

Spikes & Baron Duel Monsters Comet
 Card Translation File for: Structure Deck – Dragon’s
 Force - (SD1)
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Set Rarity List:

Ultra Rare (1):	Red Eyes Darkness Dragon (001)
Common (39):	All the rest.

Card No.	Name	Type	Attribute	Lvl	ATK	DEF
SD1-JP001	Red Eyes Darkness Dragon	Dark	Dragon	9	2400	2000
This card cannot be Normal Summon. This card can only be special summon by sacrificing a [Red Eyes Black Dragon] on your field. For each Dragon sub-type monsters in all player's Graveyard, increase this card's attack strength by 300.						
SD1-JP002	Red Eyes Black Dragon	Dark	Dragon	7	2400	2000
SD1-JP003	Sapphire Dragon	Wind	Dragon	4	1900	1600
SD1-JP004	Dol Dora	Wind	Dragon	4	1500	1200
If this card is destroyed and sent to Graveyard when on the field, this card is Special Summoned at the end of the turn with attack and defense strengths of 1000. This effect can only can be use once per duel.						
SD1-JP005	Armed Dragon LV3	Wind	Dragon	3	1200	900
During your standby phase, you may put this face-up card into the Graveyard to special summoned a [Armed Dragon LV5] from your deck or hand.						
SD1-JP006	Armed Dragon LV5	Wind	Dragon	5	2400	1700
Discard 1 monster card from your hand to the Graveyard to destroy 1 monster on your opponent's side of the field with an attack equal or below that of the attack of the monster sent to the graveyard. During the end phase of a turn in which this card destroyed a monster as a result of battle, the controller of this card may put this card into the Graveyard to Special Summon a [Armed Dragon LV7] from their hand or deck.						
SD1-JP007	Black Dragon's Poult	Dark	Dragon	1	800	500

This effect is activated when this card goes to the Graveyard as a result of battle. As long as this card is in your Graveyard, your opponent randomly discards 1 card from his or her hand at the end of his or her Battle Phase. This card cannot be Special Summoned from the Graveyard.

SD1-JP008	Element Dragon	Light	Dragon	4	1500	1200
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When another of the following types of monsters exists on the field, this monster gains the effects below in accordance with the type:
 - Fire: Increase this cards attack power by 500 points.
 - Wind: If this card destroy an opponent's monsters in battle, this card may attack once again.

SD1-JP009	Masked Dragon	Fire	Dragon	3	1400	1100
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When this card is destroyed and sent to the graveyard as a result of battle, the controller of this card may special summon 1 Dragon type monster with an attack of 1500 or less from their deck.

SD1-JP010	Theft	Magic	Equipment			
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Gain control of the equipped monster. During your opponent's Standby Phase, he/she gain 1000 LP.

SD1-JP011	Cyclone	Magic	Quickplay			
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Destroy 1 Magic or Trap card on the field.

SD1-JP012	Apostle of Genocide	Magic	Normal			
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Destroy 1 face-down monster and remove it from game. If that monster is a Reverse effect monster, each player verifies their opponent's deck, and removes all monsters with the same name as the removed monster from game. Each player shuffles their own deck afterward.

SD1-JP013	Early Burial	Magic	Equipment			
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Pay 800 Life Points. Choose a monster in your Graveyard and special summon it to the field in attack mode, and equip this card to it. When this card is destroy, destroy the equipped monster.

SD1-JP014	Sealing Swords of Light	Magic	Normal			
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Your opponent can't attack for 3 turns (counting opponent's turns). When this card is activate, change the mode of all opponent's face-down monsters to face-up defense mode.

SD1-JP015	Jar of Greed	Magic	Normal			
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Draw 2 cards from your deck.

SD1-JP016	Heavy Storm	Magic	Normal			
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Destroy all Magic and Trap cards on the field.

SD1-JP017	Stomping Crush	Magic	Normal			
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This card can only be activate when you have a face-up Dragon sub-type monster on your field. Destroy a Magic or Trap card on the field, and do 500 lifepoint damages to its controller.

SD1-JP018	Forced Transfer	Magic	Normal			
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Each player choose a monster on their respective field, and the control of it would be switch. The chosen monsters cannot switch its mode during that turn.

SD1-JP019	Reload	Magic	Quickplay			
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Shuffle your hand into the deck. Then draw cards equal to the number you shuffled in.

SD1-JP020	Fourth Dimension Grave	Magic	Normal			
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Choose two monsters with [LV] in its name from your Graveyard and shuffle it back into the deck.

SD1-JP021	Cry of the Living Dead	Trap	Continuous			
Put two card from your hand into Graveyard, return one Magic card from your Graveyard into your hand.						
SD1-JP022	Ceasefire Treaty	Trap	Normal			
Flip all monster in face-down defense mode face-up, at this time, Reverse effect are not activate. For each effect monsters on the field, do 500 lifepoint damages to your opponent.						
SD1-JP023	Treasure of Dragon	Trap	Continuous			
Discard one card from your hand, negate the effect of and destroy a Trap card that target one face-up Dragon monster on the field.						
SD1-JP024	Rage of Dragon	Trap	Continuous			
When Dragon sub-type monsters on your field attack monsters in defense mode and its attack strength is more than that defense strength, do battle damages to opponent equal to the difference.						
SD1-JP025	Careless Avarice	Trap	Normal			
Draw 2 cards, then skip your next two Draw Phases.						
SD1-JP026	Sub-Space Matter Transfer Device	Trap	Normal			
Choose 1 of the face-up Monsters on your Field and remove it from the game until the End Phase of that turn.						
SD1-JP027	Trap Jammer	Trap	Counter			
This card can only be activate when your opponent activates a Trap card during Battle Phase. Negate the activation of that Trap card and destroy it.						
SD1-JP028	Curse of Anubis	Trap	Normal			
All Effect monster on the field turn to defense mode. During that turn, the defense strength of those effect monster would become 0, and cannot change its mode.						