

MONSTER REBORN



[SPELL CARD]



LOB-118

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

AQUA MADOOR



LOB-027

[SPELLCASTER]

A wizard of the waters that conjures a liquid wall to crush any enemies that oppose him.

ATK/1200 DEF/2000

CLONING



[TRAP CARD]



JUMP-EN022

When your opponent Normal or Flip Summons a monster that has a Level: Target that face-up monster; Special Summon 1 "Clone Token", with the same original Type, Attribute, Level, ATK, and DEF as that target. When that target is destroyed and sent to the GY, destroy this Token.

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

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

XYZ-DRAGON CANNON



BPT-010

[MACHINE / FUSION / EFFECT]

"X-Head Cannon" + "Y-Dragon Head" + "Z-Metal Tank"

Must first be Special Summoned (from your Extra Deck) by banishing the above cards you control. (You do not use "Polymerization".) Cannot be Special Summoned from the GY. You can discard 1 card, then target 1 card your opponent controls; destroy that target.

ATK/2800 DEF/2600

GIANT GERM



SRL-085

[FIEND / EFFECT]

When this card is destroyed by battle and sent to the Graveyard: Inflict 500 damage to your opponent, then you can Special Summon any number of "Giant Germs" from your Deck in face-up Attack Position.

ATK/1000 DEF/ 100

GIANT GERM



SRL-085

[FIEND / EFFECT]

When this card is destroyed by battle and sent to the Graveyard: Inflict 500 damage to your opponent, then you can Special Summon any number of "Giant Germs" from your Deck in face-up Attack Position.

ATK/1000 DEF/ 100

GIANT GERM



SRL-085

[FIEND / EFFECT]

When this card is destroyed by battle and sent to the Graveyard: Inflict 500 damage to your opponent, then you can Special Summon any number of "Giant Germs" from your Deck in face-up Attack Position.

ATK/1000 DEF/ 100

LA JINN THE MYSTICAL GENIE OF THE LAMP



SDK-026

[FIEND]

A genie of the lamp that is at the beck and call of its master.

ATK/1800 DEF/1000

WHITE DRAGON RITUAL



[SPELL CARD 



MFC-027

This card is used to Ritual Summon "Paladin of White Dragon". You must also Tribute monsters from your hand or field whose total Levels equal 4 or more.

ENEMY CONTROLLER



[SPELL CARD 魔]



AST-037

Activate 1 of these effects.

- Target 1 face-up monster your opponent controls; change that target's battle position.
- Tribute 1 monster, then target 1 face-up monster your opponent controls; take control of that target until the End Phase.

XZ-TANK CANNON



MFC-053

[MACHINE / FUSION / EFFECT]

"X-Head Cannon" + "Z-Metal Tank"

Must first be Special Summoned (from your Extra Deck) by banishing the above cards you control. (You do not use "Polymerization".) Cannot be Special Summoned from the Graveyard. You can discard 1 card, then target 1 face-down Spell/Trap Card your opponent controls; destroy that target.

ATK/2400 DEF/2100

THE FLUTE OF SUMMONING DRAGON



[SPELL CARD]



SDK-042

Special Summon up to 2 Dragon monsters from your hand.
"Lord of D." must be on the field to activate and to resolve this effect.

TRAP MASTER



SDY-043

[WARRIOR / FLIP / EFFECT]

FLIP: Select 1 Trap Card on the field and destroy it. If the selected card is Set, pick up and see the card. If it is a Trap Card, it is destroyed. If it is a Spell Card, return it to its original position.

ATK/ 500 DEF/1100

SWORDSTALKER



SDK-025

[WARRIOR]

A monster formed by the vengeful souls of those who passed away in battle.

ATK/2000 DEF/1600

BATTLE OX



SDK-005

[BEAST-WARRIOR]

A monster with tremendous power, it destroys enemies with a swing of its axe.

ATK/1700 DEF/1000

SPELL ABSORPTION



[SPELL CARD ∞]



FET-EN039

Each time a Spell Card is activated, gain 500 LP immediately after it resolves.

KAISER GLIDER



DCR-051

[**DRAGON / EFFECT**]

Cannot be destroyed by battle with a monster that has the same ATK. If this card is destroyed and sent to the Graveyard: Target 1 monster on the field; return that target to the hand.

ATK/2400 DEF/2200

DRAGON'S RAGE



[TRAP CARD ∞]



LOD-048

Dragon-Type monsters you control inflict piercing Battle Damage when they attack a Defense Position monster.

ANCIENT LAMP



RP01-EN100

[SPELLCASTER / EFFECT]

During your Main Phase: You can Special Summon "La Jinn the Mystical Genie of the Lamp" from your hand. This card must be face-up on the field to activate and to resolve this effect. Before damage calculation, if this card is being attacked by an opponent's monster, and was face-down at the start of the Damage Step: You can target 1 monster your opponent controls, except the attacking monster; the attacking monster attacks it instead, and you proceed to damage calculation.

ATK/ 900 DEF/1400

POT OF GREED



[SPELL CARD]



LOB-119

Draw 2 cards.

SHRINK



[SPELL CARD 魔]



SIC-EN003

Target 1 face-up monster on the field; its original ATK becomes halved until the end of this turn.

CRUSH CARD VIRUS



[TRAP CARD]



STCS-EN004

Tribute 1 DARK monster with 1000 or less ATK; your opponent takes no damage until the end of the next turn after this card resolves, also, you look at your opponent's hand and all monsters they control, and if you do, destroy the monsters among them with 1500 or more ATK, then your opponent can destroy up to 3 monsters with 1500 or more ATK in their Deck.

RING OF DEFENSE



[SPELL CARD 魔]



DP2-EN026

When a Trap effect that inflicts damage is activated: Make that effect damage 0.

CARD OF DEMISE



[SPELL CARD]



MIL1-EN014

Draw until you have 3 cards in your hand, also for the rest of this turn after this card resolves, your opponent takes no damage. During the End Phase of this turn, send your entire hand to the GY. You can only activate 1 "Card of Demise" per turn. You cannot Special Summon during the turn you activate this card.

X-HEAD CANNON



MFC-004

[MACHINE]

A monster with a mighty cannon barrel, it is able to integrate its attacks. It attacks in many ways by combining and separating with other monsters.

ATK/1800 DEF/1500

Z-METAL TANK



MFC-006

[MACHINE / UNION / EFFECT]

Once per turn, you can either: Target 1 "X-Head Cannon" or "Y-Dragon Head" you control; equip this card to that target, OR: Unequip this card and Special Summon it. A monster equipped with this card gains 600 ATK/DEF, also if the equipped monster would be destroyed by battle or card effect, destroy this card instead.

ATK/1500 DEF/1300

Y-DRAGON HEAD



MFC-005

[MACHINE / UNION / EFFECT]

Once per turn, you can either: Target 1 "X-Head Cannon" you control; equip this card to that target, OR: Unequip this card and Special Summon it. A monster equipped with this card gains 400 ATK/DEF, also if the equipped monster would be destroyed by battle or card effect, destroy this card instead.

ATK/1500 DEF/1600

SOUL EXCHANGE



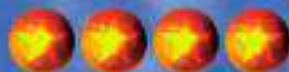
[SPELL CARD]



SDY-041

Target 1 monster your opponent controls; this turn, if you Tribute a monster, you must Tribute that target, as if you controlled it. You cannot conduct your Battle Phase the turn you activate this card.

PALADIN OF WHITE DRAGON



MFC-026

[**DRAGON / RITUAL / EFFECT**]

You can Ritual Summon this card with "White Dragon Ritual". At the start of the Damage Step, if this card attacks a face-down Defense Position monster: Destroy that face-down monster. You can Tribute this card; Special Summon 1 "Blue-Eyes White Dragon" from your hand or Deck, but "Blue-Eyes White Dragons" cannot attack for the rest of this turn.

ATK/1900 DEF/1200

GRACEFUL CHARITY



[SPELL CARD]



SDP-040

Draw 3 cards, then discard 2 cards.

CHAOS EMPEROR DRAGON - ENVOY OF THE END



IOC-000

[**DRAGON / EFFECT**]

Cannot be Normal Summoned/Set. Must be Special Summoned (from your hand) by banishing 1 LIGHT and 1 DARK monster from your GY. Once per turn: You can pay 1000 LP; send as many cards in both players' hands and on the field as possible to the GY, then inflict 300 damage to your opponent for each card sent to the opponent's GY by this effect. You cannot activate other cards or effects during the turn you activate this card's effect.

ATK/3000 DEF/2500

RING OF DESTRUCTION



[TRAP CARD]



PGD-000

During your opponent's turn: Target 1 face-up monster your opponent controls whose ATK is less than or equal to their LP; destroy that face-up monster, and if you do, take damage equal to its original ATK, then inflict damage to your opponent, equal to the damage you took. You can only activate 1 "Ring of Destruction" per turn.

OBELISK THE TORMENTOR



JUMP-EN037

[DIVINE-BEAST / EFFECT]

Requires 3 Tributes to Normal Summon (cannot be Normal Set). This card's Normal Summon cannot be negated. When Normal Summoned, cards and effects cannot be activated. Cannot be targeted by Spells, Traps, or card effects. Once per turn, during the End Phase, if this card was Special Summoned: Send it to the Graveyard. You can Tribute 2 monsters; destroy all monsters your opponent controls. This card cannot declare an attack the turn this effect is activated.

ATK/4000 DEF/4000

WALL OF ILLUSION



SDY-034

[FIEND / EFFECT]

If this card is attacked by a monster, after damage calculation: Return that monster to the hand.

ATK/1000 DEF/1850

NEGATE ATTACK



[TRAP CARD ]



TSC-003

When an opponent's monster declares an attack: Target the attacking monster; negate the attack, then end the Battle Phase.

VORSE RAIDER



CT2-EN003

[BEAST-WARRIOR]

This wicked Beast-Warrior does every horrid thing imaginable, and loves it! His axe bears the marks of his countless victims.

ATK/1900 DEF/1200

KAISER SEA HORSE



DB2-EN115

[SEA SERPENT / EFFECT]

This card can be treated as 2 Tributes for the Tribute Summon of a LIGHT monster.

ATK/1700 DEF/1650

LUSTER DRAGON #2



LOD-050

[DRAGON]

This dragon feeds on emerald. Enchanted by this monster even when attacked, few people live to tell of its beauty.

ATK/2400 DEF/1400

LORD OF D.



SDK-041

[SPELLCASTER / EFFECT]

Dragon-Type monsters on the field cannot be targeted by card effects.

ATK/1200 DEF/1100

COST DOWN



[SPELL CARD]



DCR-053

Discard 1 card; for the rest of this turn, reduce the Levels of all monsters in your hand by 2 (even after they are Summoned).

BLUE-EYES ULTIMATE DRAGON



[MP-EN005]

[**DRAGON / FUSION**]

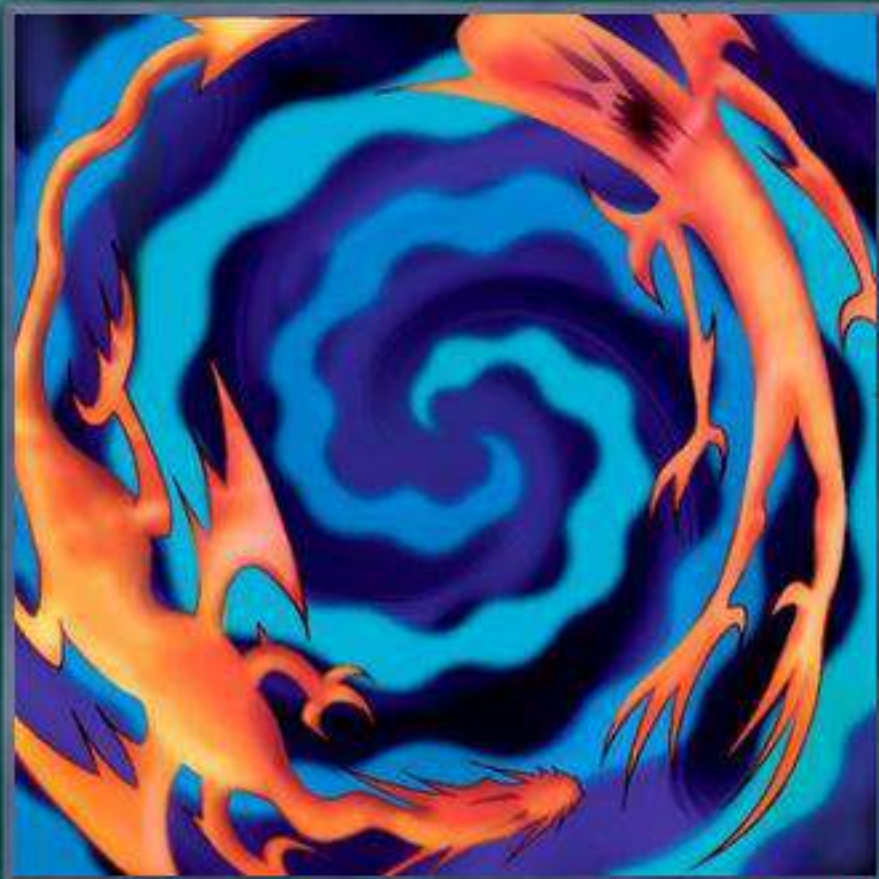
"Blue-Eyes White Dragon" + "Blue-Eyes White Dragon" +
"Blue-Eyes White Dragon"

ATK/4500 DEF/3800

POLYMERIZATION



[SPELL CARD]



LOB-059

Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from your hand or field as Fusion Material.

YZ-TANK DRAGON



MFC-054

[MACHINE / FUSION / EFFECT]

"Y-Dragon Head" + "Z-Metal Tank"

Must first be Special Summoned (from your Extra Deck) by banishing the above cards you control. (You do not use "Polymerization".) Cannot be Special Summoned from the Graveyard. You can discard 1 card, then target 1 face-down monster your opponent controls; destroy that target.

ATK/2100 DEF/2200

SHADOW SPELL



[TRAP CARD ∞]



DT03-EN049

Activate this card by targeting 1 face-up monster your opponent controls; it loses 700 ATK, also it cannot attack or change its battle position. When it leaves the field, destroy this card.

JUDGE MAN



SDK-007

[WARRIOR]

This club-wielding warrior battles to the end and will never surrender.

ATK/2200 DEF/1500

SPEAR DRAGON



LOD-035

[**DRAGON / EFFECT**]

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. If this card attacks, it is changed to Defense Position at the end of the Damage Step.

ATK/1900 DEF/ 0

CYBER JAR



SRL-077

[ROCK / FLIP / EFFECT]

FLIP: Destroy all monsters on the field, then both players reveal the top 5 cards from their Decks, then Special Summon all revealed Level 4 or lower monsters in face-up Attack Position or face-down Defense Position, also add any remaining cards to their hand. (If either player has less than 5 cards in their Deck, reveal as many as possible.)

ATK/ 900 DEF/ 900

INTERDIMENSIONAL MATTER TRANSPORTER



[TRAP CARD]



DCR-052

Target 1 face-up monster you control; banish that target until the End Phase.

BLADE KNIGHT



DB2-EN034

[WARRIOR / EFFECT]

While you have 1 or less cards in your hand, this card gains 400 ATK. If you control no other monsters, the effects of Flip monsters destroyed by battle with this card are negated.

ATK/1600 DEF/1000

SILENT DOOM



[SPELL CARD]



GLAS-EN094

Target 1 Normal Monster in your Graveyard; Special Summon it in face-up Defense Position, but it cannot attack.