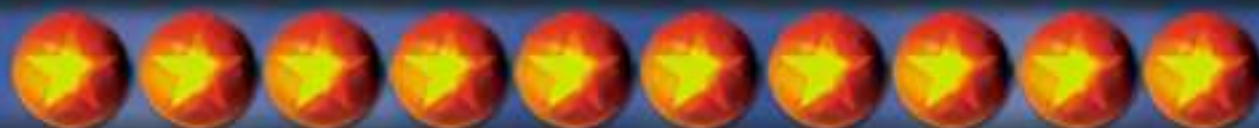


OBELISK THE TORMENTOR



[DIVINE - BEAST]

The descent of this mighty creature shall be heralded by burning winds and twisted land. And with the coming of this horror, those who draw breath shall know the true meaning of eternal slumber.

ATK/4000 DEF/4000

BLUE-EYES ULTIMATE DRAGON



LCKC-EN057

[DRAGON/FUSION]

"Blue-Eyes White Dragon" + "Blue-Eyes White Dragon" + "Blue-Eyes White Dragon"

ATK/4500 DEF/3800

1st Edition

unicorncards_uk

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BLUE-EYES WHITE DRAGON



SS02-ENA01

[**DRAGON/NORMAL**]

This legendary dragon is a powerful engine of destruction. Virtually invincible, very few have faced this awesome creature and lived to tell the tale.

ATK/3000 DEF/2500

BLUE-EYES WHITE DRAGON



SS02-ENA01

[**DRAGON/NORMAL**]

This legendary dragon is a powerful engine of destruction. Virtually invincible, very few have faced this awesome creature and lived to tell the tale.

ATK/3000 DEF/2500

BLUE-EYES WHITE DRAGON



SS02-ENA01

[**DRAGON/NORMAL**]

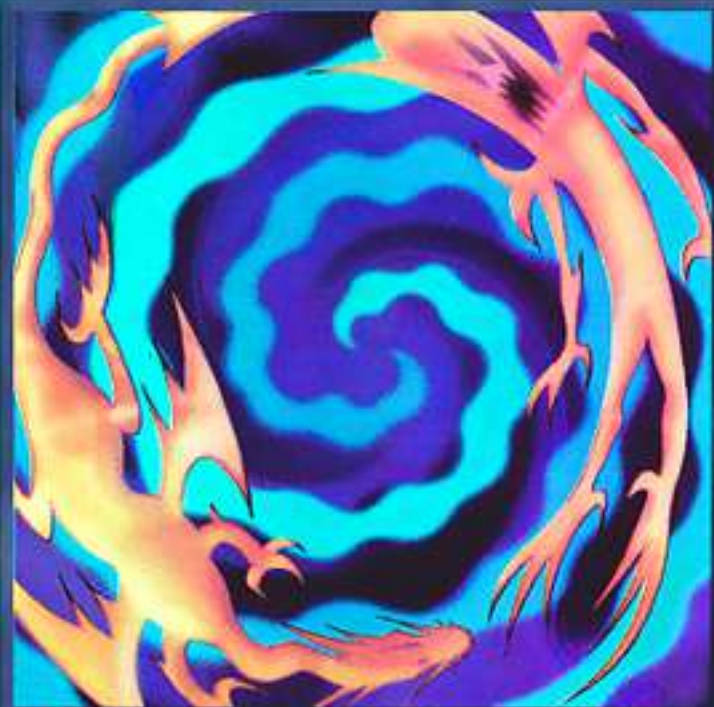
This legendary dragon is a powerful engine of destruction. Virtually invincible, very few have faced this awesome creature and lived to tell the tale.

ATK/3000 DEF/2500

POLYMERIZATION



[SPELL CARD]



1st 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.

Y-DRAGON HEAD



LCKC-EN006

[MACHINE/UNION/EFFECT]

Once per turn, you can either: Target 1 "X-Head Cannon" you control; equip this card to that target, OR: Unequip this card and Special Summon it. A monster equipped with this card gains 400 ATK/DEF, also if the equipped monster would be destroyed by battle or card effect, destroy this card instead.

ATK/1500 DEF/1600

X-HEAD Cannon



LCKC-EN005

[MACHINE/NORMAL]

A monster with a mighty cannon barrel, it is able to integrate its attacks. It attacks in many ways by combining and separating with other monsters.

ATK/1800 DEF/1500

Z-METAL TANK



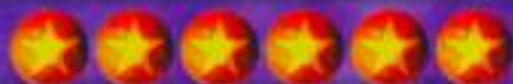
LCKC-EN007

[MACHINE/UNION/EFFECT]

Once per turn, you can either: Target 1 "X-Head Cannon" or "Y-Dragon Head" you control; equip this card to that target, OR: Unequip this card and Special Summon it. A monster equipped with this card gains 600 ATK/DEF, also if the equipped monster would be destroyed by battle or card effect, destroy this card instead.

ATK/1500 DEF/1300

XY-DRAGON CANNON



SDKS-EN043

[MACHINE / FUSION / EFFECT]

"X-Head Cannon" + "Y-Dragon Head"

Must first be Special Summoned (from your Extra Deck) by banishing the above cards you control. (You do not use "Polymerization".) Cannot be Special Summoned from the Graveyard. You can discard 1 card, then target 1 face-up Spell/Trap Card your opponent controls; destroy that target.

ATK/2200 DEF/1900

XYZ-DRAGON CANNON



LCKC-EN061

[MACHINE / FUSION / EFFECT]

"X-Head Cannon" + "Y-Dragon Head" + "Z-Metal Tank"

Must first be Special Summoned (from your Extra Deck) by banishing the above cards you control. (You do not use "Polymerization".) Cannot be Special Summoned from the GY. You can discard 1 card, then target 1 card your opponent controls; destroy that target.

ATK/2800 DEF/2600

WHITE DRAGON RITUAL



[SPELL CARD 



DPKB-EN032

This card is used to Ritual Summon "Paladin of White Dragon". You must also Tribute monsters from your hand or field whose total Levels equal 4 or more.

PALADIN OF WHITE DRAGON



DPKB-FN024

[DRAGON / RITUAL / EFFECT]

You can Ritual Summon this card with "White Dragon Ritual". At the start of the Damage Step, if this card attacks a face-down Defense Position monster: Destroy that face-down monster. You can Tribute this card; Special Summon 1 "Blue-Eyes White Dragon" from your hand or Deck, but "Blue-Eyes White Dragons" cannot attack for the rest of this turn.

ATK/1900 DEF/1200

ANCIENT LAMP



LDK2-ENK14

[SPELLCASTER/EFFECT]

During your Main Phase: You can Special Summon "La Jinn the Mystical Genie of the Lamp" from your hand. This card must be face-up on the field to activate and to resolve this effect. Before damage calculation, if this card is being attacked by an opponent's monster, and was face-down at the start of the Damage Step: You can target 1 monster your opponent controls, except the attacking monster; the attacking monster attacks it instead, and you proceed to damage calculation.

ATK/ 900 DEF/1400

LA JINN THE MYSTICAL GENIE OF THE LAMP



LCKC-EN002

[FIEND/NORMAL]

A genie of the lamp that is at the beck and call of its master.

ATK/1800 DEF/1000

ENRAGED BATTLE OX



SDKS-EN013

[BEAST-WARRIOR/EFFECT]

If a Beast, Beast-Warrior, or Winged Beast-Type monster you control attacks a Defense Position monster, inflict piercing battle damage to your opponent.

ATK/1700 DEF/1000

HYOZANRYU



DLG1-EN066

[DRAGON]

A dragon created from a massive diamond that sparkles with blinding light.

ATK/2100 DEF/2800

GADGET SOLDIER



LON-EN010

[MACHINE]

A rust-free machine warrior born to battle.

ATK/1800 DEF/2000

VORSE RAIDER



LCKC-EN003

[BEAST-WARRIOR/NORMAL]

This wicked Beast-Warrior does every horrid thing imaginable, and loves it! His axe bears the marks of his countless victims.

ATK/1900 DEF/1200



KAISER SEA HORSE



1st Edition

YSKR-EN016

[SEA SERPENT/EFFECT]

This card can be treated as 2 Tributes for the Tribute Summon of a LIGHT monster.

ATK/1700 DEF/1650



BLADE KNIGHT



LDK2-ENK13

[WARRIOR/EFFECT]

While you have 1 or less cards in your hand, this card gains 400 ATK. If you control no other monsters, the effects of Flip monsters destroyed by battle with this card are negated.

ATK/1600 DEF/1000



DES FERAL IMP



SDKS-EN014

[REPTILE / FLIP / EFFECT]

FLIP: Target 1 card in your Graveyard; shuffle that target into the Deck.

ATK/1600 DEF/1800

THUNDER DRAGON



DLGT-EN041

[THUNDER/EFFECT]

You can discard this card to add up to 2 "Thunder Dragons" from your Deck to your hand.

ATK/1600 DEF/1500

LORD OF D.



SDK-041

[SPELLCASTER/EFFECT]

All Dragon-Type monsters cannot be targeted by Magic Cards, Trap Cards, or other effects that specifically designate a target while this card is face-up on the field.

ATK/1200 DEF/1100

THE FLUTE OF SUMMONING DRAGON



[SPELL CARD]



LCKC-EN027

Special Summon up to 2 Dragon monsters from your hand. "Lord of D." must be on the field to activate and to resolve this effect.



RING OF DEFENSE



[SPELL CARD 



LCKC-EN033

When a Trap effect that inflicts damage is activated: Make that effect damage 0.

SILENT DOOM



[SPELL CARD]



SDKS-EN024

Target 1 Normal Monster in your Graveyard; Special Summon it in face-up Defense Position, but it cannot attack.

SOUL EXCHANGE



[SPELL CARD]



LCKC-EN038

Target 1 monster your opponent controls; this turn, if you Tribute a monster, you must Tribute that target, as if you controlled it. You cannot conduct your Battle Phase the turn you activate this card.

MEGAMORPH



[SPELL CARD]

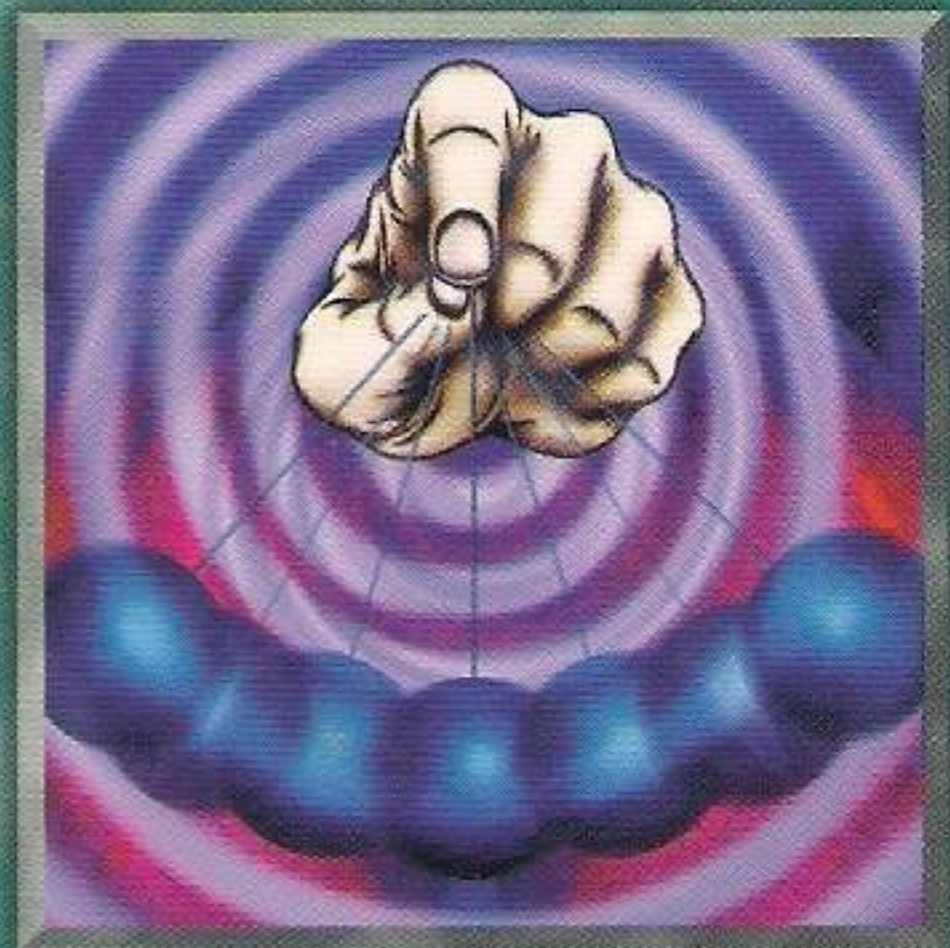


While your LP is lower than your opponent's, the equipped monster's ATK becomes double its original ATK. While your LP is higher, the equipped monster's ATK becomes half its original ATK.

MESMERIC CONTROL



[SPELL CARD]



1st Edition

SD09-EN022

During your opponent's next turn after you activate this card, your opponent cannot change the battle positions of monsters, except with a card effect.



LUSTER DRAGON



SDKS-EN019

[DRAGON]

A very beautiful dragon covered with sapphire. It does not like fights, but has incredibly high attack power.

ATK/1900 DEF/1600

LUSTER DRAGON #2



1st Edition

YS11-EN002

[DRAGON]

This dragon feeds on emerald. Enchanted by this monster even when attacked, few people live to tell of its beauty.

ATK/2400 DEF/1400

HEAVY STORM



[SPELL CARD]



1st Edition

LCJW-EN284

Destroy all Spell and Trap Cards on the field.

KAISER SEA HORSE



1st Edition

YSKR-EN016

[SEA SERPENT/EFFECT]

This card can be treated as 2 Tributes for the Tribute Summon of a LIGHT monster.

ATK/1700 DEF/1650



SHRINK



[SPELL CARD 



LCKC-EN043

Target 1 face-up monster on the field; its original ATK becomes halved until the end of this turn.

POT OF GREED



[SPELL CARD]



YGLD-ENB26

Draw 2 cards.

ENEMY CONTROLLER



[SPELL CARD



1st Edition

BP02-EN144

Activate 1 of these effects.

- Target 1 face-up monster your opponent controls; change that target's battle position.
- Tribute 1 monster, then target 1 face-up monster your opponent controls; take control of that target until the End Phase.

COST DOWN



[SPELL CARD]



LCKC-EN040

Discard 1 card; for the rest of this turn, reduce the Levels of all monsters in your hand by 2 (even after they are Summoned).



CRUSH CARD VIRUS



[TRAP CARD]



DPBC-EN020

Tribute 1 DARK monster with 1000 or less ATK; your opponent takes no damage until the end of the next turn after this card resolves, also, you look at your opponent's hand and all monsters they control, and if you do, destroy the monsters among them with 1500 or more ATK, then your opponent can destroy up to 3 monsters with 1500 or more ATK in their Deck.

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57728570 1st Edition

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CLONING



[TRAP CARD]



LCRC-EN055

When your opponent Normal or Flip Summons a monster that has a Level: Target that face-up monster; Special Summon 1 "Clone Token", with the same original Type, Attribute, Level, ATK, and DEF as that target. When that target is destroyed and sent to the GY, destroy this Token.

INTERDIMENSIONAL MATTER TRANSPORTER



[TRAP CARD]



LCKC-EN052

Target 1 face-up monster you control; banish that target until the End Phase.

FINAL ATTACK ORDERS



[TRAP CARD ∞]



SDKS-EN036

All face-up monsters on the field are changed to Attack Position and their battle positions cannot be changed.

RING OF DESTRUCTION



[TRAP CARD]



LCKC-EN050

During your opponent's turn: Target 1 face-up monster your opponent controls whose ATK is less than or equal to their LP; destroy that face-up monster, and if you do, take damage equal to its original ATK, then inflict damage to your opponent, equal to the damage you took. You can only activate 1 "Ring of Destruction" per turn.

MONSTER REBORN



[SPELL CARD]



LEHD-ENA23

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



POLYMERIZATION



[SPELL CARD]



1st 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.

NEGATE ATTACK



[TRAP CARD]



50156763

When an opponent's monster declares an attack: Target the attacking monster; negate the attack, then end the Battle Phase.

LULLABY OF OBEDIENCE



[SPELL CARD]



DMF-EN009

Pay 2000 LP and declare 1 Monster Card name; your opponent looks at their Deck, reveals 1 of the declared monsters if there is any, and applies 1 of these effects.

- Add it to the hand of the player who activated this card.
- The player who activated this card Special Summons it to their field in Attack Position, ignoring its Summoning conditions.



CARD OF DEMISE



[SPELL CARD]



MIL1-EN014

Draw until you have 3 cards in your hand, also for the rest of this turn after this card resolves, your opponent takes no damage. During the End Phase of this turn, send your entire hand to the Graveyard. You can only activate 1 "Card of Demise" per turn. You cannot Special Summon during the turn you activate this card.