

RED-EYES FLARE METAL DRAGON



CORE-EN054

[**DRAGON / XYZ / EFFECT**]

2 Level 7 monsters

Cannot be destroyed by card effects while it has Xyz Material. While this card has Xyz Material, each time your opponent activates a card or effect, inflict 500 damage to your opponent immediately after it resolves. Once per turn, during either player's turn: You can detach 1 Xyz Material from this card, then target 1 "Red-Eyes" Normal Monster in your Graveyard; Special Summon it.

ATK/2800 DEF/2400

HOT RED DRAGON ARCHFIEND BANE



HSRD-EN042

[**DRAGON / SYNCHRO / EFFECT**]

1 Tuner + 1 non-Tuner DARK Dragon-Type Synchro Monster

You can Tribute 1 monster, then target 1 "Red Dragon Archfiend" monster in your Graveyard; Special Summon it. When this card inflicts battle damage to your opponent: You can Special Summon 2 Tuner monsters with the same Level (1 from your Deck and 1 from your Graveyard) in Defense Position. You can only use each effect of "Hot Red Dragon Archfiend Bane" once per turn.

ATK/3500 DEF/3000

TYRANT RED DRAGON ARCHFIEND



TDIL-EN050

[**DRAGON / SYNCHRO / EFFECT**]

2 Tuners + 1 or more non-Tuner monsters

Must be Synchro Summoned, and cannot be Special Summoned by other ways. You can only use each of these effects of "Tyrant Red Dragon Archfiend" once per turn.

- During your Main Phase 1: You can destroy all other cards on the field, also, for the rest of this turn, other monsters you control cannot attack.
- During either player's Battle Phase, when a Spell/Trap Card is activated: You can negate the activation, and if you do, destroy that card, and if you do that, this card gains 500 ATK.

ATK/3500 DEF/3000

RED-EYES SLASH DRAGON



[**DRAGON / FUSION / EFFECT**]

"Red-Eyes B. Dragon" + 1 Warrior monster

When a "Red-Eyes" monster declares an attack: You can target 1 Warrior monster in your GY; equip it to this card as an Equip Spell with this effect. ● The equipped monster gains 200 ATK.
When a card or effect is activated that targets a card you control (Quick Effect): You can send 1 Equip Card you control to the GY; negate the activation, and if you do, destroy that card. If this card is destroyed by battle or card effect: You can Special Summon as many monsters from your GY as possible, that were equipped to this card.

ATK/2800 DEF/2400

METEOR BLACK COMET DRAGON



INOV-EN041

[**DRAGON / FUSION / EFFECT**]

1 Level 7 "Red-Eyes" monster + 1 Level 6 Dragon-Type monster

If this card is Fusion Summoned: You can send 1 "Red-Eyes" monster from your hand or Deck to the Graveyard, and if you do, inflict damage to your opponent equal to half the original ATK of that monster. If this card is sent from the Monster Zone to the Graveyard: You can target 1 Normal Monster in your Graveyard; Special Summon it.

ATK/3500 DEF/2000

ARCHFIEND BLACK SKULL DRAGON



CORE-EN048

[**DRAGON / FUSION / EFFECT**]

1 Level 6 "Archfiend" Normal Monster + 1 "Red-Eyes" Normal Monster

You can only Special Summon "Archfiend Black Skull Dragon(s)" once per turn. If this card battles, your opponent's cards and effects cannot be activated until the end of the Damage Step. If damage calculation is performed involving this Fusion Summoned card, at the end of the Battle Phase: You can target 1 "Red-Eyes" Normal Monster in your Graveyard; inflict damage to your opponent equal to its ATK in the Graveyard, then shuffle it into the Deck.

ATK/3200 DEF/2500

RED-EYES DARKNESS METAL DRAGON



JUMP-EN030

[**DRAGON / EFFECT**]

You can Special Summon this card (from your hand) by banishing 1 face-up Dragon-Type monster you control. Once per turn: You can Special Summon 1 Dragon-Type monster from your hand or Graveyard, except "Red-Eyes Darkness Metal Dragon".

ATK/2800 DEF/2400

RED-EYES DARKNESS METAL DRAGON



JUMP-EN030

[**DRAGON / EFFECT**]

You can Special Summon this card (from your hand) by banishing 1 face-up Dragon-Type monster you control. Once per turn: You can Special Summon 1 Dragon-Type monster from your hand or Graveyard, except "Red-Eyes Darkness Metal Dragon".

ATK/2800 DEF/2400

RED-EYES DARKNESS DRAGON



SD1-EN001

[**DRAGON / EFFECT**]

Cannot be Normal Summoned/Set. Must be Special Summoned (from your hand) by Tributing 1 "Red-Eyes B. Dragon" and cannot be Special Summoned by other ways. This card gains 300 ATK for each Dragon-Type monster in your Graveyard.

ATK/2400 DEF/2000

RED-EYES B. DRAGON



LOB-070

[**DRAGON**]

A ferocious dragon with a deadly attack.

ATK/2400 DEF/2000

RED-EYES B. DRAGON



LOB-070

[**DRAGON**]

A ferocious dragon with a deadly attack.

ATK/2400 DEF/2000

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

RED-EYES ARCHFIEND OF LIGHTNING



CORE-EN023

[FIEND / GEMINI / EFFECT]

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is a Normal Monster on the field, you can Normal Summon it to have it become an Effect Monster with this effect.

● Once per turn: You can destroy all face-up monsters your opponent controls with DEF lower than this card's ATK.

ATK/2500 DEF/1200

RED-EYES BLACK FLARE DRAGON



CORE-EN020

[**DRAGON / GEMINI / EFFECT**]

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is a Normal Monster on the field, you can Normal Summon it to have it become an Effect Monster with this effect.

● If damage calculation is performed involving this card, at the end of the Battle Phase: You can inflict damage to your opponent equal to this card's original ATK. You can only use this effect of "Red-Eyes Black Flare Dragon" once per turn.

ATK/2400 DEF/2000

RED-EYES WYVERN



GX06-EN002

[**DRAGON / EFFECT**]

During your End Phase, if you did not Normal Summon/Set a monster this turn: You can banish this card from your Graveyard; Special Summon 1 "Red-Eyes" monster from your Graveyard, except "Red-Eyes B. Chick".

ATK/1800 DEF/1600

RED-EYES ARCHFIEND OF LIGHTNING



CORE-EN023

[FIEND / GEMINI / EFFECT]

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is a Normal Monster on the field, you can Normal Summon it to have it become an Effect Monster with this effect.

● Once per turn: You can destroy all face-up monsters your opponent controls with DEF lower than this card's ATK.

ATK/2500 DEF/1200

METEOR DRAGON RED-EYES IMPACT



INOV-EN028

[**DRAGON / GEMINI / EFFECT**]

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is a Normal Monster on the field, you can Normal Summon it to have it become an Effect Monster with this effect.

- Other "Red-Eyes" monsters you control cannot be destroyed by battle or card effects.

ATK/1800 DEF/2000

METEOR DRAGON RED-EYES IMPACT



INOV-EN028

[**DRAGON / GEMINI / EFFECT**]

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is a Normal Monster on the field, you can Normal Summon it to have it become an Effect Monster with this effect.

- Other "Red-Eyes" monsters you control cannot be destroyed by battle or card effects.

ATK/1800 DEF/2000

RED-EYES BABY DRAGON



[**DRAGON / EFFECT**]

When this card is destroyed by battle and sent to the GY: You can Special Summon 1 Level 7 or lower "Red-Eyes" monster from your Deck, and if you do, equip this card from the GY to it. It gains 300 ATK. If this card is sent to the GY while equipped to a monster: You can add 1 Level 1 Dragon monster from your Deck or GY to your hand.

ATK/1200 DEF/ 700

RED-EYES FUSION



[SPELL CARD]



CORE-EN059

Fusion Summon 1 Fusion Monster that lists a "Red-Eyes" monster as material from your Extra Deck, using monsters from your hand, Deck, or field as Fusion Materials, and if you do, its name becomes "Red-Eyes B. Dragon". You cannot Normal or Special Summon other monsters the turn you activate this card. You can only activate 1 "Red-Eyes Fusion" per turn.

RED-EYES FUSION



[SPELL CARD]



CORE-EN059

Fusion Summon 1 Fusion Monster that lists a "Red-Eyes" monster as material from your Extra Deck, using monsters from your hand, Deck, or field as Fusion Materials, and if you do, its name becomes "Red-Eyes B. Dragon". You cannot Normal or Special Summon other monsters the turn you activate this card. You can only activate 1 "Red-Eyes Fusion" per turn.

RED-EYES FUSION



[SPELL CARD]



CORE-EN059

Fusion Summon 1 Fusion Monster that lists a "Red-Eyes" monster as material from your Extra Deck, using monsters from your hand, Deck, or field as Fusion Materials, and if you do, its name becomes "Red-Eyes B. Dragon". You cannot Normal or Special Summon other monsters the turn you activate this card. You can only activate 1 "Red-Eyes Fusion" per turn.

RED-EYES BABY DRAGON



[**DRAGON / EFFECT**]

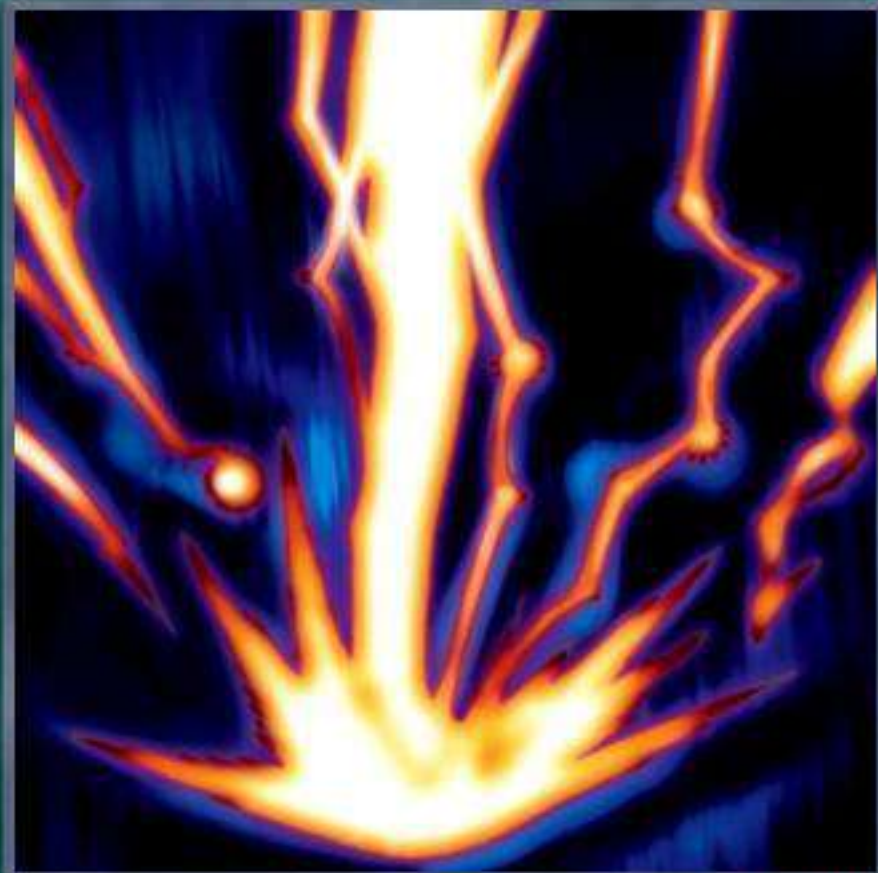
When this card is destroyed by battle and sent to the GY: You can Special Summon 1 Level 7 or lower "Red-Eyes" monster from your Deck, and if you do, equip this card from the GY to it. It gains 300 ATK. If this card is sent to the GY while equipped to a monster: You can add 1 Level 1 Dragon monster from your Deck or GY to your hand.

ATK/1200 DEF/ 700

RAIGEKI



[SPELL CARD]



LOB-053

Destroy all monsters your opponent controls.

BLACK METAL DRAGON



CORE-EN022

[**DRAGON / EFFECT**]

You can target 1 "Red-Eyes" monster you control, except "Red-Eyes B. Chick"; equip this monster from your hand or field to that target. It gains 600 ATK. If this card is sent from the field to the Graveyard: You can add 1 "Red-Eyes" card from your Deck to your hand, except "Red-Eyes B. Chick".

ATK/ 600 DEF/ 600

DRAGON SHRINE



[SPELL CARD]



SDBE-EN019

Send 1 Dragon monster from your Deck to the GY, then, if that monster in your GY is a Dragon Normal Monster, you can send 1 more Dragon monster from your Deck to the GY. You can only activate 1 "Dragon Shrine" per turn.

CARDS OF THE RED STONE



[SPELL CARD]



CORE-EN060

Send 1 Level 7 "Red-Eyes" monster from your hand to the Graveyard; draw 2 cards, then you can send 1 Level 7 "Red-Eyes" monster from your Deck to the Graveyard. You can only activate 1 "Cards of the Red Stone" per turn.

RED-EYES INSIGHT



[SPELL CARD]



INOV-EN060

Send 1 "Red-Eyes" monster from your hand or Deck to the Graveyard; add 1 "Red-Eyes" Spell/Trap Card from your Deck to your hand, except "Red-Eyes Insight". You can only activate 1 "Red-Eyes Insight" per turn.

RED-EYES INSIGHT



[SPELL CARD]



INOV-EN060

Send 1 "Red-Eyes" monster from your hand or Deck to the Graveyard; add 1 "Red-Eyes" Spell/Trap Card from your Deck to your hand, except "Red-Eyes Insight". You can only activate 1 "Red-Eyes Insight" per turn.

DRAGON'S MIRROR



[SPELL CARD]



CRV-EN040

Fusion Summon 1 Dragon-Type Fusion Monster from your Extra Deck, by banishing Fusion Materials listed on it from your field or Graveyard.

UPSTART GOBLIN



[SPELL CARD]



SRL-033

Draw 1 card, then your opponent gains 1000 Life Points.

RAIGEKI BREAK



[TRAP CARD]



PGD-096

Discard 1 card, then target 1 card on the field; destroy it.

HALF UNBREAK



[TRAP CARD]



CROS-EN090

Target 1 monster on the field; this turn, that monster cannot be destroyed by battle, also any battle damage you take from attacks involving that monster is halved.

RED-EYES SPIRIT



[TRAP CARD]



DRL2-EN020

Target 1 "Red-Eyes" monster in your Graveyard, except "Red-Eyes B. Chick"; Special Summon it.

STORMING MIRROR FORCE



[TRAP CARD]



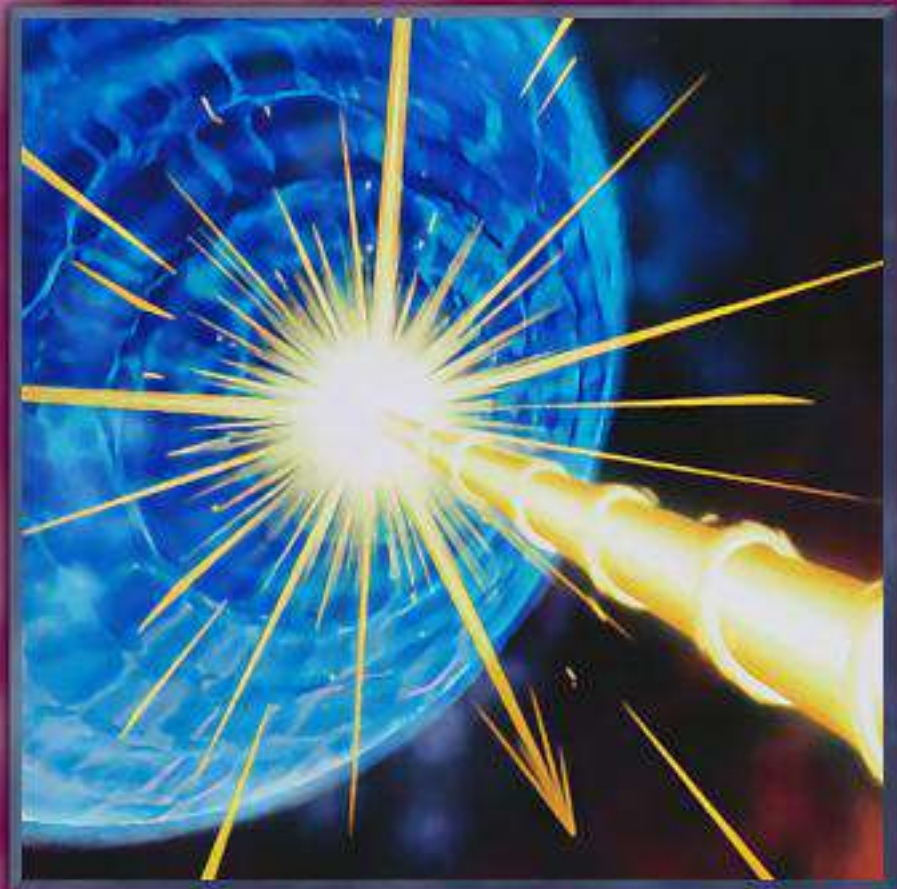
CORE-END76

When an opponent's monster declares an attack: Return all your opponent's Attack Position monsters to the hand.

DROWNING MIRROR FORCE



[TRAP CARD]



SHVI-EN075

When an opponent's monster declares a direct attack:
Shuffle all your opponent's Attack Position monsters into
the Deck.

SOLEMN WARNING



[TRAP CARD ]



DREV-EN077

When a monster(s) would be Summoned, OR when a Spell/Trap Card, or monster effect, is activated that includes an effect that Special Summons a monster(s): Pay 2000 LP; negate the Summon or activation, and if you do, destroy it.