

SWORDS OF REVEALING LIGHT



[SPELL CARD]



LOB-101

After this card's activation, it remains on the field, but you must destroy it during the End Phase of your opponent's 3rd turn. When this card is activated: If your opponent controls a face-down monster, flip all monsters they control face-up. While this card is face-up on the field, your opponent's monsters cannot declare an attack.

SKILLED DARK MAGICIAN



MFC-065

[SPELLCASTER / EFFECT]

Each time a Spell Card is activated, place 1 Spell Counter on this card when that Spell resolves (max. 3). You can Tribute this card with 3 Spell Counters on it; Special Summon 1 "Dark Magician" from your hand, Deck, or GY.

ATK/1900 DEF/1700

VALKYRION THE MAGNA WARRIOR



SDD-001

[ROCK / EFFECT]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by Tributing 1 "Alpha The Magnet Warrior", "Beta The Magnet Warrior", and "Gamma The Magnet Warrior" from your hand and/or field. You can Tribute this card, then target 1 "Alpha The Magnet Warrior", "Beta The Magnet Warrior", and "Gamma The Magnet Warrior" in your Graveyard; Special Summon them.

ATK/3500 DEF/3850

BERFOMET



ABPF-EN091

[FIEND / EFFECT]

When this card is Normal or Flip Summoned: You can add 1 "Gazelle the King of Mythical Beasts" from your Deck to your hand.

ATK/1400 DEF/1800

BUSTER BLADER



PSV-050

[WARRIOR / EFFECT]

This card gains 500 ATK for each Dragon-Type monster your opponent controls or is in their Graveyard.

ATK/2600 DEF/2300

GRACEFUL CHARITY



[SPELL CARD]



SDP-040

Draw 3 cards, then discard 2 cards.

MAGICAL HATS



[TRAP CARD]



PSV-033

During your opponent's Battle Phase: Choose 2 Spell/Trap Cards from your Deck and 1 monster you control. Special Summon them as Normal Monsters (ATK 0/DEF 0) in face-down Defense Position. Set the chosen monster if it is face-up, and shuffle them on the field. The 2 cards chosen from your Deck are destroyed at the end of the Battle Phase, and cannot remain on the field except during this Battle Phase.

MONSTER REBORN



[SPELL CARD]



LOB-118

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

BRAIN CONTROL



[SPELL CARD]



TLM-EN038

Pay 800 LP, then target 1 face-up monster your opponent controls that can be Normal Summoned/Set; take control of that target until the End Phase.

JACK'S KNIGHT



EEN-EN005

[WARRIOR]

A strong master swordsman. His loyalty is to justice, his duty to protect the weak.

ATK/1900 DEF/1000

CELTIC GUARDIAN



LOB-007

[WARRIOR]

An elf who learned to wield a sword, he baffles enemies with lightning-swift attacks.

ATK/1400 DEF/1200

DARK PALADIN



MFC-105

[SPELLCASTER / FUSION / EFFECT]

"Dark Magician" + "Buster Blader"

Must be Fusion Summoned. When a Spell Card is activated (Quick Effect): You can discard 1 card; negate the activation, and if you do, destroy it. This card must be face-up on the field to activate and to resolve this effect. Gains 500 ATK for each Dragon monster on the field and in the GY.

ATK/2900 DEF/2400

ALPHA THE MAGNET WARRIOR



DOR-001

[Rock]

Alpha, Beta, and Gamma meld as one to form a powerful monster.

ATK/1400 DEF/1700

DARK MAGIC CURTAIN



[SPELL CARD]



PP01-EN008

Pay half your LP; Special Summon 1 "Dark Magician" from your Deck. You cannot Summon other monsters the turn you activate this card (but you can Set).

MIRROR FORCE



[TRAP CARD]



MRD-138

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

DARK MAGICIAN



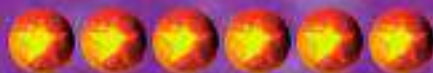
YGLD-ENB02

[SPELLCASTER]

The ultimate wizard in terms of attack and defense.

ATK/2500 DEF/2100

CHIMERA THE FLYING MYTHICAL BEAST



ABPF-EN092

[BEAST / FUSION / EFFECT]

"Gazelle the King of Mythical Beasts" + "Berfomet"

(This card is always treated as a "Phantom Beast" card.)

When this card is destroyed: You can target 1 "Berfomet" or 1 "Gazelle the King of Mythical Beasts" in your Graveyard; Special Summon that target.

ATK/2100 DEF/1800

LIGHTFORCE SWORD



[TRAP CARD]



PSV-005

Banish 1 random card from your opponent's hand, face-down. During your opponent's 4th Standby Phase after this card's activation, return that card to their hand.

OBNOXIOUS CELTIC GUARD



DB2-EN112

[WARRIOR / EFFECT]

Cannot be destroyed by battle with a monster that has 1900 or more ATK.

ATK/1400 DEF/1200

MYSTICAL SPACE TYPHOON



[SPELL CARD 



SRL-047

Target 1 Spell/Trap on the field; destroy that target.

POT OF GREED



[SPELL CARD]



LOB-119

Draw 2 cards.

GAZELLE THE KING OF MYTHICAL BEASTS



MRD-124

[BEAST]

This monster moves so fast that it looks like an illusion to mortal eyes.

(This card is always treated as a "Phantom Beast" card.)

ATK/1500 DEF/1200

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.

ARCANA KNIGHT JOKER



ANPR-EN090

[WARRIOR / FUSION / EFFECT]

"Queen's Knight" + "Jack's Knight" + "King's Knight"

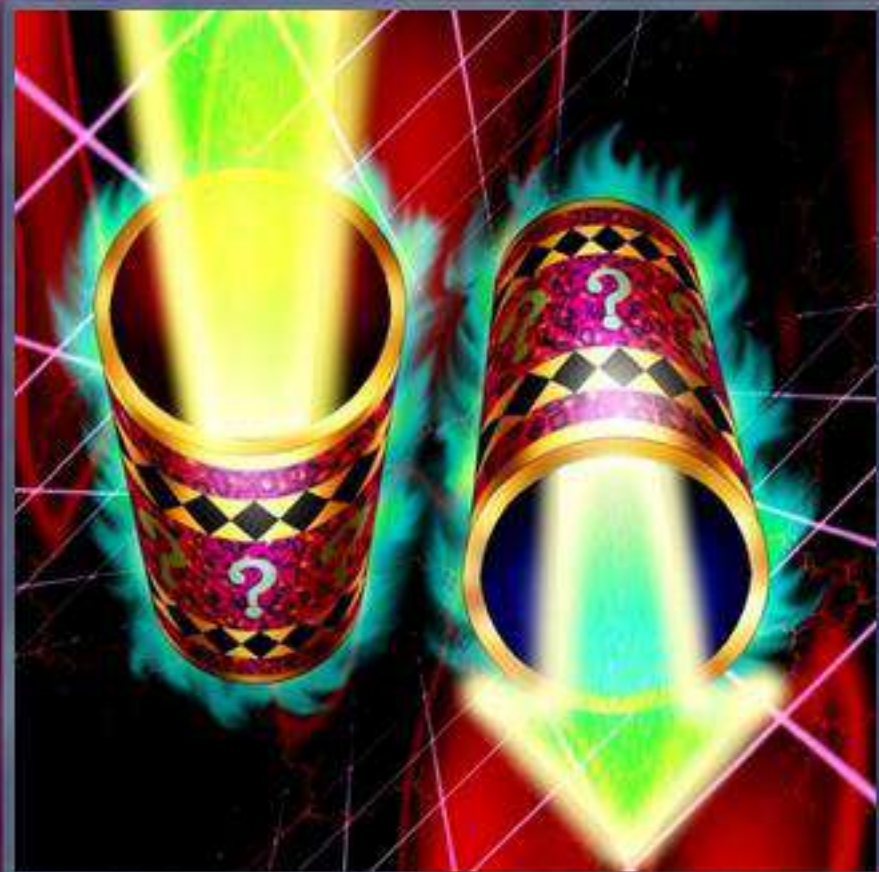
A Fusion Summon of this card can only be done with the above Fusion Materials. Once per turn, during either player's turn, when a Spell/Trap Card, or monster effect, is activated that targets this face-up card on the field: You can discard the same type of card (Monster, Spell, or Trap); negate the effect.

ATK/3800 DEF/2500

MAGIC CYLINDER



[TRAP CARD]



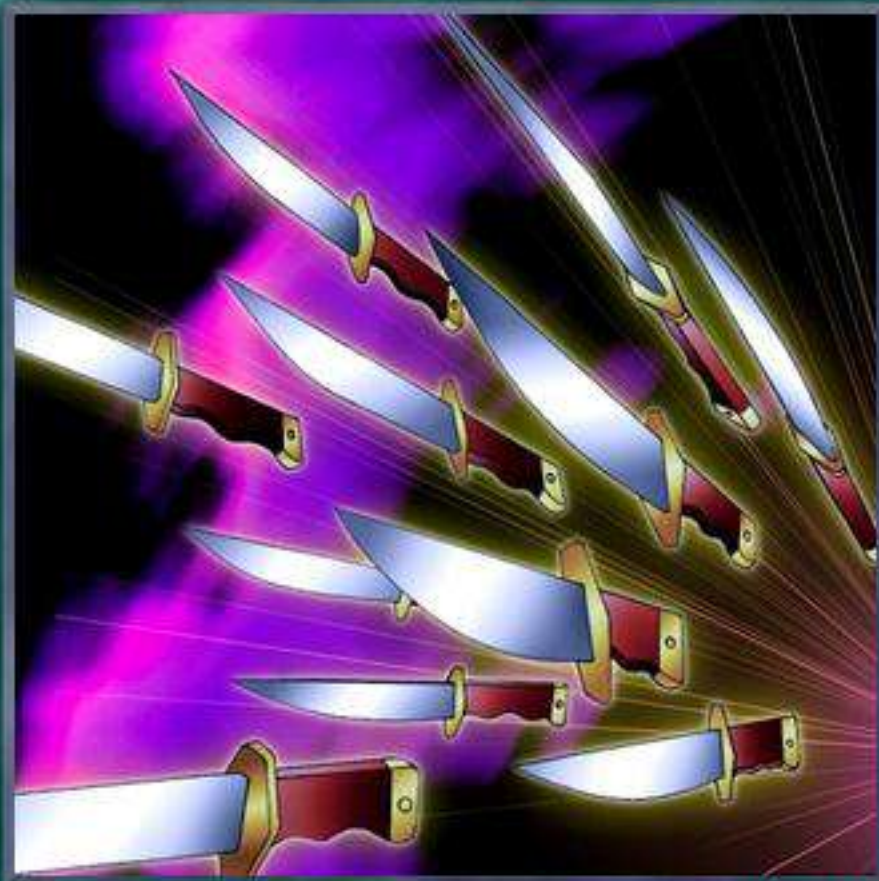
LON-104

When an opponent's monster declares an attack: Target the attacking monster; negate the attack, and if you do, inflict damage to your opponent equal to its ATK.

THOUSAND KNIVES



[SPELL CARD]



PCY-003

If you control "Dark Magician": Target 1 monster your opponent controls; destroy that target.

GAIA THE FIERCE KNIGHT



LOB-006

[WARRIOR]

A knight whose horse travels faster than the wind. His battle-charge is a force to be reckoned with.

ATK/2300 DEF/2100

HORN OF THE UNICORN



[SPELL CARD 魔]



SRL-054

The equipped monster gains 700 ATK and DEF. When this card is sent from the field to the Graveyard: Return it to the top of the Deck.

KING'S KNIGHT



EEN-EN006

[WARRIOR / EFFECT]

When this card is Normal Summoned while you control "Queen's Knight": You can Special Summon 1 "Jack's Knight" from your Deck.

ATK/1600 DEF/1400

BIG SHIELD GARDNA



DB1-EN097

[WARRIOR / EFFECT]

When a Spell Card is activated that targets this face-down card (and no other cards) (Quick Effect): Change this card to face-up Defense Position, and if you do, negate the activation. If this card is attacked, change it to Attack Position at the end of the Damage Step.

ATK/ 100 DEF/2600

GAIA THE DRAGON CHAMPION



LOB-125

[**DRAGON / FUSION**]

"Gaia The Fierce Knight" + "Curse of Dragon"

ATK/2600 DEF/2100

MAGIC FORMULA



[SPELL CARD 魔]



GLAS-EN093

Equip only to "Dark Magician" or "Dark Magician Girl". It gains 700 ATK. When this card is sent from the field to the Graveyard: Gain 1000 LP.

GEMINI ELF



LON-000

[SPELLCASTER]

Elf twins that alternate their attacks.

ATK/1900 DEF/ 900

SUMMONED SKULL



SDY-004

[FIEND]

A fiend with dark powers for confusing the enemy. Among the Fiend-Type monsters, this monster boasts considerable force.

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

ATK/2500 DEF/1200

BREAKER THE MAGICAL WARRIOR



MFC-071

[SPELLCASTER / EFFECT]

If this card is Normal Summoned: Place 1 Spell Counter on it (max. 1). Gains 300 ATK for each Spell Counter on it. You can remove 1 Spell Counter from this card, then target 1 Spell/Trap on the field; destroy that target.

ATK/1600 DEF/1000

SLIFER THE SKY DRAGON



[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. Once per turn, during the End Phase, if this card was Special Summoned: Send it to the Graveyard. This card gains 1000 ATK and DEF for each card in your hand. If a monster(s) is Normal or Special Summoned to your opponent's field in face-up Attack Position: That monster(s) loses 2000 ATK, then if its ATK has been reduced to 0 as a result, destroy it.

ATK/ ? DEF/ ?

GAMMA THE MAGNET WARRIOR



DOR-003

[Rock]

Alpha, Beta, and Gamma meld as one to form a powerful monster.

ATK/1500 DEF/1800

CHAIN DESTRUCTION



[TRAP CARD]



PSV-006

When a monster(s) with 2000 or less ATK is Summoned:
Target 1 of them; destroy all cards with that name in its
controller's hand and Main Deck.

GIANT SOLDIER OF STONE



LOB-068

[Rock]

A giant warrior made of stone. A punch from this creature has earth-shaking results.

ATK/1300 DEF/2000

MYSTICAL ELF



LOB-062

[SPELLCASTER]

A delicate elf that lacks offense, but has a terrific defense backed by mystical power.

ATK/ 800 DEF/2000

SPELLBINDING CIRCLE



[TRAP CARD ∞]



SRL-006

Activate this card by targeting 1 monster your opponent controls; it cannot attack or change its battle position. When that monster is destroyed, destroy this card.

DE-SPELL



[SPELL CARD]



SDK-035

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

POLYMERIZATION



[SPELL CARD]



LOB-059

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

QUEEN'S KNIGHT



EEN-EN004

[WARRIOR]

This knight catches her opponents off guard, dominating them with swift yet graceful attacks.

ATK/1500 DEF/1600

MYSTIC BOX



[SPELL CARD]



SD6-EN030

Target 1 monster your opponent controls and 1 monster you control; destroy the first target, then give control of the second target to your opponent.

MARSHMALLON



PP01-EN003

[FAIRY / EFFECT]

Cannot be destroyed by battle. After damage calculation, if this card was attacked, and was face-down at the start of the Damage Step: The attacking player takes 1000 damage.

ATK/ 300 DEF/ 500

MYSTICAL REFANEL



[TRAP CARD]



DREV-EN090

Activate only when a Spell Card that targets 1 player is activated. The effect of that Spell Card is applied to the other player instead.

SOUL ROPE



[TRAP CARD]



LODT-ENSE2

When a monster you control is destroyed by a card effect and sent to the Graveyard (except during the Damage Step): Pay 1000 LP; Special Summon 1 Level 4 monster from your Deck.

DARK MAGICIAN GIRL



MFC-000

[SPELLCASTER / EFFECT]

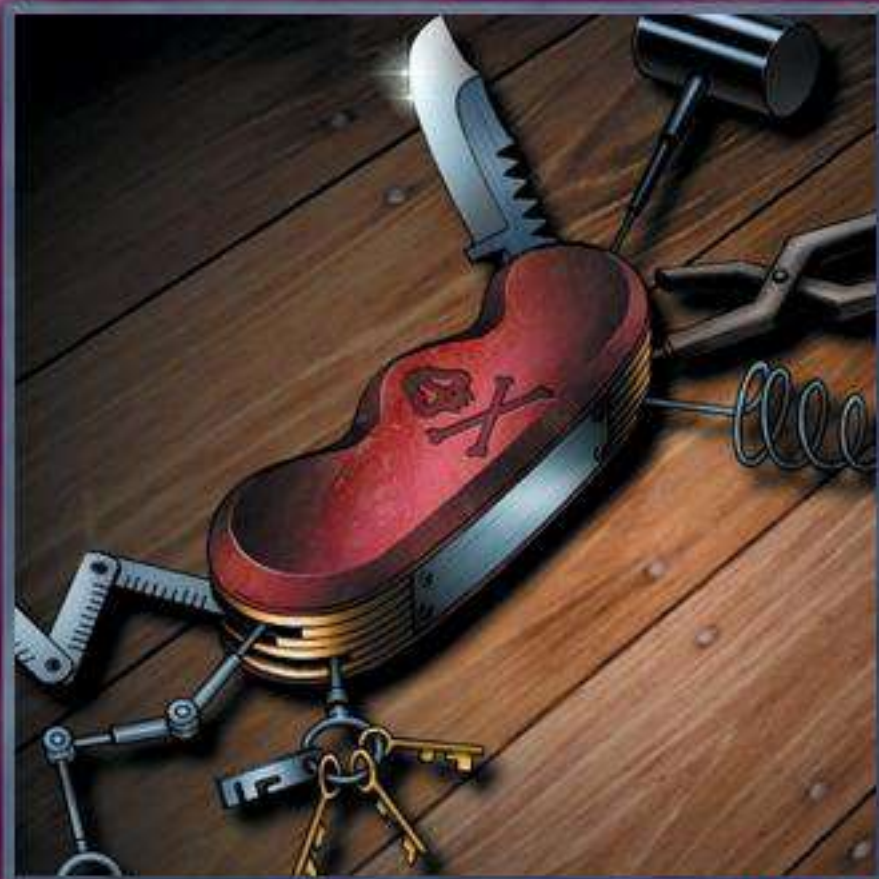
Gains 300 ATK for every "Dark Magician" or "Magician of Black Chaos" in the GY.

ATK/2000 DEF/1700

SEVEN TOOLS OF THE BANDIT



[TRAP CARD ]



MRD-129

When a Trap Card is activated: Pay 1000 LP; negate the activation, and if you do, destroy it.

BETA THE MAGNET WARRIOR



DOR-002

[Rock]

Alpha, Beta, and Gamma meld as one to form a powerful monster.

ATK/1700 DEF/1600

MAMMOTH GRAVEYARD



LOB-009

[DINOSAUR]

A mammoth that protects the graves of its pack and is absolutely merciless when facing grave-robbers.

ATK/1200 DEF/ 800

KURIBOH



MRD-071

[FIEND / EFFECT]

During your opponent's turn, at damage calculation: You can discard this card; you take no battle damage from that battle (this is a Quick Effect).

ATK/ 300 DEF/ 200

MULTIPLY



[SPELL CARD 魔]



CRMS-EN090

Tribute 1 face-up "Kuriboh"; Special Summon as many "Kuriboh Tokens" (Fiend-Type/DARK/Level 1/ATK 300/DEF 200) as possible, in Defense Position. These Tokens cannot be Tributed for a Tribute Summon.