

Yu-Gi-Oh! The Eternal Duelist Soul Booster Pack Checklist

by ABitLateHuh

Updated to v2.0 on Mar 4, 2016

Yu-Gi-Oh! The Eternal Duelist Soul

Booster Pack Checklist - Version 2

By ABitLateHuh

Card list and info taken from the FAQ by Misael Villegas a.k.a. chito10
(www.gamefaqs.com/gba/563040-yu-gi-oh-the-eternal-duelist-soul/faqs/19897)
Please see that FAQ for everything in depth.

All I did was organize the cards into their booster packs for a checklist.

The booster packs are listed in order of when they are unlocked in the
game, as indicated in section [[01]].

V2: Fixed some typos and errors in the card information.

[[00]] TABLE OF CONTENTS

- [[01]] Unlocking the Booster Packs
- [[02]] Card Deck Limits
- [[03]] Checklist Info
- [[04]] Judge Man
- [[05]] Harpie Lady
- [[06]] Blue-Eyes White Dragon
- [[07]] Exodia
- [[08]] Tiger Axe
- [[09]] Gate Guardian
- [[10]] Great Moth
- [[11]] Gemini Elf
- [[12]] Launcher Spider
- [[13]] Garoozis
- [[14]] Relinquished
- [[15]] Black Luster Soldier
- [[16]] Blue-Eyes Toon Dragon
- [[17]] Battle Ox
- [[18]] Blue-Eyes Ultimate Dragon
- [[19]] Millennium Puzzle Blue
- [[20]] Millennium Puzzle Green
- [[21]] Millennium Eye

- [[22]] Buster Blader
- [[23]] Millennium Puzzle Yellow
- [[24]] Other Cards

[[01]] Unlocking the Booster Packs

You start off with the ability of choosing the Dark Magician, Mystical Elf, or Red-Eyes B. Dragon booster packs. Other booster packs can be unlocked by performing the following.

Tier 1 -

- Earn a total of 10 wins in Tier 1: Judge Man
- Defeat each Duelist 10 Times: Harpie Lady
- Defeat Yugi Muto 20 Times: Blue-Eyes White Dragon
- Defeat Joey Wheeler 20 Times: Exodia

Tier 2 -

- Advance to Tier 2: Tiger Axe
- Earn a total of 10 wins in Tier 2: Gate Guardian
- Defeat each Duelist 10 Times: Great Moth
- Defeat Mako Tsunami 20 Times: Gemini Elf
- Defeat Mai Valentine 20 Times: Launcher Spider

Tier 3 -

- Advance to Tier 3: Garoozis
- Earn a total of 10 wins in Tier 3: Relinquished
- Defeat each Duelist 10 Times: Black Luster Soldier
- Defeat Marik Ishtar 20 Times: Blue-Eyes Toon Dragon
- Defeat Umbra & Lunis 20 Times: Battle Ox

Tier 4 -

- Advance to Tier 4: Blue-Eyes Ultimate Dragon
- Earn a total of 10 wins in Tier 4: Millennium Puzzle Blue
- Defeat each Duelist 10 Times: Millennium Puzzle Green
- Defeat Seto Kaiba 20 Times: Millennium Eye
- Defeat Yami Yugi 20 Times: Buster Blader

Tier 5 -

- Defeat Simon once: Millennium Puzzle Yellow

[[02]] Card Deck Limits

Limited to only 2 cards in a deck:

- Backup Soldier
- Bell of Destruction
- Delinquent Duo
- Graceful Charity
- Heavy Storm
- Morphing Jar #2

Nobleman of Crossout
Riryoku
Sangan
Swords of Revealing Light
Witch of the Black Forest

Limited to only 1 card in a deck

Call of The Haunted
Ceasefire
Change of Heart
Confiscation
Cyber Jar
Dark Hole
Exodia of the Forbidden One
Harpie's Feather Duster
Imperial Order
Jinzo
Left Arm of the Forbidden One
Left Leg of the Forbidden One
Megamorph
Mirror Force
Monster Reborn
Painful Choice
Pot of Greed
Raigeki
Right Arm of the Forbidden One
Right Leg of the Forbidden One
Sinister Serpent
Snatch Steal
The Forceful Sentry

[[03]] Checklist Info

The cards in each booster pack are arranged alphabetically.
They contain the name, whether the card is rare (shiny), its card type,
level, attack, defense, monster type, and other card info.
They also say if the card is found in other booster packs.

NOTE_1: Many cards are also found in the weekly, monthly, and contest
promotional packs that you get throughout the game. I haven't
indicated those.

NOTE_2: Any cards not found in the main booster packs are in the
"Other Cards" section.

NOTE_3: For any card information not shown here, check chitol0's FAQ.

[[04]] Judge Man

[] Ancient Jar

Normal Monster Card
Level 1 ATK 400 DEF 200

Rock Earth

[] Battle Warrior

Normal Monster Card Fusion-Material Monster
Level 3 ATK 700 DEF 1000
Warrior Earth

[] Blue Medicine <RARE>

Magic Card
"Increase your Life Points by 400 points."

[] Celtic Guardian <RARE>

{Also Blue Eyes W. Dragon and Millennium Puzzle Green}
Normal Monster Card
Level 4 ATK 1400 DEF 1200
Warrior Earth

[] Dian Keto the Cure Master

Magic Card
"Increases your Life Points by 1000 points."

[] Doron

Normal Monster Card
Level 2 ATK 900 DEF 500
Warrior Earth

[] Genin

Normal Monster Card
Level 3 ATK 600 DEF 900
Spellcaster Light

[] Graveyard and the Hand of Invitation

Normal Monster Card
Level 3 ATK 700 DEF 900
Zombie Dark

[] Gyakutenno Megami

Normal Monster Card
Level 6 ATK 1800 DEF 2000
Fairy Light

[] Happy Lover

Normal Monster Card
Level 2 ATK 800 DEF 500
Fairy Light

[] Judge Man

Normal Monster Card
Level 6 ATK 2200 DEF 1500
Warrior Earth

[] Kageningen

Normal Monster Card
Level 2 ATK 800 DEF 600
Warrior Dark

[] Last Will

{Also Millennium Puzzle Blue}
Magic Card
"If a monster of yours is sent from the field to the Graveyard during

the turn that you've placed this card, you can select a monster with an ATK of 1500 points or less from your Deck and play it as a Special Summon. Shuffle the Deck after playing the card. This card is active for 1 turn only."

[] Lesser Dragon

{Also Exodia and Red Eyes B. Dragon}
Normal Monster Card Fusion-Material Monster
Level 4 ATK 1200 DEF 1000
Dragon Wind

[] Lunar Queen Elzaim

Normal Monster Card
Level 3 ATK 750 DEF 1100
Fairy Light

[] Man-Eating Plant

Normal Monster Card
Level 2 ATK 800 DEF 600
Plant Earth

[] Man-Eating Treasure Chest

Normal Monster Card
Level 4 ATK 1600 DEF 1000
Fiend Dark

[] Mooyan Curry

Magic Card
"Increase your Life Points by 200 points."

[] Mountain Warrior

Normal Monster Card
Level 3 ATK 600 DEF 1000
Beast-Warrior Earth

[] Mystical Capture Chain

Normal Monster Card
Level 2 ATK 700 DEF 700
Fairy Light

[] Neo the Magic Swordsman

Normal Monster Card
Level 4 ATK 1700 DEF 1000
Spellcaster Light

[] Oscillo Hero #2

Normal Monster Card
Level 3 ATK 1000 DEF 500
Thunder Light

[] Raimei <RARE>

Magic Card
"Decrease your opponent's Life Points by 300 points."

[] Shadow Specter

Normal Monster Card
Level 1 ATK 500 DEF 200
Zombie Dark

[] Swordstalker

Normal Monster Card
Level 6 ATK 2000 DEF 1600
Warrior Dark

[] The Stern Mystic

Effect Monster Card
Level 4 ATK 1500 DEF 1200
Spellcaster Light
"FLIP: All face-down cards on the field are turned face-up, and then returned to their original positions. No card effects are activated when cards are turned face-up."

[] Vishwar Randi

Normal Monster Card
Level 3 ATK 900 DEF 700
Warrior Dark

[] Waboku

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

[] Wall of Illusion

{Also Millennium Puzzle Blue}
Effect Monster Card
Level 4 ATK 1000 DEF 1850
Fiend Dark
"The monster attacking this creature is returned to its owner's hand. Any damage resulting from the attack is calculated normally."

[] Water Element

Normal Monster Card
Level 3 ATK 900 DEF 700
Aqua Water

[] Weather Control

Normal Monster Card
Level 2 ATK 600 DEF 400
Fairy Light

[] Wings of Wicked Flame

Normal Monster Card Fusion-Material Monster
Level 2 ATK 700 DEF 600
Pyro Fire

[] Yamatano Dragon Scroll <RARE>

Normal Monster Card
Level 2 ATK 900 DEF 300
Dragon Wind

[[05]] Harpie Lady

[] Ancient Elf

Normal Monster Card Fusion-Material Monster
Level 4 ATK 1450 DEF 1200

Spellcaster Light

[] Ancient Lizard Warrior

Normal Monster Card

Level 4 ATK 1400 DEF 1100

Reptile Earth

[] Armored Lizard

Normal Monster Card

Level 4 ATK 1500 DEF 1200

Reptile Earth

[] Barrel Lily <RARE>

Normal Monster Card

Level 3 ATK 1100 DEF 600

Plant Earth

[] Bottom Dweller

Normal Monster Card

Fusion-Material Monster

Level 5 ATK 1650 DEF 1700

Fish Water

[] Breath of Light <RARE>

Magic Card

"Destroys all Rock-type monsters on the field."

[] Crawling Dragon

Normal Monster Card

Level 5 ATK 1600 DEF 1400

Dragon Earth

[] D. Human

Normal Monster Card

Level 4 ATK 1300 DEF 1100

Warrior Earth

[] Dark Assailant

Normal Monster Card

Level 4 ATK 1200 DEF 1200

Zombie Dark

[] Deepsea Shark

Fusion Monster Card

Level 5 ATK 1900 DEF 1600

Fish Water

"Bottom Dweller + Tongyo"

[] Destroyer Golem

Normal Monster Card

Level 4 ATK 1500 DEF 1000

Rock Earth

[] Dokuroizo the Grim Reaper

Normal Monster Card

Level 3 ATK 900 DEF 1200

Zombie Dark

[] Doma The Angel of Silence <RARE>

Normal Monster Card

Level 5 ATK 1600 DEF 1400

Fairy Dark

[] Electric Lizard

Effect Monster Card

Level 3 ATK 850 DEF 800

Thunder Earth

"A non Zombie-type monster that attacks "Electric Lizard" cannot attack on their following turn."

[] Elegant Egotist <RARE>

Magic Card

"When you have 1 or more "Harpie Lady" cards on the field, you can Special Summon a "Harpie Lady" or "Harpie Lady Sisters" card from your hand or your Deck."

[] Eradicating Aerosol <RARE>

Magic Card

"Destroys all Insect-type monsters on the field."

[] Eternal Draught <RARE>

Magic Card

"Destroys all Fish-type monsters on the field."

[] Fiend Reflection #1

Normal Monster Card

Level 4 ATK 1300 DEF 1400

Winged Beast Wind

[] Flame Viper <RARE>

Normal Monster Card

Fusion-Material Monster

Level 2 ATK 400 DEF 450

Pyro Earth

[] Great Bill

Normal Monster Card

Level 4 ATK 1250 DEF 1300

Beast Earth

[] Ground Attacker Bugroth

Normal Monster Card

Fusion-Material Monster

Level 4 ATK 1500 DEF 1000

Machine Earth

[] Harpie Lady

Normal Monster Card

Level 4 ATK 1300 DEF 1400

Winged Beast Wind

[] Harpie Lady Sisters <RARE>

{Also Millennium Eye}

Effect Monster Card

Level 6 ATK 1950 DEF 2100

Winged Beast Wind

"This monster can only be Special Summoned with the Magic Card

"Elegant Egotist"."

[] Hunter Spider

Normal Monster Card

Level 5 ATK 1600 DEF 1400

Insect Earth

- [] Kaminari Attack
 - Fusion Monster Card
 - Level 5 ATK 1900 DEF 1400
 - Thunder Wind
 - "Ocubeam + Mega Thunderball"

- [] Kattapillar
 - Normal Monster Card
 - Level 1 ATK 250 DEF 300
 - Insect Earth

- [] Kojikocy
 - Normal Monster Card
 - Level 4 ATK 1500 DEF 1200
 - Warrior Earth

- [] Mask of Darkness <RARE>
 - {Also Millennium Puzzle Blue and Millennium Eye}
 - Effect Monster Card
 - Level 2 ATK 900 DEF 400
 - Fiend Dark
 - "FLIP: Select a Trap Card from your Graveyard and return it to your hand."

- [] Mega Thunderball
 - Normal Monster Card Fusion-Material Monster
 - Level 2 ATK 750 DEF 600
 - Thunder Wind

- [] Morinphen
 - Normal Monster Card
 - Level 5 ATK 1550 DEF 1300
 - Fiend Fire

- [] Nekogal #1
 - Normal Monster Card
 - Level 3 ATK 1100 DEF 900
 - Beast Earth

- [] Ocubeam
 - Normal Monster Card Fusion-Material Monster
 - Level 5 ATK 1550 DEF 1650
 - Fairy Light

- [] Ogre of the Black Shadow
 - Normal Monster Card
 - Level 4 ATK 1200 DEF 1400
 - Beast-Warrior Earth

- [] Petit Moth <RARE>
 - Normal Monster Card
 - Level 1 ATK 300 DEF 200
 - Insect Earth

- [] Pragtical
 - Fusion Monster Card
 - Level 5 ATK 1900 DEF 1500
 - Dinosaur Earth
 - "Trakadon + Flame Viper"

- [] Right Leg of the Forbidden One <RARE>
{Limited to only 1 card in a deck}
Normal Monster Card
Level 1 ATK 200 DEF 300
Spellcaster Dark

- [] Rock Ogre Grotto #1
Normal Monster Card
Level 3 ATK 800 DEF 1200
Rock Earth

- [] Skelengel
Effect Monster Card
Level 2 ATK 900 DEF 400
Fairy Light
"FLIP: You can draw 1 card from your Deck."

- [] Stain Storm <RARE>
Magic Card
"Destroys all Machine-type monsters on the field."

- [] Steel Scorpion
Effect Monster Card
Level 1 ATK 250 DEF 300
Machine Earth
"Non Machine-type Monsters attacking "Steel Scorpion" will be destroyed at the End Phase of your opponent's turn 3 turns later."

- [] Summoned Skull <RARE>
Normal Monster Card Fusion-Material Monster
Level 6 ATK 2500 DEF 1200
Fiend Dark

- [] Tao the Chanter
Normal Monster Card
Level 3 ATK 1200 DEF 900
Spellcaster Earth

- [] Tongyo
Normal Monster Card Fusion-Material Monster
Level 4 ATK 1350 DEF 800
Fish Water

- [] Trakadon
Normal Monster Card Fusion-Material Monster
Level 3 ATK 1300 DEF 800
Dinosaur Earth

- [] Trent
Normal Monster Card
Level 5 ATK 1500 DEF 1800
Plant Earth

- [] Warrior Elimination <RARE>
Magic Card
"Destroys all Warrior-type monsters on the field."

- [] Water Girl
Normal Monster Card

Level 4 ATK 1250 DEF 1000
Aqua Water

[] Water Omotics

Normal Monster Card
Level 4 ATK 1400 DEF 1200
Aqua Water

[] Winged Dragon, Guardian of the Fortress #1

Normal Monster Card Fusion-Material Monster
Level 4 ATK 1400 DEF 1200
Dragon Wind

[[06]] Blue-Eyes White Dragon

[] Aqua Madoor

Normal Monster Card
Level 4 ATK 1200 DEF 2000
Spellcaster Water

[] Basic Insect

Normal Monster Card
Level 2 ATK 500 DEF 700
Insect Earth

[] Beast Fangs <RARE>

{Also Dark Magician}
Magic Card Equip
"A Beast-type monster equipped with this card increases its ATK and DEF by 300 points."

[] Blue-Eyes White Dragon

{Also Millenium Puzzle Green}
Normal Monster Card Fusion-Material Monster
Level 8 ATK 3000 DEF 2500
Dragon Light
"This legendary dragon is a powerful engine of destruction. Virtually invincible, very few have faced this awesome creature and lived to tell the tale."

[] Book of Secret Arts

{Also Dark Magician}
Magic Card Equip
"A Spellcaster-type monster equipped with this card increases its ATK and DEF by 300 points"

[] Celtic Guardian <RARE>

{Also Judge Man and Millennium Puzzle Green}
Normal Monster Card
Level 4 ATK 1400 DEF 1200
Warrior Earth

[] Charubin the Fire Knight <RARE>

Fusion Monster Card
Level 3 ATK 1100 DEF 800

Pyro Fire
"Monster Egg + Hinotama Soul"

[] Dark Gray
 {Also Dark Magician}
 Normal Monster Card
 Level 3 ATK 800 DEF 900
 Beast Earth

[] Dark Hole <RARE>
 {Limited to only 1 card in a deck}
 {Also Dark Magician}
 Magic Card
 "Destroys all monsters on the field."

[] Dark King of the Abyss
 Normal Monster Card
 Level 3 ATK 1200 DEF 800
 Fiend Dark

[] Dark Magician <RARE>
 {Also Dark Magician and Millennium Puzzle Green}
 Normal Monster Card
 Level 7 ATK 2500 DEF 2100
 Spellcaster Dark

[] Darkfire Dragon
 Fusion Monster Card
 Level 4 ATK 1500 DEF 1250
 Dragon Dark
 "Firegrass + Petit Dragon"

[] Dissolverock <RARE>
 Normal Monster Card Fusion-Material Monster
 Level 3 ATK 900 DEF 1000
 Rock Earth

[] Dragon Capture Jar
 Trap Card Continuous
 "All Dragon-type monsters on the field are switched to Defense
 Position and remain in this position as long as this card is active."

[] Fiend Reflection #2
 Normal Monster Card
 Level 4 ATK 1100 DEF 1400
 Winged Beast Light

[] Firegrass
 {Also Dark Magician}
 Normal Monster Card Fusion-Material Monster
 Level 2 ATK 700 DEF 600
 Plant Earth

[] Fissure <RARE>
 {Also Dark Magician}
 Magic Card
 "Destroys 1 opponent's face-up monster with the lowest ATK."

[] Flame Ghost
 Fusion Monster Card

Level 3 ATK 1000 DEF 800
Zombie Dark
"Skull Servant + Dissolverock"

[] Flame Manipulator

Normal Monster Card Fusion-Material Monster
Level 3 ATK 900 DEF 1000
Spellcaster Fire

[] Flame Swordsman <RARE>

{Also Millennium Puzzle Green and Millennium Eye}
Fusion Monster Card
Level 5 ATK 1800 DEF 1600
Warrior Fire
"Flame Manipulator + Masaki the Legendary Swordsman"

[] Forest <RARE>

Magic Card Field
"Increases the ATK and DEF of all Insect, Beast, Plant, and Beast
Warrior-type monsters by 200 points."

[] Fusionist

Fusion Monster Card Fusion-Material Monster
Level 3 ATK 900 DEF 700
Beast Earth
"Petit Angel + Mystical Sheep #2"

[] Gaia The Fierce Knight <RARE>

{Also Dark Magician}
Normal Monster Card Fusion-Material Monster
Level 7 ATK 2300 DEF 2100
Warrior Earth

[] Green Phantom King

Normal Monster Card
Level 3 ATK 500 DEF 1600
Plant Earth

[] Hinotama

Magic Card
"Inflicts 500 points of Direct Damage to your opponent's Life Points."

[] Hinotama Soul

Normal Monster Card Fusion-Material Monster
Level 2 ATK 600 DEF 500
Pyro Fire

[] Hitotsu-Me Giant

{Also Dark Magician}
Normal Monster Card
Level 4 ATK 1200 DEF 1000
Beast-Warrior Earth

[] Kagemusha of the Blue Flame <RARE>

{Also Dark Magician}
Normal Monster Card
Level 2 ATK 800 DEF 400
Warrior Earth

[] King Fog

Normal Monster Card
Level 3 ATK 1000 DEF 900
Fiend Dark

[] Kurama

{Also Dark Magician}
Normal Monster Card
Level 3 ATK 800 DEF 800
Winged Beast Wind

[] Legendary Sword <RARE>

{Also Dark Magician}
Magic Card Equip
"A Warrior-type monster equipped with this card increases its ATK
and DEF by 300 points."

[] Mammoth Graveyard

{Also Dark Magician}
Normal Monster Card
Level 4 ATK 1200 DEF 800
Dinosaur Earth

[] Masaki the Legendary Swordsman

Normal Monster Card Fusion-Material Monster
Level 4 ATK 1100 DEF 1100
Warrior Earth

[] Monster Egg

Normal Monster Card Fusion-Material Monster
Level 6 ATK 600 DEF 900
Warrior Earth

[] Mystical Sheep #2

Normal Monster Card Fusion-Material Monster
Level 3 ATK 800 DEF 1000
Beast Earth

[] Nemuriko

{Also Dark Magician}
Normal Monster Card
Level 3 ATK 800 DEF 700
Spellcaster Dark

[] Petit Angel

{Also Dark Magician}
Normal Monster Card Fusion-Material Monster
Level 3 ATK 600 DEF 900
Fairy Light

[] Petit Dragon

{Also Dark Magician}
Normal Monster Card Fusion-Material Monster
Level 2 ATK 600 DEF 700
Dragon Wind

[] Polymerization <RARE>

{Also Great Moth}
Magic Card
"Fuses 2 or more Fusion-Material Monsters to form a new Fusion
Monster."

- [] Power of Kaishin <RARE>
 - {Also Dark Magician}
 - Magic Card Equip
 - "An Aqua-type monster equipped with this card increases its ATK and DEF by 300 points."

- [] Raigeki <RARE>
 - {Limited to only 1 card in a deck}
 - Magic Card
 - "Destroys all of your opponent's monsters on the field."

- [] Ray & Temperature
 - Normal Monster Card
 - Level 3 ATK 1000 DEF 1000
 - Fairy Light

- [] Red Medicine
 - {Also Dark Magician}
 - Magic Card
 - "Increases your Life Points by 500 points."

- [] Remove Trap
 - Magic Card
 - "Destroys 1 face-up Trap Card on the field."

- [] Root Water
 - Normal Monster Card
 - Level 3 ATK 900 DEF 800
 - Fish Water

- [] Silver Fang
 - {Also Dark Magician}
 - Normal Monster Card Fusion-Material Monster
 - Level 3 ATK 1200 DEF 800
 - Beast Earth

- [] Skull Servant
 - Normal Monster Card Fusion-Material Monster
 - Level 1 ATK 300 DEF 200
 - Zombie Dark

- [] Sogen <RARE>
 - Magic Card Field
 - "Increases the ATK and DEF of all Beast-Warrior and Warrior-type monsters by 200 points."

- [] Sparks
 - {Also Dark Magician}
 - Magic Card
 - "Inflicts 200 points of Direct Damage to you opponent's Life Points."

- [] The 13th Grave
 - Normal Monster Card
 - Level 3 ATK 1200 DEF 800
 - Zombie Dark

- [] The Furious Sea King
 - {Also Dark Magician}
 - Normal Monster Card

Level 3 ATK 800 DEF 700
Aqua Water

[] Trap Hole <RARE>
{Also Dark Magician}
Trap Card
"If the ATK of a monster summoned by your opponent (excluding Special Summon) is 1000 points or more, the monster is destroyed."

[] Trial of Nightmare
Normal Monster Card
Level 4 ATK 1300 DEF 900
Fiend Dark

[] Turtle Tiger
Normal Monster Card
Level 4 ATK 1000 DEF 1500
Aqua Water

[] Two-Mouth Darkruler
Normal Monster Card
Level 3 ATK 900 DEF 700
Dinosaur Earth

[] Two-Pronged Attack
Trap Card
"Select and destroy 2 of your monsters and 1 of your opponent's monsters."

[] Umi <RARE>
Magic Card Field
"Increases the ATK and DEF of all Fish, Sea Serpent, Thunder, and Aqua-type monsters by 200 points. Also decreases the ATK and DEF of all Machine and Pyro-type monsters by 200 points."

[] Violet Crystal <RARE>
{Also Dark Magician}
Magic Card Equip
"A Zombie-type monster equipped with this card increases its ATK and DEF by 300 points."

[] Wasteland <RARE>
Magic Card Field
"Increases the ATK and DEF of all Dinosaur, Zombie, and Rock-type monster by 200 points."

[[07]] Exodia

[] Armaill
{Also Mystical Elf}
Normal Monster Card Fusion-Material Monster
Level 3 ATK 700 DEF 1300
Warrior Earth

[] Armed Ninja

{Also Red Eyes B. Dragon}

Effect Monster Card

Level 1 ATK 300 DEF 300

Warrior Earth

"FLIP: Destroys 1 Magic Card on the field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated."

[] Armored Starfish <RARE>

{Also Red Eyes B. Dragon}

Normal Monster Card

Level 4 ATK 850 DEF 1400

Aqua Water

[] Beaver Warrior

{Also Red Eyes B. Dragon}

Normal Monster Card

Level 4 ATK 1200 DEF 1500

Beast-Warrior Earth

[] Curse of Dragon <RARE>

{Also Mystical Elf}

Normal Monster Card Fusion-Material Monster

Level 5 ATK 2000 DEF 1500

Dragon Dark

[] Darkworld Thorns

{Also Red Eyes B. Dragon}

Normal Monster Card Fusion-Material Monster

Level 3 ATK 1200 DEF 900

Plant Earth

[] De-Spell

{Also Mystical Elf}

Magic Card

"Destroys 1 Magic Card on the field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated."

[] Dragon Treasure

{Also Red Eyes B. Dragon}

Magic Card Equip

"A Dragon-type monster equipped with this card increases its ATK and DEF by 300 points."

[] Dragoness the Wicked Knight

{Also Mystical Elf}

Fusion Monster Card

Level 3 ATK 1200 DEF 900

Warrior Wind

"Armaill + One-Eyed Shield Dragon"

[] Drooling Lizard

{Also Red Eyes B. Dragon}

Normal Monster Card

Level 3 ATK 900 DEF 800

Reptile Earth

- [] Enchanting Mermaid
{Also Mystical Elf}
Normal Monster Card Fusion-Material Monster
Level 3 ATK 1200 DEF 900
Fish Water
- [] Final Flame <RARE>
{Also Mystical Elf}
Magic Card
"Inflicts 600 points of Direct Damage to your opponent's Life Points."
- [] Fireyarou
{Also Red Eyes B. Dragon}
Normal Monster Card Fusion-Material Monster
Level 4 ATK 1300 DEF 1000
Pyro Fire
- [] Flower Wolf
{Also Red Eyes B. Dragon}
Fusion Monster Card
Level 5 ATK 1800 DEF 1400
Beast Earth
"Silver Fang + Darkworld Thorns"
- [] Follow Wind
{Also Red Eyes B. Dragon}
Magic Card Equip
"A Winged Beast-type monster equipped with this card increases its
ATK and DEF by 300 points."
- [] Frenzied Panda
{Also Red Eyes B. Dragon}
Normal Monster Card Fusion-Material Monster
Level 4 ATK 1200 DEF 1000
Beast Earth
- [] Gaia the Dragon Champion <RARE>
{Also Red Eyes B. Dragon and Millennium Eye}
Fusion Monster Card
Level 7 ATK 2600 DEF 2100
Dragon Wind
"Gaia the Fierce Knight + Curse of Dragon"
- [] Giant Soldier of Stone
{Also Red Eyes B. Dragon and Millennium Puzzle Blue}
Normal Monster Card Fusion-Material Monster
Level 4 ATK 1300 DEF 2000
Rock Earth
- [] Goblin's Secret Remedy
{Also Mystical Elf}
Magic Card
"Increases a selected player's Life Points by 600 points."
- [] Gravedigger Ghoul
{Also Red Eyes B. Dragon}
Magic Card
"Select 2 Monster Cards from your opponent's Graveyard. These
Monster Cards are removed from play for the remainder of the Duel."

- [] Hane-Hane <RARE>
 - {Also Red Eyes B. Dragon and Millennium Eye}
 - Effect Monster Card
 - Level 2 ATK 450 DEF 500
 - Beast Earth
 - "FLIP: Select 1 Monster Card on the field (regardless of position) and return it to its owner's hand."

- [] Hard Armor
 - {Also Mystical Elf}
 - Normal Monster Card
 - Level 3 ATK 300 DEF 1200
 - Warrior Earth

- [] Laser Cannon Armor <RARE>
 - {Also Mystical Elf}
 - Magic Card Equip
 - "An Insect-type monster equipped with this card increases its ATK and DEF by 300 points."

- [] Left Arm of the Forbidden One <RARE>
 - {Limited to only 1 card in a deck}
 - {Also Millennium Puzzle Blue}
 - Normal Monster Card
 - Level 1 ATK 200 DEF 300
 - Spellcaster Dark

- [] Lesser Dragon
 - {Also Red Eyes B. Dragon and Judge Man}
 - Normal Monster Card Fusion-Material Monster
 - Level 4 ATK 1200 DEF 1000
 - Dragon Wind

- [] Machine Conversion Factory <RARE>
 - {Also Mystical Elf}
 - Magic Card Equip
 - "A Machine-type monster equipped with this card increases its ATK and DEF by 300 points."

- [] Man Eater <RARE>
 - {Also Mystical Elf}
 - Normal Monster Card
 - Level 2 ATK 800 DEF 600
 - Plant Earth

- [] Meda Bat
 - {Also Mystical Elf}
 - Normal Monster Card
 - Level 2 ATK 800 DEF 400
 - Fiend Dark

- [] Metal Dragon
 - {Also Red Eyes B. Dragon}
 - Fusion Monster Card
 - Level 6 ATK 1850 DEF 1700
 - Machine Wind
 - "Steel Ogre Grotto #1 + Lesser Dragon"

- [] Misairuzame
 - {Also Red Eyes B. Dragon}

Normal Monster Card
Level 5 ATK 1400 DEF 1600
Fish Water

[] M-Warrior #1

{Also Mystical Elf}
Normal Monster Card Fusion-Material Monster
Level 3 ATK 1000 DEF 500
Warrior Earth

[] M-Warrior #2

{Also Mystical Elf}
Normal Monster Card Fusion-Material Monster
Level 3 ATK 500 DEF 1000
Warrior Earth

[] Mystical Elf <RARE>

{Also Mystical Elf}
Normal Monster Card Fusion-Material Monster
Level 4 ATK 800 DEF 2000
Spellcaster Light

[] Mystical Moon

{Also Red Eyes B. Dragon}
Magic Card Equip
"A Beast-Warrior-type monster equipped with this card increases
its ATK and DEF by 300 points."

[] One-Eyed Shield Dragon

{Also Mystical Elf}
Normal Monster Card Fusion-Material Monster
Level 3 ATK 700 DEF 1300
Dragon Wind

[] Pot of Greed

{Limited to only 1 card in a deck}
{Also Red-Eyes B. Dragon and Millennium Puzzle Blue}
Magic Card
"Draw 2 cards from your Deck."

[] Raise Body Heat <RARE>

{Also Mystical Elf}
Magic Card Equip
"A Dinosaur-type monster equipped with this card increases its ATK
and DEF by 300 points."

[] Reaper of the Cards

{Also Red-Eyes B. Dragon and Millennium Puzzle Blue}
Effect Monster Card
Level 5 ATK 1380 DEF 1930
Fiend Dark
"FLIP: Destroys 1 Trap Card on the field. If this card's target is
face-down, flip it face-up. If the card is a Trap Card, it is
destroyed. If not, it is returned to its face-down position. The
flipped card is not activated."

[] Sand Stone

{Also Red Eyes B. Dragon}
Normal Monster Card
Level 5 ATK 1300 DEF 1600

Rock Earth

- [] Silver Bow and Arrow
 - {Also Red-Eyes B. Dragon}
 - Magic Card Equip
 - "A Fairy-type monster equipped with this card increases its ATK and DEF by 300 points."

- [] Skull Red Bird
 - {Also Red-Eyes B. Dragon}
 - Normal Monster Card Fusion-Material Monster
 - Level 4 ATK 1550 DEF 1200
 - Winged Beast Wind

- [] Spike Seadra
 - {Also Red-Eyes B. Dragon}
 - Normal Monster Card
 - Level 5 ATK 1600 DEF 1300
 - Sea Serpent Water

- [] Spirit of the Harp
 - {Also Mystical Elf}
 - Normal Monster Card
 - Level 4 ATK 800 DEF 2000
 - Fairy Light

- [] Steel Ogre Grotto #1
 - {Also Red-Eyes B. Dragon}
 - Normal Monster Card Fusion-Material Monster
 - Level 5 ATK 1400 DEF 1800
 - Machine Earth

- [] Stop Defense <RARE>
 - {Also Red-Eyes B. Dragon and Millennium Eye}
 - Magic Card
 - "Select 1 of your opponent's monsters and switch it to Attack Position. If the card is face-down, flip it face-up. If the card has a flip effect, it is activated immediately."

- [] Terra the Terrible
 - {Also Mystical Elf}
 - Normal Monster Card
 - Level 4 ATK 1200 DEF 1300
 - Fiend Dark

- [] Tripwire Beast
 - {Also Red-Eyes B. Dragon}
 - Normal Monster Card
 - Level 4 ATK 1200 DEF 1300
 - Thunder Earth

- [] Tyhone
 - {Also Mystical Elf}
 - Normal Monster Card Fusion-Material Monster
 - Level 4 ATK 1200 DEF 1400
 - Winged Beast Wind

- [] Uraby
 - {Also Mystical Elf}
 - Normal Monster Card

Level 4 ATK 1500 DEF 800
Dinosaur Earth

[] Vile Germs <RARE>

{Also Mystical Elf}

Magic Card Equip

"A Plant-type monster equipped with this card increases its ATK and DEF by 300 points."

[] Witty Phantom

{Also Red-Eyes B. Dragon}

Normal Monster Card

Level 4 ATK 1400 DEF 1300

Fiend Dark

[[08]] Tiger Axe

[] Bean Soldier

Normal Monster Card

Level 4 ATK 1400 DEF 1300

Plant Earth

[] Burning Spear <RARE>

Magic Card Equip

"A FIRE monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points."

[] Dark Artist

{Also Gemini Elf}

Effect Monster Card

Level 3 ATK 600 DEF 1400

Fiend Dark

"The DEF of this monster is decreased by half when attacked by LIGHT monsters."

[] Dark-Piercing Light

Magic Card

"Flip all of your opponent's face-down Monster Cards on the field face-up. The effect of the monster will activate at this time."

[] Dryad

Normal Monster Card

Level 4 ATK 1200 DEF 1400

Spellcaster Earth

[] Elf's Light <RARE>

Magic Card Equip

"Increases the ATK of all LIGHT monsters by 400 points and decreases their DEF by 200 points."

[] Fairywitch

Normal Monster Card

Level 3 ATK 800 DEF 1000

Spellcaster Dark

- [] Giant Flea
Normal Monster Card
Level 4 ATK 1500 DEF 1200
Insect Earth
- [] Gust Fan <RARE>
Magic Card Equip
"A WIND monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points."
- [] Hercules Beetle
{Also Gemini Elf}
Normal Monster Card Fusion-Material Monster
Level 5 ATK 1500 DEF 2000
Insect Earth
- [] Hourglass of Courage <RARE>
{Also Gemini Elf}
Effect Monster Card
Level 4 ATK 1100 DEF 1200
Fairy Light
"For 3 turns (including your opponent's) following the Summon of this card (including Flip Summon), the ATK and DEF of this monster is halved. After that, both the ATK and DEF are doubled for the remainder of the Duel."
- [] Key Mace #2
Normal Monster Card
Level 4 ATK 1050 DEF 1200
Fiend Dark
- [] Kuwagata a
Normal Monster Card Fusion-Material Monster
Level 4 ATK 1250 DEF 1000
Insect Earth
- [] Kwagar Hercules
Fusion Monster Card
Level 6 ATK 1900 DEF 1700
Insect Earth
"Kuwagata a + Hercules Beetle"
- [] Little D
Normal Monster Card
Level 3 ATK 1100 DEF 700
Dinosaur Earth
- [] Minomushi Warrior
Normal Monster Card
Level 4 ATK 1300 DEF 1200
Rock Earth
- [] Oscillo Hero
Normal Monster Card
Level 3 ATK 1250 DEF 700
Warrior Earth
- [] Patrol Robo <RARE>
{Also Gemini Elf}
Effect Monster Card

Level 3 ATK 1100 DEF 900

Machine Earth

"During your Standby Phase, you can look at 1 face-down card that's been Set by your opponent as long as this card remains face-up on the field."

[] Rhaimundos of the Red Sword

{Also Gemini Elf}

Normal Monster Card Fusion-Material Monster

Level 4 ATK 1200 DEF 1300

Warrior Earth

[] Skullbird

Fusion Monster Card

Level 6 ATK 1900 DEF 1700

Winged Beast Wind

"Takuhee + Temple of Skulls"

[] Sonic Maid

{Also Gemini Elf}

Normal Monster Card Fusion-Material Monster

Level 3 ATK 1200 DEF 900

Warrior Earth

[] Soul of the Pure <RARE>

Magic Card

"Increases a selected player's Life Points by 800 points."

[] Spirit of the Books

{Also Gemini Elf}

Normal Monster Card

Level 4 ATK 1400 DEF 1200

Winged Beast Wind

[] Steel Shell <RARE>

Magic Card Equip

"A WATER monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points."

[] Sword of Dark Destruction <RARE>

{Also Battle Ox}

Magic Card Equip

"A DARK monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points."

[] Takuhee

{Also Gemini Elf}

Normal Monster Card Fusion-Material Monster

Level 4 ATK 1450 DEF 1000

Winged Beast Wind

[] Temple of Skulls

{Also Gemini Elf}

Normal Monster Card Fusion-Material Monster

Level 4 ATK 900 DEF 1300

Zombie Dark

[] Vermillion Sparrow

{Also Gemini Elf}

Fusion Monster Card

Level 5 ATK 1900 DEF 1500
Pyro Fire
"Rhaimundos of the Red Sword + Fireyarou"

[] Warrior of Tradition
 {Also Gemini Elf}
 Fusion Monster Card
 Level 6 ATK 1900 DEF 1700
 Warrior Earth
 "Sonic Maid + Beautiful Headhuntress"

[] Wodan the Resident of the Forest
 {Also Gemini Elf}
 Effect Monster Card
 Level 3 ATK 900 DEF 1200
 Warrior Earth
 "Increase this card's ATK by 100 points for every Plant-type monster
 that is face-up on the field."

[] Wow Warrior
 Normal Monster Card
 Level 4 ATK 1250 DEF 900
 Fish Water

[[09]] Gate Guardian

[] Acid Crawler
 Normal Monster Card
 Level 3 ATK 900 DEF 700
 Insect Earth

[] Anti Raigeki <RARE>
 Trap Card
 "When your opponent activates "Raigeki", all of your opponent's
 monsters are destroyed in place of your own."

[] Armored Rat
 Normal Monster Card
 Level 3 ATK 950 DEF 1100
 Beast Earth

[] Armored Zombie
 Normal Monster Card
 Level 3 ATK 1500 DEF 0
 Zombie Dark

[] B. Skull Dragon <RARE>
 {Also Millennium Eye}
 Fusion Monster Card
 Level 9 ATK 3200 DEF 2500
 Dragon Dark
 "Summoned Skull + Red-Eyes B. Dragon"

[] Big Eye
 Effect Monster Card

Level 4 ATK 1200 DEF 1000

Fiend Dark

"FLIP: Draw 5 cards from the top of your Deck, arrange them in any order desired, and replace them on top of the Deck."

[] Bio Plant

Normal Monster Card

Level 3 ATK 500 DEF 1300

Fiend Dark

[] Blast Juggler

Effect Monster Card Fusion-Material Monster

Level 3 ATK 800 DEF 900

Machine Fire

"You can destroy 2 monsters with an ATK of 1000 or less by offering this card as a Tribute if it is face-up on the field during your Standby Phase."

[] Call of the Dark <RARE>

Trap Card Continuous

"All monsters restored with "Monster Reborn" are sent to the Graveyard. "Monster Reborn" also cannot be played as long as this card remains on the field."

[] Change of Heart <RARE>

{Limited to only 1 card in a deck}

Magic Card

"Select and control 1 opposing monster (regardless of position) on the field until the end of your turn."

[] Crow Goblin <RARE>

Normal Monster Card

Level 5 ATK 1850 DEF 1600

Winged-Beast Wind

[] Dark Rabbit

Normal Monster Card

Level 4 ATK 1100 DEF 1500

Beast Dark

[] Dark Shade

Normal Monster Card

Level 3 ATK 1000 DEF 1000

Fiend Wind

[] Disk Magician

Normal Monster Card

Level 4 ATK 1350 DEF 1000

Machine Dark

[] Dungeon Worm <RARE>

Normal Monster Card

Level 5 ATK 1800 DEF 1500

Insect Earth

[] Empress Judge

Fusion Monster Card

Level 6 ATK 2100 DEF 1700

Warrior Earth

"Queen's Double + Hibikime"

[] Fake Trap <RARE>

Trap Card

"When you opponent uses a Magic, Trap, or Effect Monster Card to destroy your Trap Card(s), this card can be destroyed as a substitute for your Trap Card(s)."

[] Feral Imp

Normal Monster Card Fusion-Material Monster

Level 4 ATK 1300 DEF 1400

Fiend Dark

[] Hibikime <RARE>

{Also Garoozis}

Normal Monster Card Fusion-Material Monster

Level 4 ATK 1450 DEF 1000

Warrior Earth

[] Hyo

Normal Monster Card

Level 3 ATK 800 DEF 1200

Warrior Water

[] Hyosube

Normal Monster Card Fusion-Material Monster

Level 4 ATK 1500 DEF 900

Aqua Water

[] Jinzo #7

Effect Monster Card

Level 2 ATK 500 DEF 400

Machine Dark

"This monster attacks your opponent's Life Points directly"

[] Kazejin <RARE>

Effect Monster Card

Level 7 ATK 2400 DEF 2200

Spellcaster Wind

"Reduce the ATK of an opponent's monster attacking this card to 0. This effect can only be used once. The card's owner chooses when to activate this effect."

[] Killer Needle

Normal Monster Card

Level 4 ATK 1200 DEF 1000

Insect Wind

[] Larvae Moth

Effect Monster Card

Level 2 ATK 500 DEF 400

Insect Earth

"This monster is summoned by offering "Petit Moth" as a Tribute on the 2nd of your turns after it has been equipped with "Cocoon of Evolution"."

[] Leghul

Effect Monster Card

Level 1 ATK 300 DEF 350

Insect Earth

"This monster attacks your opponent's Life Points directly."

[] Leogun

Normal Monster Card
Level 5 ATK 1750 DEF 1550
Beast Earth

[] Magical Ghost

Normal Monster Card
Level 4 ATK 1300 DEF 1400
Zombie Dark

[] Masked Sorcerer

Effect Monster Card
Level 4 ATK 900 DEF 1400
Spellcaster Dark
"Draw 1 card from your Deck when you inflict Direct Damage to your
opponent's Life Points with this card."

[] Master & Expert

Normal Monster Card
Level 4 ATK 1200 DEF 1000
Beast Earth

[] Mystic Lamp

{Also Battle Ox}
Effect Monster Card Fusion-Material Monster
Level 1 ATK 400 DEF 300
Spellcaster Dark
"This monster attacks your opponent's Life Points directly."

[] Ooguchi

Effect Monster Card
Level 1 ATK 300 DEF 250
Aqua Water
"This monster attacks your opponent's Life Points directly."

[] Pale Beast

Normal Monster Card
Level 4 ATK 1500 DEF 1200
Beast Earth

[] Queen's Double

Effect Monster Card Fusion-Material Monster
Level 1 ATK 350 DEF 300
Warrior Earth
"This monster attacks your opponent's Life Points directly."

[] Rainbow Flower

Effect Monster Card
Level 2 ATK 400 DEF 500
Plant Earth
"This monster attacks your opponent's Life Points directly."

[] Roaring Ocean Snake

Fusion Monster Card
Level 6 ATK 2100 DEF 1800
Aqua Water
"Mystic Lamp + Hyosube"

[] Rose Spectre of Dunn

Fusion Monster Card
Level 6 ATK 2000 DEF 1800
Plant Dark
"Feral Imp + Snakeyashi"

[] Rude Kaiser <RARE>

Normal Monster Card
Level 5 ATK 1800 DEF 1600
Beast-Warrior Earth

[] Sanga of the Thunder <RARE>

Effect Monster Card
Level 7 ATK 2600 DEF 2200
Thunder Light
"Reduce the ATK of an opponent's monster attacking this card to 0.
This effect can only be used once. The card's owner chooses when to
activate this effect."

[] Snakeyashi

Normal Monster Card Fusion-Material Monster
Level 4 ATK 1000 DEF 1200
Plant Earth

[] Soul Release

Magic Card
"Select 5 cards from either you or your opponent's Graveyard and
remove them from the current duel."

[] Suijin <RARE>

Effect Monster Card
Level 7 ATK 2500 DEF 2400
Aqua Water
"Reduce the ATK of an opponent's monster attacking this card to 0.
This effect can be used only once. The card's owner chooses when to
activate this effect."

[] The Cheerful Coffin <RARE>

Magic Card
"You can discard up to 3 Monster Cards from your hand."

[] The Thing That Hides in the Mud

Normal Monster Card
Level 4 ATK 1200 DEF 1300
Rock Earth

[] Toad Master

Normal Monster Card
Level 3 ATK 1000 DEF 1000
Aqua Water

[] Tribute to The Doomed <RARE>

Magic Card
"You can destroy 1 opponent's monster (regardless of its position) by
discarding 1 card from your hand to the Graveyard."

[] Unknown Warrior of Fiend

Normal Monster Card
Level 3 ATK 1000 DEF 500
Warrior Dark

[] White Magical Hat
Effect Monster Card
Level 3 ATK 1000 DEF 700
Spellcaster Light
"When this card inflicts damage to you opponent's Life Points, 1
card must be discarded randomly from your opponent's hand to the
Graveyard."

[] Wing Egg Elf
Normal Monster Card
Level 3 ATK 500 DEF 1300
Fairy Light

[] Yaiba Robo
Normal Monster Card
Level 4 ATK 1000 DEF 1300
Machine Dark

[[10]] Great Moth

[] Air Eater <RARE>
Normal Monster Card
Level 6 ATK 2100 DEF 1600
Fiend Wind

[] Baby Dragon<RARE>
Normal Monster Card Fusion-Material Monster
Level 3 ATK 1200 DEF 700
Dragon Wind

[] Battle Steer
Normal Monster Card
Level 5 ATK 1800 DEF 1300
Beast-Warrior Earth

[] Blackland Fire Dragon
Normal Monster Card Fusion-Material Monster
Level 4 ATK 1500 DEF 800
Dragon Dark

[] Bladefly <RARE>
Effect Monster Card
Level 2 ATK 600 DEF 700
Insect Wind
"As long as this card remains face-up on the field, increase the ATK
of all WIND monsters by 500 points and decrease the ATK of all EARTH
monsters by 400 points."

[] Blue-Winged Crown
Normal Monster Card Fusion-Material Monster
Level 4 ATK 1600 DEF 1200
Winged Beast Wind

[] Bolt Escargot
Normal Monster Card

Level 5 ATK 1400 DEF 1500
Thunder Water

[] Burglar

Normal Monster Card
Level 3 ATK 850 DEF 1500
Beast Earth

[] Cannon Soldier

{Also Millennium Puzzle Blue}

Effect Monster Card Fusion-Material Monster
Level 4 ATK 1400 DEF 1300
Machine Dark

"Offer 1 or more monsters on your side of the field as a Tribute to inflict 500 points of Direct Damage per monster to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributes due to other cards' effects are excluded."

[] Cyber Commander

Normal Monster Card
Level 2 ATK 750 DEF 700
Machine Dark

[] Dice Armadillo

Normal Monster Card
Level 5 ATK 1650 DEF 1800
Machine Earth

[] Dragon Piper

Effect Monster Card
Level 3 ATK 200 DEF 1800
Pyro Fire

"FLIP: Destorys "Dragon Capture Jar", and turns all face-up Dragon-type monsters to Attack Position."

[] Flame Cerebrus

Normal Monster Card
Level 6 ATK 2100 DEF 1800
Pyro Fire

[] Giant Scorpion of the Tundra

Normal Monster Card
Level 3 ATK 1100 DEF 1000
Insect Earth

[] Giga-tech Wolf

Normal Monster Card Fusion-Material Monster
Level 4 ATK 1200 DEF 1400
Machine Fire

[] Giltia the D. Knight <RARE>

Fusion Monster Card
Level 5 ATK 1850 DEF 1500
Warrior Light

"Guardian of the Labyrinth + Protector of the Throne"

[] Gokibore

Normal Monster Card
Level 4 ATK 1200 DEF 1400
Insect Earth

[] Great Moth <RARE>

Effect Monster Card

Level 8 ATK 2600 DEF 2500

Insect Earth

"This monster is summoned by offering "Petit Moth" as a Tribute on the 4th of your turns after it has been equipped with "Cocoon of Evolution"."

[] Griffore

Normal Monster Card

Level 4 ATK 1200 DEF 1500

Beast Earth

[] Guardian of the Labyrinth

Normal Monster Card

Fusion-Material Monster

Level 4 ATK 1000 DEF 1200

Warrior Earth

[] Horn Imp

Normal Monster Card

Level 4 ATK 1300 DEF 1000

Fiend Dark

[] Horn of Heaven <RARE>

Trap Card Counter

"Offer 1 of your own monsters on the field as a Tribute to negate the summon of a monster and send it to the Graveyard."

[] Hoshiningen <RARE>

{Also Blue Eyes T. Dragon}

Effect Monster Card

Level 2 ATK 500 DEF 700

Fairy Light

"As long as this card remains face-up on the field, increase the ATK of all LIGHT monsters by 500 points and decrease the ATK of all DARK monsters by 400 points."

[] Ice Water

Normal Monster Card

Level 3 ATK 1150 DEF 900

Aqua Water

[] Kanikabuto

Normal Monster Card

Level 3 ATK 650 DEF 900

Aqua Water

[] Lady of Faith

Normal Monster Card

Fusion-Material Monster

Level 3 ATK 1100 DEF 800

Spellcaster Light

[] Laughing Flower

Normal Monster Card

Level 2 ATK 900 DEF 500

Plant Earth

[] Little Chimera <RARE>

Effect Monster Card

Level 2 ATK 600 DEF 550

Beast Fire

"As long as this card remains face-up on the field, increase the ATK of all FIRE monsters by 500 points and decrease the ATK of all WATER monsters by 400 points."

[] Lord of Zemias

Normal Monster Card

Level 4 ATK 1300 DEF 1000

Fiend Dark

[] Magic Jammer <RARE>

Trap Card Counter

"Discard 1 card from your hand to the Graveyard to negate the activation of a Magic Card. The Magic Card is sent to the Graveyard."

[] Milus Radiant <RARE>

Effect Monster Card

Level 1 ATK 300 DEF 250

Beast Earth

"As long as this card remains face-up on the field, increase the ATK of all EARTH monsters by 500 points and decrease the ATK of all WIND monsters by 400 points."

[] Muka Muka <RARE>

{Also Millennium Puzzle Blue and Millennium Eye}

Effect Monster Card

Level 2 ATK 600 DEF 300

Rock Earth

"Increase the ATK and DEF of this card by 300 points for every card in your hand."

[] Musician King

Fusion Monster Card

Level 5 ATK 1750 DEF 1500

Spellcaster Light

"Witch of the Black Forest + Lady of Faith"

[] Nekogal #2

Normal Monster Card

Level 6 ATK 1900 DEF 2000

Beast-Warrior Earth

[] Niwatori

Normal Monster Card

Fusion-Material Monster

Level 3 ATK 900 DEF 800

Winged Beast Earth

[] Polymerization

{Also Blue-Eyes White Dragon}

Magic Card

"Fuses 2 or more Fusion-Material Monsters to form a new Fusion Monster."

[] Prisman

Normal Monster Card

Level 3 ATK 800 DEF 1000

Rock Light

[] Protector of the Throne

Normal Monster Card Fusion-Material Monster
Level 4 ATK 800 DEF 1500
Warrior Earth

[] Punished Eagle

Fusion Monster Card
Level 6 ATK 2100 DEF 1800
Winged Beast Wind
"Blue-Winged Crown + Niwatori"

[] Sangan

{Limited to only 2 cards in a deck}
{Also Millennium Puzzle Blue}
Effect Monster Card
Level 3 ATK 1000 DEF 600
Fiend Dark
"When this card is sent from the field to the Graveyard, you can move 1 monster with an ATK of 1500 or less from your Deck to your hand. Your Deck is then shuffled."

[] Sea King Dragon

Normal Monster Card
Level 6 ATK 2000 DEF 1700
Sea Serpent Water

[] Seven Tools of the Bandit

Trap Card Counter
"At the cost of 1,000 of your own Life Points, negate the activation of a Trap Card and destroy it."

[] Shovel Crusher

Normal Monster Card
Level 3 ATK 900 DEF 1200
Machine Earth

[] Solemn Judgment <RARE>

{Also Millennium Eye}
Trap Card Counter
"When your opponent either activates a Magic or Trap card or summons a monster (including Special Summon), you can negate the action and destroy the cards involved at the cost of half of your Life Points."

[] Star Boy <RARE>

Effect Monster Card
Level 2 ATK 550 DEF 500
Aqua Water
"As long as this card remains face-up on the field, increase the ATK of all WATER monsters by 500 points and decrease the ATK of all FIRE monsters by 400 points."

[] Tenderness

Normal Monster Card
Level 3 ATK 700 DEF 1400
Fairy Light

[] Torike <RARE>

Normal Monster Card
Level 3 ATK 1200 DEF 600
Beast Earth

[] Violent Rain

Normal Monster Card
Level 4 ATK 1550 DEF 800
Aqua Water

[] Witch of the Black Forest

{Limited to only 2 cards in a deck}
{Also Millennium Puzzle Blue}
Effect Monster Card Fusion-Material Monster
Level 4 ATK 1100 DEF 1200
Spellcaster Dark
"When this card is sent from the field to the Graveyard, you can move 1 monster with DEF of 1500 or less from your Deck to your hand. Your Deck is then shuffled."

[] Witch's Apprentice <RARE>

Effect Monster Card
Level 2 ATK 550 DEF 500
Spellcaster Dark
"As long as this card remains face-up on the field, increase the ATK of all DARK monsters by 500 points and decrease the ATK of all LIGHT monsters by 400 points."

[[11]] Gemini Elf

[] Amazon of the Seas

Normal Monster Card Fusion-Material Monster
Level 4 ATK 1300 DEF 1400
Fish Water

[] Aqua Dragon

Fusion Monster Card
Level 6 ATK 2250 DEF 1900
Sea Serpent Water
"Fairy Dragon + Amazon of the Seas + Zone Eater"

[] Axe Raider

Normal Monster Card
Level 4 ATK 1700 DEF 1150
Warrior Earth

[] Barrel Rock

Normal Monster Card
Level 4 ATK 1000 DEF 1300
Rock Earth

[] Beautiful Headhuntress

Normal Monster Card Fusion-Material Monster
Level 4 ATK 1600 DEF 800
Warrior Earth

[] Big Insect

Normal Monster Card
Level 4 ATK 1200 DEF 1500
Insect Earth

- [] Call of the Grave
 Trap Card
 "Deactivate the effect of "Monster Reborn" when your opponent plays it."
- [] Castle Walls <RARE>
 Trap Card
 "Increased a selected monster's DEF by 500 points during the turn this card is activated."
- [] Cockroach Knight
 Effect Monster Card
 Level 3 ATK 800 DEF 900
 Insect Earth
 "When this card is sent to the Graveyard, it is returned to the top of the Deck instead"
- [] Dark Artist
 {Also Tiger Axe}
 Effect Monster Card
 Level 3 ATK 600 DEF 1400
 Fiend Dark
 "The DEF of this monster is decreased by half when attacked by LIGHT monsters."
- [] Fairy Dragon
 Normal Monster Card Fusion-Material Monster
 Level 4 ATK 1100 DEF 1200
 Dragon Wind
- [] Faith Bird
 Normal Monster Card Fusion-Material Monster
 Level 4 ATK 1500 DEF 1100
 Winged Beast Wind
- [] Fiend Kraken
 Normal Monster Card
 Level 4 ATK 1200 DEF 1400
 Aqua Water
- [] Gemini Elf
 Normal Monster Card
 Level 4 ATK 1900 DEF 900
 Spellcaster Earth
- [] Giant Red Seasnake
 Normal Monster Card
 Level 4 ATK 1800 DEF 800
 Aqua Water
- [] Graceful Charity
 {Limited to only 2 cards in a deck}
 {Also Millennium Puzzle Blue}
 Magic Card
 "Draw 3 cards from your Deck, then discard any 2 cards from your hand."
- [] Gruesome Goo
 Normal Monster Card Fusion-Material Monster
 Level 3 ATK 1300 DEF 700

Aqua Water

[] Hercules Beetle

{Also Tiger Axe}

Normal Monster Card Fusion-Material Monster

Level 5 ATK 1500 DEF 2000

Insect Earth

[] Hourglass of Courage <RARE>

{Also Tiger Axe}

Effect Monster Card

Level 4 ATK 1100 DEF 1200

Fairy Light

"For 3 turns (including your opponent's) following the Summon of this card (including Flip Summon), the ATK and DEF of this monster is halved. After that, both the ATK and DEF are doubled for the remainder of the Duel."

[] Maiden of the Moonlight

Normal Monster Card

Level 4 ATK 1500 DEF 1300

Spellcaster Light

[] Man-eating Black Shark

Fusion Monster Card

Level 5 ATK 2100 DEF 1300

Fish Water

"Sea Kamen + Gruesome Goo + Amazon of the Seas"

[] Mechanical Spider

Effect Monster Card

Level 2 ATK 400 DEF 500

Machine Earth

"Any DARK monster attacked by this monster is automatically destroyed. Damage calculations apply."

[] Mechanicalchaser

Normal Monster Card

Level 4 ATK 1850 DEF 800

Machine Dark

[] Orion the Battle King

Normal Monster Card

Level 5 ATK 1800 DEF 1500

Fairy Light

[] Patrol Robo

{Also Tiger Axe}

Effect Monster Card

Level 3 ATK 1100 DEF 900

Machine Earth

"During your Standby Phase, you can look at 1 face-down card that's been Set by your opponent as long as this card remains face-up on the field."

[] Queen of Autumn Leaves

Normal Monster Card

Level 5 ATK 1800 DEF 1500

Plant Earth

- [] Reinforcements <RARE>
 Trap Card
 "Increase 1 selected monster's ATK by 500 points during the turn this card is activated."
- [] Reverse Trap <RARE>
 Trap Card
 "All increases and decreases to ATK and DEF are reversed for the turn in which this card is activated."
- [] Rhaimundos of the Red Sword
 {Also Tiger Axe}
 Normal Monster Card Fusion-Material Monster
 Level 4 ATK 1200 DEF 1300
 Warrior Earth
- [] Sea Kamen
 Normal Monster Card Fusion-Material Monster
 Level 4 ATK 1100 DEF 1300
 Aqua Water
- [] Sonic Maid
 {Also Tiger Axe}
 Normal Monster Card Fusion-Material Monster
 Level 3 ATK 1200 DEF 900
 Warrior Earth
- [] Spirit of the Books
 {Also Tiger Axe}
 Normal Monster Card
 Level 4 ATK 1400 DEF 1200
 Winged Beast Wind
- [] Swordsman from a Foreign Land
 Effect Monster Card
 Level 1 ATK 250 DEF 250
 Warrior Earth
 "A monster attacked by this card will be destroyed at the End Phase 5 turns later."
- [] Takuhee
 {Also Tiger Axe}
 Normal Monster Card Fusion-Material Monster
 Level 4 ATK 1450 DEF 1000
 Winged Beast Wind
- [] Temple of Skulls
 {Also Tiger Axe}
 Normal Monster Card Fusion-Material Monster
 Level 4 ATK 900 DEF 1300
 Zombie Dark
- [] Tiger Axe
 {Also Millennium Puzzle Green}
 Normal Monster Card
 Level 4 ATK 1300 DEF 1100
 Beast-Warrior Earth
- [] Ultimate Offering <RARE>
 Trap Card Continuous

"At the cost of 500 Life Points per monster, a player is allowed an extra Normal Summon or Set."

[] Vermillion Sparrow
{Also Tiger Axe}
Fusion Monster Card
Level 5 ATK 1900 DEF 1500
Pyro Fire
"Rhaimundos of the Red Sword + Fireyarou"

[] Warrior of Tradition
{Also Tiger Axe}
Fusion Monster Card
Level 6 ATK 1900 DEF 1700
Warrior Earth
"Sonic Maid + Beautiful Headhuntress"

[] White Hole
Trap Card
"Your monsters are not destroyed when your opponent plays
"Dark Hole"."

[] Wodan the Resident of the Forest
{Also Tiger Axe}
Effect Monster Card
Level 3 ATK 900 DEF 1200
Warrior Earth
"Increase this card's ATK by 100 points for every Plant-type monster
that is face-up on the field."

[] Zone Eater
Effect Monster Card Fusion-Material Monster
Level 1 ATK 250 DEF 200
Aqua Water
"A monster attacked by this card will be destroyed at the End Phase
5 turns later."

[[12]] Launcher Spider

>[] 7 Colored Fish
Normal Monster Card
Level 4 ATK 1800 DEF 800
Fish Water

[] Akakieisu
Normal Monster Card
Level 3 ATK 1000 DEF 800
Spellcaster Dark

[] Ancient Tool
Normal Monster Card
Level 5 ATK 1700 DEF 1400
Machine Dark

[] Arlownay

Normal Monster Card
Level 3 ATK 800 DEF 1000
Plant Earth

[] Arma Knight

Normal Monster Card
Level 4 ATK 1000 DEF 1200
Aqua Water

[] B. Dragon Jungle King

Normal Monster Card
Level 6 ATK 2100 DEF 1800
Dragon Earth

[] Barrel Dragon <RARE>

Effect Monster Card
Level 7 ATK 2600 DEF 2200
Machine Dark

"Toss a coin 3 times. If 2 of 3 results are Heads, destroy 1
opponent's monster. This card can only be used during your own turn,
once per turn."

[] Block Attack

Magic Card
"You can select 1 of your opponent's monsters and shift it to Defense
Position."

[] Clown Zombie

Normal Monster Card
Level 2 ATK 1350 DEF 0
Zombie Dark

[] Crazy Fish <RARE>

Normal Monster Card
Level 4 ATK 1600 DEF 1200
Fish Aqua

[] Cyber Saurus

Fusion Monster Card
Level 5 ATK 1800 DEF 1400
Machine Dark
"Blast Juggler + Two-Headed King Rex"

[] Cyber Soldier

Normal Monster Card
Level 5 ATK 1500 DEF 1700
Machine Dark

[] Dark Chimera

Normal Monster Card
Level 5 ATK 1610 DEF 1460
Fiend Dark

[] Dark Elf

Effect Monster Card
Level 4 ATK 2000 DEF 800
Spellcaster Dark

"This card requires a cost of 1000 of your own Life Points to attack."

[] Fiend Sword

Normal Monster Card
Level 4 ATK 1400 DEF 800
Warrior Dark

[] Gatekeeper

Normal Monster Card
Level 5 ATK 1500 DEF 1800
Machine Dark

[] Germ Infection

Magic Card Equip
"The ATK of a non-Machine-type monster equipped with this card is decreased by 300 points at each of its Standby Phases."

[] Ghoul with an Appetite

Normal Monster Card
Level 4 ATK 1600 DEF 1200
Zombie Dark

"A monster with a very big appetite that has never been satisfied."

[] Giganto

Normal Monster Card
Level 5 ATK 1700 DEF 1800
Machine Dark

[] Hero of the East

Normal Monster Card
Level 3 ATK 1100 DEF 1000
Warrior Earth

[] Illusionist Faceless Mage <RARE>

Normal Monster Card
Level 5 ATK 1200 DEF 2200
Spellcaster Dark

[] Kuriboh <RARE>

{Also Millennium Puzzle Blue}
Effect Monster Card
Level 1 ATK 300 DEF 200
Fiend Dark

"Discard this card from your hand to the Graveyard to negate the damage inflicted by an opponent's monster. This effect can only be used once, and must be activated during your opponent's Battle Phase."

[] Labyrinth Tank

Fusion Monster Card
Level 7 ATK 2400 DEF 2400
Machine Dark

"Giga-tech Wolf + Cannon Soldier"

[] Launcher Spider

{Also Millennium Puzzle Green}
Normal Monster Card
Level 7 ATK 2200 DEF 2500
Machine Fire

[] Lava Battleguard

Effect Monster Card
Level 5 ATK 1550 DEF 1800
Warrior Earth

"Increase the ATK of this card by 500 points for each face-up "Swamp Battleguard" on your side of the field."

[] Mirror Force <RARE>

{Limited to only 1 card in a deck}

Trap Card

"When an opponent's monster attacks, negate the attack and destroy all opponent's monsters in Attack Position."

[] Monstrous Bird

Normal Monster Card

Level 6 ATK 2000 DEF 1900

Winged Beast Wind

[] Mushroom Man

{Also Battle Ox}

Normal Monster Card

Level 2 ATK 800 DEF 600

Plant Earth

[] Mushroom Man #2

Effect Monster Card

Level 3 ATK 1250 DEF 800

Warrior Earth

"A player controlling this monster loses 300 Life Points during each his/her Standby Phase when this card is on the field. Control of this card is shifted to your opponent by paying 500 Life Points at your own End Phase."

[] Mystic Horseman

Normal Monster Card

Level 4 ATK 1300 DEF 1550

Beast Earth

[] Paralyzing Potion <RARE>

Magic Card

"A non-Machine-type monster equipped with this card cannot attack."

[] Pendulum Machine

{Also Millennium Puzzle Green}

Normal Monster Card

Level 6 ATK 1750 DEF 2000

Machine Dark

[] Prevent Rat

Normal Monster Card

Level 4 ATK 500 DEF 2000

Beast Earth

[] Princess of Tsurugi <RARE>

Effect Monster Card

Level 3 ATK 900 DEF 700

Warrior Wind

"FLIP: Inflicts 500 points of Direct Damage to your opponent's Life Points for each Magic and Trap Card your opponent has on the field."

[] Rabid Horseman

Fusion Monster Card

Level 6 ATK 2000 DEF 1700

Beast-Warrior Earth

"Battle Ox + Mystic Horseman"

- [] Robbin' Goblin <RARE>
 - Trap Card Continuous
 - "Each time 1 of your monsters inflicts damage to your opponent's Life Points, 1 card is randomly selected from your opponent's hand and discarded."

- [] Royal Guard
 - Normal Monster Card
 - Level 6 ATK 1900 DEF 2200
 - Machine Earth

- [] Saber Slasher
 - Normal Monster Card
 - Level 5 ATK 1450 DEF 1500
 - Machine Dark

- [] Saggi the Dark Clown
 - Normal Monster Card
 - Level 3 ATK 600 DEF 1500
 - Spellcaster Dark

- [] Swamp Battleguard
 - Effect Monster Card
 - Level 5 ATK 1800 DEF 1500
 - Warrior Earth
 - "Increase the ATK of this monster by 500 points for every face-up "Lava Battleguard" on your side of the field."

- [] Sword of Deep-Seated
 - Magic Card Equip
 - "A Monster Card equipped with this card increases its ATK and DEF by 500 points. When this card is sent to the Graveyard, place it on top of your Deck."

- [] The Immortal of Thunder
 - Effect Monster Card
 - Level 4 ATK 1500 DEF 1300
 - Thunder Light
 - "FLIP: You gain 3000 Life Points. When this card is sent from the field to the Graveyard, you lose 5000 Life Points."

- [] The Unhappy Maiden <RARE>
 - {Also Millennium Eye}
 - Effect Monster Card
 - Level 1 ATK 0 DEF 100
 - Spellcaster Light
 - "When this card is sent to the Graveyard as a result of battle, the Battle Phase for that turn ends immediately."

- [] Thunder Dragon <RARE>
 - Effect Monster Card Fusion-Material Monster
 - Level 5 ATK 1600 DEF 1500
 - Thunder Light
 - "You can add up to 2 "Thunder Dragon" card(s) from your Deck to your hand by discarding this card from your hand. After that, shuffle your Deck. This effect is activated only during a Main Phase."

- [] Togex

Normal Monster Card
Level 5 ATK 1600 DEF 1800
Beast Earth

[] Toon Alligator

Normal Monster Card
Level 4 ATK 800 DEF 1600
Reptile Water

[] Tremendous Fire <RARE>

Magic Card
"Inflicts 1000 points of Direct Damage to your opponent's Life
Points and 500 points of Direct Damage to your Life Points."

[] Twin-Headed Fire Dragon <RARE>

{Also Buster Blader}
Normal Monster Card
Level 6 ATK 2200 DEF 1700
Pyro Fire

[] Waterdragon Fairy

Normal Monster Card
Level 3 ATK 1100 DEF 700
Aqua Water

[] Zanki <RARE>

Normal Monster Card
Level 5 ATK 1500 DEF 1700
Warrior Earth

[[13]] Garoozis

[] Amphibious Bugroth

{Also BattleOx}
Fusion Monster Card
Level 5 ATK 1850 DEF 1300
Aqua Water
"Ground Attacker Bugroth + Guardian of the Sea"

[] Beastking of the Swamps

Effect Monster Card
Level 4 ATK 1000 DEF 1100
Aqua Water
"You can substitute this card for any 1 Fusion-Material Monster.
You cannot substitute for any other Fusion-Material Monsters in the
current Fusion."

[] Behegon

Normal Monster Card Fusion-Material Monster
Level 4 ATK 1350 DEF 1000
Aqua Water

[] Bracchio-raidus

Fusion Monster Card
Level 6 ATK 2200 DEF 2000

Dinosaur Water
"Two-Headed King Rex + Crawling Dragon #2"

[] Crawling Dragon #2

{Also Battle Ox}
Normal Monster Card Fusion-Material Monster
Level 4 ATK 1600 DEF 1200
Dinosaur Earth

[] Crimson Sunbird

Fusion Monster Card
Level 6 ATK 2300 DEF 1800
Winged Beast Fire
"Faith Bird + Skull Red Bird"

[] Cyber-Stein

{Also Battle Ox}
Effect Monster Card
Level 2 ATK 700 DEF 500
Machine Dark
"At the cost of 5000 of your own Life Points, you can Special Summon
1 Fusion Monster from your Fusion Deck in the face-up Attack Position."

[] Dragon Seeker

Effect Monster Card
Level 6 ATK 2000 DEF 2100
Fiend Effect
"When this card is summoned to the field (excluding Special Summon),
one Dragon-type monster can be automatically destroyed."

[] Exile of the Wicked

{Also Millennium Puzzle Green and Battle Ox}
Magic Card
"Destroys all face-up Fiend-type monsters on the field."

[] Fusion Sage

Magic Card
"Take 1 "Polymerization" from your Deck and add it to your hand.
The Deck is then shuffled."

[] Gale Dogra

Effect Monster Card
Level 2 ATK 650 DEF 600
Insect Earth
"At the cost of 3000 Life Points, you can discard 1 monster from
your Fusion Deck to the Graveyard."

[] Garoozis

Normal Monster Card
Level 5 ATK 1800 DEF 1500
Beast-Warrior Fire

[] Garvas

{Also Battle Ox}
Normal Monster Card
Level 6 ATK 2000 DEF 1700
Beast Earth

[] Goddess with the Third Eye

Effect Monster Card

Level 4 ATK 1200 DEF 1000

Fairy Light

"You can substitute this card for any 1 Fusion-Material Monster.

You cannot substitute for any other Fusion-Material Monsters in the current Fusion."

[] Great Mammoth of Goldfine

Fusion Monster Card

Level 6 ATK 2200 DEF 1800

Zombie Dark

"The Snake Hair + Dragon Zombie"

[] Greenkappa

Effect Monster Card

Level 3 ATK 650 DEF 900

Warrior Dark

"FLIP: Select 2 face-down Magic or Trap Cards on the field and destroy them."

[] Guardian of the Sea <RARE>

Normal Monster Card Fusion-Material Monster

Level 4 ATK 1300 DEF 1000

Aqua Water

[] Hibikime

{Also Gate Guardian}

Normal Monster Card Fusion-Material Monster

Level 4 ATK 1450 DEF 1000

Warrior Earth

[] Ill Witch

Normal Monster Card

Level 5 ATK 1600 DEF 1500

Spellcaster Light

[] Invader from Another Dimension

Normal Monster Card Fusion-Material Monster

Level 4 ATK 950 DEF 1400

Fiend Dark

[] Kairyu-Shin

Normal Monster Card

Level 5 ATK 1800 DEF 1500

Sea Serpent Water

[] Kaiser Dragon

Fusion Monster Card

Level 7 ATK 2300 DEF 2000

Dragon Light

"Winged Dragon, Guardian of the Fortress #1 + Fairy Dragon"

[] Krokodilus

{Also Battle Ox}

Normal Monster Card

Level 4 ATK 1100 DEF 1200

Reptile Water

[] Last Day of Witch

Magic Card

"Destroys all face-up Spellcaster-type monsters on the field."

- [] Lord of the Lamp
Normal Monster Card Fusion-Material Monster
Level 4 ATK 1400 DEF 1200
Fiend Dark
- [] Machine King <RARE>
Effect Monster Card
Level 6 ATK 2200 DEF 2000
Machine Earth
"Increase the ATK of this card by 100 points for each face-up
Machine-type monster on the field."
- [] Magic Thorn
Trap Card Continuous
"You can inflict 500 points of damage per card to your opponent's
Life Points when your opponent's cards are discarded to the Graveyard
by the effects of Magic, Trap, or Effect Monster Cards."
- [] Marine Beast <RARE>
Fusion Monster Card
Level 5 ATK 1700 DEF 1600
Fish Water
"Water Magician + Behegon"
- [] Monster Eye
Effect Monster Card
Level 1 ATK 250 DEF 350
Fiend Dark
"At the cost of 1000 Life Points, you can return "Polymerization"
from the Graveyard to your hand."
- [] Morphing Jar <RARE>
Effect Monster Card
Level 2 ATK 700 DEF 600
Rock Earth
"FLIP: Both you and your opponent discard your hands and draw 5 new
cards from your respective Deck."
- [] Mystical Sand
Fusion Monster Card
Level 6 ATK 2100 DEF 1700
Rock Earth
"Giant Soldier of Stone + Ancient Elf"
- [] Mystical Sheep #1
Effect Monster Card
Level 3 ATK 1150 DEF 900
Beast Earth
"You can substitute this card for any 1 Fusion-Material Monster.
You cannot substitute for any other Fusion-Material Monsters in
the current Fusion."
- [] Needle Ball
Effect Monster Card
Level 2 ATK 750 DEF 700
Fiend Dark
"FLIP: You can inflict 1000 points of Direct Damage to your
opponent's Life Points at the cost of 2000 of your own Life Points."

- [] Needle Worm
 - Effect Monster Card
 - Level 2 ATK 750 DEF 600
 - Insect Earth
 - "FLIP: Discard 5 cards from the top of your opponent's Deck to his/her Graveyard."

- [] Parrot Dragon
 - Normal Monster Card
 - Level 5 ATK 2000 DEF 1300
 - Dragon Wind

- [] Penguin Soldier
 - {Also Battle Ox}
 - Normal Monster Card
 - Level 2 ATK 750 DEF 500
 - Aqua Water
 - "FLIP: You can return up to 2 Monster Cards from the field to the owner's hand."

- [] Restructer Revolution
 - Magic Card
 - "Inflicts 200 points of damage to your opponent's Life Points for each card in your opponent's hand."

- [] Royal Decree
 - {Also Battle Ox}
 - Trap Card Continuous
 - "As long as this card remains face-up on the field, the effects of all Trap Cards, except this one, are deactivated."

- [] Skelgon
 - {Also Battle Ox}
 - Fusion Monster Card
 - Level 6 ATK 1700 DEF 1900
 - Zombie Dark
 - "The Snake Hair + Blackland Fire Dragon"

- [] Soul Hunter
 - Fusion Monster Card
 - Level 6 ATK 2200 DEF 1800
 - Fiend Dark
 - "Lord of the Lamp + Invader from Another Dimension"

- [] Sword Arm of Dragon
 - Normal Monster Card
 - Level 6 ATK 1750 DEF 2030
 - Dinosaur Earth

- [] Trap Master
 - Effect Monster Card
 - Level 3 ATK 500 DEF 1100
 - Warrior Earth
 - "FLIP: Destroys 1 Trap Card on the field. If this card's target is face-down, flip it face-up. If the card is a Trap Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated."

- [] Two-Headed King Rex
 - Normal Monster Card Fusion-Material Monster

Level 4 ATK 1600 DEF 1200
Dinosaur Earth

[] Ushi Oni

{Also Battle Ox}
Normal Monster Card
Level 6 ATK 2150 DEF 1950
Fiend Dark

[] Versago the Destroyer

Effect Monster Card
Level 3 ATK 1100 DEF 900
Fiend Dark
"You can substitute this card for any 1 Fusion-Material Monster.
You cannot substitute for any other Fusion-Material Monsters in the
current Fusion."

[] Water Magician

Normal Monster Card Fusion-Material Monster
Level 4 ATK 1400 DEF 1000
Aqua Water

[[14]] Relinquished

[] Ameba

Effect Monster Card
Level 1 ATK 300 DEF 350
Aqua Water
"When this card is face-up on the field and control shifts to your
opponent, inflict 2000 points of Direct Damage to your opponent's
Life Points. This effect can only be used once as long as this card
remains face-up on the field."

[] Ancient One of the Deep Forest

Normal Monster Card
Level 6 ATK 1800 DEF 1900
Beast Earth

[] Axe of Despair <RARE>

{Also Millennium Eye}
Magic Card Equip
"A monster equipped with this card increases its ATK by 1000 points.
When this card is sent from the field to the Graveyard, you can offer
1 monster from the field as a Tribute to place it on top of your Deck."

[] Black Pendant

Magic Card Equip
"A monster card with this card increases its ATK by 500 points.
When this card is sent from the field to the Graveyard, inflict 500
points of Direct Damage to your opponent's Life Points."

[] Chain Energy

Magic Card Continuous
"As long as this card remains face-up on the field, both you and
your opponent must pay 500 Life Points per card to play or Set cards

from their prospective hands."

[] Chorus of Sanctuary

Magic Card Field

"Increases the DEF of all Defense Position monsters by 500 points."

[] Confiscation

{Limited to only 1 card in a deck}

Magic Card

"Pay 1000 Life Points to look at your opponent's hand. Select 1 card and discard it to the Graveyard."

[] Curse of Fiend

Magic Card

"Changes the battle positions of all Attack Position monsters on the field to Defense Position and vice-versa. These positions cannot be changed during the turn this card is activated except by the effect of a Magic, Trap, or Effect Monster Card. You can activate this card only during your Standby Phase."

[] Dark Witch <RARE>

Normal Monster Card

Level 5 ATK 1800 DEF 1700

Fairy Light

[] Darkness Approaches <RARE>

Magic Card

"Discard 2 cards from your hand. Select 1 face-up monster and flip it face-down, but do not change its battle position."

[] Delinquent Duo

{Limited to only 2 cards in a deck}

Magic Card

"Pay 1000 Life Points. Randomly select and discard 1 card from your opponent's hand. Your opponent then selects and discards another card from his/her hand."

[] Electric Snake

Effect Monster Card

Level 3 ATK 800 DEF 900

Thunder Light

"When this card is sent directly from your hand to the Graveyard by your opponent's card effect, you can draw 2 cards from your Deck."

[] Fairy's Hand Mirror

Trap Card

"Switch the opponent's Magic Card effect that specifically designates 1 monster as a target to another correctly targeted monster."

[] Final Destiny

Magic Card

"Discard 5 cards from your hand to destroy all the cards on the field."

[] Fire Kraken <RARE>

Normal Monster Card

Level 4 ATK 1600 DEF 1500

Aqua Fire

[] Giant Trunade

Magic Card

"Returns all Magic and Trap Cards on the field to the respective owner's hands."

[] Giant Turtle Who Feeds on Flames

Normal Monster Card

Level 5 ATK 1400 DEF 1800

Aqua Water

[] Gravekeeper's Servant

Magic Card Continuous

"Each time your opponent attacks with a monster, the opponent must send 1 card from the top of his/her Deck to the Graveyard."

[] Griggle

Effect Monster Card

Level 1 ATK 350 DEF 300

Plant Earth

"When this card is face-up on the field and control shifts to your opponent, you gain 3000 Life Points. This effect can only be used once as long as this card remains face-up on the field."

[] Guardian of the Throne Room

Normal Monster Card

Level 4 ATK 1650 DEF 1600

Machine Light

[] High Tide Gyojin

Normal Monster Card

Level 4 ATK 1650 DEF 1300

Aqua Water

[] Hiro's Shadow Scout <RARE>

{Also Millennium Eye}

Effect Monster Card

Level 2 ATK 650 DEF 500

Fiend Dark

"FLIP: Your opponent draws 3 cards. Both players check the cards and any Magic Cards among them must be immediately discarded to the Graveyard."

[] Horn of Light

Magic Card Equip

"A monster equipped with this card increases its DEF by 800 points. When this card is sent from the field to the Graveyard, you can pay 500 Life Points to place it on top of your Deck."

[] Invader of the Throne <RARE>

Effect Monster Card

Level 4 ATK 1350 DEF 1700

Warrior Earth

"FLIP: Select 1 opponent's monster and switch control of it with this card. This card cannot be activated during the Battle Phase."

[] Liquid Beast

Normal Monster Card

Level 3 ATK 950 DEF 800

Aqua Water

[] Maha Vailo <RARE>

Effect Monster Card

Level 4 ATK 1550 DEF 1400

Spellcaster Light

"In addition to the effects of Equip Cards, the ATK of this monster is increased by 500 points for each card equipped to this monster."

[] Malevolent Nuzzler

Magic Card Equip

"A monster equipped with this card increases its ATK by 700 points. When this card is sent from the field to the Graveyard, you can pay 500 Life Points to place it on top of your Deck."

[] Mechanical Snail

Normal Monster Card

Level 3 ATK 800 DEF 1000

Machine Dark

[] Metal Fish

Normal Monster Card

Level 5 ATK 1600 DEF 1900

Machine Water

[] Minar

Effect Monster Card

Level 3 ATK 850 DEF 750

Insect Earth

"When this card is sent directly from your hand to the Graveyard by your opponent's card effect, inflict 1000 points of Direct Damage to your opponent's Life Points."

[] Mystical Space Typhoon

Magic Card Quick

"Destroys 1 Magic or Trap Card on the field."

[] Painful Choice

{Limited to only 1 card in a deck}

Magic Card

"Select 5 cards from your Deck and show them to your opponent. Your opponent must select 1 card that will be added to your hand. Discard the remaining cards to the Graveyard."

[] Peacock

Normal Monster Card

Level 5 ATK 1700 DEF 1500

Winged Beast Wind

[] Penguin Knight

Effect Monster Card

Level 3 ATK 900 DEF 800

Aqua Water

"When this card is sent directly from your Deck to the Graveyard by an opponent's card effect, combine your Graveyard cards with your own Deck, shuffle them, and form a new Deck."

[] Queen Bird

Normal Monster Card

Level 5 ATK 1200 DEF 2000

Winged Beast Wind

[] Red Archery Girl

Normal Monster Card

Level 4 ATK 1400 DEF 1500
Aqua Water

[] Relinquished <RARE>

Ritual/Effect Monster Card

Level 1 ATK 0 DEF 0

Spellcaster Dark

"This monster can take on the ATK and DEF of 1 opponent's monster on the field (a face-down monster results in an ATK and DEF of 0). Treat the selected monster as an Equip Magic Card and use it to equip "Relinquished". You may use this effect only once per turn and can equip "Relinquished" with only 1 monster at a time. When your opponent's monster attacks this monster with an ATK higher than "Relinquished", the equipped monster is destroyed instead of "Relinquished." [Use "Black Illusion Ritual" to summon "Relinquished."]

[] Rush Recklessly

Magic Card Quick

"Increase 1 monster's ATK by 700 points during the turn this card is activated."

[] Slot Machine <RARE>

Normal Monster Card

Level 7 ATK 2000 DEF 2300

Machine Dark

[] Snake Fang <RARE>

Trap Card

"Decrease 1 selected monster's DEF by 500 points during the turn this card is activated."

[] Snatch Steal

{Limited to only 1 card in a deck}

Magic Card Equip

"Take control of 1 of your opponent's face-up monsters. Your opponent gains 1000 Life Points at each of his/her Standby Phases."

[] Spellbinding Circle <RARE>

Trap Card Continuous

"Select 1 monster. As long as this card remains face-up on the field, the selected monster cannot attack or change its battle position except by the effect of a Magic, Trap, or Effect Monster Card. When the selected monster is destroyed, this card is also destroyed. If the selected monster is offered as a Tribute, this card is not destroyed."

[] Tailor of the Fickle

Magic Card Quick

"Select 1 equipped Equip Card and switch it to another correct target."

[] The Forceful Sentry <RARE>

{Limited to only 1 card in a deck}

Magic Card

"Look at your opponent's hand, then select 1 card and return it to his/her Deck. The Deck is then shuffled."

[] The Reliable Guardian

Magic Card Quick

"Increase 1 monster's DEF by 700 points during the turn this card is activated."

[] Toll <RARE>

Magic Card Continuous

"As long as this card remains face-up on the field, both you and your opponent must pay 500 Life Points per monster to attack."

[] Tyhone #2

Normal Monster Card

Level 6 ATK 1700 DEF 1900

Dragon Fire

[] Upstart Goblin

Magic Card

"Draw 1 card from your Deck. Your opponent gains 1000 Life Points."

[] Weather Report

Effect Monster Card

Level 4 ATK 950 DEF 1500

Aqua Water

"FLIP: Destroys all opponent's face-up "Swords of Revealing Light" on the field. If "Swords of Revealing Light" is destroyed, you can perform your Battle Phase twice this turn (or your next turn, if activated during opponent's turn).

[] Whiptail Crow

Normal Monster Card

Level 4 ATK 1650 DEF 1600

Fiend Dark

[[15]] Black Luster Soldier

[] Beastly Mirror Ritual

Magic Card Ritual

"This card is used to summon "Fiend's Mirror". You must also offer monsters whose total Level stars equal 6 or more as a Tribute from the field or your hand."

[] Black Luster Ritual

Magic Card Ritual

"This card is used to summon "Black Luster Soldier". You must also offer monsters whose total Level stars equal 8 or more from the field or your hand as a Tribute."

[] Black Luster Soldier

Ritual Monster Card

Level 8 ATK 3000 DEF 2500

Warrior Earth

"This monster is summoned with the Ritual Magic Card, "Black Luster Ritual". You must also offer monsters whose total Level stars equal 8 or more as a Tribute from the field or your hand."

[] Chakra

Ritual Monster Card

Level 7 ATK 2450 DEF 2000

Fiend Dark

"This monster is summoned with the Ritual Magic Card, "Resurrection of Chakra". You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the field or your hand."

[] Fiend's Mirror

Ritual Monster Card

Level 6 ATK 2100 DEF 1800

Fiend Dark

"This monster is summoned with the Ritual Magic Card, "Beastly Mirror Ritual". You must also offer monsters whose total Level stars equal 6 or more as a Tribute from the field or your hand."

[] Fortress Whale

Ritual Monster Card

Level 7 ATK 2350 DEF 2150

Fish Water

"This monster is summoned with the Ritual Magic Card, "Fortress Whale's Oath". You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the field or your hand."

[] Fortress Whale's Oath

Magic Card Ritual

"This card is used to summon "Fortress Whale". You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the field or your hand."

[] Javelin Beetle

Ritual Monster Card

Level 8 ATK 2450 DEF 2550

Insect Earth

"This monster is summoned with the Ritual Magic Card, "Javelin Beetle Pact". You must also offer monsters whose total Level stars equal 8 or more from the field or your hand as a Tribute."

[] Javelin Beetle Pact

Magic Card Ritual

"This card is used to summon "Javelin Beetle". You must also offer monsters whose total Level stars equal 8 or more as a Tribute from the field or your hand."

[] Novox's Prayer

Magic Card Ritual

"This card is used to summon "Skull Guardian". You must also offer monsters whose total Level stars equal 6 or more as a Tribute from the field or your hand."

[] Resurrection of Chakra

Magic Card Ritual

"This card is used to summon "Chakra". You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the field or your hand."

[] Skull Guardian

Ritual Monster Card

Level 7 ATK 2050 DEF 2500

Warrior Light

"This monster is summoned with the Ritual Magic Card, "Novox's Prayer". You must also offer monsters whose total Level stars

equal 7 or more from the field or your hand as a Tribute."

[] Super War-Lion

Ritual Monster Card

Level 7 ATK 2300 DEF 2100

Beast Earth

"This monster is summoned with the Ritual Magic Card, "War-Lion Ritual". You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the field or your hand."

[] War-Lion Ritual

Magic Card Ritual

"This card is used to summon "Super War-Lion". You must also offer monsters whose total Level stars equal 6 or more as a Tribute from the field or your hand."

[] Zera Ritual

Magic Card Ritual

"This card is used to summon "Zera the Mant". You must also offer monsters whose total Level stars equal 8 or more from the field or your hand as a Tribute."

[] Zera The Mant

Ritual Monster Card

Level 8 ATK 2800 DEF 2300

Fiend Dark

"This monster is summoned with the Ritual Magic Card, "Zera Ritual". You must also offer monsters whose total Level stars equal 8 or more as a Tribute from the field or your hand."

[[16]] Blue-Eyes Toon Dragon

[] Banisher of the Light

Effect Monster Card

Level 3 ATK 100 DEF 2000

Fairy Light

"As long as this card remains face-up on the field, any card sent to the Graveyard is removed from play."

[] Blue-Eyes Toon Dragon <RARE>

Effect Monster Card

Level 8 ATK 3000 DEF 2500

Dragon Light

"This card cannot be summoned unless "Toon World" is on the field. This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this monster attacks. When "Toon World" is destroyed, this card is also destroyed. If your opponent doesn't control a Toon monster on the field, this card may inflict Direct Damage to your opponent's Life Points. If the Toon monster is on your opponent's side of the field, your attacks must target the Toon monster."

[] Boar Soldier

Effect Monster Card

Level 4 ATK 2000 DEF 500

Beast-Warrior Earth

"This card can only be summoned by a Flip Summon. If summoned by a Normal Summon, the card is destroyed. If your opponent has 1 or more monsters under his/her control, the ATK of this card is decreased by 1000 points."

[] Ceremonial Bell

Effect Monster Card

Level 3 ATK 0 DEF 1850

Spellcaster Light

"As long as this card remains face-up on the field, you and your opponent must show your respective hands to each other."

[] Commencement Dance <RARE>

Magic Card Ritual

"This card is used to Ritual Summon "Performance of Sword". You must also offer monsters whose total Level Stars equal 6 or more as a Tribute from the field or your hand."

[] Crab Turtle

Ritual Monster Card

Level 8 ATK 2550 DEF 2500

Aqua Water

"This monster can only be Ritual Summoned with the Ritual Magic Card, "Turtle Oath". You must also offer monsters whose total Level Stars equal 8 or more as a Tribute from the field or your hand."

[] Cyber Jar

{Limited to only 1 card in a deck}

{Also Millennium Puzzle Blue}

Effect Monster Card

Level 3 ATK 900 DEF 900

Rock Dark

"FLIP: Destroys all monsters on the field (including this monster). Both players then pick up (not Draw) 5 cards from the top of their respective decks and show the cards to each other. Immediately Special Summon any Monster Cards of Level 4 or lower among them on the field in face-up Attack Position or face-down Defense Position. The rest of the cards picked up are placed in the players' hands."

[] Dark Zebra

Effect Monster Card

Level 4 ATK 1800 DEF 400

Beast Earth

"If this is the only card in your control during your Standby Phase, it is automatically placed in Defense Position. You cannot change the position of this card during the same turn."

[] Eatgaboon

Trap Card

"If the ATK of a monster summoned by your opponent (excluding Special Summon) is 500 points or less, the monster is destroyed."

[] Eternal Rest

Magic Card

"Destroys all monsters equipped with Equip Cards."

[] Flash Assailant

Effect Monster Card

Level 4 ATK 2000 DEF 2000

Fiend Dark

"Decrease the ATK and DEF of this card by 400 points for every card in your hand."

[] Flying Kamakiri #1

Effect Monster Card

Level 4 ATK 1400 DEF 900

Insect Wind

"When this card is sent to the Graveyard as a result of battle, you may select 1 WIND monster with an ATK of 1500 or less from your Deck and Special Summon it to the field (no Tribute is required for monsters of Level 5 or more). The Deck is then shuffled."

[] Gaia Power

Magic Card Field

"Increases the ATK of all EARTH monsters by 500 points and decreases their DEF by 400 points."

[] Giant Germ

Effect Monster Card

Level 2 ATK 1000 DEF 100

Fiend Dark

"When this card is sent to the Graveyard as a result of battle, inflict 500 points of Direct Damage to your opponent's Life Points. You can also take cards of the same name from your deck and Special Summon them to the field in the face-up Attack Position. The Deck is then shuffled."

[] Giant Rat

Effect Monster Card

Level 4 ATK 1400 DEF 1450

Beast Earth

"When this card is sent to the Graveyard as a result of battle, you may select 1 EARTH monster with an ATK of 1500 or less from your Deck and Special Summon it to the field (no Tribute is required for monsters of Level 5 or more). The Deck is then shuffled."

[] Hamburger Recipe <RARE>

Magic Card Ritual

"This card is used to Ritual Summon "Hungry Burger". You must also offer monsters whose total Level Stars equal 6 or more as a Tribute from the field or your hand."

[] Hoshiningen <RARE>

{Also Great Moth}

Effect Monster Card

Level 2 ATK 500 DEF 700

Fairy Light

"As long as this card remains face-up on the field, increase the ATK of all LIGHT monsters by 500 points and decrease the ATK of all DARK monsters by 400 points."

[] House of Adhesive Tape

Trap Card

"If the DEF of a monster summoned by your opponent (excluding Special Summon) is 500 points or less, the monster is destroyed."

[] Hungry Burger

Ritual Monster Card

Level 6 ATK 2000 DEF 1850

Warrior Dark

"This monster can only be Ritual Summoned with the Ritual Magic card, "Hamburger Recipe". You must also offer monsters whose total Level Stars equal 6 or more as a Tribute from the field or your hand."

[] Hyozanryu <RARE>

Normal Monster Card

Level 7 ATK 2100 DEF 2800

Dragon Light

[] Jigen Bakudan <RARE>

Effect Monster Card

Level 2 ATK 200 DEF 1000

Pyro Fire

"FLIP: After this card is flipped, offer it as a Tribute during your Standby Phase to destroy all monsters on your side of the field and inflict Direct Damage equal to half of the total ATK of all destroyed cards (excluding this monster) to your opponent's Life Points."

[] Karate Man

Effect Monster Card

Level 3 ATK 1000 DEF 1000

Warrior Earth

"Once per turn, the original ATK of this card can be doubled. When this effect is applied, the card is immediately destroyed at the end of the turn."

[] Kotodama

Effect Monster Card

Level 3 ATK 0 DEF 1600

Fairy Earth

"As long as this card remains face-up on the field, monster of the same name cannot exist on the field at the same time (face-down cards not included). If a card of the same name is summoned in a later turn, that card is destroyed. If 2 cards of the same name are played at the same time, both cards are destroyed."

[] Labyrinth Wall <RARE>

{Also Millennium Puzzle Blue}

Normal Monster Card

Level 5 ATK 0 DEF 3000

Rock Earth

[] Luminous Spark

Magic Card Field

"Increase the ATK of all LIGHT monsters by 500 points and decreases their DEF by 400 points."

[] Magical Labyrinth

Magic Card Equip

"Equip "Labyrinth Wall" with this card. If you offer "Labyrinth Wall" equipped with this card as a Tribute, you can Special Summon "Wall Shadow" from your Deck."

[] Manga Ryu-Ran

Effect Monster Card

Level 7 ATK 2200 DEF 2600

Dragon Fire

"This card cannot be summoned unless "Toon World" is on the field. This card cannot attack in the same turn that it is summoned. Pay

500 Life Points each time this monster attacks. When "Toon World" is destroyed, this card is also destroyed. If your opponent doesn't control a Toon monster on the field, this card may inflict Direct Damage to your opponent's Life Points. If a Toon Monster is on your opponent's side on the field, your attacks must target the Toon monster."

[] Megamorph <RARE>

{Limited to only 1 card in a deck}

Magic Card Equip

"If your Life Points are lower than your opponent's, the original ATK of a monster equipped with this card is doubled. If your Life Points are higher, the original ATK is halved."

[] Messenger of Peace <RARE>

{Also Millennium Eye}

Magic Card Continuous

"You must pay 100 Life Points at each of your Standby Phases. If you cannot pay, this card is destroyed. All monsters with an ATK of 1500 points or more cannot attack."

[] Molten Destruction

Magic Card Field

"Increases the ATK of all FIRE monsters by 500 points and decreases their DEF by 400 points."

[] Mother Grizzly

Effect Monster Card

Level 4 ATK 1400 DEF 1000

Beast-Warrior Water

"When this card is sent to the Graveyard as a result of battle, you may select 1 WATER monster with an ATK of 1500 or less from your Deck and Special Summon it to the field (no Tribute is required for monsters of Level 5 or more). The Deck is then shuffled."

[] Mystic Plasma Zone <RARE>

Magic Card Field

"Increases the ATK of all DARK monsters by 500 points and decreases their DEF by 400 points."

[] Mystic Tomato

Effect Monster Card

Level 4 ATK 1400 DEF 1100

Plant Dark

"When this card is sent to the Graveyard as a result of battle, you may select 1 DARK monster with an ATK of 1500 or less from your Deck and Special Summon it to the field (no Tribute is required for monsters of Level 5 or more). The Deck is then shuffled."

[] Nimble Momonga <RARE>

Effect Monster Card

Level 2 ATK 1000 DEF 100

Beast Earth

"When this card is sent to the Graveyard as a result of battle, increase your Life Points by 1000 points. You can also take cards of the same name from your Deck and Special Summon them to the field in face-down Defense Position. The Deck is then shuffled."

[] Octoberser

Normal Monster Card

Level 5 ATK 1600 DEF 1400
Aqua Water

[] Performance of Sword

Ritual Monster Card

Level 6 ATK 1950 DEF 1850

Warrior Earth

"This monster can only be Ritual Summoned with the Ritual Magic Card, "Commencement Dance". You must also offer monsters whose total Level Stars equal 6 or more as a Tribute from the field or your hand."

[] Psychic Kappa

Normal Monster Card

Level 2 ATK 400 DEF 1000

Aqua Water

[] Rising Air Current

Magic Card Field

"Increases the ATK of all WIND monsters by 500 points and decreases their DEF by 400 points."

[] Ryu-Ran

Normal Monster Card

Level 7 ATK 2200 DEF 2600

Dragon Fire

[] Senju of the Thousand Hands <RARE>

Effect Monster Card

Level 4 ATK 1400 DEF 1000

Fairy Light

"When this card is summoned to the field (excluding Special Summon), you may move 1 Ritual Monster Card from your Deck to your hand. The Deck is then shuffled."

[] Shining Fairy

Effect Monster Card

Level 4 ATK 1400 DEF 800

Fairy Light

"When this card is sent to the Graveyard as a result of battle, you can select 1 LIGHT monster with an ATK of 1500 or less from your Deck and Special Summon it to the field (no Tribute is required for monsters of Level 5 or more). The Deck is then shuffled."

[] Sonic Bird

Effect Monster Card

Level 4 ATK 1400 DEF 1000

Winged Beast Wind

"When this card is summoned (excluding Special Summon), you move 1 Ritual Magic Card from your Deck to your hand. The Deck is then shuffled."

[] Spear Cretin

Effect Monster Card

Level 2 ATK 500 DEF 500

Fiend Dark

"FLIP: After this card is flipped, when it is sent to the Graveyard, both you and your opponent select 1 monster your respective Graveyard and Special Summon it on the field in face-up Attack Position or face-down Defense Position (no Tribute is required for monsters of Level 5 or more)."

- [] Stone Ogre Grotto
 {Also Buster Blader}
 Normal Monster Card
 Level 5 ATK 1600 DEF 1500
 Rock Earth
- [] Toon Mermaid <RARE>
 {Also Millennium Eye}
 Effect Monster Card
 Level 4 ATK 1400 DEF 1500
 Aqua Water
 "This card cannot be summoned unless "Toon World" is on the field.
 This card cannot attack in the same turn that it is summoned. Pay
 500 Life Points each time this monster attacks. When "Toon World" is
 destroyed, this card is also destroyed. If your opponent doesn't
 control a Toon monster on the field, this card may inflict Direct
 Damage to your opponent's Life Points. If the Toon monster is on
 your opponent's side of the field, your attacks must target the
 Toon monster."
- [] Toon Summoned Skull <RARE>
 Effect Monster Card
 Level 6 ATK 2500 DEF 1200
 Fiend Dark
 "This card cannot be summoned unless "Toon World" is on the field.
 This card cannot attack in the same turn that it is summoned. Pay
 500 Life Points each time this monster attacks. When "Toon World"
 is destroyed, this card is also destroyed. If your opponent doesn't
 control a Toon monster on the field, this card may inflict Direct
 Damage to your opponent's Life Points. If the Toon monster is on
 your opponent's side of the field, your attacks must target the
 Toon monster."
- [] Toon World <RARE>
 Magic Card Continuous
 "This card is activated by paying 1000 of your Life Points."
 {You must also pay 500 Life Points at each of your Standby Phases
 to keep this card active.}
- [] Turtle Oath
 Magic Card Ritual
 "This card is used to Ritual Summon "Crab Turtle". You must also
 offer monsters whose total Level stars equal 8 or more as a Tribute
 from the field or your hand."
- [] Twin Long Rods #2
 Normal Monster Card
 Level 3 ATK 850 DEF 700
 Aqua Water
- [] UFO Turtle
 Effect Monster Card
 Level 4 ATK 1400 DEF 1200
 Machine Fire
 "When this card is sent to the Graveyard as a result of battle, you
 may select 1 FIRE monster with an ATK of 1500 or less from your Deck
 and Special Summon it to the field (no Tribute is required for
 monsters of Level 5 or more). The Deck is then shuffled."

[] Umiiruka
Magic Card Field
"Increases the ATK of all WATER monsters by 500 points and decreases their DEF by 400 points."

[] Wall Shadow
Effect Monster Card
Level 7 ATK 1600 DEF 3000
Warrior Dark
"You cannot Normal Summon this monster. This card can only be Special Summoned by offering "Labyrinth Wall" equipped with "Magical Labyrinth" as a Tribute. No other Tribute Monsters are necessary."

[[17]] Battle Ox

[] Amphibious Bugroth <RARE>
{Also Garoozis}
Fusion Monster Card
Level 5 ATK 1850 DEF 1300
Aqua Water
"Ground Attacker Bugroth + Guardian of the Sea"

[] Ancient Brain
Normal Monster Card Fusion-Material Monster
Level 3 ATK 1000 DEF 700
Fiend Dark

[] Ancient Telescope
Magic Card
"See the top 5 cards of your opponent's Deck. Return the cards to the Deck in the same order."

[] Battle Ox
Normal Monster Card
Level 4 ATK 1700 DEF 1000
Beast-Warrior Earth

[] Bickuribox
Fusion Monster Card
Level 7 ATK 2300 DEF 2000
Fiend Dark
"Crass Clown + Dream Clown"

[] Castle of Dark Illusions <RARE>
Effect Monster Card
Level 4 ATK 920 DEF 1930
Fiend Dark
"Increases the ATK and DEF of all Zombie-type monsters by 200 points for each turn this card is face-up. This effect remains for 5 turns."

[] Crass Clown
Effect Monster Card Fusion-Material Card
Level 4 ATK 1350 DEF 1400
Fiend Dark
"When this card is shifted from Defense Position to Attack Position,

return 1 of your opponent's monsters to the owner's hand."

[] Crawling Dragon #2 <RARE>

{Also Garoozis}

Normal Monster Card Fusion-Material Monster
Level 4 ATK 1600 DEF 1200
Dinosaur Earth

[] Cyber-Stein <RARE>

{Also Garoozis}

Effect Monster Card
Level 2 ATK 700 DEF 500
Machine Dark

"At the cost of 5000 of your own Life Points, you can Special Summon
1 Fusion Monster from your Fusion Deck in the face-up Attack Position."

[] Dragon Zombie <RARE>

Normal Monster Card Fusion-Material Monster
Level 3 ATK 1600 DEF 0
Zombie Dark

[] Dream Clown

Normal Monster Card Fusion-Material Monster
Level 3 ATK 1200 DEF 900
Warrior Earth

[] Exile of the Wicked <RARE>

{Also Garoozis and Millennium Puzzle Green}

Magic Card

"Destroys all face-up Fiend-type monsters on the field."

[] Garvas

{Also Garoozis}

Normal Monster Card
Level 6 ATK 2000 DEF 1700
Beast Earth

[] Grappler <RARE>

Normal Monster Card
Level 4 ATK 1300 DEF 1200
Reptile Water

[] Great White

Normal Monster Card
Level 4 ATK 1600 DEF 800
Fish Water

[] Gryphon Wing

Trap Card

"When your opponent activates "Harpie's Feather Duster", all of your
opponent's Magic and Trap Cards are destroyed in place of your own."

[] Heavy Storm

{Limited to only 2 cards in a deck}

{Also Millennium Puzzle Blue}

Magic Card

"Destroys all Magic/Trap Cards on the field."

[] Insect Soldiers of the Sky

Normal Monster Card

Level 3 ATK 1000 DEF 800
Insect Wind

[] Invigoration

Magic Card Equip

"An Earth Monster equipped with this card increases its ATK by 400 points and decrease its DEF by 200 points."

[] Jirai Gumo

Effect Monster Card

Level 4 ATK 2200 DEF 100

Insect Earth

"When you attack this card, toss a coin and call it. If you call it right, attack normally. If you call it wrong, reduce your Life Points by half before attacking."

[] Just Desserts

Trap Card

"Inflict 500 points of Direct Damage to your opponent's Life Points for each monster your opponent has on the field."

[] King of Yamimakai

Normal Monster Card

Level 5 ATK 2000 DEF 1530

Fiend Dark

[] Krokodilus <RARE>

Normal Monster Card

Level 4 ATK 1100 DEF 1200

Reptile Water

[] La Jinn the Mystical Genie of the Lamp

Normal Monster Card

Level 4 ATK 1800 DEF 1000

Fiend Dark

[] Megazowler

Normal Monster Card

Level 6 ATK 1800 DEF 2000

Dinosaur Earth

[] Metal Guardian

Normal Monster Card

Level 5 ATK 1150 DEF 2150

Fiend Dark

[] Millennium Golem

Normal Monster Card

Level 6 ATK 2000 DEF 2200

Rock Earth

[] Monster Tamer

Normal Monster Card

Level 5 ATK 1800 DEF 1600

Warrior Earth

[] Moon Envoy

Normal Monster Card

Level 4 ATK 1100 DEF 1000

Warrior Light

- [] Mushroom Man
 {Also Launcher Spider}
 Normal Monster Card
 Level 2 ATK 800 DEF 600
 Plant Earth
- [] Mysterious Puppeteer
 Effect Monster Card
 Level 4 ATK 1000 DEF 1500
 Warrior Earth
 "When the monster is summoned (excluding Special Summon) or flipped face-up by attack or some effect, the Life Points of this card's owner increase by 500 points for each monster while this card is face-up on the field."
- [] Mystic Lamp <RARE>
 {Also Gate Guardian}
 Effect Monster Card Fusion-Material Monster
 Level 1 ATK 400 DEF 300
 Spellcaster Dark
 "This monster attacks your opponent's Life Points directly."
- [] Ookazi
 Magic Card
 "InFLICT 800 points of Direct Damage to your opponent's Life Points."
- [] Penguin Soldier <RARE>
 {Also Garoozis}
 Normal Monster Card
 Level 2 ATK 750 DEF 500
 Aqua Water
 "FLIP: You can return up to 2 Monster Cards from the field to the owner's hand."
- [] Pumpking the King of Ghosts
 Effect Monster Card
 Level 6 ATK 1800 DEF 2000
 Zombie Dark
 "As long as the "Castle of Dark Illusions" remains face-up on the field, the ATK and DEF of this card increases by 100 points each turn. This effect remains active for 5 turns."
- [] Ring of Magnetism <RARE>
 Magic Card Equip
 "A monster equipped with this card decreases its ATK and DEF by 500 points. All your opponent's monsters must attack the monster equipped with this card."
- [] Royal Decree <RARE>
 {Also Garoozis}
 Trap Card Continuous
 "As long as this card remains face-up on the field, the effects of all Trap Cards, except this one, are deactivated."
- [] Ryu-Kishin
 Normal Monster Card Fusion-Material Monster
 Level 3 ATK 1000 DEF 500
 Fiend Dark

- [] Ryu-Kishin Powered
Normal Monster Card
Level 4 ATK 1600 DEF 1200
Fiend Dark
- [] Share the Pain
Magic Card
"Both you and your opponent must select 1 of your own Monster Cards on the field and offer it as a Tribute."
- [] Skelgon <RARE>
{Also Garoozis}
Fusion Monster Card
Level 6 ATK 1700 DEF 1900
Zombie Dark
"The Snake Hair + Blackland Fire Dragon"
- [] Skull Knight
Fusion Monster Card
Level 7 ATK 2650 DEF 2250
Spellcaster Dark
"Tainted Wisdom + Ancient Brain"
- [] Stim-Pack
Magic Card Equip
"A monster equipped with this card increases its ATK by 700 points. Its ATK is then decreased by 300 points at each of its Standby Phases."
- [] Sword of Dark Destruction <RARE>
{Also Tiger Axe}
Magic Card Equip
"A DARK monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points."
- [] Tainted Wisdom
Normal Monster Card Fusion-Material Monster
Level 3 ATK 1250 DEF 800
Fiend Dark
- [] The Bistro Butcher
Effect Monster Card
Level 4 ATK 1800 DEF 1000
Fiend Dark
"When this card inflicts Direct Damage to your opponent, your opponent must draw 2 cards from the Deck."
- [] The Inexperienced Spy
Magic Card
"Select and see 1 card in your opponent's hand."
- [] The Little Swordsman of Aile
Effect Monster Card
Level 3 ATK 800 DEF 1300
Warrior Water
"Offer 1 monster on the field as a Tribute to increase this monster's ATK by 700 points until the end of the turn."
- [] The Wicked Worm Beast
Effect Monster Card

Level 3 ATK 1400 DEF 700
Beast Earth

"This card is returned to your hand at the end of your turn."

[] Ushi Oni <RARE>

{Also Garoozis}

Normal Monster Card

Level 6 ATK 2150 DEF 1950
Fiend Dark

[] Yado Karu

Effect Monster Card

Level 4 ATK 900 DEF 1700
Aqua Water

"When this card's position is changed from Attack to Defense, you can place any number of card from your hand at the bottom of your Deck in any order you desire."

[[18]] Blue-Eyes Ultimate Dragon

[] Blue-Eyes Ultimate Dragon

Fusion Monster Card

Level 12 ATK 4500 DEF 3800
Dragon Light

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

[] Dark Magic Ritual

Magic Card Ritual

"This card is used to summon "Magician of Black Chaos". You must also offer monsters whose total Level stars equal 8 or more as a Tribute from the field or your hand."

[] Firewing Pegasus

Normal Monster Card

Level 6 ATK 2250 DEF 1800
Beast Fire

[] Gate Guardian

Effect Monster Card

Level 11 ATK 3750 DEF 3400
Warrior Dark

"This card can only be summoned by offering "Sanga of the Thunder", "Kazejin", and "Suijin" as a Tribute."

[] Magician of Black Chaos

Ritual Monster Card

Level 8 ATK 2800 DEF 2600
Spellcaster Dark

"This monster is summoned with the Ritual Magic Card, "Dark Magic Ritual". You must also offer monsters whose total Level stars equal 8 or more from the field or your hand as a Tribute."

[] Meteor B. Dragon

Fusion Monster Card

Level 8 ATK 3500 DEF 2000
Dragon Fire
"Red-Eyes B. Dragon + Meteor Dragon"

[] Meteor Dragon

Normal Monster Card Fusion-Material Monster
Level 6 ATK 1800 DEF 2000
Dragon Earth

[] Sengenjin

Normal Monster Card
Level 8 ATK 2750 DEF 2500
Beast-Warrior Earth

[] Serpent Night Dragon

Normal Monster Card
Level 7 ATK 2350 DEF 2400
Dragon Dark

[] Tri-Horned Dragon

Normal Monster Card
Level 8 ATK 2850 DEF 2350
Dragon Dark

[[19]] Millennium Puzzle Blue

[] Cannon Soldier

{Also Great Moth}
Effect Monster Card Fusion-Material Monster
Level 4 ATK 1400 DEF 1300
Machine Dark

"Offer 1 or more monsters on your side of the field as a Tribute to inflict 500 points of Direct Damage per monster to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributes due to other cards' effects are excluded."

[] Cyber Jar

{Limited to only 1 card in a deck}
{Also Blue Eyes T. Dragon}
Effect Monster Card
Level 3 ATK 900 DEF 900
Rock Dark

"FLIP: Destroys all monsters on the field (including this monster). Both players then pick up (not Draw) 5 cards from the top of their respective decks and show the cards to each other. Immediately Special Summon any Monster Cards of Level 4 or lower among them on the field in face-up Attack Position or face-down Defense Position. The rest of the cards picked up are placed in the players' hands."

[] Giant Soldier of Stone

{Also Red Eyes B. Dragon and Exodia}
Normal Monster Card Fusion-Material Monster
Level 4 ATK 1300 DEF 2000
Rock Earth

- [] Graceful Charity
{Limited to only 2 cards in a deck}
{Also Gemini Elf}
Magic Card
"Draw 3 cards from your Deck, then discard any 2 cards from your hand."
- [] Harpie's Feather Duster <RARE>
{Limited to only 1 card in a deck}
{Also Millennium Puzzle Yellow}
Magic Card
"Destroys all of your opponent's Magic and Trap Cards on the field."
- [] Heavy Storm
{Limited to only 2 cards in a deck}
{Also Battle Ox}
Magic Card
"Destroys all Magic/Trap Cards on the field."
- [] Kuriboh <RARE>
{Also Launcher Spider}
Effect Monster Card
Level 1 ATK 300 DEF 200
Fiend Dark
"Discard this card from your hand to the Graveyard to negate the damage inflicted by an opponent's monster. This effect can only be used once, and must be activated during your opponent's Battle Phase."
- [] Labyrinth Wall <RARE>
{Also Blue Eyes T. Dragon}
Normal Monster Card
Level 5 ATK 0 DEF 3000
Rock Earth
- [] Last Will
{Also Judge Man}
Magic Card
"If a monster of yours is sent from the field to the Graveyard during the turn that you've placed this card, you can select a monster with an ATK of 1500 points or less from your Deck and play it as a Special Summon. Shuffle the Deck after playing the card. This card is active for 1 turn only."
- [] Left Arm of the Forbidden One <RARE>
{Limited to only 1 card in a deck}
{Also Exodia}
Normal Monster Card
Level 1 ATK 200 DEF 300
Spellcaster Dark
- [] Mask of Darkness <RARE>
{Also Harpie Lady and Millennium Eye}
Effect Monster Card
Level 2 ATK 900 DEF 400
Fiend Dark
"FLIP: Select a Trap Card from your Graveyard and return it to your hand."
- [] Muka Muka <RARE>
{Also Great Moth and Millennium Eye}
Effect Monster Card

Level 2 ATK 600 DEF 300

Rock Earth

"Increase the ATK and DEF of this card by 300 points for every card in your hand."

[] Pot of Greed

{Limited to only 1 card in a deck}

{Also Red-Eyes B. Dragon and Exodia}

Magic Card

"Draw 2 cards from your Deck."

[] Reaper of the Cards

{Also Red-Eyes B. Dragon and Exodia}

Effect Monster Card

Level 5 ATK 1380 DEF 1930

Fiend Dark

"FLIP: Destroys 1 Trap Card on the field. If this card's target is face-down, flip it face-up. If the card is a Trap Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated."

[] Right Arm of the Forbidden One <RARE>

{Limited to only 1 card in a deck}

Normal Monster Card

Level 1 ATK 200 DEF 300

Spellcaster Dark

[] Sangan

{Limited to only 2 cards in a deck}

{Also Great Moth}

Effect Monster Card

Level 3 ATK 1000 DEF 600

Fiend Dark

"When this card is sent from the field to the Graveyard, you can move 1 monster with an ATK of 1500 or less from your Deck to your hand. Your Deck is then shuffled."

[] Sinister Serpent <RARE>

{Limited to only 1 card in a deck}

{Also Millennium Puzzle Yellow}

Effect Monster Card

Level 1 ATK 300 DEF 250

Reptile Water

"During your Standby Phase, if a "Sinister Serpent" exists in your Graveyard, you can return the "Sinister Serpent" to your hand."

[] Stuffed Animal

Normal Monster Card

Level 3 ATK 1200 DEF 900

Warrior Earth

[] Swords of Revealing Light <RARE>

{Limited to only 2 cards in a deck}

{Also Mystical Elf and Millennium Eye}

Magic Card

"Counting from your opponent's turn, none of your opponent's monsters can attack for 3 turns of his/her own. When this card is activated, opponent's face-down monsters at that time are turned face-up, but remain in Defense Position. Any effects the monsters may have are immediately activated."

[] Takriminos

Normal Monster Card
Level 4 ATK 1500 DEF 1200
Sea Serpent Water

[] Wall of Illusion

{Also Judge Man}
Effect Monster Card
Level 4 ATK 1000 DEF 1850
Fiend Dark
"The monster attacking this creature is returned to its owner's hand. Any damage resulting from the attack is calculated normally."

[] Witch of the Black Forest <RARE>

{Limited to only 2 cards in a deck}
{Also Great Moth}
Effect Monster Card Fusion-Material Monster
Level 4 ATK 1100 DEF 1200
Spellcaster Dark
"When this card is sent from the field to the Graveyard, you can move 1 monster with DEF of 1500 or less from your Deck to your hand. Your Deck is then shuffled."

[[20]] Millennium Puzzle Green

[] Alligator's Sword

Normal Monster Card Fusion-Material Monster
Level 4 ATK 1500 DEF 1200
Beast Earth

[] Black Illusion Ritual <RARE>

Magic Card Ritual
"This card is used to Ritual Summon "Relinquished". You must also offer monsters whose total Level stars equal 1 or more from the field or your hand as a Tribute."

[] Blast Sphere <RARE>

Effect Monster Card
Level 4 ATK 1400 DEF 1400
Machine Dark
"When your opponent attacks this monster in face-down Defense Position, this card is treated as an Equip Card and is used to equip the attacking monster (damage is not calculated). The equipped monster and this card are destroyed during your opponent's next Standby Phase. Your opponent then receives Direct Damage equal to the equipped monster's ATK."

[] Blue-Eyes White Dragon

{Also Blue Eyes W. Dragon}
Normal Monster Card Fusion-Material Monster
Level 8 ATK 3000 DEF 2500
Dragon Light
"This legendary dragon is a powerful engine of destruction. Virtually invincible, very few have faced this awesome creature and

lived to tell the tale."

[] Celtic Guardian

{Also Judge Man and Blue Eyes W. Dragon}

Normal Monster Card

Level 4 ATK 1400 DEF 1200

Warrior Earth

[] Cosmo Queen <RARE>

Normal Monster Card

Level 8 ATK 2900 DEF 2450

Spellcaster Dark

[] Dancing Elf

Normal Monster Card

Level 1 ATK 300 DEF 200

Fairy Wind

[] Dark Magician <RARE>

{Also Dark Magician and Blue Eyes W. Dragon}

Normal Monster Card

Level 7 ATK 2500 DEF 2100

Spellcaster Dark

[] Dark Magician Girl <RARE>

{Also Millennium Eye}

Effect Monster Card

Level 6 ATK 2000 DEF 1700

Spellcaster Dark

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

[] Dark-Eyes Illusionist <RARE>

Effect Monster Card

Level 2 ATK 0 DEF 1400

Spellcaster Dark

"FLIP: As long as this card remains on the field, 1 designated monster cannot attack."

[] Dokurorider <RARE>

Ritual Monster Card

Level 6 ATK 1900 DEF 1850

Zombie Dark

"This monster is summoned with the Ritual Magic Card, "Revival of Dokurorider". You must also offer monsters whose total Level Stars equal 6 or more as a Tribute from the field or your hand."

[] Exile of the Wicked

{Also Garoozis and Battle Ox}

Magic Card

"Destroys all face-up Fiend-type monsters on the field."

[] Flame Swordsman <RARE>

{Also Blue Eyes W. Dragon and Millennium Eye}

Fusion Monster Card

Level 5 ATK 1800 DEF 1600

Warrior Fire

"Flame Manipulator + Masaki the Legendary Swordsman"

[] Garnecia Elefantis

Normal Monster Card
Level 7 ATK 2400 DEF 2000
Beast-Warrior Earth

[] Gazelle the King of Mythical Beasts

Normal Monster Card
Level 4 ATK 1500 DEF 1200
Beast Earth

[] Goddess of Whim

Effect Monster Card
Level 3 ATK 950 DEF 700
Fairy Light
"Toss a coin and call "Heads" or "Tails". Call it right and this card's ATK will be doubled during this turn. Call it wrong and the ATK will be halved during this turn."

[] Kanan the Swordmistress

Normal Monster Card
Level 4 ATK 1400 DEF 1400
Warrior Earth

[] Launcher Spider

{Also Launcher Spider}
Normal Monster Card
Level 7 ATK 2200 DEF 2500
Machine Fire

[] Mikazukinoyaiba <RARE>

Normal Monster Card
Level 7 ATK 2200 DEF 2350
Dragon Dark

[] Millennium Shield <RARE>

Normal Monster Card
Level 5 ATK 0 DEF 3000
Warrior Earth

[] Obelisk the Tormentor

Level 10 ATK 4000 DEF 4000
Divine Divine
"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."
{This is not able to play.}

[] Panther Warrior <RARE>

{Also Millennium Eye}
Effect Monster Card
Level 4 ATK 2000 DEF 1600
Beast-Warrior Earth
"This card cannot attack unless you offer 1 of your monsters on the field as a Tribute."

[] Pendulum Machine

{Also Launcher Spider}
Normal Monster Card
Level 6 ATK 1750 DEF 2000
Machine Dark

[] Revival of Dokurorider <RARE>

Magic Card Ritual

"This card is used to summon "Dokurorider". You must also offer monsters whose total Level stars equal 6 or more as a Tribute from the field or your hand."

[] Thousand Dragon <RARE>

{Also Millennium Eye}

Fusion Monster Card

Level 7 ATK 2400 DEF 2000

Dragon Wind

"Time Wizard + Baby Dragon"

[] Three-Legged Zombies

Normal Monster Card

Level 3 ATK 1100 DEF 800

Zombie Dark

[] Tiger Axe

{Also Gemini Elf}

Normal Monster Card

Level 4 ATK 1300 DEF 1100

Beast-Warrior Earth

[] Time Machine <RARE>

Trap Card

"When 1 monster is sent to the Graveyard as a result of battle, you can return it to the field in the same battle position as a Special Summon."

[] Time Wizard <RARE>

Effect Monster Card Fusion-Material Monster

Level 2 ATK 500 DEF 400

Spellcaster Light

"Toss a coin and call Heads or Tails. If you call it right, your opponent's monsters on the field are destroyed. If you call it wrong, your own monsters on the field are destroyed and you lose Life Points equal to half the total ATK of the destroyed monsters. This card can be used only during your own turn, once per turn."

[] Yaranzo <RARE>

Normal Monster Card

Level 4 ATK 1300 DEF 1500

Zombie Dark

[[21]] Millennium Eye

[] Axe of Despair

{Also Relinquished}

Magic Card Equip

"A monster equipped with this card increases its ATK by 1000 points. When this card is sent from the field to the Graveyard, you can offer 1 monster from the field as a Tribute to place it on top of your Deck."

[] B. Skull Dragon <RARE>

{Also Gate Guardian}
Fusion Monster Card
Level 9 ATK 3200 DEF 2500
Dragon Dark
"Summoned Skull + Red-Eyes B. Dragon"

[] Catapult Turtle

Effect Monster Card
Level 5 ATK 1000 DEF 2000
Aqua Water
"Offer 1 of your monsters on the field as a tribute. Half of the Tribute monster's ATK is inflicted to your opponent's Life Points as Direct Damage."

[] Cocoon of Evolution

Effect Monster Card
Level 3 ATK 0 DEF 2000
Insect Earth
"You may treat this card as an Equip Magic Card on a face-up "Petit Moth" on the field. When equipped, the ATK and DEF of "Petit Moth" becomes the same as "Cocoon of Evolution"."

[] Dark Magician Girl <RARE>

{Also Millennium Puzzle Green}
Effect Monster Card
Level 6 ATK 2000 DEF 1700
Spellcaster Dark
"This card's ATK increases by 300 points for every "Dark Magician" or "Magician of Black Chaos" in either player's Graveyard."

[] Dimensional Warrior

Effect Monster Card
Level 4 ATK 1200 DEF 1000
Warrior Light
"When this card Attacks or is attacked, both this card and the opposing monster are removed from play and cannot return during the current Duel."

[] Flame Swordsman <RARE>

{Also Blue Eyes W. Dragon and Millennium Puzzle Green}
Fusion Monster Card
Level 5 ATK 1800 DEF 1600
Warrior Fire
"Flame Manipulator + Masaki the Legendary Swordsman"

[] Gaia the Dragon Champion

{Also Exodia and Red Eyes B. Dragon}
Fusion Monster Card
Level 7 ATK 2600 DEF 2100
Dragon Wind
"Gaia the Fierce Knight + Curse of Dragon"

[] Hane-Hane

{Also Red Eyes B. Dragon and Exodia}
Effect Monster Card
Level 2 ATK 450 DEF 500
Beast Earth
"FLIP: Select 1 Monster Card on the field (regardless of position) and return it to its owner's hand."

- [] Harpie Lady Sisters <RARE>
{Also Harpie Lady}
Effect Monster Card
Level 6 ATK 1950 DEF 2100
Winged Beast Wind
"This monster can only be Special Summoned with the Magic Card
"Elegant Egotist"."
- [] Hiro's Shadow Scout
{Also Relinquished}
Effect Monster Card
Level 2 ATK 650 DEF 500
Fiend Dark
"FLIP: Your opponent draws 3 cards. Both players check the cards
and any Magic Cards among them must be immediately discarded to
the Graveyard."
- [] Insect Queen <RARE>
Effect Monster Card
Level 8 ATK 2200 DEF 2400
Insect Earth
"This card cannot attack unless you offer 1 of your monsters on the
field as a Tribute. The ATK of this card increases by 200 points for
each Insect-type monster on the field. When this card destroys an
enemy monster, you can place an Insect Monster Token (face-up Attack
Position/Insect-Type/EARTH/1 Star/ATK 100/DEF 100) on the field at
the end of your turn."
- [] Lord of D <RARE>
Effect Monster Card
Level 4 ATK 1200 DEF 1100
Spellcaster Dark
"All Dragon-type monsters are not affected by Magic Cards, Trap
Cards, or other effects while this card is face-up on the field."
- [] Magician of Faith
Effect Monster Card
Level 1 ATK 300 DEF 400
Spellcaster Light
"FLIP: Select a Magic Card from the Graveyard and return it to
your hand."
- [] Man-Eater Bug
{Also Red Eyes B. Dragon}
Effect Monster Card
Level 2 ATK 450 DEF 600
Insect Earth
"FLIP: Destroys 1 monster on the field (regardless of position)."
- [] Mask of Darkness
{Also Harpie Lady and Millennium Puzzle Blue}
Effect Monster Card
Level 2 ATK 900 DEF 400
Fiend Dark
"FLIP: Select a Trap Card from your Graveyard and return it to
your hand."
- [] Messenger of Peace <RARE>
{Also Blue Eyes T. Dragon}
Magic Card Continuous

"You must pay 100 Life Points at each of your Standby Phases. If you cannot pay, this card is destroyed. All monsters with an ATK of 1500 points or more cannot attack."

[] Muka Muka

{Also Great Moth and Millennium Puzzle Blue}

Effect Monster Card

Level 2 ATK 600 DEF 300

Rock Earth

"Increase the ATK and DEF of this card by 300 points for every card in your hand."

[] Panther Warrior <RARE>

{Also Millennium Puzzle Green}

Effect Monster Card

Level 4 ATK 2000 DEF 1600

Beast-Warrior Earth

"This card cannot attack unless you offer 1 of your monsters on the field as a Tribute."

[] Perfectly Ultimate Great Moth <RARE>

{Also Millennium Puzzle Yellow}

Effect Monster Card

Level 8 ATK 3500 DEF 3000

Insect Earth

"This monster is summoned by offering "Petit Moth" as a Tribute on the 6th of your turns after it has been equipped with "Cocoon of Evolution"."

[] Seiyaryu <RARE>

{Also Millennium Puzzle Yellow}

Normal Monster Card

Level 8 ATK 2500 DEF 2300

Dragon Light

[] Shadow Ghoul

Effect Monster Card

Level 5 ATK 1600 DEF 1300

Zombie Dark

"Increase the ATK of this monster by 100 points for each monster in your own Graveyard."

[] Solemn Judgment <RARE>

{Also Great Moth}

Trap Card Counter

"When your opponent either activates a Magic or Trap card or summons a monster (including Special Summon), you can negate the action and destroy the cards involved at the cost of half of your Life Points."

[] Stop Defense

{Also Red-Eyes B. Dragon and Exodia}

Magic Card

"Select 1 of your opponent's monsters and switch it to Attack Position. If the card is face-down, flip it face-up. If the card has a flip effect, it is activated immediately."

[] Swords of Revealing Light <RARE>

{Limited to only 2 cards in a deck}

{Also Millennium Puzzle Blue and Mystical Elf}

Magic Card

"Counting from your opponent's turn, none of your opponent's monsters can attack for 3 turns of his/her own. When this card is activated, opponent's face-down monsters at that time are turned face-up, but remain in Defense Position. Any effects the monsters may have are immediately activated."

[] The Flute of Summoning Dragon <RARE>

Magic Card

"Playing this card when you have a "Lord of D." card face-up on the field allows you to play up to 2 Dragon-type cards from your hand as a Special Summon."

[] The Unhappy Maiden

{Also Launcher Spider}

Effect Monster Card

Level 1 ATK 0 DEF 100

Spellcaster Light

"When this card is sent to the Graveyard as a result of battle, the Battle Phase for that turn ends immediately."

[] Thousand Dragon

{Also Millennium Puzzle Green}

Fusion Monster Card

Level 7 ATK 2400 DEF 2000

Dragon Wind

"Time Wizard + Baby Dragon"

[] Toon Mermaid

{Also Blue Eyes T. Dragon}

Effect Monster Card

Level 4 ATK 1400 DEF 1500

Aqua Water

"This card cannot be summoned unless "Toon World" is on the field. This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this monster attacks. When "Toon World" is destroyed, this card is also destroyed. If your opponent doesn't control a Toon monster on the field, this card may inflict Direct Damage to your opponent's Life Points. If the Toon monster is on your opponent's side of the field, your attacks must target the Toon monster."

[] Twin-Headed Thunder Dragon <RARE>

Fusion Monster Card

Level 7 ATK 2800 DEF 2100

Thunder Light

"Thunder Dragon + Thunder Dragon"

[[22]] Buster Blader

[] 7 Completed

Magic Card Equip

"A Machine-Type monster equipped with this card increases its ATK and DEF by 700 points."

[] Appropriate

Trap Card Continuous

"You can activate this card when your opponent draws a card outside of his/her Draw Phase. Draw 2 cards from your Deck."

[] Armored Glass

Trap Card

"You can activate this card when a monster is equipped with an Equip Magic Card to deactivate the effects of all Equip Magic Cards on the field."

[] Backup Soldier

{Limited to only 2 cards in a deck}

Trap Card

"You can activate this card when there are 5 or more Monster Cards in your Graveyard. Take up to 3 Normal Monster Cards with an ATK of 1500 points or less from your Graveyard and add them to your hand."

[] Buster Blader <RARE>

Effect Monster Card

Level 7 ATK 2600 DEF 2300

Warrior Earth

"The ATK of this card increases by 500 points for every Dragon-type monster in your opponent's side of the field and Graveyard."

[] Call Of The Haunted <RARE>

{Limited to only 1 card in a deck}

Trap Card Continuous

"Select 1 monster from your Graveyard and Special Summon it to Attack Position. When this card is destroyed or removed from the field, the summoned monster is also destroyed, and vice-versa."

[] Ceasefire

{Limited to only 1 card in a deck}

Trap Card

"Flip all face-down Monster Cards on the field face-up (Flip Effects are not activated). For every Effect Monster Card on the field, decrease your opponent's Life Points by 500 points."

[] Chain Destruction <RARE>

Trap Card

"You can activate this card when a monster with an ATK of 2000 points or less is summoned (including Special Summon). Destroys all Monster Cards of the same name in the summoning player's hand and Deck. The summoning player's Deck is then shuffled."

[] Cyber Falcon

Normal Monster Card

Level 4 ATK 1400 DEF 1200

Machine Wind

[] Darkfire Soldier #1

Normal Monster Card

Level 4 ATK 1700 DEF 1150

Pyro Fire

"An explosive expert from a special elite force."

[] Darkfire Soldier #2

Normal Monster Card

Level 4 ATK 1700 DEF 1100

Pyro Fire

- [] DNA Surgery
Trap Card Continuous
"Select 1 Type of monster. As long as this card remains on the field, all face-up Monster Cards will be treated as the Type you selected."
- [] Driving Snow
Trap Card
"You can activate this card when 1 or more of your Magic Cards are destroyed and sent from the field to the Graveyard. Destroy 1 Magic or Trap Card on the field."
- [] Dust Tornado
Trap Card
"Destroy 1 of your opponent's Magic or Trap Cards on the field. You can then Set 1 Magic or Trap Card from you hand."
- [] Earthshaker
Trap Card
"Select two Monster Card Attributes. Your opponent then selects 1 of the 2 Attributes and destroys face-up monsters of that Attribute on the field."
- [] Enchanted Javelin
Trap Card
"Select 1 of your opponent's monsters in Attack Position and add its ATK points to your Life Points."
- [] Flame Champion
Normal Monster Card
Level 5 ATK 1900 DEF 1300
Pyro Fire
- [] Flying Kamakiri #2
Normal Monster Card
Level 4 ATK 1500 DEF 800
Insect Wind
- [] Forced Requisition
Trap Card Continuous
"You can activate this card when you discard from your hand. Every time you discard from your hand, your opponent must also discard from his/her hand."
- [] Gift of The Mystical Elf
Trap Card
"Increases your Life Points by 300 points for every monster on the field, regardless of position."
- [] Graverobber
Trap Card
"You can take 1 Magic Card from your opponent's Graveyard and play it during this turn. If you choose to play it, you must pay 2000 of your own Life Points."
- [] Gust
Trap Card
"You can activate this card when 1 or more of your Magic Cards are destroyed and sent from the field to the Graveyard. Destroy 1 Magic

or Trap Card on the field."

[] Harpie's Brother

Normal Monster Card

Level 4 ATK 1800 DEF 600

Winged Beast Wind

"With eyes like a hawk and a flying speed exceeding Mach 5, this monster is a master of the sky."

[] Imperial Order <RARE>

{Limited to only 1 card in a deck}

Trap Card Continuous

"As long as this card remains face-up on the field, the effects of all Magic Cards are deactivated. To keep this card in effect, you must pay 700 Life Points at your Standby Phase. If you cannot pay, this card is destroyed."

[] Inspection

Magic Card Continuous

"At your opponent's Standby Phase, you can randomly select 1 card in your opponent's hand and look at it, at the cost of 500 Life Points."

[] Jinzo <RARE>

{Limited to only 1 card in a deck}

Effect Monster Card

Level 6 ATK 2400 DEF 1500

Machine Dark

"As long as this card remains face-up on the field, all the effects of Trap Cards are deactivated."

[] Kiseitai

Effect Monster Card

Level 2 ATK 300 DEF 800

Fiend Dark

"When your opponent's monster attacks this card in face-down Defense Position, the attacking monster is equipped with this card (damage calculations are cancelled). At each of your opponent's Standby Phases, increase your Life Points by half of the ATK of the monster equipped with this card."

[] Light of Intervention

Trap Card Continuous

"Monster Cards cannot be played face-down. Monsters Set in Defense Position are played face-up on the field. Flip Effects are not activated."

[] Lightforce Sword <RARE>

Trap Card

"Select 1 card at random from your opponent's hand. Keep it face-down and play it outside of the field. The card is returned to its owner's hand on your opponent's 4th Standby Phase following this turn."

[] Major Riot

Trap Card

"You can activate this card when 1 of your monsters are returned from the field to your hand. Return all Monster Cards on the field to their respective hands. Both you and your opponent can then place the same number of Monster Cards on the field in face-down Defense

Position."

[] Metal Detector <RARE>

Trap Card

"You can activate this card when a Continuous Magic Card is played to deactivate all Continuous Magic Cards for the current turn."

[] Morphing Jar #2

{Limited to only 2 cards in a deck}

Effect Monster Card

Level 3 ATK 800 DEF 700

Rock Earth

"FLIP: Return all Monster Cards on the field to their respective Decks and shuffle them. You and your opponent then draw cards until you both have the same number of Monster Cards that were returned to each Deck. Place the monsters on the field in face-down Defense Position. Any other cards drawn are discarded to the Graveyard."

[] Mr. Volcano

Normal Monster Card

Level 5 ATK 2100 DEF 1300

Pyro Fire

[] Mystic Probe <RARE>

Trap Card

"You can activate this card when a Continuous Magic Card is played to deactivate all Continuous Magic Cards for the current turn."

[] Nobleman of Crossout <RARE>

{Limited to only 2 cards in a deck}

Magic Card

"Destroy 1 face-down monster and remove it from play. If the monster destroyed is a Flip Effect Monster, both players must remove Monster Cards of the same name from their respective Decks and remove them from play. The Decks are then shuffled."

[] Nobleman of Extermination <RARE>

Magic Card

"Destroy 1 face-down Magic or Trap Card and remove it from play. If the card is a Trap Card, both players must remove Trap Cards of the same name from their respective Decks and remove them from play. The Decks are then shuffled."

[] Numinous Healer

Trap Card

"You can activate this card when you take damage to your Life Points. Increase your Life Points by 1000. In addition, increase your Life Points by 500 points per card if there are additional "Numinous Healer" cards in the Graveyard."

[] Premature Burial

Magic Card Equip

"Pay 800 Life Points. Select 1 Monster Card from your Graveyard, place it on the field in Attack Position, and equip it with this card. When this card is destroyed, the monster is also destroyed."

[] Prohibition <RARE>

Magic Card Continuous

"When you play this card, declare the name of 1 card. As long as this card remains on the field, the declared card cannot be played."

- [] Respect Play
 - Trap Card Continuous
 - "During their respective turns, each player must show their opponent their hands."

- [] Shield & Sword
 - Magic Card
 - "For 1 turn, each face-up monster's ATK becomes their DEF and vice-versa."

- [] Solomon's Lawbook
 - Trap Card
 - "Skip your own Standby Phase."

- [] Steel Ogre Grotto #2
 - Normal Monster Card
 - Level 6 ATK 1900 DEF 2200
 - Machine Earth

- [] Stone Ogre Grotto
 - {Also Blue Eyes T. Dragon}
 - Normal Monster Card
 - Level 5 ATK 1600 DEF 1500
 - Rock Earth

- [] The Eye of Truth
 - Trap Card Continuous
 - "As long as this card remains face-up on the field, your opponent must show his/her hand. Your opponent recovers 1000 Life Points at every Standby Phase if he/she has a Magic Card in his/her hand."

- [] The Regulation of Tribe
 - Trap Card Continuous
 - "Select 1 Type of monster. Any monster of the selected Type cannot attack. To keep this card in effect, you must offer 1 monster as a Tribute at each of your Standby Phases. If you cannot do so, this card is destroyed."

- [] The Shallow Grave <RARE>
 - Magic Card
 - "Each player takes 1 Monster Card from their respective Graveyards and Sets them on the field in Defense Position."

- [] Three-Headed Geedo
 - Normal Monster Card
 - Level 4 ATK 1200 DEF 1400
 - Fiend Dark

- [] Time Seal
 - Trap Card
 - "Your opponent skips the Draw Phase of his/her next turn."

- [] Twin-Headed Fire Dragon
 - {Also Launcher Spider}
 - Normal Monster Card
 - Level 6 ATK 2200 DEF 1700
 - Pyro Fire

- [] World Suppression

Trap Card

"You can activate this card when a Field Magic Card is played to deactivate the Field Magic Card for the current turn."

[[23]] Millennium Puzzle Yellow

[] Acid Trap Hole

Trap Card

"Flip 1 face-down Defense Position monster face-up. If the monster's DEF is 2000 points or less, the monster is destroyed. If the DEF is more than 2000 points, return the monster to its face-down Defense Position."

[] Alligator's Sword Dragon

Fusion/Effect Monster Card

Level 5 ATK 1700 DEF 1500

Dragon Wind

"Baby Dragon + Alligator's Sword. You can inflict Direct Damage to your opponent's Life Points with this card if the only Attributes of Monster Cards on your opponent's side of the field are EARTH, WATER, or FIRE."

[] Alpha The Magnet Warrior <RARE>

Normal Monster Card

Level 4 ATK 1400 DEF 1700

Rock Earth

[] Anti-Magic Fragrance <RARE>

Trap Card Continuous

"As long as this card remains on the field, Magic Cards must always be Set on the battlefield and cannot be activated until a player's following turn."

[] Aqua Chorus <RARE>

Trap Card Continuous

"If there are Monster Cards of the same name on the field, the ATK and DEF of those cards are increased by 500 points."

[] Bell of Destruction <RARE>

{Limited to only 2 cards in a deck}

Trap Card

"Destroy 1 face-up Monster Card and inflict Direct Damage equal to the destroyed card's ATK to the Life Points of both you and your opponent."

[] Beta The Magnet Warrior <RARE>

Normal Monster Card

Level 4 ATK 1700 DEF 1600

Rock Earth

[] Bright Castle

Magic Card Equip

"Increases the ATK of all LIGHT monsters by 700 points."

[] Crush Card <RARE>

Trap Card

"Offer 1 DARK monster with an ATK of 1000 or less as a Tribute. Any opponent's monster with an ATK of 1500 or higher on the field, in your opponent's hand, or drawn in the next 3 turns is automatically destroyed."

[] Cyber Shield

Magic Card Equip

"Increases the ATK of either "Harpie Lady" or "Harpie Lady Sisters" by 500 points."

[] Cyber-Tech Alligator

Normal Monster Card

Level 5 ATK 2500 DEF 1600

Machine Wind

[] Dunames Dark Witch

Normal Monster Card

Level 4 ATK 1800 DEF 1050

Fairy Light

[] Gamma The Magnet Warrior <RARE>

Normal Monster Card

Level 4 ATK 1500 DEF 1800

Rock Earth

[] Garma Sword

Ritual Monster Card

Level 7 ATK 2550 DEF 2150

Warrior Dark

"This monster is summoned with the Ritual Magic Card, "Garma Sword Oath". You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the field or your hand."

[] Garma Sword Oath <RARE>

Magic Card Ritual

"This card is used to summon "Garma Sword". You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the field or your hand."

[] Goblin Fan

Trap Card Continuous

"As long as this card remains face-up on the field, all Flip Summoned monsters of Level 2 or lower are immediately destroyed without their effects being activated."

[] Harpie's Feather Duster <RARE>

{Limited to only 1 card in a deck}

{Also Millennium Puzzle Blue}

Magic Card

"Destroys all of your opponent's Magic and Trap Cards on the field."

[] Kunai with Chain

Trap Card Equip

"You can shift an opponent's monster in Attack Position to Defense Position. In addition, you can increase the ATK of 1 of your own monsters by 500 points."

[] Magic-Arm Shield <RARE>

Trap Card

"You can activate this card when your opponent announces an attack."

Select 1 of your opponent's face-up Defense Position Monster Cards on the field and designate it as the target of the attack."

[] Perfectly Ultimate Great Moth <RARE>

{Also Millennium Eye}

Effect Monster Card

Level 8 ATK 3500 DEF 3000

Insect Earth

"This monster is summoned by offering "Petit Moth" as a Tribute on the 6th of your turns after it has been equipped with "Cocoon of Evolution"."

[] Red-Eyes Black Metal Dragon <RARE>

Effect Monster Card

Level 8 ATK 2800 DEF 2400

Machine Dark

"This card can be Special Summoned from the Deck to the field by offering "Red-Eyes B. Dragon" equipped with "Metalmorph" as a Tribute."

[] Salamandra

Magic Card Equip

"A FIRE monster equipped with this card increases its ATK by 700 points."

[] Sebek's Blessing <RARE>

Magic Card Quick

"You can activate this card when your Monster Card inflicts Direct Damage to your opponent's Life Points. Increase your own Life Points by an amount equal to the Direct Damage you inflicted to your opponent."

[] Seiyaryu

{Also Millennium Eye}

Normal Monster Card

Level 8 ATK 2500 DEF 2300

Dragon Light

[] Sinister Serpent <RARE>

{Limited to only 1 card in a deck}

{Also Millennium Puzzle Blue}

Effect Monster Card

Level 1 ATK 300 DEF 250

Reptile Water

"During your Standby Phase, if a "Sinister Serpent" exists in your Graveyard, you can return the "Sinister Serpent" to your hand."

[] Slifer the Sky Dragon <RARE>

Level 10 ATK X000 DEF X000

Divine Divine

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

{This is not able to play.}

[] Sword of Dragon's Soul <RARE>

Magic Card Equip

"This card can only be used to equip a Warrior-type monster to increase its ATK by 700 points. Any Dragon-type monster battling a monster equipped with this card is automatically destroyed at the end of a Battle Phase, regardless of ATK/DEF. (Damage calculations are applied normally.)"

[] Vorse Raider

Normal Monster Card
Level 4 ATK 1900 DEF 1200
Beast-Warrior Dark

[] Widespread Ruin

Trap Card
"When your opponent attacks with a monster, destroy his/her Attack Position monster with the highest ATK."

[] Windstorm of Etaqua <RARE>

Trap Card
"Shift the position of all your opponent's face-up Monster Cards on the field to the opposite position (Defense Position to Attack Position or vise versa)."

[[24]] Other Cards

[] Big Shield Gardna

Booster: (It might be one of the cards given by winning the Grandpa Cup.)
Effect Monster Card
Level 4 ATK 100 DEF 2500
Warrior Earth
"When this card is face-down and targeted by a Magic Card whose effect targets only 1 monster, the Magic Card is negated and this card is turned face-up in Defense Position. When this card is attacked, it is shifted to Attack Position following the Damage step."

[] Dark Sage

Booster: (It might be one of the cards given by winning the Grandpa Cup.)
Effect Monster Card
Level 9 ATK 2800 DEF 3200
Spellcaster Dark
"When you activate the effect of "Time Wizard" and call it right, you can summon this card from either your hand or your Deck by offering 1 "Dark Magician" as a Tribute. Then move 1 Magic Card from your Deck to your hand and shuffle your Deck."

[] Exchange

Booster: (It might be one of the cards given by winning the Grandpa Cup.)
Magic Card
"Both players show their hands to each other. You can both select 1 card from each other's hand and then add it to your own. When sent to the Graveyard, the cards are placed in the Graveyard of the original owner."

[] Exodia of the Forbidden One

{Limited to only 1 card in a deck}
Booster: (Weekly Yu-Gi-Oh!)
Effect Monster Card
Level 3 ATK 1000 DEF 1000

Spellcaster Dark

"An automatic victory can be declared by the player whose hand contains this card with the Left Leg/Right Leg/Left Arm/Right Arm of the Forbidden One."

[] Glory of the King's Hand

Ticket

(This is not able to play.)

(Qualifies you to participate in the Finals of the National Championship.)

[] Graceful Dice

Booster: (It might be one of the cards given by winning the Grandpa Cup.)

Magic Card Quick

"Roll a die. The result is multiplied by 100 points and added to the ATK and DEF of all monsters you control until the end of your turn."

[] Harpie's Pet Dragon

Booster: (Weekly Yu-Gi-Oh!)

Effect Monster Card

Level 7 ATK 2000 DEF 2500

Dragon Wind

"Increase the ATK and DEF of this card by 300 points for each face-up "Harpie Lady" on the field."

[] Horn of the Unicorn

Booster: (Yu-Gi-Oh! Magazine)

Magic Card Equip

"A monster equipped with this card increases its ATK and DEF by 700 points. When this card is sent from the field to the Graveyard, it returns to the top of your Deck."

[] Insect Armor with Laser Cannon

Booster: (Weekly Yu-Gi-Oh!)

Magic Card Equip

"Increases the ATK of all Insect-type monsters by 700 points."

[] Jellyfish

Booster: ?

Normal Monster Card

Level 4 ATK 1200 DEF 1500

Aqua Water

[] Koumori Dragon

Booster: (Yu-Gi-Oh! Magazine)

Normal Monster Card

Level 4 ATK 1500 DEF 1200

Dragon Dark

[] Magical Hats

Booster: (Yu-Gi-Oh! Magazine)

Trap Card

"Take 2 non-Monster Cards from you Deck and select 1 of your Monster Cards on the field, then shuffle your Deck. Shuffle the 3 selected cards and place them on the field in face-down Defense Position. These 3 cards are treated as monsters (ATK 0/DEF 0) and are destroyed at the end of your Battle Phase. This card can only be activated during your opponent's Battle Phase."

[] Mesmeric Control

Booster: (unknown)

Magic Card

"When this card is played, your opponent cannot change the position of monsters during his/her next turn."

[] Metalmorph

Booster: (Weekly Yu-Gi-Oh!)

Trap Card Equip

"After activation, this card is used to equip a face-up monster.

The monster equipped with this card increases its ATK and DEF by 300 points. When attacking a monster equipped with this card, you can further increase its ATK by an amount equal to half the ATK of your target."

[] Metalzoa

Booster: (Weekly Yu-Gi-Oh!)

Effect Monster Card

Level 8 ATK 3000 DEF 2300

Machine Dark

"This monster is Special Summoned from the Deck to the field by offering "Zoa" equipped with "Metalmorph" as a tribute."

[] Mirror Wall

Booster: (Weekly Yu-Gi-Oh!)

Trap Card Continuous

"You must pay 2000 of your own Life Points during each Standby Phase. If you cannot, this card is destroyed. Decrease the ATK of all your opponent's attacking monsters by half."

[] Mountain <RARE>

Booster: (Weekly Yu-Gi-Oh!)

Magic Card Field

"Increases the ATK and DEF of all Dragon, Winged Beast, and Thunder-type monsters by 200 points."

[] Negate Attack

Booster: (unknown)

Trap Card Counter

"When your opponent attacks with a monster, all attacks are negated and your opponent's BattlePhase ends."

[] Parasite Paracide

Booster: (Weekly Yu-Gi-Oh!)

Effect Monster Card

Level 2 ATK 500 DEF 300

Insect Earth

"FLIP: Put this card face-up in your opponent's Deck and shuffle it. When your opponent draws this card, it is Special Summoned on the field face-up in Defense Position. Your opponent's Life Points are decreased by 1000 points, and from this point, all of your opponent's face-up Monster cards are treated as Insect-type monsters as long as this card remains face-up on the field."

[] Riryoku <RARE>

{Limited to only 2 cards in a deck}

Booster: (Weekly Yu-Gi-Oh!)

Magic Card

"During your turn, you can reduce the ATK of 1 monster by half and

add that amount to the ATK of another monster on the field."

[] Seal of the Ancients

Booster: (unknown)

Magic Card

"At the cost of 1000 of your own Life Points, flip all of your opponent's face-down cards face-up. After seeing the cards, return them to their original positions (card effects are not activated)."

[] Set Sail for the Kingdom

Ticket

(This is not able to play.)

(Qualifies you to participate in the 2nd Round of the National Championship.)

[] Skull Dice

Booster: (It might be one of the cards given by winning the Grandpa Cup.)

Trap Card

"Roll a die. The results is multiplied by 100 points and subtracted from the ATK and DEF of all monsters in your opponent's control until the end of your turn."

[] The Monarchy

Ticket

(This is not able to play.)

(Qualifies you to participate in the Semi-Final of the National Championship.)

[] The Snake Hair

Booster: (Weekly Yu-Gi-Oh)

Normal Monster Card Fusion-Material Monster

Level 4 ATK 1500 DEF 1200

Zombie Dark

[] The Winged Dragon of Ra

Booster: (Yu-Gi-Oh! Magazine)

Level 10 ATK ????

DEF ????

Divine Divine

"Spirits sing of a powerful creature that rules over all that is mystic."

{This is not able to play.}

[] Total Defense Shogun

Booster: (unknown)

Effect Monster Card

Level 6 ATK 1550 DEF 2500

Warrior Dark

"When this card is summoned (excluding Special Summon), it is placed on the field in Defense Position. This card can attack without being shifted to Attack Position. Damage results are calculated normally."

[] Valkyrion the Magna Warrior <RARE>

Booster: (Yu-Gi-Oh! Magazine)

Effect Monster Card

Level 8 ATK 3500 DEF 3850

Rock Earth

"You may Special Summon this card by offering "Alpha The Magnet Warrior", "Beta The Magnet Warrior", and "Gamma The Magnet Warrior"

from your hand or the field as a Tribute. If "Alpha The Magnet Warrior", "Beta The Magnet Warrior", and "Gamma The Magnet Warrior" are in the Graveyard, you can offer this card as a Tribute to Special Summon these 3 cards to the field."

[] Yami

Booster: (Weekly Yu-Gi-Oh!)

Magic Card Field

"Increases the ATK and DEF of all Fiend and Spellcaster-type monsters by 200 points. Also decreases the ATK and DEF of all Fairy-type monsters by 200 points."

[] Zoa

Booster: (Weekly Yu-Gi-Oh!)

Normal Monster Card

Level 7 ATK 2600 DEF 1900

Fiend Dark
