

Spikes & Baron Duel Monsters Comet  
 Card Translation File for: Structure Deck – Anger of  
 Sea Dragon King - (SD4)  
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 Created by Spikes and Baron  
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Set Rarity List:

Ultra Rare (1):	Sea Dragon King – Neo Daidaros (001)
Common (39):	All the rest.

Card No.	Name	Type	Attribute	Lvl	ATK	DEF
SD4-JP001	Sea Dragon King – Neo Daidaros	Water	Sea Dragon	8	2900	1600
This card can't be Normal Summon. This card can only be special summon by sacrificing a [Leviadragon - Daidaros] on your field. Put a [Sea] card on your field to Graveyard, send all cards other than this card on both players' field and hand to respective Graveyard.						
SD4-JP002	Rainbow Fish	Water	Fish	4	1800	800
SD4-JP003	Sea Dragon Soldier of Darkness	Water	Sea Dragon	4	1800	1500
SD4-JP004	Space Manbow	Water	Fish	4	1700	1500
SD4-JP005	Grizzly Mother	Water	Beast-Warrior	4	1400	1000
When this card is send to Graveyard as a result of Battle, you may special summon a Water Main-Type monster from your deck to the field in face-up attack mode. Shuffle your deck afterward.						
SD4-JP006	Star Boy	Water	Aqua	2	550	500
While this card is face-up on the field, the attack strength of all Water main-type monsters on the field are increased by 500. The attack strength of all Fire main-type monsters on the field are decreased by 400.						
SD4-JP007	Tribe Infection Virus	Water	Aqua	4	1600	1000
Discard 1 card from your hand and name a Sub-Type. Destroy all face-up Monsters on your field and your opponent's field that have the named Sub-Type.						
SD4-JP008	Fenrir	Water	Beast	4	1400	1200

This card cannot be Normal Summoned. Remove 2 Water Main-Type monsters from your Graveyard from the game to special summon this card. When this card destroy an opponent's monster in battle and it's sent to Graveyard, your opponent skips his/her next Draw Phase.

SD4-JP009	Amphibian Configuration Bakross Mk-3	Water	Machine	4	1500	1300
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When [Sea] is on the Field, this card can attack your opponent's lifepoint directly.

SD4-JP010	Leviadragon – Daidaros	Water	Sea Dragon	7	2600	1500
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When you put [Sea] on your field to Graveyard, destroy all cards on the field except this card.

SD4-JP011	Mermaid Knight	Water	Aqua	4	1500	700
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When [Sea] is on the field, this card can attack twice during Battle Phase.

SD4-JP012	Ice Emperor – Moebius	Water	Aqua	6	2400	1000
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When this card is successfully sacrificed summon, you can destroy up to two Magic/Trap cards on the field.

SD4-JP013	Hagansoku	Water	Fish	4	1500	1600
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When this card is used as Tribute Summon of a Water Main-Type monster, this card counts as 2 tributes.

SD4-JP014	Concealed Approaching Devil Manta	Water	Aqua	3	1300	1200
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When this card is successfully Summon, Trap card cannot be activate.

SD4-JP015	Robbery	Magic	Equipment			
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Gain control of the equipped monster. During your opponent's Standby Phase, he/she gain 1000 LP.

SD4-JP016	Cyclone	Magic	Quickplay			
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Destroy 1 Magic or Trap card on the field.

SD4-JP017	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.

SD4-JP018	Jar of Greed	Magic	Normal			
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Draw 2 cards from your deck.

SD4-JP019	Heavy Storm	Magic	Normal			
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Destroy all Magic and Trap cards on the field.

SD4-JP020	Legendary City – Atlantis	Magic	Field			
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This card's name is treated as if it was [Sea]. The level of Water Main-Type monsters in a player's hand and on the field is reduced by 1. Increase the attack and defense strengths of all Water Main-Type Monsters on the Field by 200.

SD4-JP021	Forced Transfer	Magic	Normal			
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Each player chooses a monster on their respective field, and the control of it would be switch. The chosen monsters cannot switch its mode during that turn.

SD4-JP022	Reload	Magic	Quickplay			
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Shuffle your hand into the deck. Then draw cards equal to the number you shuffled in.

SD4-JP023	Salvage	Magic	Normal			
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Put two Water Main-type monsters that have attack strength of 1500 or less in your Graveyard to hand.

SD4-JP024	Hammer Shoot	Magic	Normal			
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Destroy the face-up monster in attack mode on the Field with the highest attack strength						
SD4-JP025	Big Bang Small Bang	Magic	Equipment			
Destroy all Water Main-Type monster on your field, then, you may special summon at most the number of Water monsters destroy of Water monsters from your hand.						
SD4-JP026	Sand Tornado	Trap	Normal			
Destroy 1 Magic or Trap card on opponent's field. Afterward, you may set a Magic/Trap card from your hand to the field.						
SD4-JP027	Cry of the Living Dead	Trap	Continuous			
Choose a monster in your Graveyard, and special summon it in attack mode. When this card leaves the field, destroy that monster. When that monster is destroy, destroy this card.						
SD4-JP028	Gravity Bind	Trap	Continuous			
When this card is face-up on the field, all monster with level of 4 or higher can't attack.						
SD4-JP029	Tornado Wall	Trap	Continuous			
While a [Sea] card is face-up on the field, all damages done to you by all monsters attacking you are reduced to 0. When [Sea] is not on the field, destroy this card.						
SD4-JP030	Tidal Wave	Trap	Normal			
This card can be activate when a monster is summon, reverse summon, or special summon. Destroy all monsters on the field.						
SD4-JP031	Eight Type Anti-Magic Muiltboundary	Trap	Counter			
Choose 1 of the following effects and activate it. - Negate and destroy a Magic card that chooses 1 Monster on the field as its target. - Discard 1 Magic card from your hand, negate and destroy the activation and effect of a Magic card and destroy it.						
SD4-JP032	Shin Tsen Fu	Trap	Continuous			
Select two set Magic/Trap cards on the field to activate this card. When this card is on the field, the chosen Magic/Trap cards cannot be activate.						