

GALAXY-EYES PHOTON DRAGON



CT08-EN003

[**DRAGON / EFFECT**]

You can Special Summon this card (from your hand) by Tributing 2 monsters with 2000 or more ATK. During the Battle Step, if this card battles an opponent's monster (Quick Effect): You can target that opponent's monster; banish both this card from the field and that target. Return those banished monsters to the field at the end of the Battle Phase, and if you banished an Xyz Monster, this card gains 500 ATK for each material it had when it was banished.

ATK/3000 DEF/2500

GALAXY-EYES PHOTON DRAGON



CT08-EN003

[**DRAGON / EFFECT**]

You can Special Summon this card (from your hand) by Tributing 2 monsters with 2000 or more ATK. During the Battle Step, if this card battles an opponent's monster (Quick Effect): You can target that opponent's monster; banish both this card from the field and that target. Return those banished monsters to the field at the end of the Battle Phase, and if you banished an Xyz Monster, this card gains 500 ATK for each material it had when it was banished.

ATK/3000 DEF/2500

GALAXY ZERO



[SPELL CARD 魔]



ZTEN-EN018

Target 1 "Photon" or "Galaxy" monster in your Graveyard; Special Summon it in face-up Attack Position and equip it with this card. It cannot attack or activate its effects. If it would be destroyed during the Battle Phase, you can destroy this card instead. When this card leaves the field: The equipped monster's ATK becomes 0. You can only activate 1 "Galaxy Zero" per turn.

GALAXY ZERO



[SPELL CARD 魔]



ZTEN-EN018

Target 1 "Photon" or "Galaxy" monster in your Graveyard; Special Summon it in face-up Attack Position and equip it with this card. It cannot attack or activate its effects. If it would be destroyed during the Battle Phase, you can destroy this card instead. When this card leaves the field: The equipped monster's ATK becomes 0. You can only activate 1 "Galaxy Zero" per turn.

GALAXY WIZARD



ZTIN-EN011

[SPELLCASTER / EFFECT]

Once per turn: You can increase this card's Level by 4 until the End Phase. You can Tribute this card; add 1 "Galaxy" card from your Deck to your hand, except "Galaxy Wizard".

ATK/ 0 DEF/1800

GALAXY WIZARD



ZTIN-EN011

[SPELLCASTER / EFFECT]

Once per turn: You can increase this card's Level by 4 until the End Phase. You can Tribute this card; add 1 "Galaxy" card from your Deck to your hand, except "Galaxy Wizard".

ATK/ 0 DEF/1800

GALAXY WIZARD



ZTIN-EN011

[SPELLCASTER / EFFECT]

Once per turn: You can increase this card's Level by 4 until the End Phase. You can Tribute this card; add 1 "Galaxy" card from your Deck to your hand, except "Galaxy Wizard".

ATK/ 0 DEF/1800

GALAXY EXPEDITION



[SPELL CARD]



ZTIN-EN017

If you control a Level 5 or higher "Photon" or "Galaxy" monster: Special Summon 1 Level 5 or higher "Photon" or "Galaxy" monster from your Deck in face-up Defense Position. You can only activate 1 "Galaxy Expedition" per turn.

GALAXY EXPEDITION



[SPELL CARD]



ZTIN-EN017

If you control a Level 5 or higher "Photon" or "Galaxy" monster: Special Summon 1 Level 5 or higher "Photon" or "Galaxy" monster from your Deck in face-up Defense Position. You can only activate 1 "Galaxy Expedition" per turn.

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

GALAXY TRANCE



[SPELL CARD]



Pay 2000 LP, then target 1 "Photon" monster in your GY; Special Summon both it and 1 "Galaxy" monster from your Deck, with the same Level, both in Defense Position, and if you do, each monster's ATK become 2000, also their effects are negated. You can only activate 1 "Galaxy Trance" per turn. You cannot Normal or Special Summon monsters during the turn you activate this card, except "Photon" and "Galaxy" monsters.

GALAXY TRANCE



[SPELL CARD]



Pay 2000 LP, then target 1 "Photon" monster in your GY; Special Summon both it and 1 "Galaxy" monster from your Deck, with the same Level, both in Defense Position, and if you do, each monster's ATK become 2000, also their effects are negated. You can only activate 1 "Galaxy Trance" per turn. You cannot Normal or Special Summon monsters during the turn you activate this card, except "Photon" and "Galaxy" monsters.

GALAXY TRANCE



[SPELL CARD]



Pay 2000 LP, then target 1 "Photon" monster in your GY; Special Summon both it and 1 "Galaxy" monster from your Deck, with the same Level, both in Defense Position, and if you do, each monster's ATK become 2000, also their effects are negated. You can only activate 1 "Galaxy Trance" per turn. You cannot Normal or Special Summon monsters during the turn you activate this card, except "Photon" and "Galaxy" monsters.

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.

NUMBER 90: GALAXY-EYES PHOTON LORD



[WARRIOR / XYZ / EFFECT]

2 Level 8 monsters

If this card has a "Photon" card as material, it cannot be destroyed by card effects. You can only use each of the following effects of "Number 90: Galaxy-Eyes Photon Lord" once per turn.

- When an opponent's monster activates its effect (Quick Effect): You can detach 1 material from this card; negate that monster's effect, and if the detached material was a "Galaxy" card, destroy that card.
- During your opponent's turn (Quick Effect): You can take 1 "Photon" or "Galaxy" card from your Deck, and either add it to your hand or attach it to this card as material.

ATK/2500 DEF/3000

MONSTER REBORN



[SPELL CARD]



LOB-118

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

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

PHOTON ORBITAL



[MACHINE / EFFECT]

During your Main Phase: You can target 1 "Photon" or "Galaxy" monster you control; equip this monster from your hand or field to that target. It gains 500 ATK, also it cannot be destroyed by battle. You can send this Equip Card to the GY; add 1 "Photon" or "Galaxy" monster from your Deck to your hand, except "Photon Orbital". You can only use this effect of "Photon Orbital" once per turn.

ATK/ 500 DEF/2000

PHOTON ORBITAL



[MACHINE / EFFECT]

During your Main Phase: You can target 1 "Photon" or "Galaxy" monster you control; equip this monster from your hand or field to that target. It gains 500 ATK, also it cannot be destroyed by battle. You can send this Equip Card to the GY; add 1 "Photon" or "Galaxy" monster from your Deck to your hand, except "Photon Orbital". You can only use this effect of "Photon Orbital" once per turn.

ATK/ 500 DEF/2000

PHOTON ORBITAL



[MACHINE / EFFECT]

During your Main Phase: You can target 1 "Photon" or "Galaxy" monster you control; equip this monster from your hand or field to that target. It gains 500 ATK, also it cannot be destroyed by battle. You can send this Equip Card to the GY; add 1 "Photon" or "Galaxy" monster from your Deck to your hand, except "Photon Orbital". You can only use this effect of "Photon Orbital" once per turn.

ATK/ 500 DEF/2000

GALAXY-EYES PHOTON DRAGON



CT08-EN003

[**DRAGON / EFFECT**]

You can Special Summon this card (from your hand) by Tributing 2 monsters with 2000 or more ATK. During the Battle Step, if this card battles an opponent's monster (Quick Effect): You can target that opponent's monster; banish both this card from the field and that target. Return those banished monsters to the field at the end of the Battle Phase, and if you banished an Xyz Monster, this card gains 500 ATK for each material it had when it was banished.

ATK/3000 DEF/2500

NUMBER 62: GALAXY-EYES PRIME PHOTON DRAGON



PRIO-EN040

[**DRAGON / XYZ / EFFECT**]

2 Level 8 monsters

If this card attacks or is attacked, during damage calculation (in either player's turn): You can detach 1 Xyz Material from this card once per battle; this card gains ATK equal to the combined Ranks of all Xyz Monsters currently on the field x 200, during that damage calculation only. If this card in its owner's control is destroyed by an opponent's card effect while it has "Galaxy-Eyes Photon Dragon" as an Xyz Material: You can Special Summon this card during your 2nd Standby Phase after activation and double its ATK. Any battle damage this card inflicts to your opponent is halved unless it has "Galaxy-Eyes Photon Dragon" as an Xyz Material.

ATK/4000 DEF/3000

GALAXY-EYES SOLFLARE DRAGON



[**DRAGON / EFFECT**]

2 LIGHT monsters, including a monster with 2000 or more ATK

If this card is Link Summoned: You can target 1 "Photon" or "Galaxy" monster in your GY; add it to your hand. During your opponent's Main Phase (Quick Effect): You can discard 1 "Photon" card and 1 "Galaxy" card, OR discard 1 "Galaxy-Eyes Photon Dragon", then target 1 Special Summoned monster your opponent controls; destroy it. You can only use each effect of "Galaxy-Eyes Solflare Dragon" once per turn.

ATK/2000 **LINK-2**

ACCELLIGHT



[SPELL CARD]



ZTIN-EN016

If you control no monsters: Special Summon 1 Level 4 or lower "Photon" or "Galaxy" monster from your Deck. You can only activate 1 "Accellight" per turn. You cannot Normal Summon/Set during the turn you activate this card.

ACCELLIGHT



[SPELL CARD]



ZTIN-EN016

If you control no monsters: Special Summon 1 Level 4 or lower "Photon" or "Galaxy" monster from your Deck. You can only activate 1 "Accellight" per turn. You cannot Normal Summon/Set during the turn you activate this card.

GALAXY KNIGHT



ZTIN-EN012

[WARRIOR / EFFECT]

If you control a "Photon" or "Galaxy" monster, you can Normal Summon this card without Tributing. If Summoned this way: Target 1 "Galaxy-Eyes Photon Dragon" in your GY (if possible); regardless, this card loses 1000 ATK, and if it does, Special Summon that target (if any) in Defense Position. This ATK decrease lasts until the end of this turn.

ATK/2800 DEF/2600

GALAXY KNIGHT



ZTIN-EN012

[WARRIOR / EFFECT]

If you control a "Photon" or "Galaxy" monster, you can Normal Summon this card without Tributing. If Summoned this way: Target 1 "Galaxy-Eyes Photon Dragon" in your GY (if possible); regardless, this card loses 1000 ATK, and if it does, Special Summon that target (if any) in Defense Position. This ATK decrease lasts until the end of this turn.

ATK/2800 DEF/2600

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.

TRADE-IN



[SPELL CARD]



SDRL-EN019

Discard 1 Level 8 monster; draw 2 cards.

GALAXY-EYES FULL ARMOR PHOTON DRAGON



CROS-EN095

[**DRAGON / XYZ / EFFECT**]

3 Level 8 monsters

You can also Xyz Summon this card by using a "Galaxy-Eyes" Xyz Monster you control as the Xyz Material, except "Galaxy-Eyes Full Armor Photon Dragon". (Xyz Materials attached to that monster also become Xyz Materials on this card.) Once per turn: You can target up to 2 Equip Cards equipped to this card; attach them to this card as Xyz Materials. Once per turn: You can detach 1 Xyz Material from this card, then target 1 face-up card your opponent controls; destroy it.

ATK/4000 DEF/3500

PHOTON VANISHER



[WARRIOR / EFFECT]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) while you control a "Photon" or "Galaxy" monster. Cannot attack the turn it is Special Summoned. You can only Special Summon "Photon Vanisher(s)" once per turn. If this card is Special Summoned: You can add 1 "Galaxy-Eyes Photon Dragon" from your Deck to your hand. An Xyz Monster that was Summoned using this card on the field as material gains this effect.

● Banish any monster destroyed by battle with this card.

ATK/2000 DEF/ 0

PHOTON VANISHER



[WARRIOR / EFFECT]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) while you control a "Photon" or "Galaxy" monster. Cannot attack the turn it is Special Summoned. You can only Special Summon "Photon Vanisher(s)" once per turn. If this card is Special Summoned: You can add 1 "Galaxy-Eyes Photon Dragon" from your Deck to your hand. An Xyz Monster that was Summoned using this card on the field as material gains this effect.

● Banish any monster destroyed by battle with this card.

ATK/2000 DEF/ 0

PHOTON VANISHER



[WARRIOR / EFFECT]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) while you control a "Photon" or "Galaxy" monster. Cannot attack the turn it is Special Summoned. You can only Special Summon "Photon Vanisher(s)" once per turn. If this card is Special Summoned: You can add 1 "Galaxy-Eyes Photon Dragon" from your Deck to your hand. An Xyz Monster that was Summoned using this card on the field as material gains this effect.

●Banish any monster destroyed by battle with this card.

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

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 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

NUMBER 95: GALAXY-EYES DARK MATTER DRAGON



PGL2-EN015

[**DRAGON / XYZ / EFFECT**]

3 Level 9 monsters

You can also Xyz Summon this card by using a "Galaxy-Eyes" Xyz Monster you control as the Xyz Material. (Xyz Materials attached to that monster also become Xyz Materials on this card.) Cannot be used as an Xyz Material for an Xyz Summon. When this card is Xyz Summoned: You can send 3 Dragon-Type monsters with different names from your Deck to the Graveyard; your opponent banishes 3 monsters from their Deck. You can detach 1 Xyz Material from this card; this card can make up to 2 attacks on monsters during each Battle Phase this turn.

ATK/4000 DEF/ 0

GALAXY EXPEDITION



[SPELL CARD]



ZTIN-EN017

If you control a Level 5 or higher "Photon" or "Galaxy" monster: Special Summon 1 Level 5 or higher "Photon" or "Galaxy" monster from your Deck in face-up Defense Position. You can only activate 1 "Galaxy Expedition" per turn.

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

STARLIEGE PHOTON BLAST DRAGON



[**DRAGON / XYZ / EFFECT**]

2 Level 4 monsters

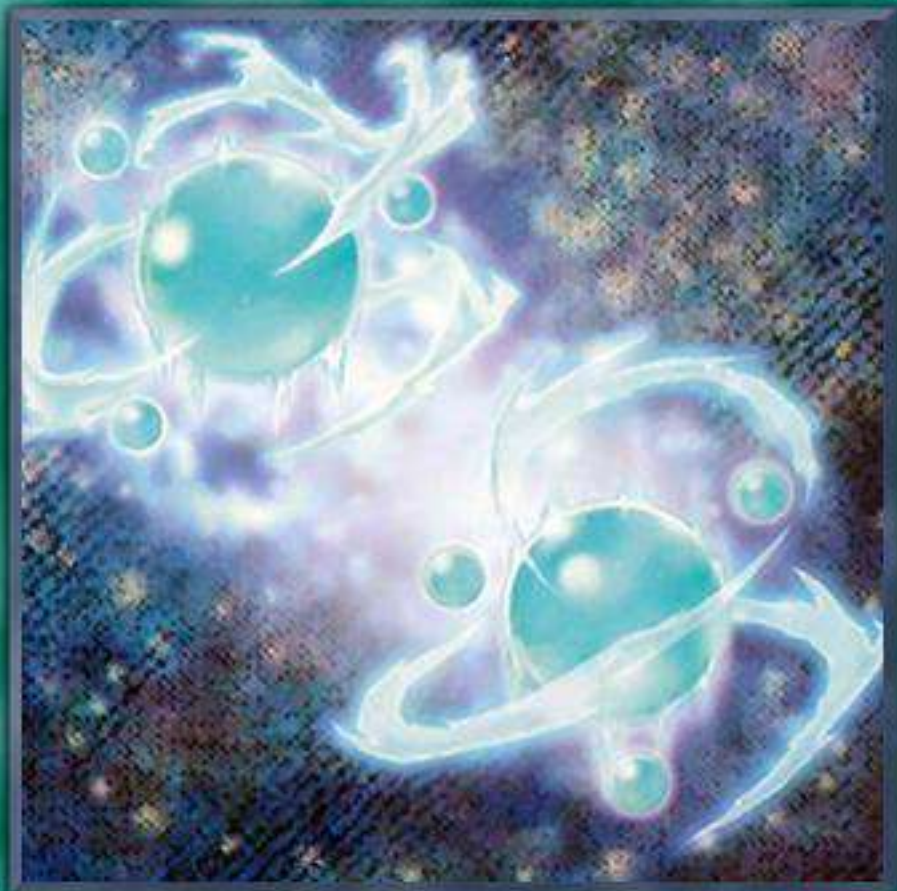
If this card is Xyz Summoned: You can Special Summon 1 "Photon" monster from your hand. While this Xyz Summoned monster is on the field, your opponent cannot target monsters you control with 2000 or more ATK with card effects, also they cannot be destroyed by your opponent's card effects. Once per opponent's turn (Quick Effect): You can detach 1 material from this card, then target 1 of your "Galaxy-Eyes Photon Dragon" that is banished or in your GY; Special Summon it.

ATK/1800 DEF/2500

PHOTON SANCTUARY



[SPELL CARD]



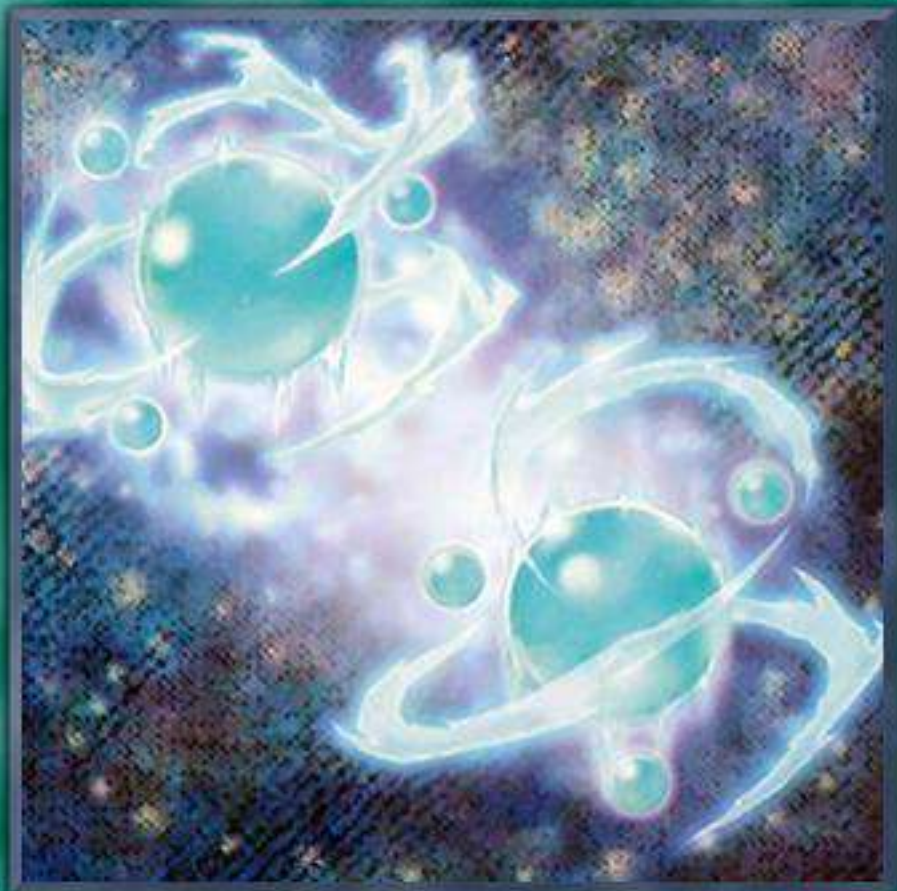
PRC1-EN022

Special Summon 2 "Photon Tokens"
(Thunder-Type/LIGHT/Level 4/ATK 2000/DEF 0) in Defense
Position. These Tokens cannot attack or be used as Synchro
Material Monsters. You cannot Summon other monsters the
turn you activate this card, except for LIGHT monsters.

PHOTON SANCTUARY



[SPELL CARD]



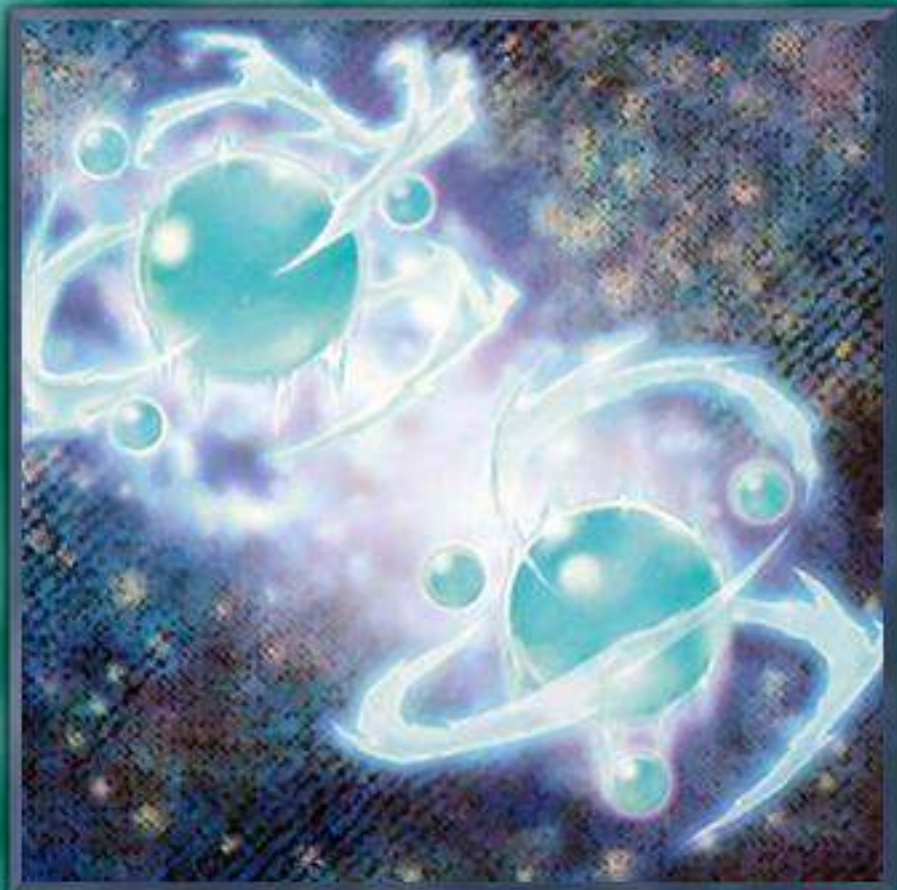
PRC1-EN022

Special Summon 2 "Photon Tokens"
(Thunder-Type/LIGHT/Level 4/ATK 2000/DEF 0) in Defense
Position. These Tokens cannot attack or be used as Synchro
Material Monsters. You cannot Summon other monsters the
turn you activate this card, except for LIGHT monsters.

PHOTON SANCTUARY



[SPELL CARD]



PRC1-EN022

Special Summon 2 "Photon Tokens"
(Thunder-Type/LIGHT/Level 4/ATK 2000/DEF 0) in Defense
Position. These Tokens cannot attack or be used as Synchro
Material Monsters. You cannot Summon other monsters the
turn you activate this card, except for LIGHT monsters.

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

CALLED BY THE GRAVE



[SPELL CARD 魔]



Target 1 monster in your opponent's GY; banish it, and if you do, until the end of the next turn, its effects are negated, as well as the activated effects and effects on the field of monsters with the same original name.

CALLED BY THE GRAVE



[SPELL CARD 魔]



Target 1 monster in your opponent's GY; banish it, and if you do, until the end of the next turn, its effects are negated, as well as the activated effects and effects on the field of monsters with the same original name.

CALLED BY THE GRAVE



[SPELL CARD 魔]



Target 1 monster in your opponent's GY; banish it, and if you do, until the end of the next turn, its effects are negated, as well as the activated effects and effects on the field of monsters with the same original name.

GALAXY-EYES CIPHER BLADE DRAGON



[**DRAGON / XYZ / EFFECT**]

3 Level 9 monsters

You can also Xyz Summon this card by using a Rank 8 "Galaxy-Eyes" Xyz Monster you control as material. (Transfer its materials to this card.) Cannot be used as material for an Xyz Summon. Once per turn: You can detach 1 material from this card, then target 1 card on the field; destroy it. If this Xyz Summoned card you control, is destroyed by battle with an opponent's attacking monster, or destroyed by an opponent's card effect, and sent to your GY: You can target 1 "Galaxy-Eyes Cipher Dragon" in your GY; Special Summon it.

ATK/3200 DEF/2800