

Lost Kingdoms Card List

by Myke

Updated to vFinal on Aug 21, 2002

Lost Kingdoms - Card Information/ US Version

For the Nintendo GameCube

Version FINAL (August 21st, 2002)

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Version History

Aug. 21, 2002 Don't expect any more update to this card list guide, because Version FINAL I sold the game and yeah, you get the idea.

July 21, 2002 Thanks to Robert for correcting some of the errors on this page, such as spelling correction, card number correction, etc.

June 6, 2002

Version 0.7 Changed the title of this document to Card Information since I've included some other informations other than description to the cards. Element List added. There isn't really anything else to add. I mark this the final version.

June 5, 2002

Version 0.6 I've found some of the missing cards, and added them onto the list. Those missing cards are Yellow Butterfly, Ghost Armor, Blue Dragon, Efreet, Hydra, Venom Lizard, Doppelganger, Sphinx, Puppet Master, Demon Skeleton and Golden Phoenix. I will sort out the elements in a table on the next update.

June 4, 2002

Version 0.5: Found some more time to work on this, I've added Night Mare, Cyclops, Vampire, Great Demon, Unicorn, Vampire Bush, Elephant King, Hand of Fire, Griffin, Steel Skeleton, Red Dragon, Black Dragon, Demon Fox, Behemoth, Great Turtle, White Tiger, God of Destruction. Thats 11 more to go...I'm missing some. If I have more time, I'll see if any one of these card can transform into the card i'm missing out on.

June 4, 2002

Version 0.4: Added Running Bird, Dragonoid, Mind Flayer, Flayer Spawn, Basilisk, Will o' Wisp, Siren, Stone Head, Chimera, Land Shark, Whip Worm, Evil Eye, Gold Butterfly, Ice Golem, Elephant, Sasquatch, Larval Fly, Tiger Mage, Caterpoker, Rheebug, Jack-O-Latern, Water Bird, Juggernaut, Catoblepas, Goblin Lord, Golden Goose, Zombie Dragon, Berserker, Lich, Beelzabub,

Kraken, Hand of Pain, Kitty Trap, MegaMandradora, Fenril, Mole Monster, and Chaos Knight cards. That's 77 out of 105 cards completed, 28 to go!

June 3, 2002

Version 0.3: Added Orc, Ghoul, Venus Spider, Red Lizard, Giant Crab, Cockatrice, Giant Bee, Blood Bush, Sand Beetle, Trickster, Demon Hound, Crystal Rose, Scythe Beast, Sand Worm, Wraith, Archer Tree, Sand Golem, Wizard, Necromancer, Banshee, and Treant cards. Another long day tomorrow.

June 2, 2002

Version 0.2: Added Mummy, Fairy, Water Hopper, Carbuncle, Fire Golem, Flying Ray, Maelstrom, Lycanthrope, Sea Monk, Dark Raven, Birdman, Dragon Knight, Fire Gargoyle, Plague Rat cards.

June 1, 2002

Version 0.1: Added Skeleton, Lizardman, Mandradora, Hobgoblin and Man Trap cards.

May 31, 2002

Version 0.0: Birth of this document

=====
How to use this Guide
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Card Number - Name of the creature on the card

Rareness (5 stars being the rarest)

Type (Weapon, Summoned, Independent, Trap)

Price Purchase / Sale (in Gold)

Copy (in Gold)

Stone Requirement (how many stone it take
to add experience point
if you have the card of
this creature currently
in your deck.)

Attribute: (Fire, Water, Earth, Wood, Neutral)

Transformation: (how many exp. points | name of creature (card #)
it take to transform)

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Card List
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001 - Skeleton

Rareness: *

Type: Independent

Price: 30 / 20

Copy: 700

Stone Requirement: x 1

Attribute: Earth

Transformation: 3000 pts | Demon Skeleton (093)
4000 pts | Berserker (035)
5000 pts | Steel Skeleton (100)

Monster Profile: Enchanced skeleton that attacks with a sword. It is slow moving, but it's defensive power is relatively high.

Card Profile: This creature will follow the player around the battlefield. It is slow, but its defense is relatively strong, which should help it survive fairly long battles.

002 - Ghost Armor

Rareness: **

Stone Requirement: x 5

Type: Weapon

Attribute: Wood

Price: 720 / 480

Copy: 2000

Transformation: 2000 pts | Chaos Knight (101)

Monster Profile: The cursed armor of a slain warlord. Equipped with an effective offense and defense, this is a dangerous opponent. He is only vulnerable during his attack sequence.

Card Profile: Weapon-Type creature that strikes forward. It is powerful enough to cut through any defense. The player may be vulnerable for a short time leading up to the attack.

003 - Red Dragon

Rareness: ****

Stone Requirement: x 14

Type: Summoned

Attribute: Fire

Price: ? / 4,400

Copy: 5,000

Transformation: 1000 pts | Zombie Dragon (029)

Monster Profile: The creature Red Dragons are the kings of the monster world. They often found guarding important temples. The fangs of a Red Dragon bring paralysis, and their fiery breath brings death.

Card Profile: A Summon-type creature that can devastate its foes with its fiery breath. The dragon require a few seconds to get prepared, so careful panning it required to hit a target.

004 - Lizardman

Rareness: *

Stone Requirement: x 1

Type: Weapon

Attribute: Earth

Price: 30 / 20

Copy: 700

Transformation: 1000 pts | Scythe Beast (078)

3000 pts | Venom Lizard (071)

6000 pts | Red Dragon (003)

Monster Profile: Lizardmen are lightning fast with their swords. They have retained the lightning-quick reflexes of their much smaller cousins, the salamanders.

Card Profile: Delivers a quick sword strike that covers a wide area. The

008 - Unicorn

Rareness: ***

Stone Requirement: x 6

Type: Summoned

Attribute: Wood

Price: ? / 1,000

Copy: 3,500

Transformation: 700 pts | Night Mare (080)

Monster Profile: Unknown

Card Profile: This sacred beast will restore 50% of the player's returning 1-5 used cards to his deck. Any discarded cards will also be restored. Cannot be used under the 2 Player Fair Play Rule.

009 - Hobgoblin

Rareness: *

Stone Requirement: x 3

Type: Independent

Attribute: Fire

Price: 8 / 5

Copy: 700

Transformation: 3000 pts | Trickster (092)
3000 pts | Goblin Lord (077)
4000 pts | Berserker (035)

Monster Profile: This humanoid is native to the Plains of Rowahl. Hobgoblins live in small villages. They are not particularly powerful, and should give you little trouble unless you are careless.

Card Profile: Independent-type creature. While inexpensive, the Hobgoblin will not last long in combat. The gas it expels can create a poison effect.

010 - Sand Golem

Rareness: **

Stone Requirement: x 5

Type: Independent

Attribute: Earth

Price: 300 / 200

Copy: 1,400

Transformation: 700 pts | Fire Golem (030)
1400 pts | Behemoth (038)
2100 pts | Decoy Pillar (102)

Monster Profile: A magical animated giant made of sand. It is dim-witted, but extremely powerful. The goblins of the Plains of Rowahl worship the Sand Golems as gods.

Card Profile: An Independent-Type creature can relieve attacks while it is on the battlefield. When a Sand Golem is summoned, enemy creatures will be drawn to it over the player.

011 - Jack-O-Lantern

Rareness: **

Stone Requirement: x 11

Type: Summoned

Attribute: Fire

Price: 750 / 500

Copy: 2,000

Transformation: 1000 pts | Will o' Wisp (058)
1000 pts | Sand Worm (013)

Monster Profile: A ghoulish scarecrow that dances around breathing fire in all directions, damaging everything in range.

Card Profile: This animated scarecrow will cause heavy damage to every creature on the battlefield. Use this card with caution, because you will lose half your hit points when the scarecrow explodes.

012 - Man Trap

Rareness: * Stone Requirement: x 3
Type: Independent Attribute: Wood
Price: 30 / 20
Copy: 700

Transformation: 1000 pts | Caterpoker (094)
2000 pts | Crystal Rose (052)
3000 pts | Catoblepas (021)

Monster Profile: A carnivorous plant. Its feet-like roots allow it to move around as it looks for victims. When a victim comes within range, the Man Trap strikes out with its deadly teeth.

Card Profile: Independent-Type creature. The Man Trap moves slowly, but its attack is nothing to be laughed at. If used wisely, the long-lasting Man Trap can be very helpful.

013 - Sand Worm

Rareness: ** Stone Requirement: x 7
Type: Summoned Attribute: Earth
Price: 600 / 400
Copy: 2,000

Transformation: 1000 pts | Kraken (022)

Monster Profile: Despite their overwhelming size, these desert dwellers are prone to hide in the sand when faced with a tough opponent. When cornered, however, Sand Worms will fight with great ferocity.

Card Profile: A Summons-Type creature that will damage everything within a wide radius of the summoner. The Sand Worm shoots out of the ground, twists in the air, then smashes downward, crushing anyone in its path.

014 - Mummy

Rareness: * Stone Requirement: x 1
Type: Weapon Attribute: Earth
Price: ? / 150
Copy: 1,000

Transformation: 1000 pts | Ghoul (047)
4000 pts | Sphinx (086)

Monster Profile: Cursed spirits of the ancient dead, Mummies offer death and destruction to those who disturb sacred areas. They are slow, but their defense is solid. Their magical power is not to be ignored.

Card Profile: Weapon-Type creature. The arc of a Mummy's attack is very limited, but the spell he puts on enemy creatures can be very powerful.

015 - Cockatrice

Rareness: **

Stone Requirement: x 4

Type: Weapon

Attribute: Wood

Price: 750 / 500

Copy: 2,000

Transformation: 1000 pts | Griffin (070)

Monster Profile: This ferocious magical bird can turn its enemies into stone. The Cockatrice is particularly dangerous while its eggs are hatching. Approach with extreme caution.

Card Profile: Weapon-Type creature. The Cockatrice aims a white cloud of breath straight ahead. This breath not only packs a powerful punch, it can also turn to stone anyone who comes into contact with.

016 - Sasquatch

Rareness: **

Stone Requirement: x 6

Type: Summoned

Attribute: Water

Price: 750 / 500

Copy: 2,000

Transformation: 2000 pts | Behemoth (038)

Monster Profile: The incredible hardness of these abominable snowmen makes them harder to kill. They live near large trees, and will use their powerful arms to swat anyone who approaches.

Card Profile: A Summons-Type creature that will deliver a powerful blow to every creature in the vicinity of the summoner. The Sasquatch attacks by madly swinging both arms around in all direction.

017 - Wraith

Rareness: *

Stone Requirement: x 4

Type: Summoned

Attribute: Water

Price: 120 / 80

Copy: 1,000

Transformation: 1000 pts | Giant Crab (032)
1000 pts | Banshee (033)
4000 pts | Puppet Master (088)

Monster Profile: These spirits, sorcerers in life, prefer to attack from a distance, perhaps because of their meager life force. Wraiths attack with a barrage of deadly ice chunks.

Card Profile: A Summons-Type creature that hurls chunks of ice in a narrow arc. Half of the damage done by the Wraith will be redirected to the summoner as a regained hit point.

018 - Orc

Rareness: * Stone Requirement: x 2
Type: Weapon Attribute: Fire
Price: 75 / 50
Copy: 700

Transformation: 1000 pts | Hobgoblin (009)
3000 pts | Great Demon (067)
4000 pts | Berserker (035)

Monster Profile: These pig-faced creatures are slow-moving and extremely ornery. Their favorite weapon is the battleaxe. Orcs are particularly common in the Dahl-Nok Valley.

Card Profile: A Weapon-Type creature that uses its portly shape to send enemies flying. The enemy must be located almost directly in front of the player for the sumo charge to be effective.

019 - Fairy

Rareness: * Stone Requirement: x 3
Type: Summoned Attribute: Water
Price: 240 / 160
Copy: 700

Transformation: 700 pts | Sea Monk (049)
1400 pts | Siren (074)
2800 pts | Water Bird (087)

Monster Profile: Unknown

Card Profile: A Fairy with the power to heal. When summoned, a Fairy will restore 50% of the summoner's hit points. Cannot be used under the 2 Player Fair Play Rule.

020 - Vampire Bush

Rareness: ** Stone Requirement: x 3
Type: Independent Attribute: Water
Price: ? / 460
Copy: 1,400

Transformation: 700 pts | Blood Bush (061)
700 pts | Basilisk (039)
700 pts | Hand of Pain (090)

Monster Profile: This strange-looking plant will drain the life from anyone who gets too close. It does not attack directly, but instead slowly sucks the life out of every creature on the battlefield.

Card Profile: This special creature can neither move nor attack. However as long as it is on the battlefield, it will slowly suck the life out of the enemy monsters.

021 - Catoblepas

Rareness: **

Stone Requirement: x 6

Type: Independent

Attribute: Earth

Price: 1,200 / 800

Copy: 2,000

Transformation: 1000 pts | Rheebus (082)
1000 pts | Hydra (073)

Monster Profile: The extremely long neck of this cow-like monster renders it virtually immobile. It defends itself by turning attackers to stone with the ray of energy it emits from its single eye.

Card Profile: The single eye of this creature can turn enemy into stone. An Independent-Type creature, the Catoblepas has high endurance, but is completely immobile.

022 - Kraken

Rareness: ***

Stone Requirement: x 6

Type: Weapon

Attribute: Water

Price: ? / 800

Copy: 3,000

Transformation: 1000 pts | Mind Flayer (096)

Monster Profile: A magical beast found in aquatic regions, the Kraken can instantly lower the temperature to absolute zero. Creatures caught in the Kraken's icy grip can also be paralyzed.

Card Profile: A Weapon-Type creature that instantaneously lowers the temperature of an area to absolute zero. Paralysis often results as a side-effect. It does take some practice to estimate the correct range.

023 - Water Hopper

Rareness: **

Stone Requirement: x 1

Type: Weapon

Attribute: Water

Price: 45 / 30

Copy: 700

Transformation: 1000 pts | Giant Crab (032)
1000 pts | Flying Ray (036)
4000 pts | Kraken (022)

Monster Profile: This strange creature hovers serenely, then strikes without warning. The frog-like tongue and spit of this creature contain a paralyzing poison.

Card Profile: A Weapon-Type creature that attacks enemies in front of the player by zapping them with its long tongue. It is not very lethal, but on occasion a strike will result in paralysis.

024 - Fenril

Rareness: ***

Stone Requirement: x 9

Type: Summoned

Attribute: Wood

Price: 2,100 / 1,400

Copy: 4,000

Transformation: 1000 pts | Unicorn (008)

Monster Profile: These feared demon wolves are lightning-quick, and very dangerous. They can shoot a ball of light from a distance, or attack with their razor-sharp fangs. Both methods carry the threat of paralysis.

Card Profile: This wolf relative is said to be capable of killing even a god. A Fenril attacks by expelling a stream of Wood energy which will cause damage to every Earth being on the battlefield.

025 - Lich

Rareness: ***

Stone Requirement: x 5

Type: Weapon

Attribute: Earth

Price: ? / 1,400

Copy: 4,000

Transformation: 1000 pts | Vampire (085)

Monster Profile: A Lich is a powerful sorcerer who has survived death. Anyone approaching a Lich's pillar of fire will suffer major damage. Liches can also raise the dead, they are often seen with Zombie Dragons.

Card Profile: A Weapon-Type creature that uses a fiery pillar of chaos to sweep away all enemies standing in the path of the summoner. A Lich's pillar also carries the threat of paralysis and petrification.

026 - Carbuncle

Rareness: *

Stone Requirement: x 1

Type: Spin Card, Independent

Attribute: Earth

Price: ? / 300

Copy: 1,000

Transformation: 1000 pts | Plague Rat (089)

1000 pts | Juggernaut (065)

2000 pts | Whip Worm (091)

Monster Profile: This small monster carries a gem in its forehead. When approached, a Carbuncle will ram into the aggressor, causing light damage.

Card Profile: These small creatures circle madly around the player, damaging every enemy they run into. They do not last long, but in the right situation, they can be just what is needed.

027 - Flayer Spawn

Rareness: *

Stone Requirement: x 1

Type: Summoned

Attribute: Fire

Price: 90 / 60

Copy: 1,000

Transformation: 1000 pts | Fairy (019)
1000 pts | Blood Bush (061)
1000 pts | Maelstrom (041)

Monster Profile: All brain and no body, the Flayer Spawn are being raised in the Shayel Passage by the Mind Flayers. Flayer Spawn attack with streams of lightning which carry the threat of paralysis

Card Profile: A Summons-Type creature. Flayer Spawn shoot a stream of electricity forward, paralyzing any creature it hits. Although it can strike from greater range, the long preparation time is disadvantage.

028 - Golden Goose

Rareness: *** Stone Requirement: x 8
Type: Independent Attribute: Neutral
Price: ? / 3,000
Copy: 5,000

Transformation: 2000 pts | Decoy Pillar (102)

Monster Profile: A goose made up entirely of gold and jewels. It has no method of attack, but it does know how to run fast.

Card Profile: Independent creature that runs around wildly, but is entirely useless.

029 - Zombie Dragon

Rareness: *** Stone Requirement: x 8
Type: Summoned Attribute: Earth
Price: ? / 1,600
Copy: 4,000

Transformation: 5000 pts | Black Dragon (099)

Monster Profile: A Zombie Dragon is a dragon that has been brought back from the grave to fight again. The fetid breath of a Zombie Dragon can cause a victim to turn to stone or become paralyzed, poisoned, or cursed.

Card Profile: A Summon-Type creature that expels a fetid cloud of breath to the front of the player. The noxious vapor can cause a victim to turn to stone, become paralyzed, poisoned, or cursed.

030 - Fire Golem

Rareness: ** Stone Requirement: x 5
Type: Summoned Attribute: Fire
Price: 570 / 380
Copy: 2,000

Transformation: 1000 pts | Wraith (017)
1000 pts | Efreet (062)
2000 pts | Ice Golem (097)

Monster Profile: This animated pile of molten rock will use its massive arms to strike down any within reach. Those who run away will be struck down with a barrage of flaming stone. It is slow, but

tough.

Card Profile: A special type of Summons creature, the Fire Golem creates a wall of searing flame around the summoner. While the wall is active, the player can damage enemies simply by running into them.

031 - Running Bird

Rareness: * Stone Requirement: x 5
Type: Independent Attribute: Earth
Price: 240 / 160
Copy: 700

Transformation: 700 pts | Gold Butterfly (046)
2100 pts | Water Bird (087)

Monster Profile: This giant ostrich races to and from on its magically-enchanted legs. The presence of a Running Bird will give all friendly monsters a speed boost. The Running Bird will not actually attack anyone.

Card Profile: A special type of creature that affects other beings. While the Running Bird is on the battlefield, it will increase the speed of all allies. The bird itself does not attack anyone, it simply runs around.

032 - Giant Crab

Rareness: * Stone Requirement: x 5
Type: Summoned Attribute: Water
Price: 120 / 80
Copy: 1,000

Transformation: 1000 pts | Lizardman (004)
1000 pts | Water Hopper (023)
4000 pts | Ice Golem (097)

Monster Profile: These mutant crabs use their massive pincer to crush their enemies. Their thick shells make them impervious to all but the most determined attacks. They are also poisonous.

Card Profile: A Summons creature that emits a foamy substance that turns opponents to stone. With careful positioning, the crab will cause multiple damage.

033 - Banshee

Rareness: ** Stone Requirement: x 2
Type: Weapon Attribute: Wood
Price: ? / 180
Copy: 1,500

Transformation: 1000 pts | Red Lizard (007)
1000 pts | Wraith (017)
3000 pts | Mind Flayer (096)

Monster Profile: Banshee are rare creatures that can sometimes be found roaming old burial grounds. They will attack from long-range with a powerful bolt of psychic energy.

Card Profile: A Weapon-Type creature. The Banshee's bolt of psychic energy can penetrate any defense. It also carries a curse effect. Some of the HP drained from victims will be restored to you as experience points.

034 - Land Shark

Rareness: * Stone Requirement: x 6
Type: Independent Attribute: Water
Price: 270 / 180
Copy: 1,500

Transformation: 1000 pts | Demon Hound (037)
1000 pts | Demon Skeleton (093)

Monster Profile: Land Sharks swim in the soil of the earth, rather than in the sea. They will leap up and attack any enemy that approaches them.

Card Profile: An Independent-Type creature. The Land Shark cruises through the soil until it finds an enemy monster, then leaps out and attacks.

035 - Berserker

Rareness: *** Stone Requirement: x 7
Type: Independent Attribute: Fire
Price: 540 / 360
Copy: 3,000

Transformation: 1000 pts | Great Demon (067)
1000 pts | Goblin Lord (077)

Monster Profile: Berserkers are warriors crazed with bloodlust. They will attack anyone and everyone they see, friend and foe alike. Anyone struck by a Berserker will demonstrate the same symptoms.

Card Profile: An Independent-Type creature. The Berserker does not distinguish between friend and his foe. He will attack anyone who gets in his way. Anyone struck by a Berserker turns into a Berserker themselves.

036 - Flying Ray

Rareness: * Stone Requirement: x 1
Type: Weapon Attribute: Water
Price: 30 / 20
Copy: 700

Transformation: 1000 pts | Water Hopper (023)
2000 pts | Land Shark (034)
3000 pts | Hydra (073)

Monster Profile: The stingray of the sky. When the Flying Ray spots a victim, it dives into the earth and waits for them to approach before leaping out and ramming into them.

Card Profile: A Weapon-Type creature. Not very lethal, and the delivery is

Price: 999 / 666

Copy: 3,000

Transformation: 1000 pts | Beelzabub (095)

Monster Profile: Exposing only it's gangly arm, the Mole Monster can travel through earth rapidly. What it lacks in durability, it makes up for in speed. It places a turn-to-stone spell on anyone it manages to claw.

Card Profile: An Independent monster that draws the enemy away from the summoner, and toward its nimble movements make it especially effective against slower, more cumbersome enemies.

041 - Maelstrom

Rareness: **

Stone Requirement: x 1

Type: Trap, Independent

Attribute: Water

Price: ? / 40

Copy: 1,500

Transformation: 1000 pts | Flayer Spawn (027)
1000 pts | Kitty Trap (079)

Monster Profile: The Maelstrom waits quietly for an enemy to approach, then attacks, leaving them sopping wet, and cursed. Maelstroms are easy to defeat if you have a long-range weapon.

Card Profile: A Trap-type creature that hits any monster that gets too close with a blast of enchanted wind. Placing three Maelstroms on the field at the same time will enable a special attack.

042 - Lycanthrope

Rareness: *

Stone Requirement: x 5

Type: Summoned

Attribute: Wood

Price: ? / 60

Copy: 700

Transformation: 1000 pts | Birdman (057)
2000 pts | Chimera (076)
5000 pts | Fenril (024)

Monster Profile: Half human, half beast, the Lycanthrope uses its quickness to confuse opponents. A swipe from the razor-sharp claws of a Lycanthrope can send one flying.

Card Profile: A Summons-Type creature that swipes at nearby enemies with its razor-sharp claws. It can strike several enemies at once, provided they are all within its attack zone.

043 - Sand Beetle

Rareness: *

Stone Requirement: x 6

Type: Independent

Attribute: Earth

Price: 480 / 320

Copy: 1,500

Transformation: 1000 pts | Venus Spider (084)
1000 pts | Trickster (092)

1000 pts | Land Shark (034)

Monster Profile: The Sand Beetle prefers to remain underground. When an enemy approaches, the Sand Beetle will pop out and attack with its giant pincers.

Card Profile: An easy-to-use Independent-Type creature that lives in the ground. From its protected underground position, it attacks enemy monsters with its oversized pincers.

044 - Necromancer

Rareness: ***

Stone Requirement: x 6

Type: Summoned

Attribute: Neutral

Price: ? / 600

Copy: 4,000

Transformation: 1000 pts | Lich (025)

Monster Profile: Necromancers are often encountered in graveyards. They will command the Dead to attack their enemies, while using their superior speed to avoid being struck themselves.

Card Profile: This Summons monster creates a ball of magic around the summoner that injures anyone touched. If a skeleton is on the field, the Necromancer will call up a demonic skull instead.

045 - Great Turtle

Rareness: ****

Stone Requirement: x 20

Type: Independent

Attribute: Earth

Price: ? / 5,000

Copy: 5,000

Transformation: 9999 pts | Doppelganger (105)

Monster Profile: This Great Turtle is one of the Four Sacred Beasts, and the lord of all Earth creatures. He is said to live in an ancient temple. When attacked, he will fire salvoes of volcanic lava onto his enemies.

Card Profile: An extremely powerful creature that uses the power of Earth to launch salvoes of volcanic lava that can wipe an entire area clear of monsters. Cannot be used under the 2 Player Fair Play Rule.

046 - Gold Butterfly

Rareness: *

Stone Requirement: x 5

Type: Independent

Attribute: Earth

Price: ? / 160

Copy: 700

Transformation: 700 pts | Running Bird (031)
700 pts | Caterpoker (094)

Monster Profile: This giant insect is often found near rivers. The powder that falls from its wings causes numbness in all who inhale it. Affected beings will move slower than normal.

Card Profile: This unique creature does not attack at all. It sprinkles powder from its wings which will slow down every enemy monster. The effect only lasts while the butterfly is on the battlefield.

047 - Ghoul

Rareness: * Stone Requirement: x 1
Type: Weapon Attribute: Wood
Price: ? / 50
Copy: 1,000

Transformation: 1000 pts | Mummy (014)
2000 pts | Venom Lizard (071)
4000 pts | Necromancer (044)

Monster Profile: A Ghoul is a corpse brought back to life, but missing a soul. Ghouls are slow-moving, but can paralyze anyone unlucky enough to be raked by their filthy claws.

Card Profile: A Weapon-Type creature that can cause poisoning and paralysis in addition to normal damage. Using its filth-encrusted claws, the Ghoul swats at whatever is in front of the player.

048 - Treant

Rareness: * Stone Requirement: x 5
Type: Independent Attribute: Wood
Price: 240 / 160
Copy: 700

Transformation: 2800 pts | MegaMandragora (050)

Monster Profile: Treants are ancient trees that have grown sentient. While on the battlefield, a Treant will boost the defensive power of all his allies.

Card Profile: A special type of Summons creature, the Treant will boost the defensive power of all its allies for as long as the Treant remains on the battlefield.

049 - Sea Monk

Rareness: * Stone Requirement: x 8
Type: Summoned Attribute: Water
Price: ? / 100
Copy: 1,000

Transformation: 1000 pts | Wizard (054)
1000 pts | Evil Eye (068)
1000 pts | Rheebeus (082)

Monster Profile: Unknown

Card Profile: A healing-type creature. The Sea Monk will restore 1-5 of the cards already used by the summoner. Any discarded cards will also be restored. Cannot be used under the 2 Player Fair Play Rule.

050 - MegaMandragora

Rareness: ***

Stone Requirement: x 4

Type: Trap, Independent

Attribute: Wood

Price: ? / 800

Copy: 4,000

Transformation: 1000 pts | Treant (048)

Monster Profile: This extremely rare creature is part plant, part animal. If approached, it will emit a piercing scream that can penetrate any defense. Some have been seen in the Village of Lumsted.

Card Profile: A Trap-Type creature that waits until an enemy approaches, then releases a high pitched scream that injure any within range.

051 - Larval Fly

Rareness: ***

Stone Requirement: x 5

Type: Independent

Attribute: Water

Price: ? / 120

Copy: 1,050

Transformation: 700 pts | Wizard (054)
2100 pts | Beelzabub (095)

Monster Profile: This disease carrier can cause a variety of special damage conditions. It also neutralizes all element attributes while it is on the battlefield.

Card Profile: While on the battlefield, this creature will neutralize all element attributes. It will not attack anyone.

052 - Crystal Rose

Rareness: *

Stone Requirement: x 4

Type: Weapon

Attribute: Water

Price: ? / 700

Copy: 1,500

Transformation: 1000 pts | Man Trap (012)
1000 pts | Treant (048)
3000 pts | Ice Golem (097)

Monster Profile: This plant entices unsuspecting passersby with a lure shaped like a beautiful woman. The killer rose zaps its victims with a beam of frigid air that turn victims to stone and puts a spell on them.

Card Profile: A Weapon type creature that shoots a glittering beam of frost at its enemies. The Crystal Rose is lethal at both long and short ranges. It can also cause secondary charm and paralysis damage.

053 - Dark Raven

Rareness: *

Stone Requirement: x 1

Type: Weapon

Attribute: Fire

Price: 15 / 10

Copy: 700

Transformation: 1000 pts | Birdman (057)
2000 pts | Chimera (076)
3000 pts | Cockatrice (015)

Monster Profile: A harbinger of bad luck, the Dark Raven is not much of a threat, offensively. But it can create confusion amongst its enemies with its rapid movements.

Card Profile: A Weapon type creature perfectly suited for long-range attacks. It does not carry much punch, but it is an ideal weapon for attacking trap-type monsters that are dangerous to approach in person.

054 - Wizard

Rareness: *

Stone Requirement: x 5

Type: Independent

Attribute: Fire

Price: 240 / 160

Copy: 700

Transformation: 700 pts | Larval Fly (051)
2800 pts | Mind Flayer (096)

Monster Profile: With its wizard's staff, this monster can control fire. The magic will raise the offensive power of every creature on its side.

Card Profile: A unique creature that will not attack anyone directly but will boost the hitting power of all friendly creatures. The effect disappears once the Wizard leaves the battlefield.

055 - Dragonoid

Rareness: *

Stone Requirement: x 4

Type: Weapon

Attribute: Earth

Price: 300 / 200

Copy: 1,500

Transformation: 3000 pts | Zombie Dragon (029)
4000 pts | Red Dragon (003)
4000 ppts | Black Dragon (099)

Monster Profile: This outcast creature is the product of a dragon and a human. It lives its life hiding in sewers and underground waterways. The whip of a Dragonoid can cause paralysis.

Card Profile: A Weapon-Type creature that wields paralysis-causing whip. The quick snap of the whip creates a shock wave that will damage monsters in its path.

056 - Giant Bee

Rareness: **

Stone Requirement: x 5

Type: Independent

Attribute: Wood

Price: 450 / 300

Copy: 1,500

Transformation: 700 pts | Whip Worm (091)
2100 pts | Puppet Master (088)

Monster Profile: These enormous queen bees establish hives in large trees. They are very poisonous, and extremely aggressive. A Giant Bee will attack anyone who approaches her hive, be they friend or foe.

Card Profile: This Special creature doubles the power of all wood creatures, while simultaneously halving the power of any Earth creatures. It does not actually attack anything.

057 - Birdman

Rareness: * Stone Requirement: x 3
Type: Summoned Attribute: Wood
Price: 60 / 40
Copy: 700

Transformation: 1000 pts | Lycanthrope (042)
2000 pts | Siren (074)
2000 pts | Griffin (070)

Monster Profile: The favorite weapon of this proud race of half-birds is the spear. A Birdman will maneuver into position with his superior mobility, then wait for the right moment for a devastating spear thrust.

Card Profile: This Summons creature uses his lance to smash whatever stands before him. He has fairly long range, but his attack can leave the player exposed. Requires some familiarity to use effectively.

058 - Will o' Wisp

Rareness: * Stone Requirement: x 3
Type: Trap Attribute: Fire
Price: 150 / 100
Copy: 1,000

Transformation: 2000 pts | Stone Head (060)
2000 pts | Jack-O-Lantern (011)
4000 pts | MegaMandragora (050)

Monster Profile: These mysterious balls of light waft gently through the air. When approached, a Will o' Wisp will explode, setting off any other nearby Will o' Wisps. Attack from a safe distance.

Card Profile: This Trap-Type creature blows itself up when an enemy approaches. In the process, it will damage every creature in the vicinity, friend or foe. It will also set off any nearby Will o' Wisps.

059 - Archer Tree

Rareness: * Stone Requirement: x 4
Type: Summoned Attribute: Wood
Price: 60 / 40
Copy: 700

Transformation: 1000 pts | Mandragora (005)
1000 pts | Venus Spider (084)
1000 pts | Treant (048)

Monster Profile: This race of tree monsters was created long ago to defend the forests. Archer Trees prefer to launch poisoned arrow from a distance. They move quickly, but are vulnerable when firing.

Card Profile: A summons creature ideally suited for long-range attack. It can shoot several arrows at a time, albeit with no attempt at accuracy.

060 - Stone Head

Rareness: ** Stone Requirement: x 5
Type: Trap Attribute: Fire
Price: 630 / 420
Copy: 2,000

Transformation: 1000 pts | Sand Golem (010)
1000 pts | Will o' Wisp (058)
1000 pts | Juggernaut (065)

Monster Profile: Magically-animated limbs of stone, the Stone Heads are not fond of intruders. They will bowl over anyone invading their territory. They excel in close-quarters combat and are hard to damage.

Card Profile: The king of all trap monsters, the Stone Head will levitate high overhead until a foe wanders near. It will then drop and crush the enemy. Place 3 at once to enable a Special attack.

061 - Blood Bush

Rareness: ** Stone Requirement: x 4
Type: Summoned Attribute: Fire
Price: ? / 80
Copy: 1,500

Transformation: 1000 pts | Flayer Spawn (027)
1000 pts | Vampire Bush (020)
1000 pts | Hand of Fire (075)

Monster Profile: The Blood Bush is native to the Dahi Valley. This creature drains the life force of anyone who wanders within range of its magical tentacles.

Card Profile: A summons type creature. Its attacking power is weak, but the life it drains from enemy monsters is returned to the player as hit points. Its attack can also have a poison side-effect.

062 - Efreet

Rareness: ** Stone Requirement: x 6
Type: Weapon Attribute: Fire
Price: 2,100 / 1,400
Copy: 2,000

Transformation: 1000 pts | Great Demon (067)

Monster Profile: These magical beings of fire are very dangerous, mainly because of their strong constitution and magical weaponry. Efreets fireballs hunt down their targets, then explode, damaging anyone nearby.

Card Profile: A Weapon-Type creature that shoots fireballs will pursue the nearest enemy and inflict severe damage. Be aware that the use of this lethal creature comes at a price to the summoner.

063 - Dragon Knight

Rareness: **

Stone Requirement: x 3

Type: Weapon

Attribute: Water

Price: 270 / 180

Copy: 1,500

Transformation: 1000 pts | Ghost Armor (002)
3000 pts | Chaos Knight (101)

Monster Profile: This warrior has dragon's blood flowing in his veins. Dragon Knights have speed and unsurpassed power in their sword arm. They can also cause poisoning, curse, and petrification damage.

Card Profile: A Weapon monster with a powerful attack. The arc of the Dragon Knight's attack is also relatively wide, making it easy to hit even the fastest enemies.

064 - Demon Fox

Rareness: ***

Stone Requirement: x 9

Type: Summoned

Attribute: Fire

Price: 2,100 / 1,400

Copy: 5,000

Transformation: 1000 pts | Sphinx (086)

Monster Profile: The ancient, nine-tailed fox shoots nine fireballs at a time. Each one can track a moving target. The Demon Fox is fond of polluting the territory of his enemies with magically-poisoned black water.

Card Profile: A strange fox with very powerful magic. Using the power of fire, the Demon Fox will damage every wood creatures on the battlefield.

065 - Juggernaut

Rareness: **

Stone Requirement: x 5

Type: Spin card

Attribute: Earth

Price: 750 / 500

Copy: 1,500

Transformation: 1000 pts | Stone Head (060)
1000 pts | Whip Worm (091)

Monster Profile: This simple-minded Fire creature races around smashing into enemies. Don't be fooled by its ridiculous appearance, its massive wheels can be quite dangerous if you let it get to

close.

Card Profile: This creature will circle around the player, trying to run into enemy monsters. It has a short half-life, but with good timing, it can strike multiple blows.

066 - Fire Gargoyle

Rareness: ***

Stone Requirement: x 8

Type: Summoned

Attribute: Fire

Price: ? / 400

Copy: 3,000

Transformation: 1000 pts | Hand of Pain (090)

1000 pts | Hand of Fire (075)

5000 pts | Decoy Pillar (102)

Monster Profile: Fire Gargoyles are stone statues brought to life by the power of Fire. Rare creatures, a few can be found in the ruins of Blessoon. They attack by sending out whirlwinds of fire.

Card Profile: A Summons monster that sends out a powerful shock wave over a wide area. Any monster caught in the wave will suffer a longer-than-normal bout of petrification.

067 - Great Demon

Rareness: **

Stone Requirement: x 4

Type: Weapon

Attribute: Fire

Price: 720 / 480

Copy: 2,000

Transformation: 1000 pts | Mole Monster (040)

Monster Profile: A Great Demon's favorite weapons are his dark sword and fire whip. His combination attacks are executed at lightning speed, and do not leave the demon exposed to counterattack. A fearsome foe.

Card Profile: A Weapon-Type monster that wields a fiery sword and whip. The double strike of the sword and whip is very effective.

068 - Evil Eye

Rareness: *

Stone Requirement: x 5

Type: Independent

Attribute: Wood

Price: 300 / 200

Copy: 700

Transformation: 700 pts | Sea Monk (049)

2100 pts | Cyclops (098)

Monster Profile: This hideous monster was created in the shape of a giant eyeball. It will give all other enemy creatures immunity from all special attacks. It attacks with a piercing ray of light.

Card Profile: This creature will relieve all friendly monsters of all special damage conditions. It does not attack, but it will continue to protect the other creatures as long as it is on

the battlefield.

069 - Blue Dragon

Rareness: ****

Stone Requirement: x 20

Type: Summoned

Attribute: Water

Price: ? / 5,000

Copy: 5,000

Transformation: 9999 pts | Doppelganger (105)

Monster Profile: Unknown

Card Profile: The Lord of the Water creatures. The Blue Dragon will restore all used and discarded cards. It will also completely heal the player and all allies. Cannot be used under the 2 Player Fair Play Rule.

070 - Griffin

Rareness: **

Stone Requirement: x 5

Type: Independent

Attribute: Earth

Price: ? / 300

Copy: 1,050

Transformation: 700 pts | Elephant (006)
700 pts | Cockatrice (015)

Monster Profile: This legendary beast uses its wings to send tornadoes at its foes. By its very presence, the Griffin will double the power of any Earth-type monsters, while halving the power of Water monsters.

Card Profile: A special monster that doubles the power of Earth creatures, while halving that of water monsters. It does not attack.

071 - Venom Lizard

Rareness: **

Stone Requirement: x 2

Type: Weapon

Attribute: Wood

Price: ? / 120

Copy: 2,000

Transformation: 1000 pts | Ghoul (047)
1000 pts | Dragonoid (055)
2000 pts | Zombie Dragon (029)

Monster Profile: This close relative of the Lizardman uses his venom-tipped sword to poison his foes.

Card Profile: Weapon-Type creature that uses a spinning, slash attack. It can also produce a poisoned condition in its victims.

072 - Tiger Mage

Rareness: **

Stone Requirement: x 5

Type: Independent

Attribute: Fire

Price: 1,800 / 1,200

Copy: 2,000

itself.

Card Profile: A Weapon-Type monster that wields an over-sized scythe. Its striking power is not great, but the shockwave created by its weapon can inflict damage from a distance.

079 - Kitty Trap

Rareness: **

Stone Requirement: x 2

Type: Trap

Attribute: Fire

Price: 450 / 300

Copy: 1,500

Transformation: 1000 pts | Scythe Beast (078)
1000 pts | Maelstrom (041)

Monster Profile: These intelligent traps were created by a wizard that loved cats. They mark out a piece of territory with a ring of fire. Anyone entering that space will suffer paralysis and petrification damage.

Card Profile: This trap type creature stakes out its territory with a pillar of fire. If an enemy comes too close, the Kitty Trap will explode. Three Kitty Traps on the battlefield at one time will interact in a unique way.

080 - Night Mare

Rareness: **

Stone Requirement: 7

Type: Independent

Attribute: Neutral

Price: 1,800 / 1,200

Copy: 1,500

Transformation: 3000 pts | Chaos Knight (101)

Monster Profile: A Night Mare is a demon who has taken the shape of a horse. Night Mare breathe out a large cloud of noxious vapors. They are vulnerable to attack from behind because of their slow speed.

Card Profile: An Independent monster that expels a cloud of poison gas wherever it goes. It moves slowly, but makes up for it by blanketing a large area with its poison breath.

081 - Golden Phoenix

Rareness: ****

Stone Requirement: x 20

Type: Independent

Attribute: Fire

Price: ? / 5,000

Copy: 5,000

Transformation: 9999 pts | Doppelganger (105)

Monster Profile: Unknown

Card Profile: The lord of the Fire creatures. The Golden Phoenix uses its phenomenal life force to absorb all damage taken by the player's side. Cannot be used under the 2 Player Fair Play Rule.

Transformation: 1000 pts | Steel Skeleton (100)

Monster Profile: Vampire, evil incarnate...the children of the night. Vampires dispense swarms of vampire bats to drain the life out of their foes. The bats can also cause poison, paralysis, and curse damage.

Card Profile: A Summons creature with a special ability. With each attack, a Vampire has a chance of killing every creature on the board, friend and foe. However, some creature do have immunity to one-strike kills.

086 - Sphinx

Rareness: ***

Stone Requirement: x 8

Type: Weapon

Attribute: Earth

Price: ? / 4,000

Copy: 4,000

Transformation: 1000 pts | Tiger Mage (072)
1000 pts | Elephant King (103)

Monster Profile: This magical being is said to live in a long-lost temple. The ultra high frequency sound wave of the Sphinx can cause severe damage and paralysis.

Card Profile: A Weapon type monster that can attack from afar. The Sphinx sends out an ultra high frequency sound which will cause major damage to anything in the path of the player. It also causes paralysis.

087 - Water Bird

Rareness: **

Stone Requirement: x 7

Type: Summoned

Attribute: Water

Price: ? / 800

Copy: 1,050

Transformation: 700 pts | Running Bird (031)
700 pts | Unicorn (008)

Monster Profile: Unknown

Card Profile: This spirit of the water will restore the player and allies to full health. Cannot be used under the 2 Player Fair Play Rule.

088 - Puppet Master

Rareness: ***

Stone Requirement: x 7

Type: Summoned

Attribute: Neutral

Price: ? / 1,200

Copy: 4,000

Transformation: 1000 pts | Vampire (085)

Monster Profile: On the orders of the Enchanter, this evil wizard is attempting to collect all the Runestones. He will cast a charm on anyone who comes within reach of his enchanted

puppet strings.

Card Profile: A Summons creature with the ability to charm both enemies and friends. The more enemies there are, the more effective this creature can be.

089 - Plague Rat

Rareness: * Stone Requirement: x 4
Type: Independent Attribute: Earth
Price: 60 / 40
Copy: 700

Trnasformation: 700 pts | Carbuncle (026)
700 pts | Giant Bee (056)
1400 pts | Elephant (006)

Monster Profile: These giant rats are carriers of every disease known to Argwyll. They poison anyone near them with a deadly super virus.

Card Profile: A germ-infested giant rodent that makes poison five times as effective as normal. It will not poison anyone by itself. Most effective when used in combination with a second, poison-inducing creature.

090 - Hand of Pain

Rareness: ** Stone Requirement: x 5
Type: Independent Attribute: Water
Price: 450 / 300
Copy: 1,050

Transformation: 700 pts | Hand of Fire (075)
700 pts | Sasquatch (016)

Monster Profile: This quick-moving giant hand will crush anyone it catches in its deadly grip. While active, the Hand of Pain will also double the power of any water creatures, while halving the power of Fire creatures.

Card Profile: A special creature that doubles the power of water monsters, while halving the power of Fire creatures. Does not attack.

091 - Whip Worm

Rareness: ** Stone Requirement: x 3
Type: Spin card Attribute: Wood
Price: ? / 1,200
Copy: 3,000

Transformation: 1000 pts | Giant Bee (056)
1000 pts | Juggernaut (065)

Monster Profile: The Whip Worm spins around and around, plowing into anything that gets in its way. Ramming victims will suffer from paralysis damage.

Card Profile: A strange worm that circles around the player's position, damaging any enemy monster it contacts.

Type: Independent
Price: 1,800 / 1,200
Copy: 4,000

Attribute: Neutral

Transformation: 1000 pts | Mole Monster (040)

Monster Profile: These demonic flies use plague germs to inflict various damage conditions. While alive, Beelzabubs will neutralize all element attributes, and boost the striking power of every other being.

Card Profile: While on the battlefield, this creature will neutralize all element attributes. It will also boost the offensive power of all creatures, friend or foe. Does not attack.

096 - Mind Flayer

Rareness: ***

Stone Requirement: x 18

Type: Summoned

Attribute: Water

Price: 3,600 / 2,400

Copy: 4,000

Transformation: 1000 pts | Kraken (022)

Monster Profile: Little is known about these sorcerers of the monster world. Their strange magical powers allow them to attack a person's mind directly, causing paralysis and slowed movement.

Card Profile: Using a rare type of magic, this creature will return 5-10 of the cards already used by the summoner. Any discarded cards will also be restored. Cannot be used under the 2 Player Fair Play Rule.

097 - Ice Golem

Rareness: ***

Stone Requirement: x 9

Type: Summoned

Attribute: Water

Price: 2,100 / 1,400

Copy: 4,000

Transformation: 1000 pts | Sand Golem (010)
1000 pts | Fenril (024)

Monster Profile: These monsters from the ice lands attack by creating a massive block of ice which cause both standard damage and paralysis.

Card Profile: A creature of magic, born of the frigid land to the north. Gives off Water energy that damage every Fire monster on the battlefield.

098 - Cyclops

Rareness: ***

Stone Requirement: x 5

Type: Independent

Attribute: Earth

Price: ? / 1,600

Copy: 2,100

Transformation: 700 pts | Evil Eye (068)

the attack, but one blow is often enough to kill a foe.

102 - Decoy Pillar

Rareness: ****

Stone Requirement: x 3

Type: Independent

Attribute: Fire

Price: ? / 840

Copy: 3,500

Transformation: 700 pts | Fire Gargoyle (066)

700 pts | Lich (025)

Monster Profile: Unknown

Card Profile: A sentinel pillar of rock. When summoned, it will draw the enemy's fury to it, relieving the player from attack.

103 - Elephant King

Rareness: ***

Stone Requirement: x 8

Type: Summoned

Attribute: Earth

Price: 3,000 / 2,000

Copy: 4,000

Transformation: 5000 pts | Demon Fox (064)

Monster Profile: These giant elephants use their size and weight to deliver crushing blow at close range. They impale their enemies on their razor-sharp tusks, or shatter the earth with their great weight.

Card Profile: A Summons-Type creature that can damage anyone near the Summoner. It attacks by driving its massive weight into the ground, causing a mini-earthquake. This card is both lethal, and easy-to-use.

104 - God of Destruction

Rareness: ****

Stone Requirement: x 26

Type: Summoned

Attribute: Neutral

Price: ? / 6,666

Copy: 9,999

Transformation: 9999 pts | Doppelganger (105)

Monster Profile: Feared by mankind since the beginning of time, this terrible diety will lend his powers, temporarily, to a bearer of Runestones.

Card Profile: The Black terror of legends, this diety will bring every creature on the battlefield, friend and foe alike, to the very brink of death. Cannot be used under the 2 Player Fair Play Rule.

105 - Doppelganger

Rareness: ****

Stone Requirement: x 10

Type: Independent

Attribute: Neutral

Price: ? / 100

Copy: 9,999

Transformation: 9999 pts | God of Destruction (104)

Monster Profile: Unknown

Card Profile: A strange creature that strolls nonchalantly through the battlefield until it finds a victim. It will kill the first creature it touches. Cannot be used under the 2 Player Fair Play Rule.

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Element Table
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Earth Cards

Info: Strong against Water creatures, but evenly balanced with Neutral creatures, and it is weak against Wood creatures. Below is a list of all Earth cards in their card number order:

001: Skeleton
004: Lizardman
006: Elephant
010: Sand Golem
013: Sand Worm
014: Mummy
021: Catoblepas
025: Lich
026: Carbuncle
029: Zombie Dragon
031: Running Bird
038: Behemoth
043: Sand Beetle
045: Great Turtle
046: Gold Butterfly
055: Dragonoid
065: Juggernaut
070: Griffin
084: Venus Spider
086: Sphinx
089: Plague Rat
098: Cyclops
103: Elephant King

Fire Cards

Info: Strong against Wood creatures, but evenly balanced with Neutral creatures, and it is weak against Water creatures. Below is a list of all Fire cards in their card number order:

003: Red Dragon
007: Red Lizard
009: Hobgoblin
011: Jack-O-Latern
018: Orc
027: Flayer Spawn
030: Fire Golem
035: Berserker
053: Dark Raven
054: Wizard
058: Will o' Wisp
060: Stone Head

061: Blood Bush
062: Efreet
064: Demon Fox
066: Fire Gargoyle
067: Great Demon
072: Tiger Mage
075: Hand of Fire
076: Chimera
079: Kitty Trap
081: Golden Phoenix
102: Decoy Pillar

Neutral Cards

Info: It has no advantage over any element, in another word, it is evenly balanced with all elements. Below is a list of all Neutral cards in their card number order:

028: Golden Goose
040: Mole Monster
044: Necromancer
077: Goblin Lord
080: Night Mare
085: Vampire
088: Puppet Master
095: Beelzabub
099: Black Dragon
100: Steel Skeleton
101: Chaos Knight
104: God of Destruction
105: Doppelganger

Water Cards

Info: Strong against Fire creatures, but evenly balanced with Neutral creatures, and it is weak against Earth creatures. Below is a list of all Water cards in their card number order:

016: Sasquatch
017: Wraith
019: Fairy
020: Vampire Bush
022: Kraken
023: Water Hopper
032: Giant Crab
034: Land Shark
036: Flying Ray
039: Basilisk
041: Maelstrom
049: Sea Monk
051: Larval Fly
052: Crystal Rose
063: Dragon Knight
069: Blue Dragon
073: Hydra
074: Siren
087: Water Bird
090: Hand of Pain
093: Demon Skeleton
096: Mind Flayer
097: Ice Golem

Wood Cards

Info: Strong against Earth creatures, but evenly balanced with Neutral creatures, and it is weak against Fire creatures. Below is a list of all Wood cards in their card number order:

002: Ghost Armor
005: Mandragora
008: Unicorn
012: Man Trap
015: Cockatrice
024: Fenril
033: Banshee
037: Demon Hound
042: Lycanthrope
047: Ghoul
048: Treant
050: MegaMandragora
056: Giant Bee
057: Birdman
059: Archer Tree
068: Evil Eye
071: Venom Lizard
078: Scythe Beast
082: Rheeбус
083: White Tiger
091: Whip Worm
092: Trickster
094: Caterpoker

Credits

Nintendo - For making this game available in US

Activision - For publishing the game

From Software - For making this great game.

coryebert@hotmail.com - for giving me informations on Red Lizard and Giant Crab cards.

Robert - for correcting several minor errors

[?] - this could be you if you care to help me out on anything in this document. You'll receive a big pat on the back.

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This game is rated (T) Teen (comic mischief, violence)

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