monster(s) in your GY, your opponent cannot target this card with card effects, also it cannot be destroyed by your opponent's card effects. If this Fusion Summoned card you control is sent to your GY by an opponent's card: You can Special Summon 1 "Cyber Dragon" from your hand, Deck, or GY. You can banish this card from your GY; this turn, your opponent cannot target Fusion Monsters you control with card effects, also they cannot be destroyed by your opponent's card effects.

ATK/2800 DEF/4000

CYBERNETIC OVERFLOW



[TRAP CARD]



Banish "Cyber Dragon(s)" with different Levels from your hand, face-up field, and/or GY, then destroy an equal number of cards your opponent controls. If this card on the field is destroyed by card effect: Add 1 "Cyber" Spell/Trap from your Deck to your hand. You can only use each effect of "Cybernetic Overflow" once per turn.

MONSTER REBORN



[SPELL CARD]



LOB-118

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

CHIMERATECH RAMPAGE DRAGON



BOSH-EN093

[MACHINE / FUSION / EFFECT]

2+ "Cyber Dragon" monsters

A Fusion Summon of this card can only be done with the above Fusion Materials. When this card is Fusion Summoned: You can target Spells/Traps on the field, up to the number of Fusion Materials used for its Fusion Summon; destroy them. Once per turn: You can send up to 2 LIGHT Machine monsters from your Deck to the GY, and if you do, for each monster sent to the GY, this card gains 1 additional attack during each Battle Phase this turn.

ATK/2100 DEF/1600

CYBER REPAIR PLANT



[SPELL CARD]



SDCR-EN019

If "Cyber Dragon" is in your GY: You can activate 1 of these effects. If you have 3 or more "Cyber Dragon" in your GY at this card's activation, you can activate both effects and resolve in sequence. You can only activate 1 "Cyber Repair Plant" per turn.

- Add 1 LIGHT Machine monster from your Deck to your hand.
- Target 1 LIGHT Machine monster in your GY; shuffle that target into your Deck.

CYBER REPAIR PLANT



[SPELL CARD]



SDCR-EN019

If "Cyber Dragon" is in your GY: You can activate 1 of these effects. If you have 3 or more "Cyber Dragon" in your GY at this card's activation, you can activate both effects and resolve in sequence. You can only activate 1 "Cyber Repair Plant" per turn.

- Add 1 LIGHT Machine monster from your Deck to your hand.
- Target 1 LIGHT Machine monster in your GY; shuffle that target into your Deck.

CHIMERATECH MEGAFLEET DRAGON



[MACHINE / FUSION / EFFECT]

1 "Cyber Dragon" monster + 1+ monsters in the Extra Monster Zone
 Cannot be used as Fusion Material. Must first be Special Summoned (from your Extra Deck) by sending the above cards from either field to the GY. (You do not use "Polymerization".) The original ATK of this card becomes 1200 x the number of Fusion Materials used for its Special Summon.

ATK/ 0 DEF/ 0

CYBER DRAGON



CRV-EN015

[MACHINE / EFFECT]

If only your opponent controls a monster, you can Special Summon this card (from your hand).

ATK/2100 DEF/1600

CYBER DRAGON



CRV-EN015

[MACHINE / EFFECT]

If only your opponent controls a monster, you can Special Summon this card (from your hand).

ATK/2100 DEF/1600

CYBER DRAGON



CRV-EN015

[MACHINE / EFFECT]

If only your opponent controls a monster, you can Special Summon this card (from your hand).

ATK/2100 DEF/1600

PANZER DRAGON



DUEA-EN097

[MACHINE / FUSION / EFFECT]

1 Machine monster + 1 Dragon monster

If this card is destroyed and sent to the GY: You can target 1 card on the field; destroy it.

ATK/1000 DEF/2600

CONSTELLAR PLEIADES



DT07-EN038

[WARRIOR / XYZ / EFFECT]

2 Level 5 LIGHT monsters

Once per turn, during either player's turn: You can detach 1 Xyz Material from this card, then target 1 card on the field; return that target to the hand.

ATK/2500 DEF/1500

CHIMERATECH FORTRESS DRAGON



CT07-EN013

[MACHINE / FUSION / EFFECT]

"Cyber Dragon" + 1+ Machine monsters

Cannot be used as Fusion Material. Must first be Special Summoned (from your Extra Deck) by sending the above cards from either field to the GY. (You do not use "Polymerization".) The original ATK of this card becomes 1000 x the number of Fusion Materials used for its Special Summon.

ATK/ 0 DEF/ 0

CYBER EMERGENCY



[SPELL CARD]



Add 1 LIGHT Machine monster that cannot be Normal Summoned/Set, or 1 "Cyber Dragon" monster, from your Deck to your hand. If the activation of this card in its owner's possession was negated by your opponent's card effect and sent to your GY: You can discard 1 card; add this card to your hand. You can only activate 1 "Cyber Emergency" per turn.

CYBER EMERGENCY



[SPELL CARD]



Add 1 LIGHT Machine monster that cannot be Normal Summoned/Set, or 1 "Cyber Dragon" monster, from your Deck to your hand. If the activation of this card in its owner's possession was negated by your opponent's card effect and sent to your GY: You can discard 1 card; add this card to your hand. You can only activate 1 "Cyber Emergency" per turn.

CYBER EMERGENCY



[SPELL CARD]

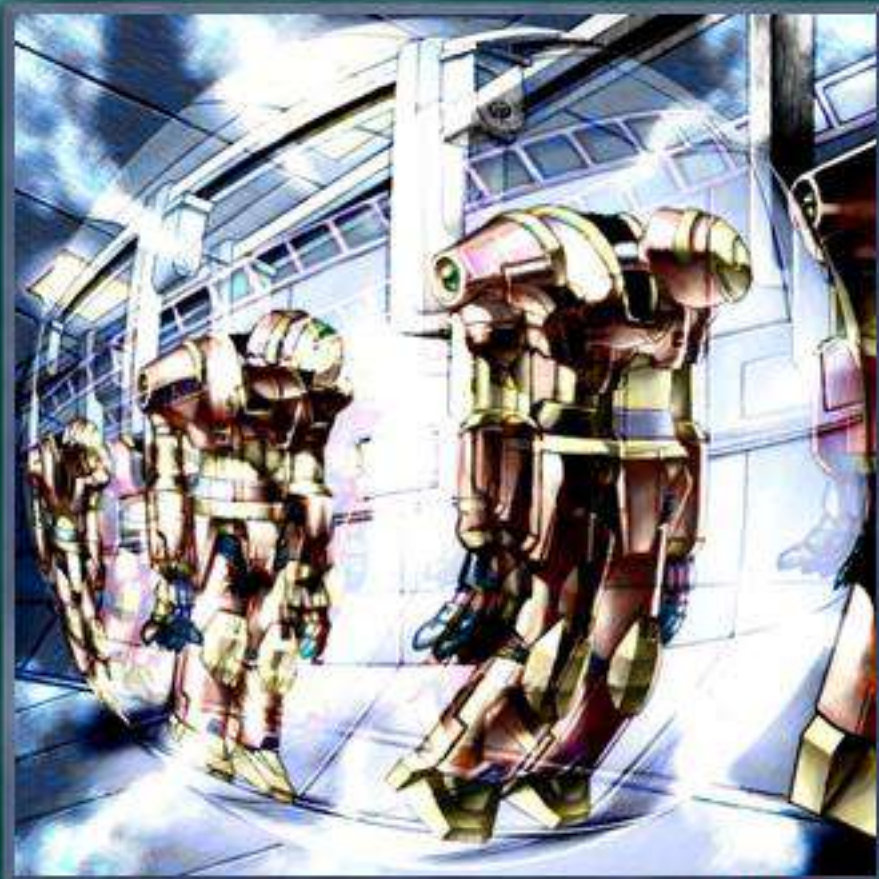


Add 1 LIGHT Machine monster that cannot be Normal Summoned/Set, or 1 "Cyber Dragon" monster, from your Deck to your hand. If the activation of this card in its owner's possession was negated by your opponent's card effect and sent to your GY: You can discard 1 card; add this card to your hand. You can only activate 1 "Cyber Emergency" per turn.

MACHINE DUPLICATION



[SPELL CARD]



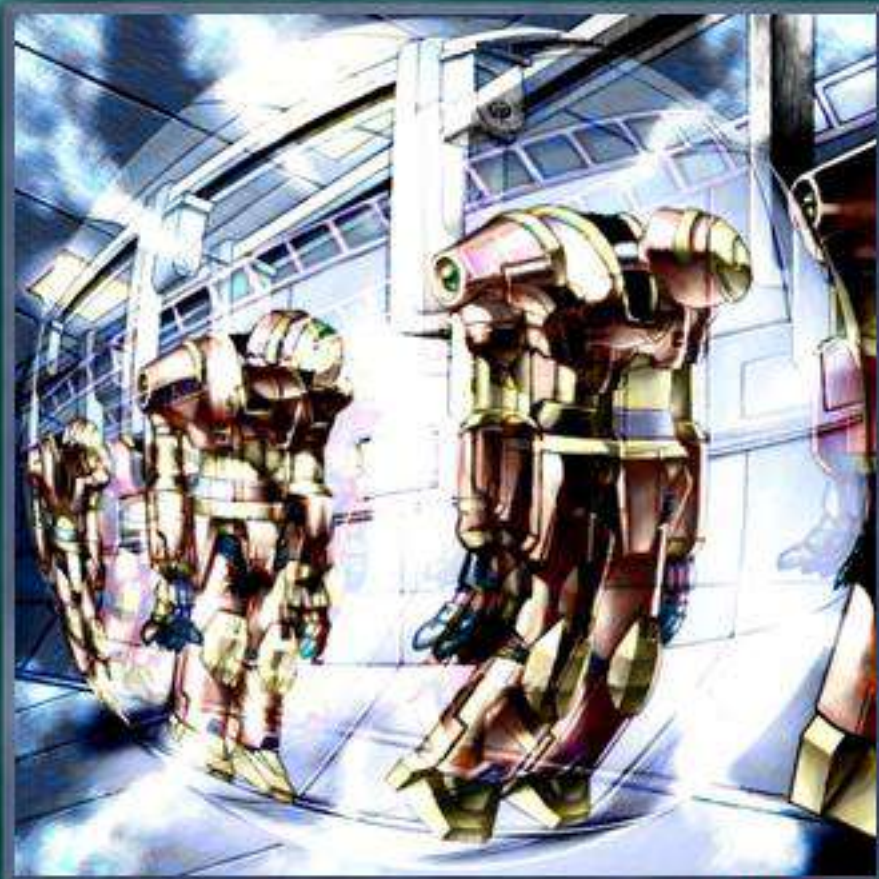
RDS-EN041

Target 1 Machine monster you control with 500 or less ATK;
Special Summon up to 2 monsters from your Deck with the
same name as that face-up monster.

MACHINE DUPLICATION



[SPELL CARD]



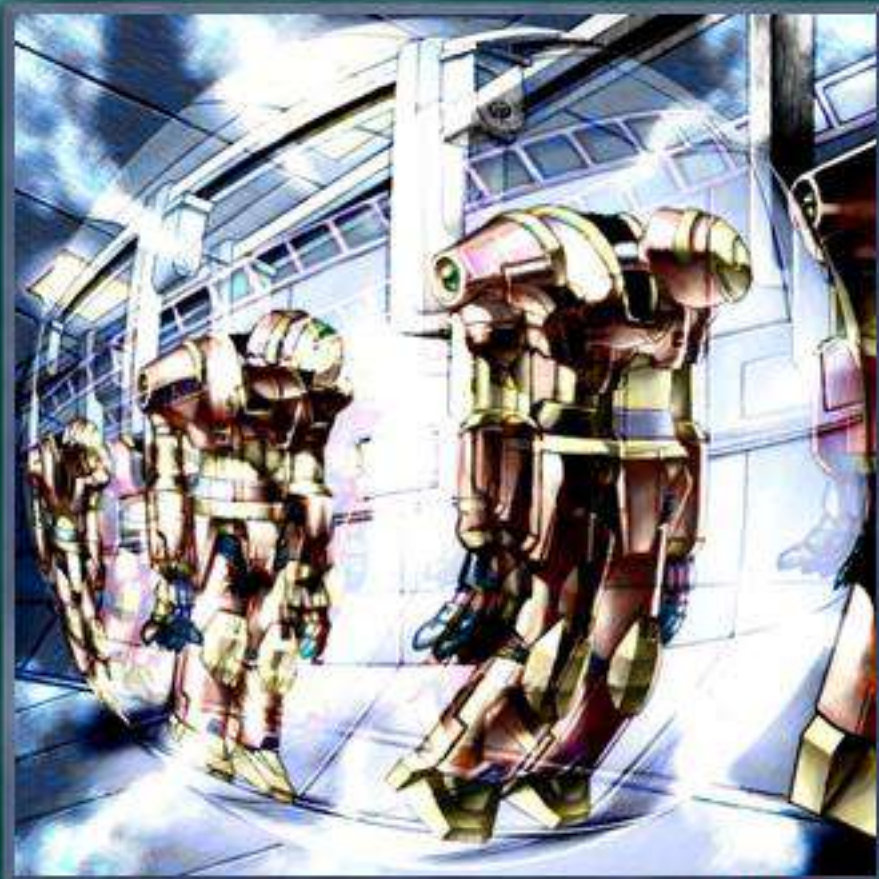
RDS-EN041

Target 1 Machine monster you control with 500 or less ATK;
Special Summon up to 2 monsters from your Deck with the
same name as that face-up monster.

MACHINE DUPLICATION



[SPELL CARD]



RDS-EN041

Target 1 Machine monster you control with 500 or less ATK;
Special Summon up to 2 monsters from your Deck with the
same name as that face-up monster.

CYBER DRAGON HERZ



[MACHINE / EFFECT]

This card's name becomes "Cyber Dragon" while on the field or in the GY. You can only use 1 of the following effects of "Cyber Dragon Herz" per turn, and only once that turn.

- If this card is Special Summoned: You can make this card's Level become 5 until the end of this turn, also, you cannot Special Summon monsters for the rest of this turn, except Machine monsters.
- If this card is sent to the GY: You can add 1 other "Cyber Dragon" from your Deck or GY to your hand.

ATK/ 100 DEF/ 100

CYBER DRAGON HERZ



[MACHINE / EFFECT]

This card's name becomes "Cyber Dragon" while on the field or in the GY. You can only use 1 of the following effects of "Cyber Dragon Herz" per turn, and only once that turn.

- If this card is Special Summoned: You can make this card's Level become 5 until the end of this turn, also, you cannot Special Summon monsters for the rest of this turn, except Machine monsters.
- If this card is sent to the GY: You can add 1 other "Cyber Dragon" from your Deck or GY to your hand.

ATK/ 100 DEF/ 100

CYBER DRAGON NOVA



SDCR-EN038

[MACHINE / XYZ / EFFECT]

2 Level 5 Machine monsters

Once per turn: You can detach 1 material from this card, then target 1 "Cyber Dragon" in your GY; Special Summon that target. Once per turn (Quick Effect): You can banish 1 "Cyber Dragon" from your hand or face-up from your Monster Zone; this card gains 2100 ATK until the end of this turn. If this card in your possession is sent to your GY by your opponent's card effect: You can Special Summon 1 Machine Fusion Monster from your Extra Deck.

ATK/2100 DEF/1600

CYBER DRAGON DREI



SDCR-EN002

[MACHINE / EFFECT]

This card's name becomes "Cyber Dragon" while on the field or in the GY. When this card is Normal Summoned: You can make all "Cyber Dragon" you currently control become Level 5. You cannot Special Summon any monsters during the turn you activate this effect, except Machine monsters. If this card is banished: You can target 1 "Cyber Dragon" you control; it cannot be destroyed by battle or card effects this turn.

ATK/1800 DEF/ 800

CYBER DRAGON DREI



SDCR-EN002

[MACHINE / EFFECT]

This card's name becomes "Cyber Dragon" while on the field or in the GY. When this card is Normal Summoned: You can make all "Cyber Dragon" you currently control become Level 5. You cannot Special Summon any monsters during the turn you activate this effect, except Machine monsters. If this card is banished: You can target 1 "Cyber Dragon" you control; it cannot be destroyed by battle or card effects this turn.

ATK/1800 DEF/ 800

CYBER DRAGON DREI



SDCR-EN002

[MACHINE / EFFECT]

This card's name becomes "Cyber Dragon" while on the field or in the GY. When this card is Normal Summoned: You can make all "Cyber Dragon" you currently control become Level 5. You cannot Special Summon any monsters during the turn you activate this effect, except Machine monsters. If this card is banished: You can target 1 "Cyber Dragon" you control; it cannot be destroyed by battle or card effects this turn.

ATK/1800 DEF/ 800

SALAMANGREAT ALMIRAJ



[CYBERSE / EFFECT]

1 Normal Summoned/Set monster with 1000 or less ATK

(Quick Effect): You can Tribute this card, then target 1 monster you control; it cannot be destroyed by your opponent's card effects this turn. When your Normal Summoned/Set monster is destroyed by battle while this card is in your

GY: You can Special Summon this card. You can only use this effect of "Salamangreat Almiraj" once per turn.

ATK/ 0 LINK-1

GALAXY SOLDIER



WSUP-EN010

[MACHINE / EFFECT]

You can send 1 other LIGHT monster from your hand to the GY; Special Summon this card from your hand in Defense Position. When this card is Special Summoned: You can add 1 "Galaxy" monster from your Deck to your hand. You can only use this effect of "Galaxy Soldier" once per turn.

ATK/2000 DEF/ 0

GALAXY SOLDIER



WSUP-EN010

[MACHINE / EFFECT]

You can send 1 other LIGHT monster from your hand to the GY; Special Summon this card from your hand in Defense Position. When this card is Special Summoned: You can add 1 "Galaxy" monster from your Deck to your hand. You can only use this effect of "Galaxy Soldier" once per turn.

ATK/2000 DEF/ 0

GALAXY SOLDIER



WSUP-EN010

[MACHINE / EFFECT]

You can send 1 other LIGHT monster from your hand to the GY; Special Summon this card from your hand in Defense Position. When this card is Special Summoned: You can add 1 "Galaxy" monster from your Deck to your hand. You can only use this effect of "Galaxy Soldier" once per turn.

ATK/2000 DEF/ 0

CYBER DRAGON SIEGER



[MACHINE / EFFECT]

2 Machine monsters, including "Cyber Dragon"

This card's name becomes "Cyber Dragon" while on the field or in the GY. During each Battle Phase, if this card has not declared an attack (Quick Effect): You can target 1 Machine monster you control with 2100 or more ATK; for the rest of this turn, that monster gains 2100 ATK/DEF, also neither player takes any battle damage from attacks involving this card. You can only use this effect of "Cyber Dragon Sieger" once per turn.

ATK/2100 LINK-2

CYBERLOAD FUSION



[SPELL CARD 



Fusion Summon 1 Fusion Monster from your Extra Deck that lists a "Cyber Dragon" monster as material, by shuffling the Fusion Materials listed on it into the Deck, from among your cards on the field and/or your face-up banished cards, but monsters you control cannot attack for the rest of this turn, except that Fusion Summoned monster. You can only activate 1 "Cyberload Fusion" per turn.

CYBERLOAD FUSION



[SPELL CARD 



Fusion Summon 1 Fusion Monster from your Extra Deck that lists a "Cyber Dragon" monster as material, by shuffling the Fusion Materials listed on it into the Deck, from among your cards on the field and/or your face-up banished cards, but monsters you control cannot attack for the rest of this turn, except that Fusion Summoned monster. You can only activate 1 "Cyberload Fusion" per turn.

CYBER DRAGON HERZ



[MACHINE / EFFECT]

This card's name becomes "Cyber Dragon" while on the field or in the GY. You can only use 1 of the following effects of "Cyber Dragon Herz" per turn, and only once that turn.

- If this card is Special Summoned: You can make this card's Level become 5 until the end of this turn, also, you cannot Special Summon monsters for the rest of this turn, except Machine monsters.
- If this card is sent to the GY: You can add 1 other "Cyber Dragon" from your Deck or GY to your hand.

ATK/ 100 DEF/ 100

BORRELOAD DRAGON



[**DRAGON / 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

CYBER REVSYSTEM



[SPELL CARD]



Special Summon 1 "Cyber Dragon" from your hand or GY. It cannot be destroyed by card effects.

CYBER REVSYSTEM



[SPELL CARD]



Special Summon 1 "Cyber Dragon" from your hand or GY. It cannot be destroyed by card effects.

OVERLOAD FUSION



[SPELL CARD]



POTD-EN042

Fusion Summon 1 DARK Machine Fusion Monster from your Extra Deck, by banishing Fusion Materials listed on it from your field or GY.

POWER BOND



[SPELL CARD]



CRV-EN037

Fusion Summon 1 Machine Fusion Monster from your Extra Deck, using monsters from your hand or field as Fusion Material, and it gains ATK equal to its original ATK. During the End Phase of the turn this card is activated, you take damage equal to the amount of ATK gained from this effect at the time of the Summon.

POWER BOND



[SPELL CARD]



CRV-EN037

Fusion Summon 1 Machine Fusion Monster from your Extra Deck, using monsters from your hand or field as Fusion Material, and it gains ATK equal to its original ATK. During the End Phase of the turn this card is activated, you take damage equal to the amount of ATK gained from this effect at the time of the Summon.

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.

CYBER DRAGON CORE



SDCR-EN001

[MACHINE / EFFECT]

When this card is Normal Summoned: Add 1 "Cyber" Spell/Trap from your Deck to your hand. If only your opponent controls a monster: You can banish this card from your GY; Special Summon 1 "Cyber Dragon" monster from your Deck. You can only use 1 "Cyber Dragon Core" effect per turn, and only once that turn. This card's name becomes "Cyber Dragon" while on the field or in the GY.

ATK/ 400 DEF/1500

CYBER DRAGON CORE



SDCR-EN001

[MACHINE / EFFECT]

When this card is Normal Summoned: Add 1 "Cyber" Spell/Trap from your Deck to your hand. If only your opponent controls a monster: You can banish this card from your GY; Special Summon 1 "Cyber Dragon" monster from your Deck. You can only use 1 "Cyber Dragon Core" effect per turn, and only once that turn. This card's name becomes "Cyber Dragon" while on the field or in the GY.

ATK/ 400 DEF/1500

CYBER DRAGON CORE



SDCR-EN001

[MACHINE / EFFECT]

When this card is Normal Summoned: Add 1 "Cyber" Spell/Trap from your Deck to your hand. If only your opponent controls a monster: You can banish this card from your GY; Special Summon 1 "Cyber Dragon" monster from your Deck. You can only use 1 "Cyber Dragon Core" effect per turn, and only once that turn. This card's name becomes "Cyber Dragon" while on the field or in the GY.

ATK/ 400 DEF/1500

CYBER DRAGON VIER



[MACHINE / EFFECT]

This card's name becomes "Cyber Dragon" while on the field or in the GY. If you Normal or Special Summon "Cyber Dragon", except during the Damage Step: You can Special Summon this card from your hand in Defense Position. You can only use this effect of "Cyber Dragon Vier" once per turn. Each "Cyber Dragon" you control gains 500 ATK/DEF.

ATK/1100 DEF/1600

CYBER DRAGON INFINITY



BOSH-EN094

[MACHINE / XYZ / EFFECT]

3 Level 6 LIGHT Machine monsters

Once per turn, you can also Xyz Summon "Cyber Dragon Infinity" by using "Cyber Dragon Nova" you control as material. (Transfer its materials to this card.) Gains 200 ATK for each material attached to it. Once per turn: You can target 1 face-up Attack Position monster on the field; attach it to this card as a face-up material. Once per turn, when a card or effect is activated (Quick Effect): You can detach 1 material from this card; negate the activation, and if you do, destroy it.

ATK/2100 DEF/1600

CYBER DRAGON NACHSTER



[MACHINE / EFFECT]

This card's name becomes "Cyber Dragon" while on the field or in the GY. You can only use each of the following effects of "Cyber Dragon Nachster" once per turn.

- You can discard 1 other monster; Special Summon this card from your hand.
- If this card is Normal or Special Summoned: You can target 1 Machine monster in your GY with 2100 ATK or DEF; Special Summon it, also you cannot Special Summon monsters for the rest of this turn, except Machine monsters.

ATK/ 200 DEF/ 200

CYBER DRAGON NACHSTER



[MACHINE / EFFECT]

This card's name becomes "Cyber Dragon" while on the field or in the GY. You can only use each of the following effects of "Cyber Dragon Nachster" once per turn.

- You can discard 1 other monster; Special Summon this card from your hand.
- If this card is Normal or Special Summoned: You can target 1 Machine monster in your GY with 2100 ATK or DEF; Special Summon it, also you cannot Special Summon monsters for the rest of this turn, except Machine monsters.

ATK/ 200 DEF/ 200

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.

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.