

# SLIFER THE SKY DRAGON



LIMITED EDITION

YGLD-ENG01

## [DIVINE-BEAST]

The heavens twist and thunder roars, signaling the coming of this ancient creature, and the dawn of true power.

ATK/X000 DEF/X000



# DARK MAGICIAN



LEDD-ENA01

## [SPELLCASTER/NORMAL]

*The ultimate wizard in terms of attack and defense.*

ATK/2500 DEF/2100



# DARK MAGICIAN



CT13-EN003

## [SPELLCASTER]

*The ultimate wizard in terms of attack and defense.*

ATK/2500 DEF/2100



# DARK MAGICIAN GIRL



1<sup>st</sup> Edition

YSYR-EN011

## [SPELLCASTER/EFFECT]

This card gains 300 ATK for every "Dark Magician" or "Magician of Black Chaos" in either player's Graveyard.

[Grezar.deviantart.com](http://Grezar.deviantart.com)

ATK/2000 DEF/1700

# DARK MAGICIAN GIRL



LEDD-ENA02

## [SPELLCASTER/EFFECT]

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

ATK/2000 DEF/1700





# ARCANA KNIGHT JOKER



SDMY-EN042

## [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



# DARK PALADIN



LEDD-ENA34

## [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





# BLACK LUSTER SOLDIER



YGLD-EN-A01

## [WARRIOR / RITUAL]

You can Ritual Summon this card with "Black Luster Ritual".

ATK/3000 DEF/2500





# BLACK LUSTER RITUAL



[SPELL CARD]



1<sup>st</sup> Edition

LCYW-EN070

This card is used to Ritual Summon "Black Luster Soldier". You must also Tribute monsters from your hand or field whose total Levels equal 8 or more.





# SUMMONED SKULL



ENDER-ES059

## **[FIEND]**

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

**ATK/2500 DEF/1200**



# BETA THE MAGNET WARRIOR



SDMY-EN008

## [ROCK]

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

ATK/1700 DEF/1600



# GAMMA THE MAGNET WARRIOR



1<sup>st</sup> Edition

LCYW-EN014

## [ROCK]

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

ATK/1500 DEF/1800





# ALPHA THE MAGNET WARRIOR



YGLD-ENB11

## [ROCK]

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

ATK/1400 DEF/1700





# VALKYRION THE MAGNA WARRIOR



SDMY-EN006

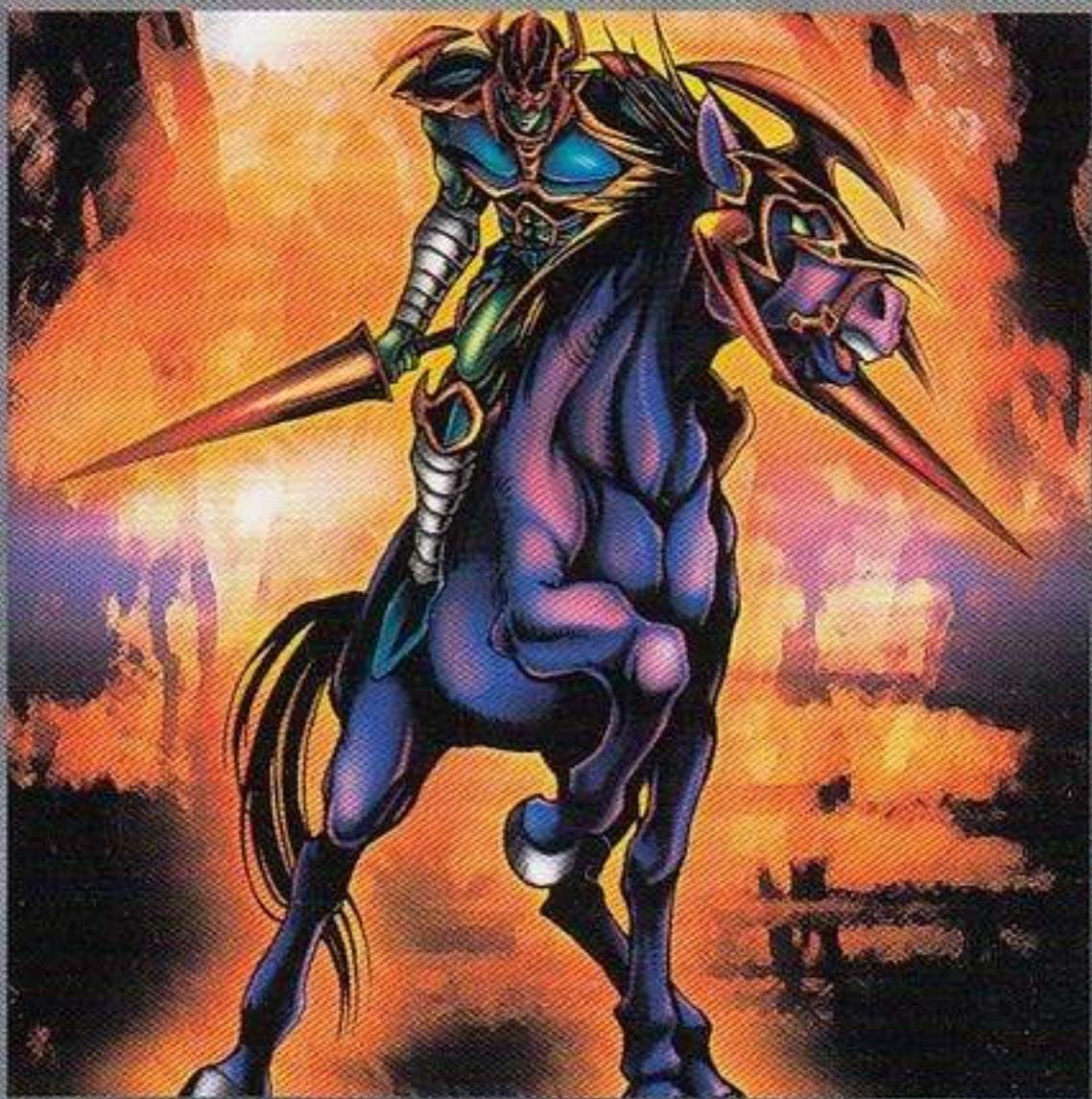
## [ROCK/EFFECT]

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



# SWIFT GAIA THE FIERCE KNIGHT



AP08-EN017

## [WARRIOR / EFFECT]

If this is the only card in your hand, you can Normal Summon it without Tributing.

ATK/2300 DEF/2100



# DARK MAGIC CURTAIN



[SPELL CARD]



LED0-ENA14

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).



# THOUSAND KNIVES



[SPELL CARD]



LEDD-ENA19

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





# MAGICAL DIMENSION



[SPELL CARD 



LDK2-FNY24

If you control a Spellcaster-Type monster: Target 1 monster you control; Tribute that target, then Special Summon 1 Spellcaster-Type monster from your hand, then you can destroy 1 monster on the field.



# MAGIC CYLINDER



[TRAP CARD]



ENDER-ES059

Negate the attack of 1 monster your opponent and inflict damage to your opponent equal to the ATK of the attacking monster.



# BLACK MAGIC RITUAL



[SPELL CARD 



1<sup>st</sup> Edition

LCYW-EN078

This card is used to Ritual Summon "Magician of Black Chaos". You must also Tribute monsters from your hand or field whose total Levels equal 8 or more.





# MYSTIC BOX



[SPELL CARD]



SDMY-EN028

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.



# MAGIC FORMULA



[SPELL CARD ④]



1<sup>st</sup> Edition

LCYW-EN082

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 Life Points.





# MYSTICAL SPACE TYPHOON



[SPELL CARD 



LEHD-ENB23

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



# SWORDS OF REVEALING LIGHT



[SPELL CARD]



LEDD-ENA25

After this card's activation, it remains on the field, but 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.



# MAGICAL HATS

TRAP  
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[TRAP CARD]



1<sup>st</sup> Edition

LCYW-EN696

During your opponent's Battle Phase: Choose 2 non-Monster Cards from your Deck and 1 monster you control. Shuffle those 3 cards and Set them on the field in Defense Position. The 2 cards chosen from your Deck are treated as Normal Monsters (ATK 0/DEF 0) and are destroyed at the end of the Battle Phase.





# DARK RENEWAL



[TRAP CARD]



LED1D-ENA30

When your opponent Normal or Special Summons a monster(s):  
Target 1 of those monsters and 1 Spellcaster monster you control;  
send both monsters to the GY, then you can Special Summon  
1 DARK Spellcaster monster from your Deck or GY.





# DIFFUSION WAVE-MOTION



[SPELL CARD]



YGLD-EN822

Pay 1000 LP, then target 1 Level 7 or higher Spellcaster-Type monster you control; this turn, only that monster can attack, and it must attack all monsters your opponent controls, once each. The effects of Effect Monsters destroyed by these attacks do not activate and are negated.



# MONSTER REBORN



[SPELL CARD]



LEHD-ENA23

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





# MIRROR FORCE



[TRAP CARD]



1<sup>st</sup> Edition

YSYR-EN040

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



# SPELLBINDING CIRCLE



[TRAP CARD ∞]



YGLD-ENB36

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.



# CARD OF SANCTITY



[SPELL CARD]



1<sup>st</sup> Edition

LCJW-EN126

Banish all other cards you control and in your hand (min. 1 from each); draw until you have 2 cards in your hand.



# KURIBOH



1<sup>st</sup> Edition

YSYR-EN008

## [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



# SKILLED DARK MAGICIAN



LEDD-ENA06

## [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



# OBNOXIOUS CELTIC GUARD



1<sup>st</sup> Edition

LCYW-EN036

## [WARRIOR / EFFECT]

This card cannot be destroyed by battle with a monster that has 1900 or more ATK.

ATK/1400 DEF/1200





# JACK'S KNIGHT



SDMY-EN013

## [WARRIOR]

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

ATK/1900 DEF/1000



# QUEEN'S KNIGHT



SDMY-EN014

## [WARRIOR]

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

ATK/1500 DEF/1600



# KING'S KNIGHT



SDMY-EN015

## [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



# BERFOMET



SDMY-EN016

## [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



# BIG SHIELD GARDNA



LEDD-EN12

## [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





# GAZELLE THE KING OF MYTHICAL BEASTS



1<sup>st</sup> Edition

LCYW-EN011

## [BEAST]

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

ATK/1500 DEF/1200





# CURSE OF DRAGON



YG1D-ENA07

## [DRAGON]

*A wicked dragon that taps into dark forces to execute a powerful attack.*

ATK/2000 DEF/1500

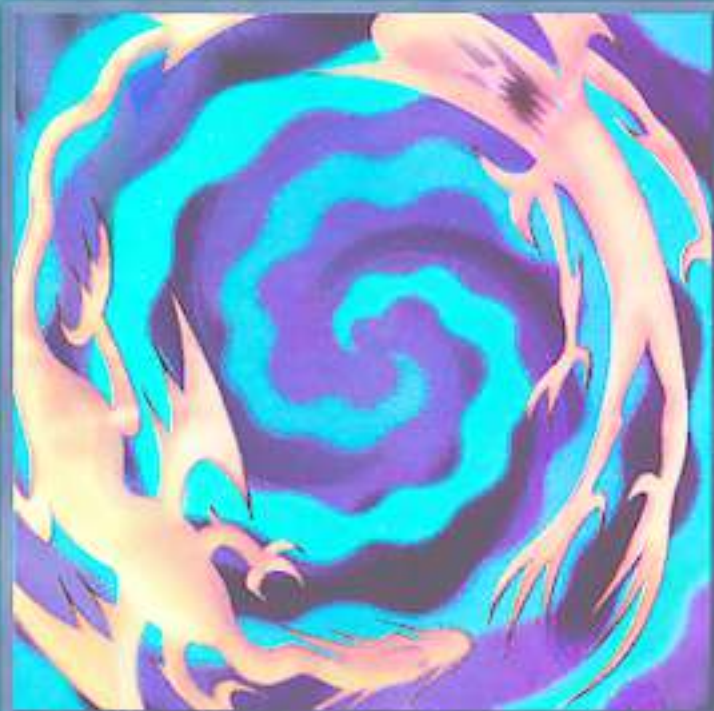




# POLYMERIZATION



[SPELL CARD]



1<sup>st</sup> Edition

LCYW-EN056

Send, from your hand or your side of the field to the Graveyard, the Fusion Material Monsters that are listed on a Fusion Monster Card, then Special Summon that monster from your Extra Deck.





# POT OF GREED



[SPELL CARD]



YGLD-ENB26

Draw 2 cards.



# MULTIPLY



[SPELL CARD



YGLO-EN832

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.





# BUSTER BLADER



1<sup>st</sup> Edition

LCYW-EN020

## [WARRIOR / EFFECT]

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

ATK/2600 DEF/2300





# GIANT SOLDIER OF STONE



SDMY-EN019

## [ROCK]

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

ATK/1300 DEF/2000



# MAGICIANS UNITE



[ SPELL CARD ]



LDK2-ENY25

If you control 2 or more Attack Position Spellcaster-Type monsters: Target 1 of them; its ATK becomes 3000 until the end of this turn, also for the rest of this turn after this card resolves, other Spellcaster-Type monsters you control cannot attack.



# GRACEFUL CHARITY



[SPELL CARD]



1<sup>st</sup> Edition

BID1-EN036

Draw 3 cards, then discard 2 cards.