

MAGIC JAMMER



[TRAP CARD ]



MRD-128

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

JINZO



PSV-000

[MACHINE / EFFECT]

Trap Cards, and their effects on the field, cannot be activated. Negate all Trap effects on the field.

ATK/2400 DEF/1500

GOBLIN ATTACK FORCE



PSV-094

[WARRIOR / EFFECT]

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

FOOLISH BURIAL



[SPELL CARD]



SDRL-EN020

Send 1 monster from your Deck to the Graveyard.

MONSTER REBORN



[SPELL CARD]



LOB-118

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

BABY DRAGON



MRD-061

[DRAGON]

Much more than just a child, this dragon is gifted with untapped power.

ATK/1200 DEF/ 700

GUARDIAN OF THE LABYRINTH



MRD-083

[WARRIOR]

A monster that guards the entrance to the Netherworld.

ATK/1000 DEF/1200

LITTLE-WINGUARD



DCR-013

[WARRIOR / EFFECT]

Once per turn, during your End Phase: You can change the battle position of this card.

ATK/1400 DEF/1800

MAHA VAILO



SRL-012

[SPELLCASTER / EFFECT]

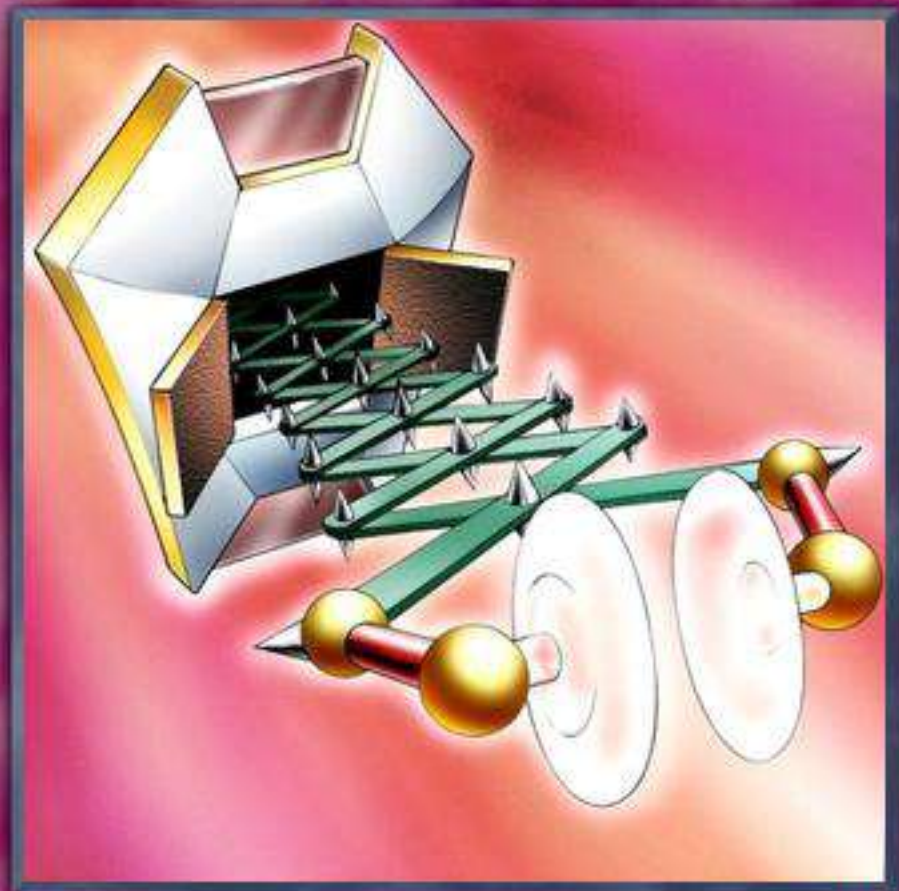
This card gains 500 ATK for each Equip Card equipped to this card.

ATK/1550 DEF/1400

MAGICAL ARM SHIELD



[TRAP CARD]



TP8-EN001

When your opponent declares an attack while you control a monster: Target 1 face-up monster your opponent controls, except the attacking monster; take control of that target until the end of the Battle Phase, and if you do, it is attacked instead, and you proceed to damage calculation.

GEARFRIED THE IRON KNIGHT



PSV-101

[WARRIOR / EFFECT]

When an Equip Card(s) is equipped to this card: Destroy that Equip Card(s).

ATK/1800 DEF/1600

GIANT TRUNADE



[SPELL CARD]



MRL-048

Return all Spell and Trap Cards on the field to the hand.

MASAKI THE LEGENDARY SWORDSMAN



LOB-038

[WARRIOR]

Legendary swordmaster Masaki is a veteran of over 100 battles.

ATK/1100 DEF/1100

FLAME SWORDSMAN



LOB-003

[WARRIOR / FUSION]

"Flame Manipulator" + "Masaki the Legendary Swordsman"

ATK/1800 DEF/1600

AXE RAIDER



TP1-002

[WARRIOR]

An axe-wielding monster of tremendous strength and agility.

ATK/1700 DEF/1150

TIGER AXE



TP1-012

[BEAST-WARRIOR]

A fast and powerful axe-wielding beast-warrior.

ATK/1300 DEF/1100

BLUE FLAME SWORDSMAN



LC04-EN001

[WARRIOR / EFFECT]

Once per turn, during either player's Battle Phase: You can target 1 other Warrior-Type monster you control; this card loses exactly 600 ATK, and if it does, that monster gains 600 ATK. When this card you control is destroyed by your opponent's card (by battle or card effect) and sent to your Graveyard: You can banish this card from your Graveyard, then target 1 FIRE Warrior-Type monster in your Graveyard; Special Summon that target.

ATK/1800 DEF/1600

SHIELD & SWORD



[SPELL CARD]



MRD-131

Switch the original ATK and DEF of all face-up monsters currently on the field, until the End Phase.

POT OF GREED



[SPELL CARD]



LOB-119

Draw 2 cards.

LIGHTNING BLADE



[SPELL CARD 魔]



LON-022

Equip only to a Warrior-Type monster. It gains 800 ATK. All WATER monsters lose 500 ATK.

BATTLE WARRIOR



NUMH-EN025

[WARRIOR]

A warrior that fights with his bare hands!!!

ATK/ 700 DEF/1000

GRAVEROBBER



[TRAP CARD]



PSV-008

Select 1 Spell Card from your opponent's Graveyard. You can use it as your hand until the end of the turn. If you use it, you take 2000 points of damage.

ALLIGATOR'S SWORD



WCPP-EN007

[BEAST]

*ey, dis mighty lissard man can swing his sword so fast,
dat it's more dan da speed a sound!*

ATK/1500 DEF/1200

METALMORPH



[TRAP CARD]



FMR-003

Target 1 face-up monster on the field; equip this card to that target. It gains 300 ATK and DEF. If it attacks, it gains ATK equal to half the ATK of the attack target, during damage calculation only.

TIME WIZARD



MRD-065

[SPELLCASTER / EFFECT]

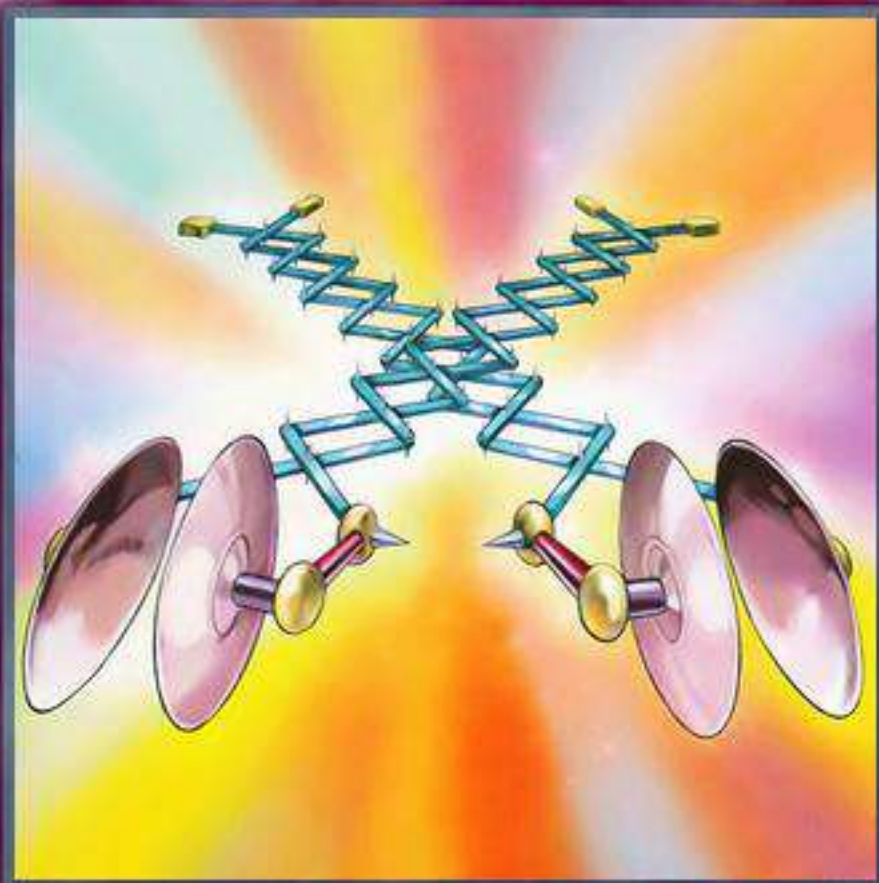
Once per turn: You can toss a coin and call it. If you call it right, destroy all monsters your opponent controls. If you call it wrong, destroy as many monsters you control as possible, and if you do, take damage equal to half the total ATK those destroyed monsters had on the field.

ATK/ 500 DEF/ 400

DOUBLE MAGICAL ARM BIND



[TRAP CARD]



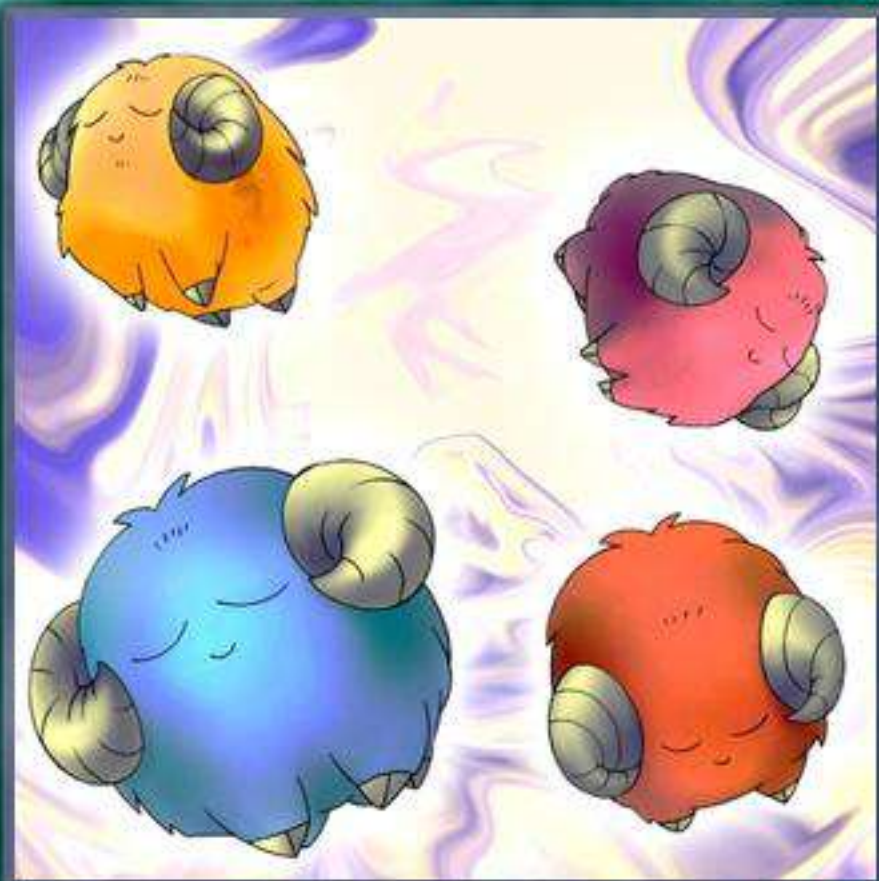
DRL2-EN015

Tribute 2 monsters, then target 2 face-up monsters your opponent controls; take control of both targets until your End Phase.

SCAPEGOAT



[SPELL CARD 魔]



SDJ-041

Special Summon 4 "Sheep Tokens" (Beast/EARTH/Level 1/ATK 0/DEF 0) in Defense Position. They cannot be Tributed for a Tribute Summon. You cannot Summon other monsters the turn you activate this card (but you can Normal Set).

GRACEFUL DICE



[SPELL CARD 魔]



EDS-002

Roll a six-sided die. All monsters you currently control gain ATK and DEF equal to the result x 100, until the End Phase.

RED-EYES B. DRAGON



LOB-070

[**DRAGON**]

A ferocious dragon with a deadly attack.

ATK/2400 DEF/2000

LAVA BATTLEGUARD



MRD-115

[WARRIOR / EFFECT]

This card gains 500 ATK for each "Swamp Battleguard" you control.

ATK/1550 DEF/1800

HAYABUSA KNIGHT



PSV-086

[WARRIOR / EFFECT]

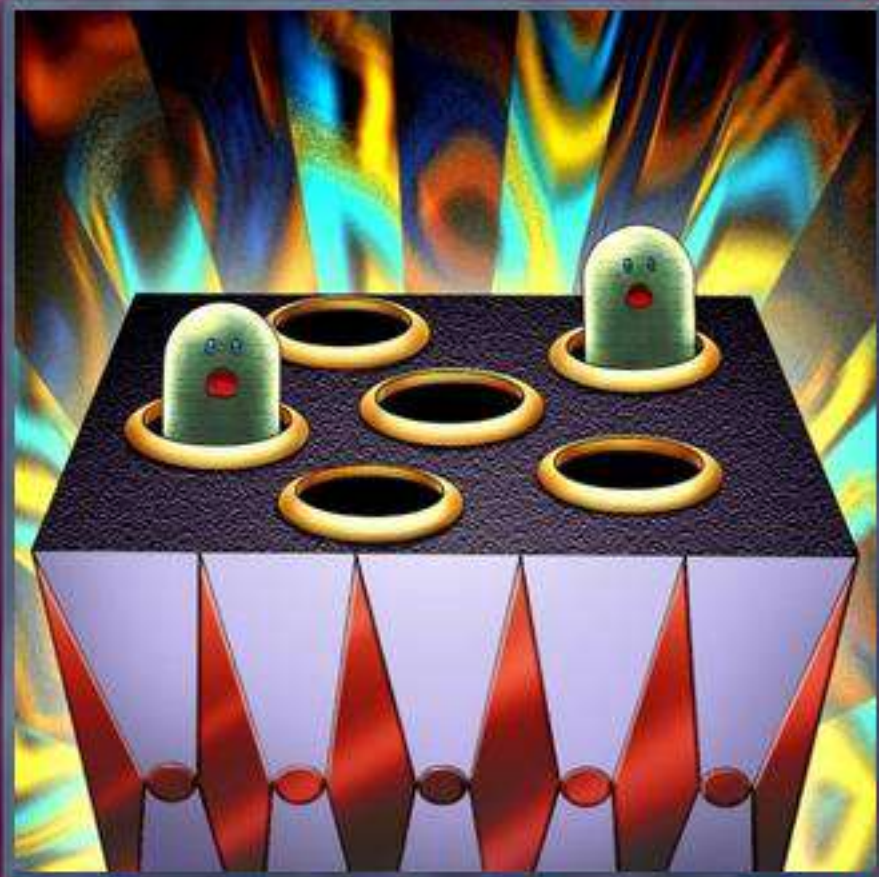
This card can make a second attack during each Battle Phase.

ATK/1000 DEF/ 700

FAIRY BOX



[TRAP CARD ∞]



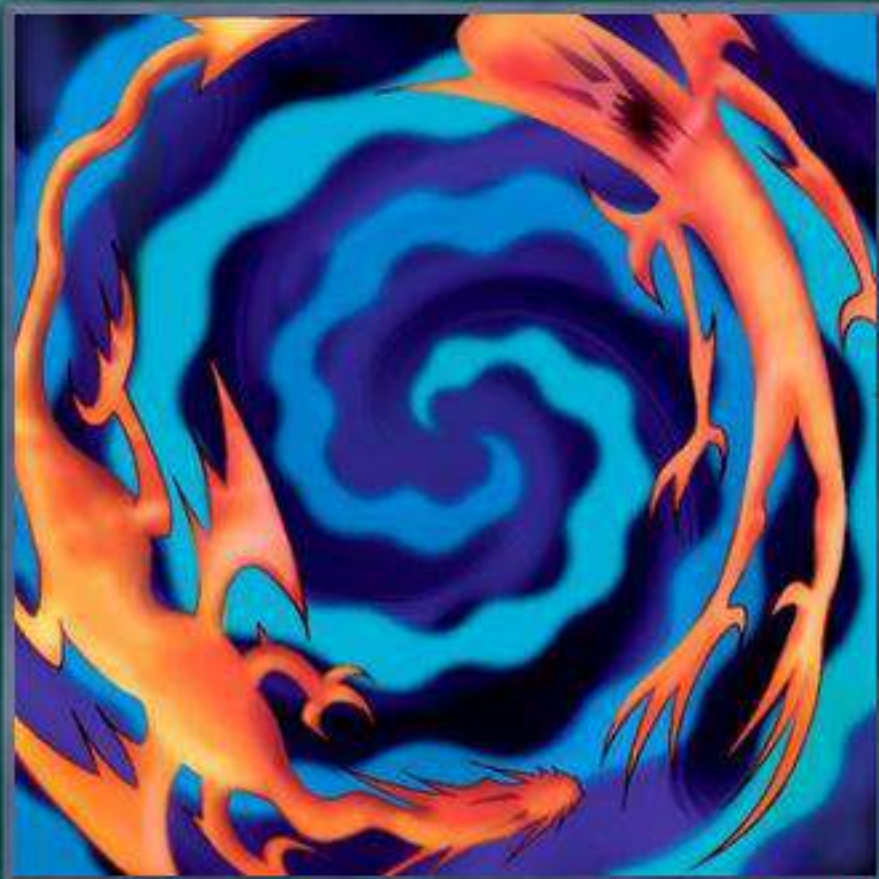
LON-024

When your opponent's monster declares an attack: Toss a coin and call it. If you call it right, the attacking monster's ATK becomes 0 until the end of the Battle Phase. During each of your Standby Phases, pay 500 Life Points or destroy this card.

POLYMERIZATION



[SPELL CARD]



LOB-059

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

BLOCK ATTACK



[SPELL CARD]



MRD-133

Select 1 face-up Attack Position monster on your opponent's side of the field and change it to Defense Position.

COPYCAT



JUMP-EN020

[SPELLCASTER / EFFECT]

When this card is Summoned: Target 1 face-up monster your opponent controls; this card's ATK and DEF become equal to that monster's original ATK and DEF.

ATK/ 0 DEF/ 0

AMPLIFIER



[SPELL CARD 魔]



AST-040

You can only equip this card to "Jinzo". As long as this card is equipped, the effects of Trap Cards controlled by the equipped monster's controller are not negated by the effect of the equipped monster. When this card is removed from the field, the equipped monster is destroyed. This card's activation and effect cannot be negated by any other card.

ROCKET WARRIOR



CT2-EN005

[WARRIOR / EFFECT]

During your Battle Phase, this card cannot be destroyed by battle and you take no battle damage from attacks involving this card. If this card attacks a monster, after damage calculation: That attack target loses 500 ATK until the end of this turn.

ATK/1500 DEF/1300

SALAMANDRA



[SPELL CARD 魔]



DDS-006

Equip only to a FIRE monster. It gains 700 ATK.

REINFORCEMENT OF THE ARMY



[SPELL CARD]



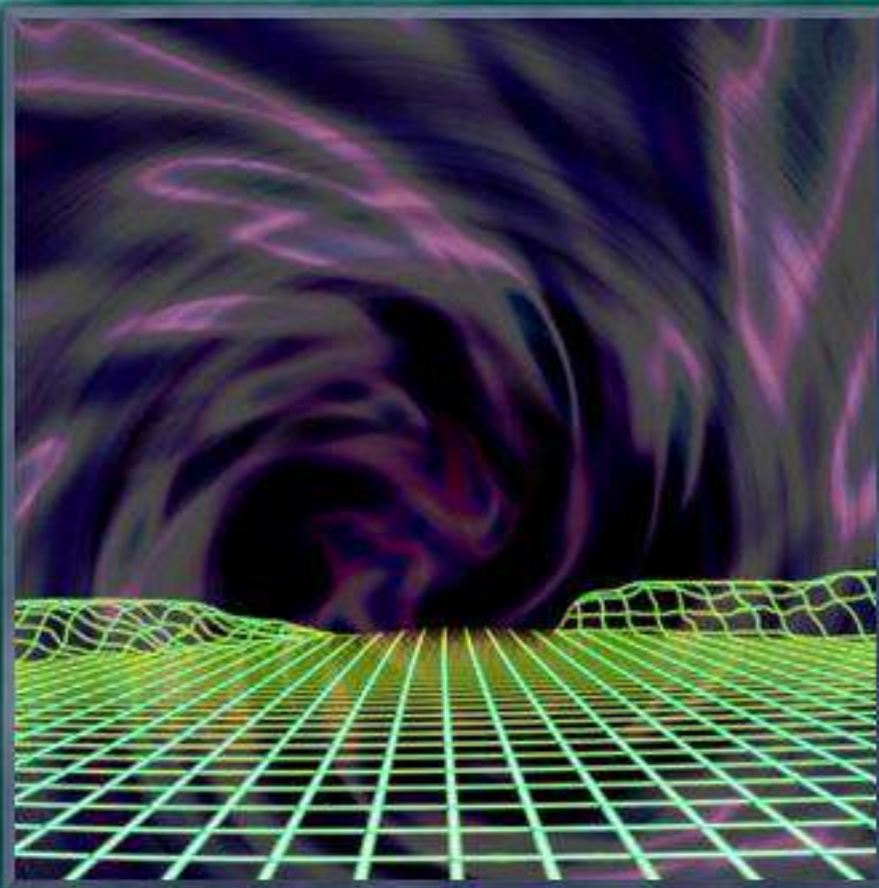
LOD-028

Add 1 Level 4 or lower Warrior monster from your Deck to your hand.

FUSION GATE



[SPELL CARD 魔]



LON-098

While this card is on the field: The turn player can Fusion Summon 1 Fusion Monster from their Extra Deck, by banishing Fusion Materials listed on it from their hand or field.

ALLIGATOR'S SWORD DRAGON



WCPP-EN019

[**DRAGON / FUSION / EFFECT**]

"Baby Dragon" + "Alligator's Sword"

This card can attack your opponent directly if the only face-up monsters they control are EARTH, WATER, or FIRE.

ATK/1700 DEF/1500

FLAME MANIPULATOR



LOB-016

[SPELLCASTER]

This Spellcaster attacks enemies with fire-related spells such as "Sea of Flames" and "Wall of Fire".

ATK/ 900 DEF/1000

SWORDSMAN OF LANDSTAR



LON-002

[WARRIOR]

An amateur with a sword, this fairy warrior relies on its mysterious powers.

ATK/ 500 DEF/1200

GILFORD THE LIGHTNING



CT2-EN001

[WARRIOR / EFFECT]

You can Tribute 3 monsters to Tribute Summon (but not Set) this card. If Summoned this way: Destroy all monsters your opponent controls.

ATK/2800 DEF/1400

ROULETTE SPIDER



[SPELL CARD 魔]



DRL2-EN014

When an opponent's monster declares an attack: Roll a six-sided die and apply the result.

1: Halve your LP.

2: Make that attack a direct attack.

3: Choose 1 monster you control, change the attack target to it, and perform damage calculation.

4: Choose 1 other monster your opponent controls, change the attack target to it, and perform damage calculation.

5: Negate the attack, and if you do, inflict damage to your opponent equal to that monster's ATK.

6: Destroy that opponent's monster.

KUNAI WITH CHAIN



[TRAP CARD]



TDGS-EN098

Activate 1 or both of these effects (simultaneously).

- When an opponent's monster declares an attack: Target the attacking monster; change that target to Defense Position.
- Target 1 face-up monster you control; equip this card to that target. It gains 500 ATK.

QUESTION



[SPELL CARD]



PGD-104

When activating this card, your opponent cannot check cards in the Graveyard. Your opponent calls the name of the first monster found at the bottom of your Graveyard. If he/she calls it right, the monster is removed from play. If he/she calls it wrong, the monster is Special Summoned to your side of the field.

SWAMP BATTLEGUARD



MRD-063

[WARRIOR / EFFECT]

This card gains 500 ATK for each "Lava Battleguard" you control.

ATK/1800 DEF/1500

THOUSAND DRAGON



MRD-143

[**DRAGON / FUSION**]

"Time Wizard" + "Baby Dragon"

ATK/2400 DEF/2000

PANTHER WARRIOR



CT2-EN006

[BEAST-WARRIOR / EFFECT]

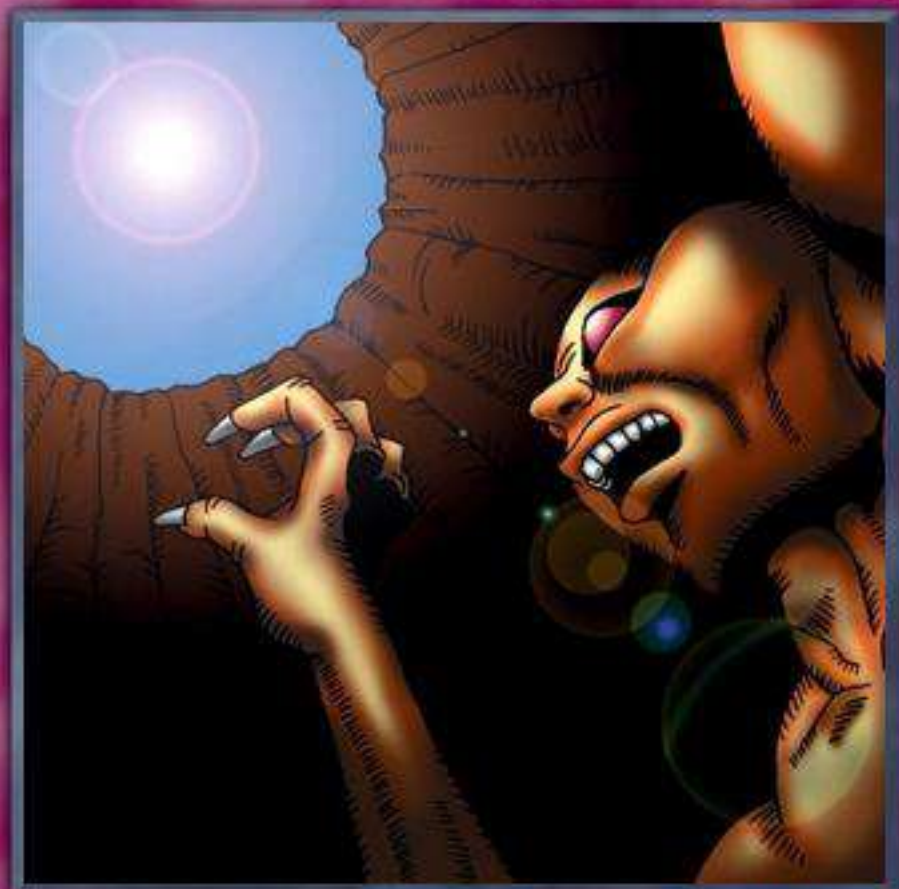
This card cannot declare an attack unless you Tribute 1 monster.

ATK/2000 DEF/1600

TRAP HOLE



[TRAP CARD]



LOB-058

When your opponent Normal or Flip Summons 1 monster with 1000 or more ATK: Target that monster; destroy that target.

SKULL DICE



[TRAP CARD]



EDS-003

Roll a six-sided die. All monsters your opponent currently controls lose ATK and DEF equal to the result x 100, until the End Phase.

GAROOZIS



TP2-026

[BEAST-WARRIOR]

An axe-swinging beast-warrior with the head of a dragon.

ATK/1800 DEF/1500