

THE WINGED DRAGON OF RA



LDK2-ENS03

[DIVINE-BEAST/EFFECT]

Cannot be Special Summoned. Requires 3 Tributes to Normal Summon (cannot be Normal Set). This card's Normal Summon cannot be negated. When Normal Summoned, other cards and effects cannot be activated. When this card is Normal Summoned: You can pay LP so that you only have 100 left; this card gains ATK and DEF equal to the amount of LP paid. You can pay 1000 LP, then target 1 monster on the field; destroy that target.

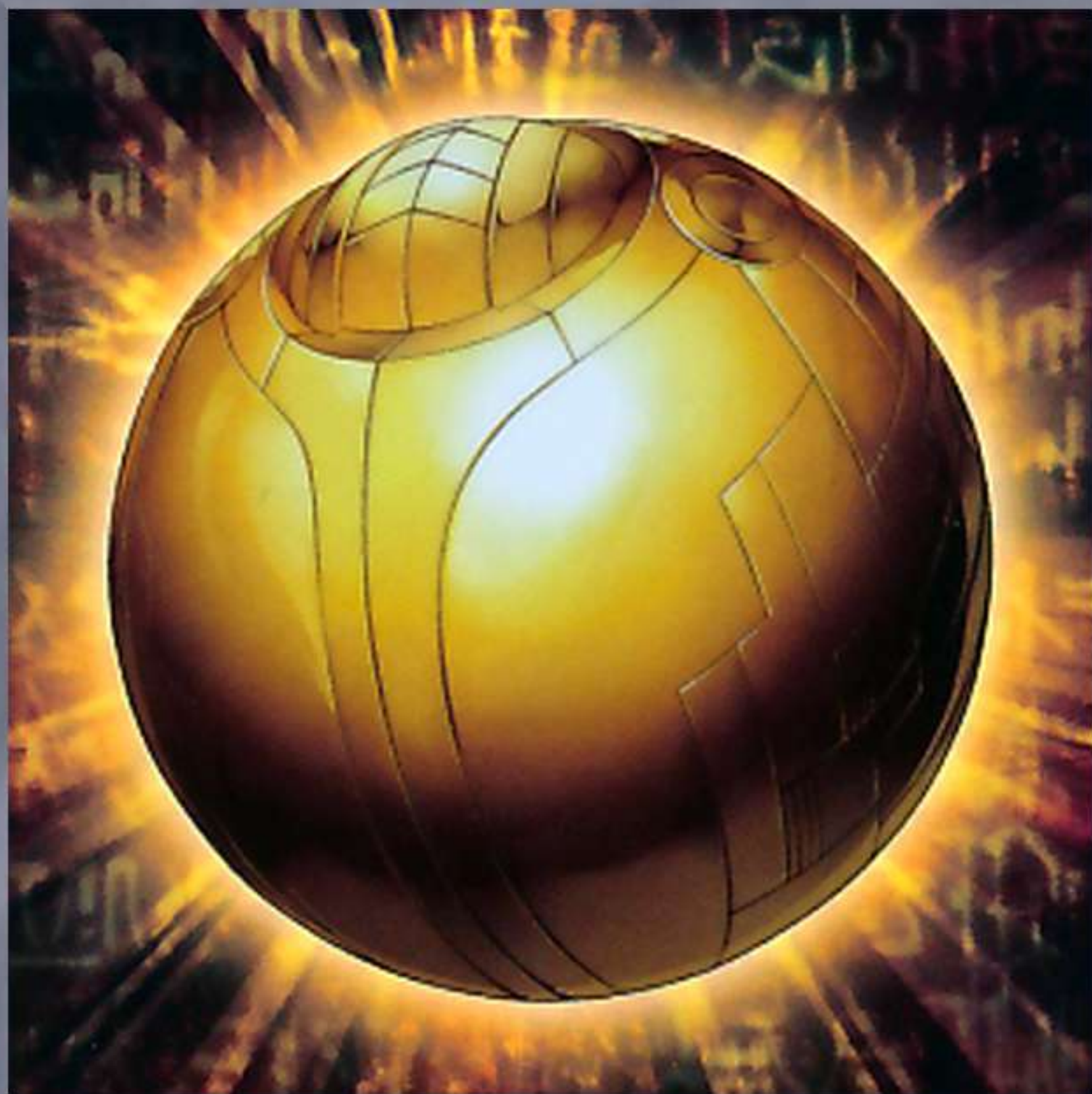
ATK/ ? DEF/ ?

LIMITED EDITION

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GI-001
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THE WINGED DRAGON OF RA - SPHERE MODE



DP16-EN001

[DIVINE-BEAST/EFFECT]

Cannot be Special Summoned. Requires 3 Tributes to Normal Summon (cannot be Normal Set). You can Normal Summon this card to your opponent's side of the field by Tributing monsters they control. If Normal Summoned, it is returned to its owner's control during the End Phase of the next turn. Cannot attack, also your opponent cannot target this card with effects or for attacks. You can Tribute this card; Special Summon 1 "The Winged Dragon of Ra" from your hand or Deck, ignoring its Summoning conditions, but its ATK and DEF become 4000

ATK/ ? DEF/ ?

LAVA GOLEM



1st Edition

SDMA-EN014

[FIEND / EFFECT]

This card cannot be Normal Summoned or Set. This card can only be Special Summoned to your opponent's side of the field by Tributing 2 monsters they control. You cannot Normal Summon or Set the turn you Special Summon this card. This monster's controller takes 1000 damage during each of their Standby Phases.

ATK/3000 DEF/2500



HOLDING LEGS



MIL1-EN004

[FIEND/EFFECT]

If this card is Summoned: Return all Set Spell and Trap Cards on the field to the hand. You can banish this card from your Graveyard, then target 1 Set Spell/Trap Card your opponent controls; that Set card cannot be activated until the end of your opponent's next turn.

ATK/ 800 DEF/ 600



HOLDING ARMS



MULT-EN003

[FIEND/EFFECT]

If this card is Normal or Special Summoned: Target 1 face-up monster your opponent controls; while this card is face-up on the field, that face-up monster cannot attack, also its effects are negated. While that face-up monster is on the field, this card cannot be destroyed by battle or card effects.

ATK/ 500 DEF/1200



VISER DES



1st Edition

ABPE-EN093

[FIEND / EFFECT]

When this card is Normal Summoned, select 1 monster your opponent controls. Destroy that monster during your 3rd Standby Phase after the Summon. This card cannot be destroyed by battle until this effect is resolved.

ATK/ 500 DEF/1200

BOWGANIAN



1st Edition

LCYW-EN144

[MACHINE / EFFECT]

During each of your Standby Phases: Inflict 600 damage to your opponent.

ATK/1300 DEF/1000

NEWDORIA



DEM2-EN013

[FIEND / EFFECT]

When this card is destroyed by battle and sent to the Graveyard: Target 1 monster on the field; destroy that target.

ATK/1200 DEF/ 800

LORD POISON



BP03-EN009

[PLANT / EFFECT]

If this card is destroyed by battle and sent to the Graveyard: Target 1 Plant-Type monster in your Graveyard, except "Lord Poison"; Special Summon that target.

ATK/1500 DEF/1000



DARK JEROID



1st Edition

LCJW-EN114

[FIEND / EFFECT]

When this card is Summoned: Target 1 face-up monster on the field; it loses 800 ATK.

ATK/1200 DEF/1500

DRILLAGO



1st Edition

LCJW-EN118

[MACHINE / EFFECT]

If the only cards your opponent controls are face-up monsters with 1600 or more ATK, this card can attack your opponent directly.

ATK/1600 DEF/1100

MAKYURA THE DESTRUCTOR



1st Edition

LCJW-EN121

[WARRIOR / EFFECT]

During the turn this card was sent to the Graveyard, you can activate Trap Cards from your hand.

ATK/1600 DEF/1200

JURAGEDO



SDPL-EN010

[FIEND / EFFECT]

During either player's Battle Step (Quick Effect): You can Special Summon this card from your hand, and if you do, gain 1000 LP. You can only use this effect of "Juragedo" once per turn. (Quick Effect): You can Tribute this card, then target 1 face-up monster you control; it gains 1000 ATK until the end of the next turn.

ATK/1700 DEF/1300



LEKUNGA



1st Edition

LCJW-EN119

[PLANT / EFFECT]

You can banish 2 WATER monsters from your Graveyard; Special Summon 1 "Lekunga Token" (Plant-Type/WATER/Level 2/ATK 700/DEF 700) in Attack Position.

ATK/1700 DEF/ 500

HELPOEMER



DPRP-EN032

[FIEND/EFFECT]

Cannot be Special Summoned from the Graveyard. If this card was destroyed by battle and sent to the Graveyard, this effect activates at the end of each of your opponent's Battle Phases: Discard 1 random card from your opponent's hand. This card must be in the Graveyard to activate and to resolve this effect.

ATK/2000 DEF/1400

GRANADORA



DR2-EN030

[REPTILE / EFFECT]

When this monster is Normal Summoned, Flip Summoned or Special Summoned, increase your Life Points by 1000 points. When this card is destroyed and sent to the Graveyard, you take 2000 points of damage.

ATK/1900 DEF/ 700

GIL GARTH



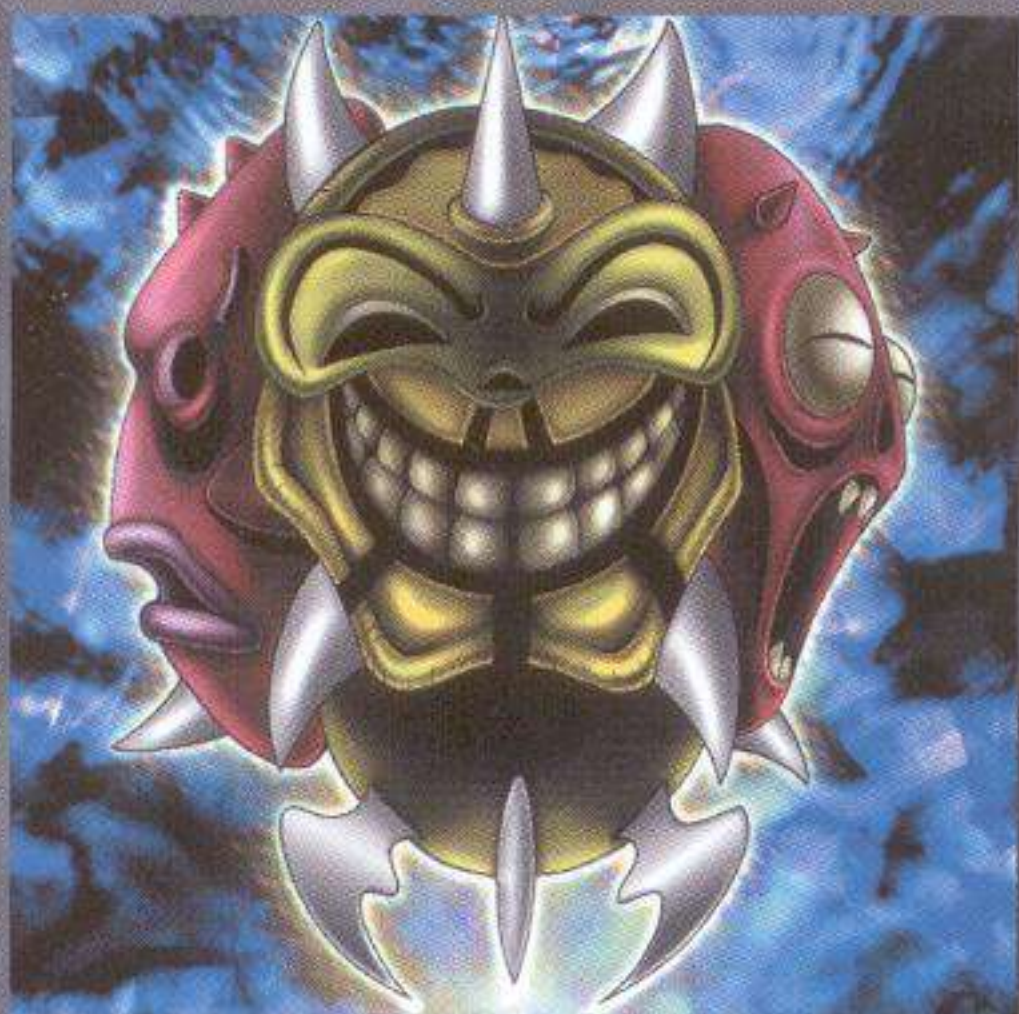
DEM2-EN012

[FIEND]

This steel-armored terror machine ruthlessly strikes down enemies with its giant katana.

ATK/1800 DEF/1200

MELCHID THE FOUR-FACE BEAST



RP02-EN029

[FIEND]

This monster has four different masks for four different attacks.

ATK/1500 DEF/1200

REVIVAL JAM



1st Edition

LCJW-EN113

[AQUA / EFFECT]

When this card is destroyed by battle and sent to the Graveyard: You can pay 1000 Life Points; Special Summon it in face-up Defense Position during your next turn's Standby Phase.

ATK/1500 DEF/ 500

JAM DEFENDER



[TRAP CARD ∞]



1st Edition

LCJW-EN131

When an opponent's monster declares an attack on a monster you control: You can target 1 "Revival Jam" you control; switch the attack target to that target.

JAM BREEDING MACHINE



[SPELL CARD ∞]



1st Edition

LCJW-EN124

During each of your Standby Phases: Special Summon 1 "Slime Token" (Aqua-Type/WATER/Level 1/ATK 500/DEF 500) in Attack Position. You cannot Summon any monsters, except "Slime Tokens" (but you can Set).

LEGENDARY FIEND



1st Edition

BPW2-EN021

[FIEND / EFFECT]

During each of your Standby Phases: This card gains 700 ATK.

ATK/1500 DEF/1800

MASKED BEAST DES GARDIUS



LIMITED EDITION

TAEV-ENSEI

[FIEND / EFFECT]

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by Tributing 2 monsters, including at least 1 "Grand Tiki Elder" or "Melchid the Four-Face Beast". When this card is sent from the field to the Graveyard, equip 1 "The Mask of Remnants" from your Deck to 1 monster on the field.

ATK/3300 DEF/2500

HUMANOID SLIME



LON-EN003

[AQUA]

This slime apparently has some human genes in its genetic makeup.

ATK/ 800 DEF/2000

WORM DRAKE



DB1-EN208

[REPTILE]

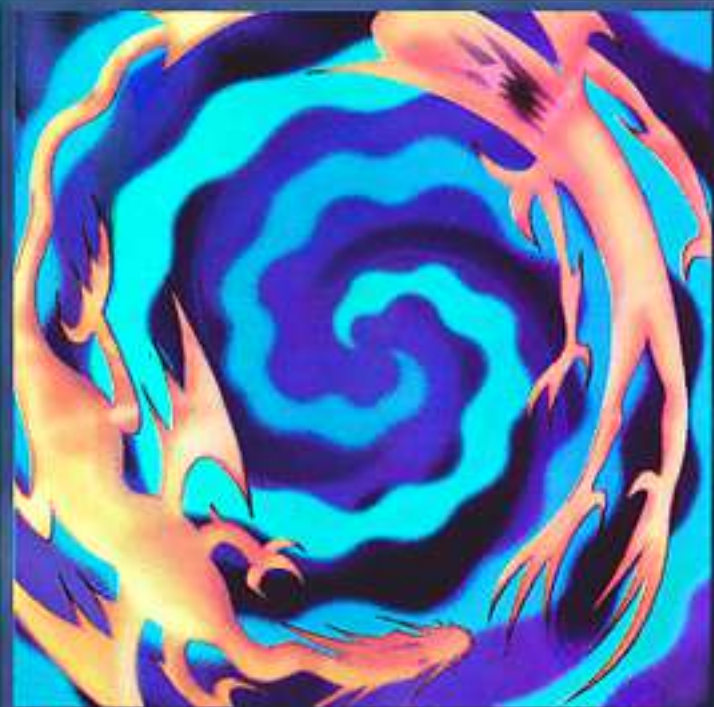
Once this monster wraps itself around a victim, there is no escape.

ATK/1400 DEF/1500

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.

CARD OF SANCTITY



[SPELL CARD]



Each player draws until they have 6 cards in their hand.

THE MASK OF REMNANTS



[SPELL CARD]



LIMITED EDITION

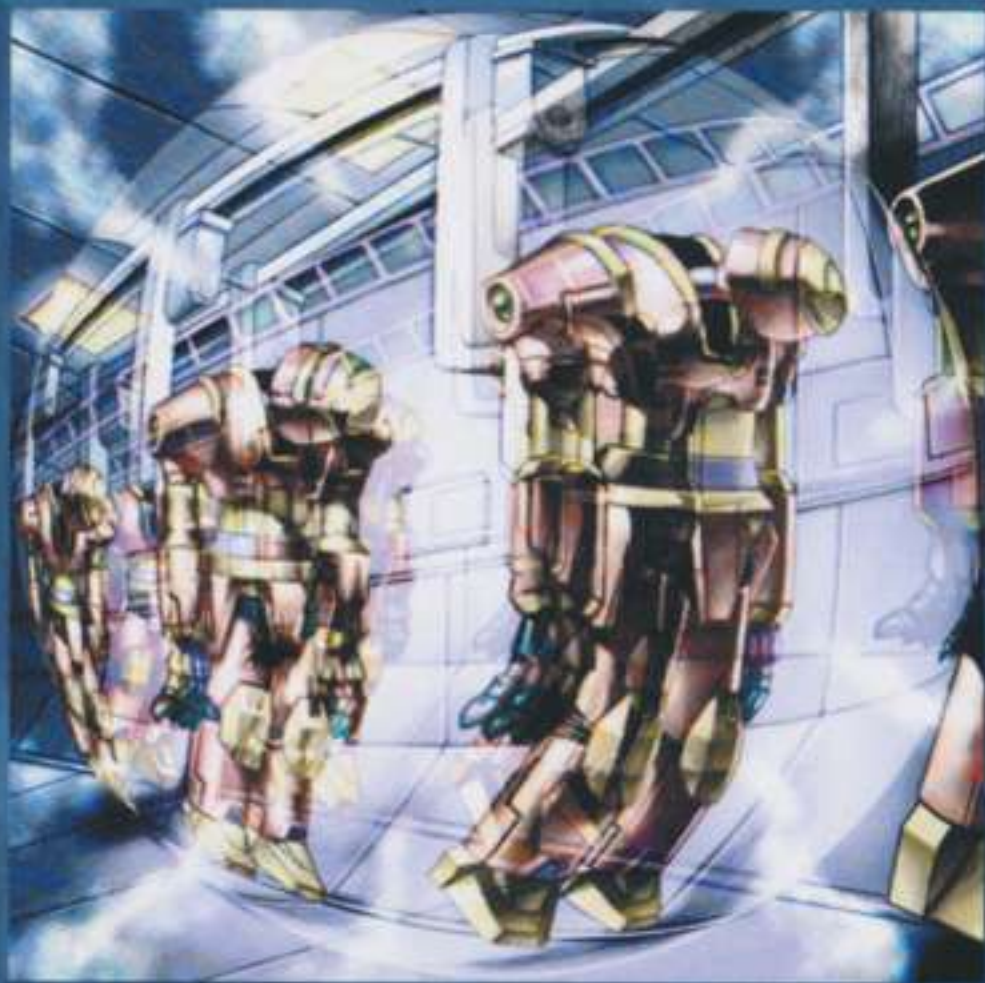
TAEV-ENSE2

Shuffle this card into its owner's Deck, OR if this card was put into play by the effect of "Masked Beast Des Gardius", this card is treated as an Equip Card. Control of the equipped monster is switched.

MACHINE DUPLICATION



[SPELL CARD]



SR03-EN029

Target 1 Machine-Type monster you control with 500 or less ATK;
Special Summon up to 2 monsters from your Deck with the same
name as that monster.

FIEND'S HAND MIRROR



[TRAP CARD]



DR2-EN103

Switch the opponent's Spell Card effect that targets 1 Spell or Trap Card to another correct target.

RELIEVE MONSTER



[TRAP CARD]



1st Edition

LCJW-EN137

When an opponent's monster declares an attack: Target 1 monster you control; return that target to the hand, then Special Summon 1 Level 4 monster from your hand.

WABOKU



[TRAP CARD]



1st Edition

SDY-040

Any damage inflicted by an opponent's monster is decreased to 0 during the turn this card is activated.

MALEVOLENT CATASTROPHE



[TRAP CARD]



1st Edition

LCYW-EN148

When an opponent's monster declares an attack:
Destroy all Spell and Trap Cards on the field.



COFFIN SELLER



[TRAP CARD 罠]



1st Edition

LCJW-EN132

Each time a monster(s) is sent to your opponent's Graveyard: Inflict 300 damage to your opponent.

NIGHTMARE WHEEL



[TRAP CARD ∞]



MILL-EN021

Activate this card by targeting 1 monster your opponent controls; it cannot attack or change its battle position. When it leaves the field, destroy this card. During each of your Standby Phases: Inflict 500 damage to your opponent. That monster must be on the field to activate and to resolve this effect.

MIRROR FORCE



[TRAP CARD]



1st Edition

YSYR-EN040

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

ROPE OF LIFE



[TRAP CARD]



1st Edition

LCJW-EN133

When a monster(s) is destroyed by battle and sent to your Graveyard: Discard your entire hand (min.1), then target 1 of those monsters; Special Summon it, and if you do, it gains 800 ATK.

HIDDEN SOLDIERS



[TRAP CARD]



1st Edition

LCYW-EN146

When your opponent Normal or Flip Summons a monster: Special Summon 1 Level 4 or lower DARK monster from your hand.

METAL REFLECT SLIME

RRR

[TRAP CARD]



Special Summon this card in Defense Position as an Effect Monster (Main-Type/WATER, Level 10, ATK 1000, DEF 3000). (This card is also still a Trap Card.) This card cannot attack.

BLACK PENDANT



[SPELL CARD 



1st Edition

LCJW-EN123

The equipped monster gains 500 ATK. When this card is sent from the field to the Graveyard: Inflict 500 damage to your opponent.

PREMATURE BURIAL



[SPELL CARD 魔]



1st Edition

BP02-EN135

Pay 800 Life Points, then target 1 monster in your Graveyard; Special Summon that target in face-up Attack Position and equip it with this card. When this card is destroyed, destroy the equipped monster.

VENGEFUL BOG SPIRIT



[SPELL CARD 



1st Edition

LCJW-EN125

Monsters cannot attack the turn they are Summoned.

MAGICAL STONE EXCAVATION



[SPELL CARD]



LEHD-ENA24

Discard 2 cards, then target 1 Spell in your GY; add it to your hand.

SPELL OF PAIN



[SPELL CARD 



1st Edition

LCJW-EN128

When your opponent activates a card or effect that would inflict effect damage to you: Your opponent takes the effect damage from that card or effect, instead.

POT OF GREED



[SPELL CARD]



YGLD-ENB26

Draw 2 cards.

LEFT ARM OFFERING



[SPELL CARD]



MIL1-EN015

If you have 2 or more other cards in your hand: Banish your entire hand; add 1 Spell Card from your Deck to your hand. You cannot Set Spell/Trap Cards during the turn you activate this card.



SPELL REPRODUCTION



[SPELL CARD]



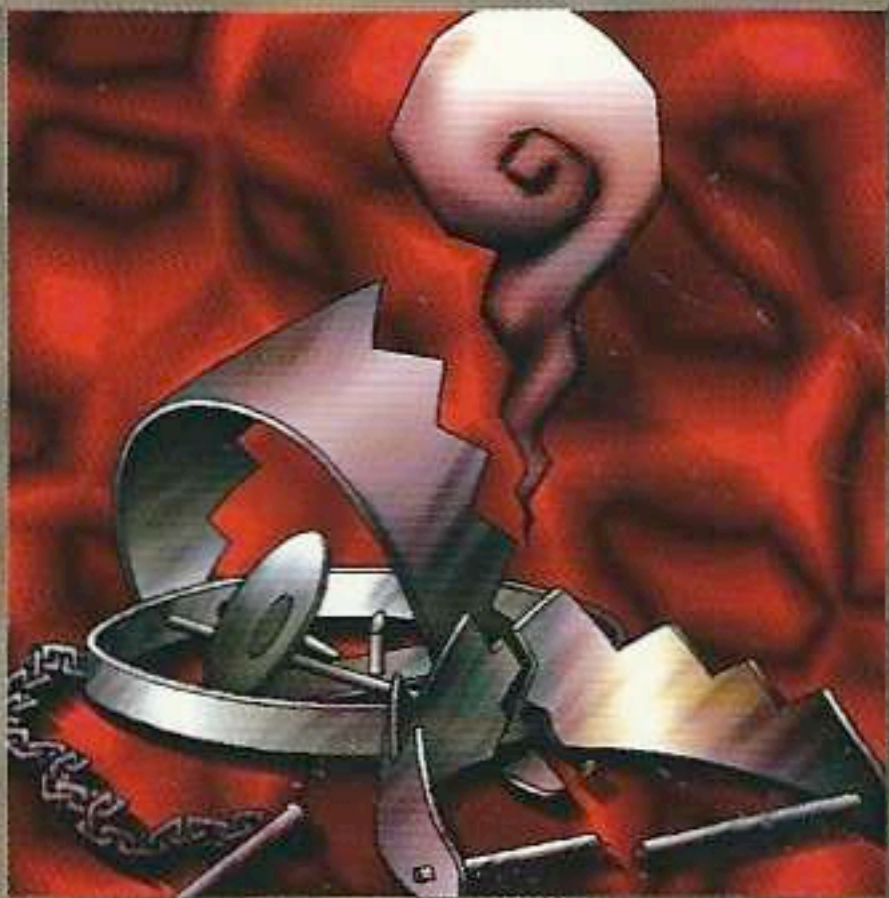
LCKC-EN045

Send 2 Spells from your hand to the GY, then target 1 Spell in your GY; add it to your hand.

REMOVE TRAP



[SPELL CARD]



LOB-EN060

Select 1 face-up Trap Card on the field and destroy it.

TRIBUTE BURIAL



[SPELL CARD]



Banish 1 Monster Card from each player's Graveyard. This turn, you can Normal Summon or Set 1 Level 5 or higher monster from your hand without Tribute.



BAIT DOLL



[SPELL CARD]



1st Edition

BP01-EN071

Target 1 Set card in the Spell & Trap Card Zone; reveal that target, force its activation if it is a Trap Card, then negate its effect if the activation timing is incorrect, and if you do, destroy it. (If it is not a Trap Card, return it face-down.) When this card resolves, shuffle it into the Deck instead of sending it to the Graveyard.

MONSTER REBORN



[SPELL CARD]



DLG1-EN017

Special Summon 1 monster from either player's Graveyard to your side of the field.

THE WINGED DRAGON OF RA - IMMORTAL PHOENIX



MILT-EN001

[DIVINE-BEAST/EFFECT]

Cannot be Normal Summoned/Set. Must be Special Summoned by its own effect, and cannot be Special Summoned by other ways. If "The Winged Dragon of Ra" is sent from the field to your Graveyard while this card is in your Graveyard, Special Summon this card. Cards and effects cannot be activated in response to this effect's activation. This card is unaffected by other cards' effects. You can pay 1000 LP; send 1 monster on the field to the Graveyard. Once per turn, during the End Phase: Send this card to the Graveyard, and if you do, Special Summon 1 "The Winged Dragon of Ra - Sphere Mode" from your hand, Deck, or Graveyard, ignoring its Summoning conditions.

ATK/4000 DEF/4000

