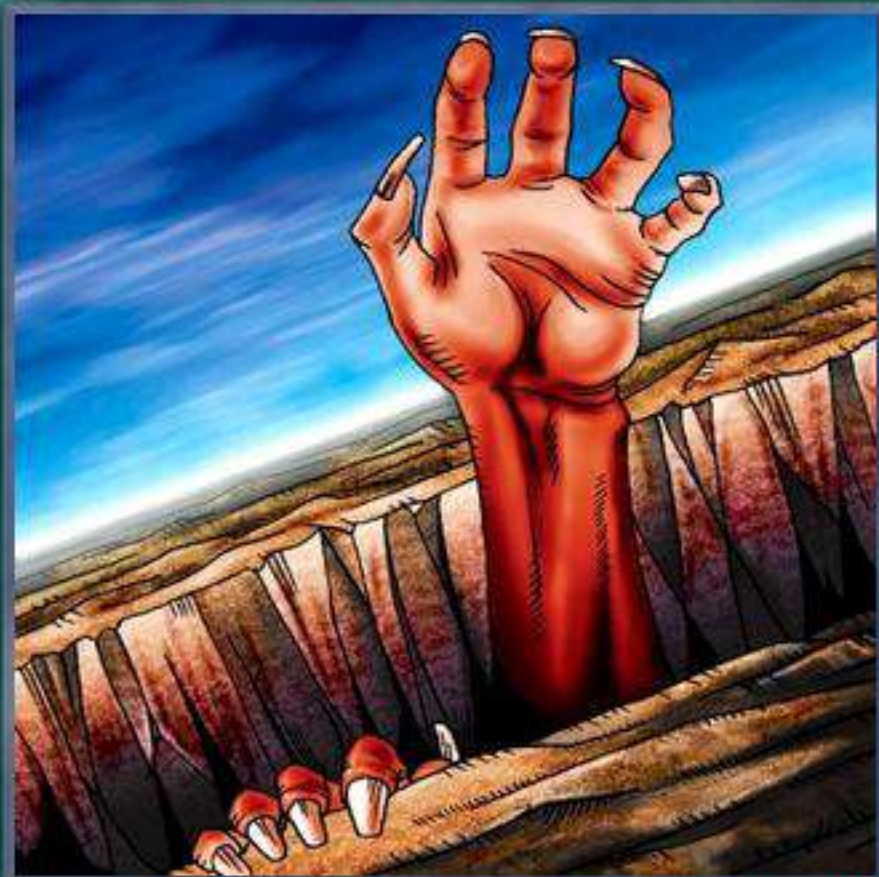


# FISSURE



[SPELL CARD]



LOB-057

Destroy the 1 face-up monster your opponent controls that has the lowest ATK (your choice, if tied).

# DIMENSIONAL PRISON



[ TRAP CARD ]



WC08-EN003

When an opponent's monster declares an attack: Target that attacking monster; banish that target.



# MAGIC JAMMER



[ TRAP CARD  ]



MRD-128

When a Spell Card is activated: Discard 1 card; negate the activation, and if you do, destroy it.

# TOON MASK



[ TRAP CARD ]



DRL2-EN028

If you control "Toon World": Target 1 face-up monster your opponent controls; Special Summon 1 Toon monster from your hand or Deck, whose Level is less than or equal to the Level/Rank of that monster, ignoring its Summoning conditions.



# TOON CANNON SOLDIER



TP6-EN001

## [MACHINE / TOON / EFFECT]

This card cannot attack the turn it is Summoned. If "Toon World" on the field is destroyed, destroy this card. While you control "Toon World" and your opponent controls no Toon Monsters, this card can attack your opponent directly. You can Tribute 1 monster; inflict 500 damage to your opponent.

ATK/1400 DEF/1300

# MYSTIC TOMATO



SRL-094

## [PLANT / EFFECT]

When this card is destroyed by battle and sent to the GY:  
You can Special Summon 1 DARK monster with 1500 or less  
ATK from your Deck, in face-up Attack Position.

ATK/1400 DEF/1100



# MONSTER REBORN



[SPELL CARD]



LOB-118

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

# MIMICAT



[ SPELL CARD ]



DRL2-EN027

If you control "Toon World" and a Toon monster: Target 1 card in your opponent's GY; if it is a monster, Special Summon it to your field, or if it is a Spell/Trap, Set it to your field. You can only activate 1 "Mimicat" per turn.



# TOON TABLE OF CONTENTS



[SPELL CARD]



TP6-EN002

Add 1 "Toon" card from your Deck to your hand.

# TOON TABLE OF CONTENTS



[SPELL CARD]



TP6-EN002

Add 1 "Toon" card from your Deck to your hand.



# TOON DARK MAGICIAN GIRL



SP2-EN002

## [SPELLCASTER / TOON / EFFECT]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by Tributing 1 monster, while you control "Toon World". If "Toon World" on the field is destroyed, destroy this card. Can attack your opponent directly, unless they control a Toon monster, in which case this card must target a Toon monster for its attacks. This card gains 300 ATK for every "Dark Magician" or "Magician of Black Chaos" in either player's Graveyard.

ATK/2000 DEF/1700



# TOON SUMMONED SKULL



SRL-073

## [FIEND / TOON / EFFECT]

(This card is always treated as an "Archfiend" card.)

Cannot be Normal Summoned/Set. Cannot be Special Summoned unless you control "Toon World". Must first be Special Summoned (from your hand) by Tributing the same number of monsters needed for a Tribute Summon (normally 1). This card cannot attack the turn it is Special Summoned. You must pay 500 Life Points to declare an attack with this monster. If "Toon World" on the field is destroyed, destroy this card. This card can attack your opponent directly, unless they control a Toon Monster. If they do control one, this card must target a Toon Monster for its attacks.

ATK/2500 DEF/1200



# ROGUE DOLL



SDK-008

## [SPELLCASTER]

*A deadly doll gifted with mystical power, it is particularly powerful when attacking against dark forces.*

ATK/1600 DEF/1000

# CRASS CLOWN



MRD-078

## [FIEND / EFFECT]

When this card is changed from Defense Position to Attack Position, return 1 monster on your opponent's side of the field to the owner's hand.

ATK/1350 DEF/1400



# ENCHANTED JAVELIN



[ TRAP CARD ]



PSV-015

Increase your Life Points by the ATK of 1 opponent's attacking monster.

# DARK RABBIT



SOVR-EN090

## [BEAST]

*He leaps up, down, and all around! Nobody can lay a hand on this funny bunny.*

ATK/1100 DEF/1500



# TOON GEMINI ELF



DL6-EN001

## [SPELLCASTER / TOON / EFFECT]

Cannot attack the turn it is Summoned. If "Toon World" on the field is destroyed, destroy this card. While you control "Toon World" and your opponent controls no Toon monsters, this card can attack your opponent directly. If this card inflicts battle damage to your opponent: Discard 1 random card from your opponent's hand.

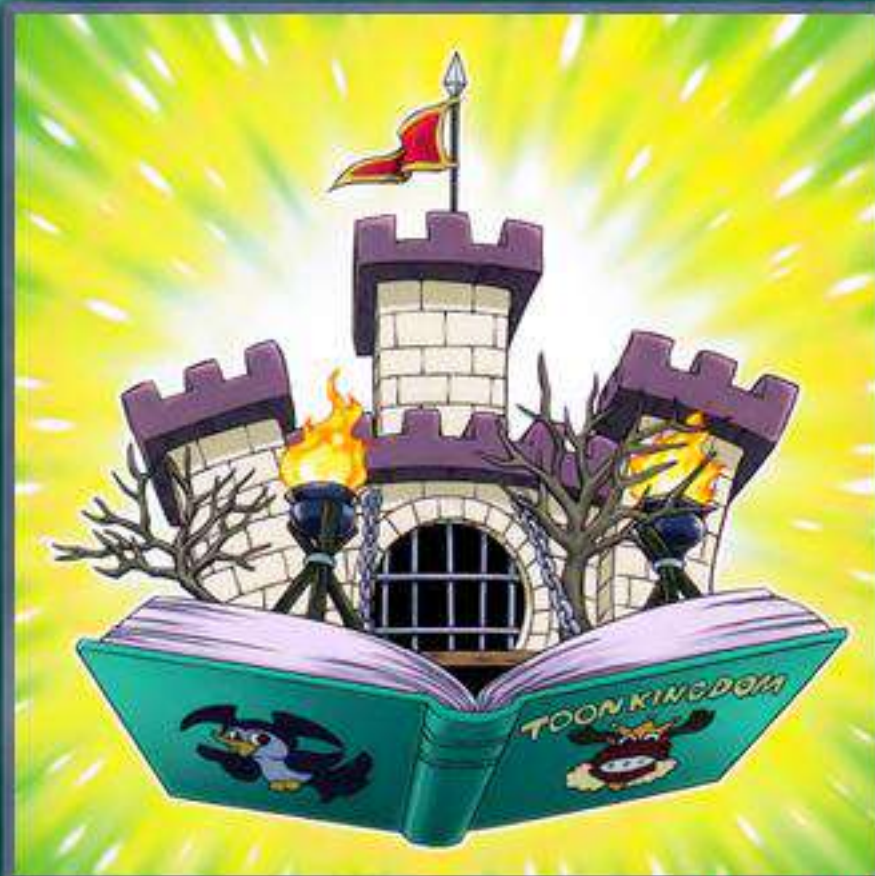
ATK/1900 DEF/ 900



# TOON KINGDOM



[SPELL CARD 魔]



DRL2-EN023

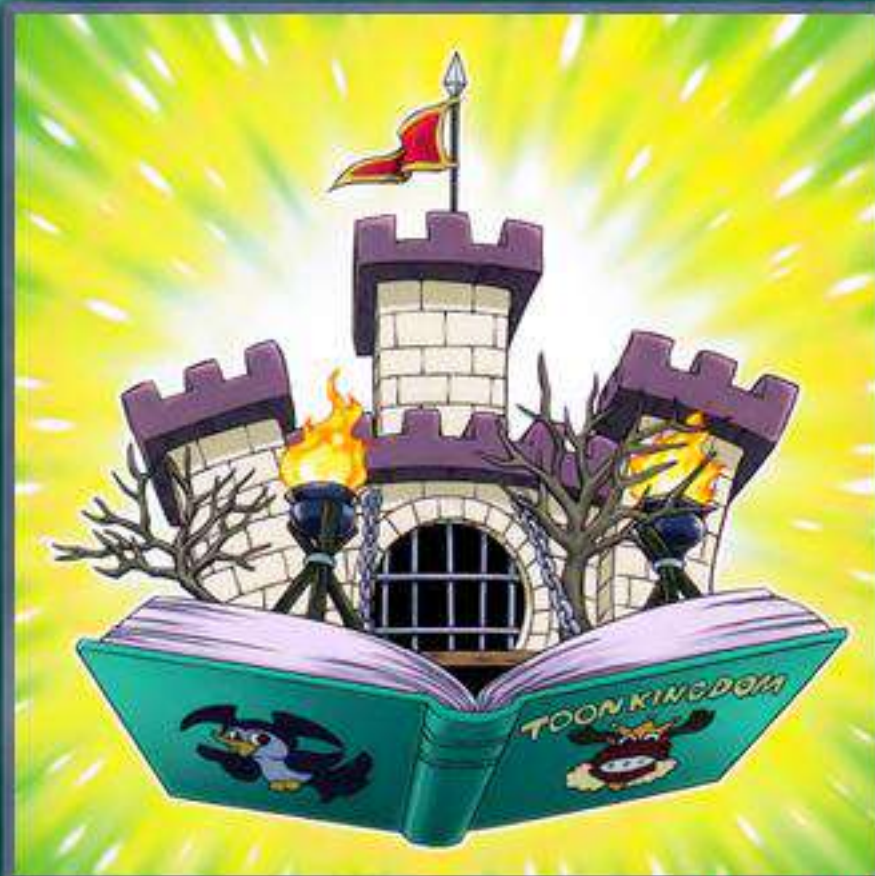
When this card is activated: Banish 3 cards from the top of your Deck, face-down. This card's name becomes "Toon World" while in the Field Zone. Your opponent cannot target Toon monsters you control with card effects. If a Toon monster(s) you control would be destroyed by battle or card effect, you can banish 1 card from the top of your Deck, face-down, for each of those monster(s) instead.



# TOON KINGDOM



[SPELL CARD 魔]



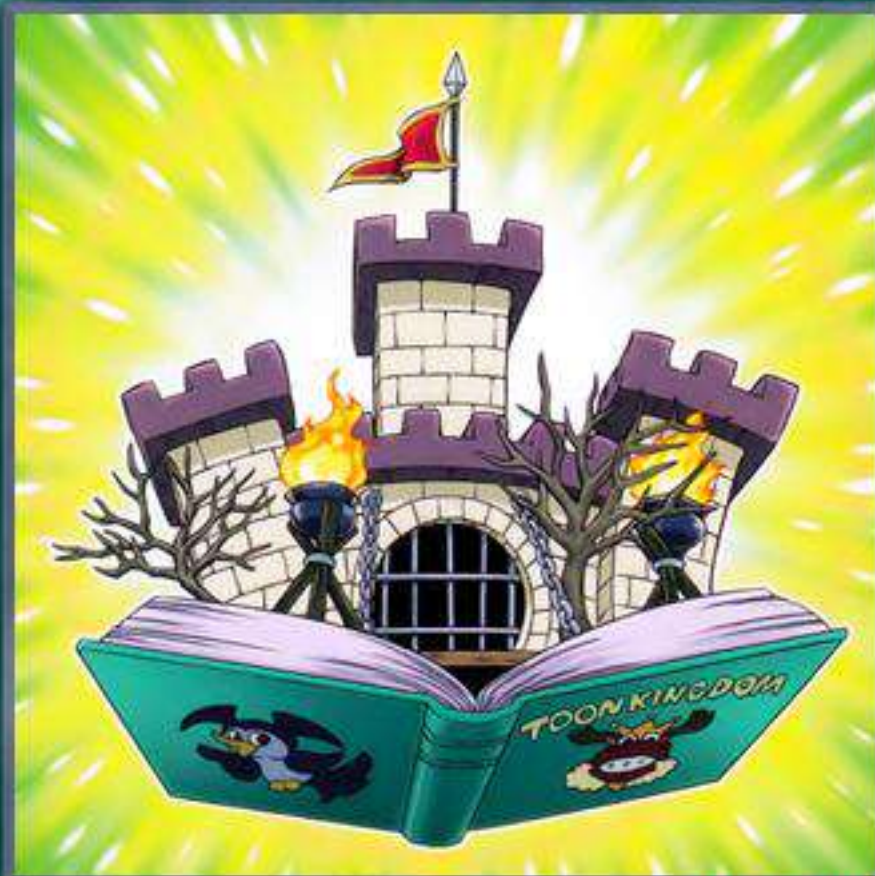
DRL2-EN023

When this card is activated: Banish 3 cards from the top of your Deck, face-down. This card's name becomes "Toon World" while in the Field Zone. Your opponent cannot target Toon monsters you control with card effects. If a Toon monster(s) you control would be destroyed by battle or card effect, you can banish 1 card from the top of your Deck, face-down, for each of those monster(s) instead.

# TOON KINGDOM



[SPELL CARD 魔]



DRL2-EN023

When this card is activated: Banish 3 cards from the top of your Deck, face-down. This card's name becomes "Toon World" while in the Field Zone. Your opponent cannot target Toon monsters you control with card effects. If a Toon monster(s) you control would be destroyed by battle or card effect, you can banish 1 card from the top of your Deck, face-down, for each of those monster(s) instead.



# TOON DEFENSE



[ TRAP CARD ∞ ]



DB2-EN122

When an opponent's monster declares an attack targeting a face-up Level 4 or lower Toon Monster you control: You can make the attack a direct attack instead.

# MIRROR FORCE



[ TRAP CARD ]



MRD-138

When an opponent's monster declares an attack: Destroy all your opponent's Attack Position monsters.



# DRAGON CAPTURE JAR



[ TRAP CARD ∞ ]



LOB-045

Change all face-up Dragon-Type monsters on the field to Defense Position, also they cannot change their battle positions.

# GORGON'S EYE



[ TRAP CARD ]



SOD-EN058

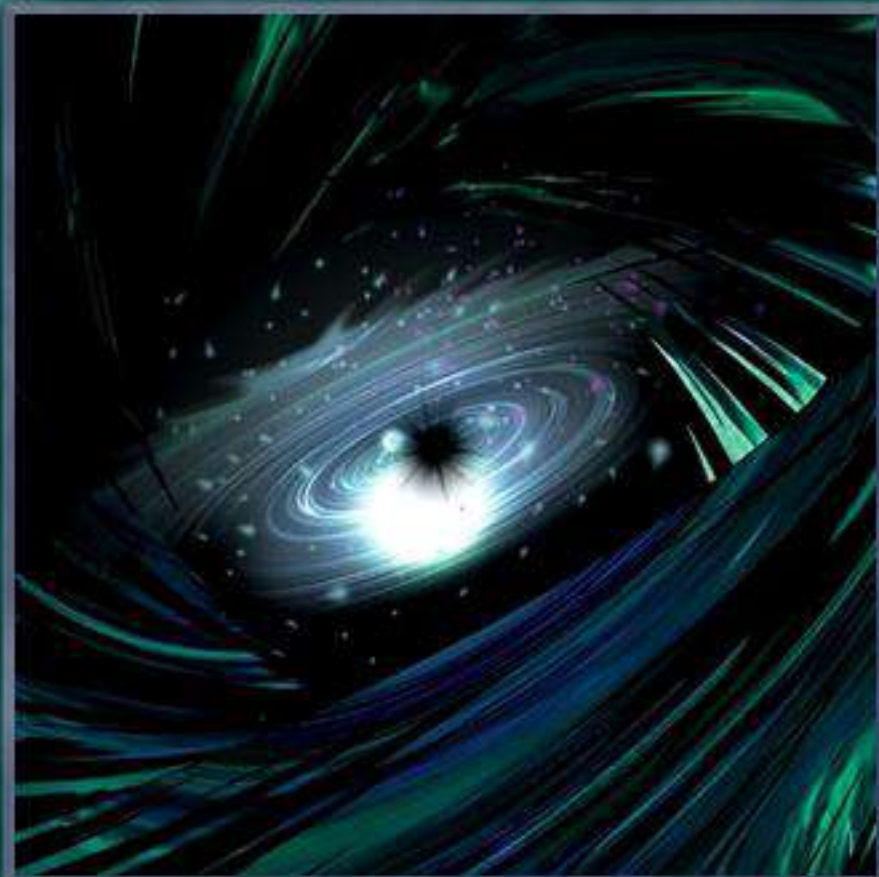
Until the end of this turn, all effects of Defense Position monsters are negated.



# DARK HOLE



[ SPELL CARD ]



LOB-052

Destroy all monsters on the field.

# BLUE-EYES TOON DRAGON



SRL-000

## [**DRAGON / TOON / EFFECT**]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by Tributing 2 monsters, while you control "Toon World". Cannot attack the turn it is Special Summoned. You must pay 500 LP to declare an attack with this monster. If "Toon World" on the field is destroyed, destroy this card. Can attack your opponent directly, unless they control a Toon monster, in which case this card must target a Toon monster for its attacks.

**ATK/3000 DEF/2500**



# POT OF GREED



[ SPELL CARD ]



LOB-119

Draw 2 cards.

# DRAGON PIPER



MRD-067

## [PYRO / FLIP / EFFECT]

FLIP: Destroy all face-up "Dragon Capture Jar"(s) on the field. If you destroy any, change all face-up Dragon-Type monsters on the field to Attack Position.

ATK/ 200 DEF/1800



# SONIC BIRD



SRL-093

## [WINGED BEAST / EFFECT]

When this card is Normal or Flip Summoned, you can add 1 Ritual Spell Card from your Deck to your hand.

ATK/1400 DEF/1000

# NIGHTMARE'S STEELCAGE



[SPELL CARD]



SD6-EN031

This card remains on the field for 2 of your opponent's turns. While this card is face-up on the field, no monsters can attack.



# TOON ALLIGATOR



SDP-009

## [REPTILE]

*An alligator monster straight from the cartoons.*

ATK/ 800 DEF/1600

# DUST TORNADO



[ TRAP CARD ]



PSV-011

Target 1 Spell/Trap Card your opponent controls; destroy that target, then you can Set 1 Spell/Trap Card from your hand.



# PARROT DRAGON



TP2-028

## [**DRAGON**]

*A dragon from the cartoons that's more dangerous than it appears to be.*

ATK/2000 DEF/1300

# THOUSAND-EYES RESTRICT



PSV-084

## [SPELLCASTER / FUSION / EFFECT]

"Relinquished" - "Thousand-Eyes Idol"

Other monsters on the field cannot change their battle positions or attack. Once per turn: You can target 1 monster your opponent controls; equip that target to this card (max. 1). This card's ATK/DEF become equal to that equipped monster's. If this card would be destroyed by battle, destroy that equipped monster instead.

ATK/ 0 DEF/ 0



# RELINQUISHED



MRL-029

## [SPELLCASTER / RITUAL / EFFECT]

You can Ritual Summon this card with "Black Illusion Ritual". Once per turn: You can target 1 monster your opponent controls; equip that target to this card (max. 1). This card's ATK/DEF become equal to that equipped monster's. If this card would be destroyed by battle, destroy that equipped monster instead. While equipped with that monster, any battle damage you take from battles involving this card inflicts equal effect damage to your opponent.

ATK/ 0 DEF/ 0

# TOON MERMAID



SRL-072

## [AQUA / TOON / EFFECT]

Cannot be Normal Summoned/Set. Cannot be Special Summoned unless you control a face-up "Toon World". Must first be Special Summoned (from your hand) by Tributing the same number of monsters needed for a Tribute Summon (normally 0). This card cannot attack the turn it is Special Summoned. You must pay 500 Life Points to declare an attack with this monster. If "Toon World" on the field is destroyed, destroy this card. This card can attack your opponent directly, unless they control a Toon Monster. If they do control one, this card must target a Toon Monster for its attacks.

ATK/1400 DEF/1500



# DREAM CLOWN



MRD-080

## [WARRIOR / EFFECT]

When this card is changed from Attack Position to Defense Position, destroy 1 monster on your opponent's side of the field.

ATK/1200 DEF/ 900

# TOON WORLD



[SPELL CARD ∞]



SRL-076

Activate this card by paying 1000 LP.



# TOON WORLD



[SPELL CARD ∞]



SRL-076

Activate this card by paying 1000 LP.

# TOON GOBLIN ATTACK FORCE



DL7-EN001

## [WARRIOR / TOON / EFFECT]

This card cannot attack the turn it is Summoned. If "Toon World" on the field is destroyed, destroy this card. While you control "Toon World" and your opponent controls no Toon Monsters, this card can attack your opponent directly. If this card attacks, it is changed to Defense Position at the end of the Battle Phase, and its battle position cannot be changed until the End Phase of your next turn.

ATK/2300 DEF/ 0



# TOON MASKED SORCERER



DB2-EN120

## [SPELLCASTER / TOON / EFFECT]

Cannot attack the turn it is Summoned. If "Toon World" on the field is destroyed, destroy this card. While you control "Toon World" and your opponent controls no Toon monsters, this card can attack your opponent directly. If this card inflicts battle damage to your opponent: Draw 1 card.

ATK/ 900 DEF/1400

# HEAVY STORM



[SPELL CARD]



MRD-142

Destroy all Spell and Trap Cards on the field.



# SENJU OF THE THOUSAND HANDS



SRL-080

## [FAIRY / EFFECT]

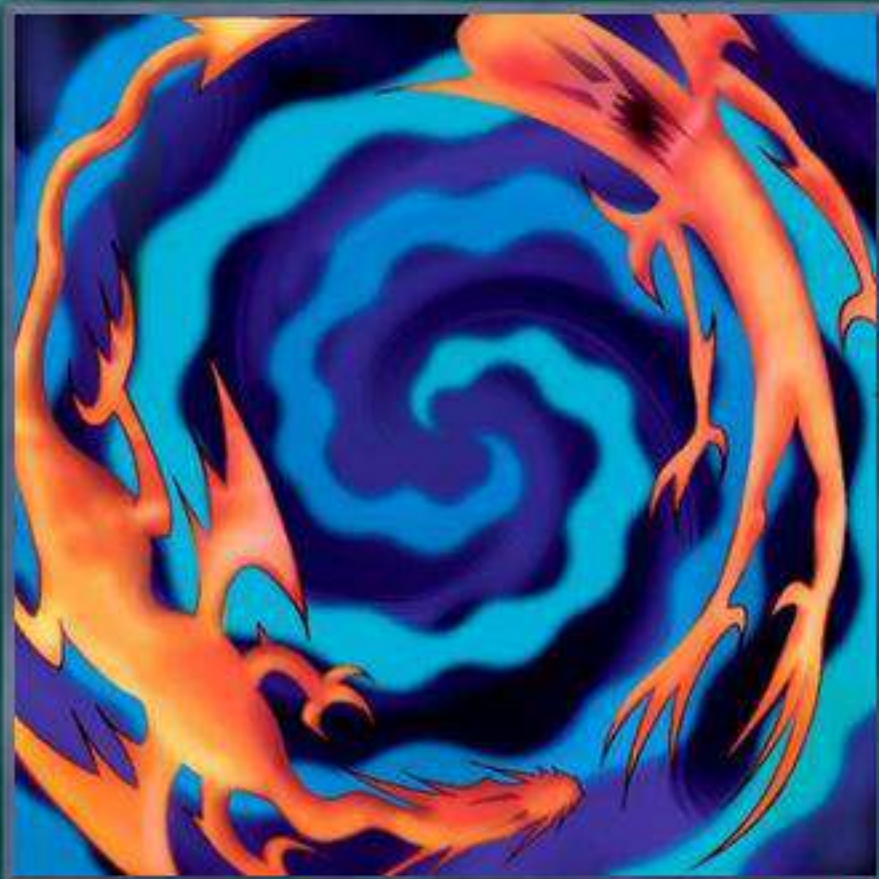
When this card is Normal or Flip Summoned: You can add 1 Ritual Monster from your Deck to your hand.

ATK/1400 DEF/1000

# POLYMERIZATION



[ SPELL CARD ]



LOB-059

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



# BICKURIBOX

DARK  
闇



MRD-093

## [FIEND / FUSION]

"Crass Clown" + "Dream Clown"

ATK/2300 DEF/2000

# THOUSAND-EYES IDOL



PSV-083

## [SPELLCASTER]

*A wicked entity that controls the hearts of men, its thousand eyes are able to see and expand the negative influences in an individual's soul.*

ATK/ 0 DEF/ 0



# ILLUSIONIST FACELESS MAGE



MRD-068

## [SPELLCASTER]

*Manipulates enemy attacks with the power of illusion.*

ATK/1200 DEF/2200

# RYU-RAN



MRL-070

## [**DRAGON**]

*A vicious little dragon sheltered in an egg that looks deceptively harmless.*

ATK/2200 DEF/2600



# COMIC HAND



[SPELL CARD 魔]



DRL2-EN026

If you control "Toon World", equip to an opponent's monster. Take control of it. It is treated as a Toon monster. If your opponent controls no Toon monsters, it can attack your opponent directly. If "Toon World" is not on the field, destroy this card.

# MANGA RYU-RAN



SRL-071

## [**DRAGON / TOON / EFFECT**]

(This card is always treated as a "Toon" card.)

Cannot be Normal Summoned/Set. Cannot be Special Summoned unless you control a face-up "Toon World". Must first be Special Summoned (from your hand) by Tributing the same number of monsters needed for a Tribute Summon (normally 2). This card cannot attack the turn it is Special Summoned. You must pay 500 Life Points to declare an attack with this monster. If "Toon World" on the field is destroyed, destroy this card. This card can attack your opponent directly, unless they control a Toon Monster. If they do control one, this card must target a Toon Monster for its attacks.

**ATK/2200 DEF/2600**



# BLACK ILLUSION RITUAL



[SPELL CARD 



SRL-051

This card is used to Ritual Summon "Relinquished". You must also Tribute a monster from your hand or field whose Level is 1 or more.

# BLACK ILLUSION RITUAL



[SPELL CARD 



SRL-051

This card is used to Ritual Summon "Relinquished". You must also Tribute a monster from your hand or field whose Level is 1 or more.