

Translations file for: **Ancient Prophecy (ANPR-JP)**
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UPDATE:

v1.0 - Initial Version

Set Rarity List	
Ultra/Ultimate Rare (5)	Earthbound Immortal - Cusillu (016) Earthbound Immortal - Cahcu Challhua (017) Ancient Fairy Dragon (040) Undead Skull Demon (042) XX-Saber Gatoms (044)
Super Rare (9)	Black Feather - Vayu of Big Flag (005) Jester Confi (009) Core Chimail Crusader (019) Mine Field (034) One-Shot Cannon (041) Ancient Holy Wyvern (043) Future Vision (051) Skull Successor (063) Dissonance Chord (068)
Rare (18)	Kuribbon (001) Fortune Lady Lighty (010) Fortune Lady Firey (011) One-Shot Rocket (015) Core Chimail Tornado (021) Core Chimail Full Barrier (022) Magi Cat (031) Cyborg Doctor (032) Frembell Helldog (037) Falchion Beta (039) High Speed Releasing Wave (045) Ancient Forest (048) Core Density Compression (052) Water Hazard (056) True Reinforce (064) Fairy Wind (066) Fortune Slip (069) Shining of Steel Core (074)
Normal Rare (4)	Black Shining G (024) Explosion of True Flame (060) Ancient Leaf (061) Stunning Surprise (080)
Common (44)	All the rest

Card No.	Name	Attribute Type		Lvl	ATK	DEF
ANPR-JP001	Kuribbon	Light	Angel	1	300	200
During battle damage calculation when this card is the attack target of opponent's monster, you can have battle damages dealt to you by that battle becomes 0 and recover opponent's Life Point equal to the attack strength of the attacking monster, then return this card to hand.						
ANPR-JP002	Sunny Pixie	Light	Spellcaster - Tuner	1	300	400
When this card is used for Synchro Summon of a Light Attribute Synchro monster, you gain 1000 Life Points.						
ANPR-JP003	Sunlight Unicorn	Light	Beast	4	1800	1000
Once per turn, you can activate this during your Main Phases. Look at the top card on your deck, if it is an Equipment Magic add it to your hand. Otherwise, return it to the bottom of your deck.						
ANPR-JP004	Black Feather - Mistral of Silver Shield	Dark	Bird - Tuner	2	100	1800
When this card on the field is destroyed and sent to Graveyard, once during this turn the battle damages you received becomes 0.						
ANPR-JP005	Black Feather - Vayu of Big Flag	Dark	Bird - Tuner	1	800	0
When this card is face-up on the field, this card cannot be Synchro material. When this card is in your Graveyard, by removing this card and a non-Tuner [Black Feather] monster from your Graveyard from the game, special summon a [Black Feather] Synchro monster with level equal to the combine levels of those monsters from your Extra Deck. Negate the effect of the monster special summoned by this effect.						
ANPR-JP006	Black Feather - Foehn of Iron Chain	Dark	Bird	2	500	800
This card can attack opponent directly. When this card deals battle damages to opponent by direct attack, change the mode of a face-up monster on opponent's field to defense mode.						
ANPR-JP007	Deformer Magnen I	Earth	Thunder	1	100	100
This card gains the follow effect depends to the mode of this card. - Attack mode: When there are 2 face-up monsters on your field outside of this card, once per turn, you can increase this card's attack strength by the total attack strength of those monsters until End Phase of this turn. Other monsters cannot attack the turn this effect was activated. - Defense mode: When this card is face-up on the field, monster(s) on your field cannot attack.						
ANPR-JP008	Jester Lord	Dark	Spellcaster	1	0	0
When there is no other monster outside of this card on the field, for each card in both Magic/Trap card zone, increase this card's attack strength by 1000.						
ANPR-JP009	Jester Confit	Dark	Spellcaster	1	0	0
This card can be special summon from hand in face-up attack mode. If special summoned this way, during the next opponent's End Phase return this card and a face-up monster on opponent's field to hand. Only 1 [Jester Confi] can be face-up on your field at once.						

ANPR-JP010	Fortune Lady Lighty	Light	Spellcaster	1	?	?
This card's attack and defense strength becomes this card's level x200. During your Standby Phase, increase this card's level by 1 (max. 12). When this card leaves the field by effect of card, you can special summon a [Fortune Lady] monster from your deck.						
ANPR-JP011	Fortune Lady Firey	Fire	Spellcaster	2	?	?
This card's attack and defense strength becomes this card's level x200. During your Standby Phase, increase this card's level by 1 (max. 12). When this card is successfully special summoned by the effect of a [Fortune Lady] monster in face-up attack mode, destroy a face-up monster on opponent's field, and deal damages to opponent equal to that monster's attack strength.						
ANPR-JP012	Infernity Beast	Dark	Beast	3	1600	1200
When there are 0 cards in your hand, this gains the following effect. When this card attacks, until end of Damage Step opponent cannot activate Magic/Trap cards.						
ANPR-JP013	Darksea Rescue	Dark	Machine	1	0	0
When this card is sent to Graveyard as result of used of Synchro Summoning of a Synchro monster, draw a card from your deck.						
ANPR-JP014	Darksea Float	Dark	Machine	1	0	300
When this card on the field is sent to Graveyard as result of card effect, draw a card from your deck.						
ANPR-JP015	One-Shot Rocket	Wind	Machine – Tuner	2	0	0
When this card attacks, this card cannot be destroy as result of battle. After that Damage Step, deal damages to opponent equal to half of the attack strength of the attacked target.						
ANPR-JP016	Earthbound Immortal – Cusillu	Dark	Beast	10	2800	2400
Only one [Earthbound Immortal] monster can be face-up on the field at once. When there is not a face-up Field Magic card on the field destroy this card. Opponent cannot choose this card as target of attack. This card can attack opponent directly. When this face-up card on your field is destroyed in batle, instead you can release a monster on your field to half opponent's Life Points.						
ANPR-JP017	Earthbound Immortal – Chacu Challhua	Dark	Fish	10	2900	2400
Only one [Earthbound Immortal] monster can be face-up on the field at once. When there is not a face-up Field Magic card on the field destroy this card. Opponent cannot choose this card as target of attack. This card can attack opponent directly. Once per turn, you can deal damages to opponent equal to half of this card's defense strength. During the turn this effect was activated, this card cannot attack. Also, when this card is in face-up defense mode on the field, opponent cannot go into Battle Phase.						
ANPR-JP018	Core Chimail Rock	Earth	Rock	4	1200	1000
When this card is destroyed and sent to Graveyard in battle, you can add a [Steel Core of Core Chimail] or a [Core Chimail] monster with level 4 or less from your deck to hand.						

ANPR-JP019	Core Chimail Crusader	Earth	Beast-Warrior	4	1900	1300
The controller of this card sends a [Steel Core of Core Chimail] from hand to Graveyard or reveals a Beast-Warrior type monster card from hand during each of your End Phases. Destroy this card if neither was done. When this card is destroyed in battle by opponent's monster, you can add a [Core Chimail] monster from your Graveyard to hand.						
ANPR-JP020	Core Chimail Speed	Wind	Machine	3	1200	2200
The controller of this card sends a [Steel Core of Core Chimail] from hand to Graveyard or reveals a Machine type monster card from hand during each of your End Phases. Destroy this card if neither was done. When this card is face-up on the field, and the card you drew during your Draw Phase is [Steel Core of Core Chimail], by revealing that card to opponent you can draw 1 more card.						
ANPR-JP021	Core Chimail Tornado	Wind	Bird	4	1500	1200
Return a [Steel Core of Core Chimail] from your hand to top of deck to activate. Destroy all monsters that were special summoned on opponent's field.						
ANPR-JP022	Core Chimail Full Barrier	Water	Aqua	3	1000	1900
Send a [Steel Core of Core Chimail] to the top of deck from hand to activate. Until the Standby Phase of your next turn, negate the effect of all face-up non-[Core Chimail] effect monsters on the field.						
ANPR-JP023	Scale Moth	Wind	Insect	6	1800	2300
When this card is face-up on the field, both players can only special summon monster(s) once during a turn.						
ANPR-JP024	Black Shining G	Earth	Insect	1	200	500
When a Synchro monster is successfully special summoned to opponent's field, remove this card from your Graveyard from the game to activate. Destroy that Synchro monster.						
ANPR-JP025	Arms Seahunter	Water	Sea-Dragon	4	1800	400
When there is another face-up Water Attribute monster outside of this card on your field, negate the effect of effect monsters battled with this card after Damage Calculation. When this card is destroyed, you can instead destroy a face-up Water Attribute monster with level 3 or less from your field.						
ANPR-JP026	Divine Dragon – Aquavaser	Water	Sea-Dragon	5	2100	1500
Release a face-up Water Attribute monster on your field outside of this card, choose a Continuous or Field Magic card in your Graveyard to activate. Return the chosen card to the top of your deck from your Graveyard. This effect can only be activated once per turn.						
ANPR-JP027	Fishborg – Gunner	Water	Fish – Tuner	1	100	200
When there is a face-up Water Attribute monster with level 3 or less on your field, discard a card from hand to activate. Special Summon this card from Graveyard. When this card is used as a Synchro material, all other Synchro material must be Water Attribute monster(s).						
ANPR-JP028	Shark the Crew	Water	Fish	5	1800	2200
When this face-up card on your field is destroyed by opponent's card's effect, you may special summon up to 2 Water Attribute monster(s) with Level 4 or less from your deck.						
ANPR-JP029	Armored Psychiker	Earth	Psychic	6	2200	1800
When you have face-up Psychic type monster(s), you can summon this card without release. When this card destroyed a monster in Battle, you receive damage equals to the half of the attack strength of the destroyed monster. Also, you can special summon a monster from your Graveyard with attack strength less than or equal to the received damages.						

ANPR-JP030	Genetic Woman	Wind	Psychic	4	1700	1200
Pay 1000 Life Points, choose one of your Psychic type monster that is removed from game to activate. Add that removed monster to hand. This effect can only be used once per turn.						
ANPR-JP031	Maji Cat	Light	Spellcaster	1	600	500
When this card is sent to Graveyard as result of Synchro Summon of a Spellcaster type monster, you can return a Magic card from your Graveyard to top of deck.						
ANPR-JP032	Cyborg Doctor	Earth	Spellcaster	4	1500	1700
Release a face-up Tuner on your field to activate. Special Summon a monster in your Graveyard with the same Attribute and level as the released monster. This effect can only be activated once per turn.						
ANPR-JP033	White Botan	Light	Angel	1	100	200
When there is a face-up Tuner on your field, this card cannot be destroyed in battle. When a face-up Tuner on your field is destroyed by battle and sent to Graveyard, deal 500 damages to opponent.						
ANPR-JP034	Mine Field	Earth	Machine	4	1500	1500
When this face-up card on your field leaves the field, you can add a Field Magic card from your Graveyard to hand.						
ANPR-JP035	XX-Saber Faultroll	Earth	Warrior	6	2400	1800
This card cannot be Normal Summoned. This card cannot be special summon outside of when there are 2 or more [X-Saber] monsters face-up on your field. Once per turn, you can special summon a [X-Saber] monster with level 4 or less from your Graveyard.						
ANPR-JP036	XX-Saber Reijigra	Earth	Beast-Warrior	1	200	1000
When this card is successfully summoned or special summoned, you can add a [X-Saber] monster from your Graveyard to hand.						
ANPR-JP037	Frembell Helldog	Fire	Beast	4	1900	200
When this card destroys an opponent monster and sent it to Graveyard, you can special summon a Fire Attribute monster with defense strength 200 or less outside of [Frembell Helldog] from your deck to your field.						
ANPR-JP038	Ancient Crimson Ape	Light	Beast	7	2600	1800
When a monster on your field is destroyed and sent to Graveyard, you gain 1000 Life Points.						
ANPR-JP039	Falchion Beta	Light	Machine	4	1200	800
When this card destroyed an opponent's monster by battle, choose one of the following effects to activate. - Choose and send a Light/Machine monster with attack strength 1200 or less from your deck to Graveyard. - Choose and special summon a Light/Machine monster with attack strength or less from your Graveyard.						
ANPR-JP040	Ancient Fairy Dragon	Light	Dragon-Synchro	7	2100	3000
Tuner + 1 or more non-Tuner Dragon type monster(s) Once per turn, you can special summon a monster with level 4 or less from your hand. During the turn this effect was activated, you cannot go into Battle Phase. Also, once per turn, you can destroy a Field Magic card. If it is destroyed you gain 1000 Life Points. Afterward, you can add a Field Magic card from your deck to hand.						

ANPR-JP041	One-Shot Rocket	Fire	Machine – Synchro	3	0	0
[One Shot Rocket] + 1 non-Tuner monster Once per turn, by destroying a face-up monster on the field, deal damages to that card's controller equal to half of the attack strength of the destroyed monster.						
ANPR-JP042	Undead Skull Demon	Dark	Undead – Synchro	6	2500	1200
[Zombie Carrier] + 2 or more non-Tuner Undead type monster(s) All Undead type monsters face-up on your field cannot be destroy by effect of cards.						
ANPR-JP043	Ancient Holy Wyvern	Light	Angel – Synchro	7	2100	2000
Light Attribute Tuner + 1 or more non-Tuner monster(s) When your Life Points is higher than opponent's, increase this card's attack strength by the difference. When your Life Points is lower than opponent's, decrease this card's attack strength by the difference. When this card is sent to Graveyard by battle, by paying 1000 Life Points, special summon this card to your field.						
ANPR-JP044	XX-Saber Gotoms	Earth	Beast-Warrior – Synchro	9	3100	2600
Tuner + 1 or more Earth Attribute monster(s) Release a face-up [X-Saber] monster on your field to activate. Randomly discard a card from opponent's hand.						
ANPR-JP045	High Speed Releasing Wave	Magic	Normal			
Choose a face-up equipment Magic card on your field to activate. Destroy the chosen Equipment Magic and all set Magic/Trap cards on opponent's field.						
ANPR-JP046	Silver Wings	Magic	Equipment			
Can only be equipped on Dragon type Synchro monster with level 8 or higher. The equipped monster cannot be destroyed in battle up to 2 times in a turn. When the equipped monster is destroy by effect of card, you can destroy this card instead.						
ANPR-JP047	Advanced Draw	Magic	Normal			
Release a face-up monster with level 8 or higher from your field to activate. Draw 2 cards from your deck.						
ANPR-JP048	Ancient Forest	Magic	Field			
When this card is activated, when there is monster in defense mode on the field, change all of those to face-up attack mode. At that time, effect of Reverse effect monster does not activate. Also, when a monster attacks, destroy that attacking monster at the end of Battle Phase.						
ANPR-JP049	Emergency Lifesaving	Magic	Normal			
Can only be activated during Main Phase 2. Special Summon a level 4 monster that was destroyed and sent to Graveyard by card effect from your Graveyard.						
ANPR-JP050	Spirit Burner	Magic	Equipment			
Once per turn, you can change the equipped monster to defense mode. When the equipped monster is return to hand from field and this card is sent to Graveyard, deal 600 damages to opponent. When this card is in Graveyard, during your Draw Phase instead of Normal Draw you can add this card to your hand.						
ANPR-JP051	Future Vision	Magic	Field			
When you or your opponent successfully summoned a monster, remove that monster from game. During the next Standby Phase of the controller of the summoned monster, return the monster removed from game by this effect to face-up attack mode on the field.						

ANPR-JP052	Core Density Compression	Magic	Normal			
Reveal a [Steel Core of Core Chimail] to opponent, discard a [Core Chimail] monster from hand to activate. Draw 2 cards from your deck.						
ANPR-JP053	Core Buster	Magic	Equipment			
Can only be equipped on [Core Chimail] monster. When the equipped monster battles with a Light or Dark attribute monsters, destroy that monster without going into Damage Calculation. When the equipped monster leaves the field and sent to Graveyard, you can return this card to hand.						
ANPR-JP054	Tribe United	Magic	Continuous			
When all monsters in your Graveyard is only one Type, increase the attack strength of all face-up monsters with that type on your field by 800.						
ANPR-JP055	Hydropressure Cannon	Magic	Equipment			
Can only be equipped on Water Attribute monster with level 3 or less. When the equipped monster destroyed an opponent's monster in battle, opponent randomly discards a card from his/her hand.						
ANPR-JP056	Water Hazard	Magic	Continuous			
When there is no monster on your field, you can special summon a Water Attribute monster with level 4 or less. This effect can only be activated once per turn.						
ANPR-JP057	Brain Development Research Laboratory	Magic	Field			
When this card is on the field, you can in addition to a Normal Summon summon one extra Psychic Type monster once. When a Psychic type monster is successfully summoned this way, put a Psycho Counter onto this card. Also, when you pay the Life Point cost to activate effect of a Psychic Type monster on your field, you can put a Psycho Counter onto this card instead. When this card leaves the field, deal damages to this card's controller equal to amount of Psycho Counter on this card x1000.						
ANPR-JP058	Saber Slash	Magic	Normal			
Destroy number of face-up cards on the field equal to number of [X-Saber] monsters in face-up attack mode on your field.						
ANPR-JP059	Sparkling Sword	Magic	Equipment			
Can only be equipped on [X-Saber] monsters. When the equipped monster destroyed an opponent's monster by battle, you can destroy a card on opponent's field. Also, by releasing a monster on your field, return this card in your Graveyard to the top of your deck.						
ANPR-JP060	Explosion of True Flame	Magic	Normal			
Special Summon any amount of Fire Attribute monster(s) with defense strength 200 as possible from your Graveyard. Remove all monsters special summoned by this effect at End Phase of that turn.						
ANPR-JP061	Ancient Leaf	Magic	Normal			
When your Life Points is 9000 or more, pay 2000 Life Points to activate. Draw 2 cards from your deck.						
ANPR-JP062	Fossil Investigation	Magic	Normal			
Add a Dino type monster with level 6 or less from your deck to hand.						
ANPR-JP063	Skill Successor	Trap	Normal			
Choose a face-up monster on your field to activate. Increase the attack strength of the chosen monster by 400. Also, when this card is in Graveyard, you can remove this card to increase the attack strength of the chosen monster by 800 until End Phase. This effect cannot be used the turn this card is sent to Graveyard, and can only be use during your turn.						

ANPR-JP064	Truce Reinforce	Trap	Normal			
Special Summon a Warrior type monster with level 2 or less from your deck. During the turn this card was activated, you cannot go into Battle Phase.						
ANPR-JP065	Gallitrap – Pixie’s Ring	Trap	Continuous			
When there are 2 or more monsters in face-up attack mode on your field, opponent cannot choose the monster with the lowest attack strength as target of attack.						
ANPR-JP066	Fairy Wind	Trap	Normal			
Destroy all face-up Magic/Trap cards on the field, and both players received damages equal to number of cards destroyed x300.						
ANPR-JP067	Customs of Imperial Court	Trap	Continuous			
Face-up Continuous Trap cards outside of [Customs of Imperial Court] cannot be destroy. Only 1 [Customs of Imperial Court] can be face-up on your field at once.						
ANPR-JP068	Dissonance Chord	Trap	Continuous			
Both players cannot Synchro Summon. Send this card to Graveyard the 3rd of your End Phases after this card was activated.						
ANPR-JP069	Fortune Slip	Trap	Normal			
Can be activated when an opponent's monster declares attack. Negate the attack of an opponent's monster, and remove the attacked target monster from the game until the next Standby Phase.						
ANPR-JP070	Depth Amulet	Trap	Continuous			
Can be activated when an opponent's monster declares attack. Discard a card from your hand, negate the attack of that opponent's monster. Destroy this card on the 3rd opponent's End Phase after this card was activated.						
ANPR-JP071	Damage Translation	Trap	Normal			
Half any effect damages you received during this turn. At End Phase of this turn, special summon number of [Ghost Token] (Dark/Demon/1/0/0) in defense mode equal to number of times you had received effect damages.						
ANPR-JP072	Battle Teleportation	Trap	Normal			
When the only monster on your field is a face-up Psychic Type monster, choose that monster to activate. The chosen monster can attack opponent directly during this turn. At the end of Battle Phase of this turn, change the control of the chosen monster to opponent.						
ANPR-JP073	Refining of Core	Trap	Continuous			
Choose a [Core Chimail] monster in your Graveyard, and special summon it in attack mode. During your End Phase if that monster is destroyed, the controller of this card receives damages equal to the attack strength of that monster. When this card leaves the field, destroy that monster. When that monster is destroyed destroy this card.						
ANPR-JP074	Shining of Steel Core	Trap	Counter			
Reveal a [Steel Core of Core Chimail] from hand to opponent to activate. Negate the activation of an opponent's Magic/Trap card and destroy it.						
ANPR-JP075	Heterogeneous Struggle	Trap	Normal			
Can only be activated when all monsters on both fields are face-up. All players send monster(s) from their own field to Graveyard until there is only one Type left.						
ANPR-JP076	Protection of Leviadragon God	Trap	Normal			
Until End Phase of this turn, all face-up Water Attribute monsters with level 3 or less on your field cannot be destroyed in battle nor by effect of cards.						

ANPR-JP077	Psycho Soul	Trap	Normal			
Release a Psychic type monster from your field to activate. You gain Life Points equal to the level of released monster x300.						
ANPR-JP078	Frembell Counter	Trap	Counter			
Remove a Fire Attribute monster with defense strength 200 in your Graveyard from the game to activate. Negate the activation of a Magic/Trap card and destroy it.						
ANPR-JP079	Body and Sword As One	Trap	Normal			
Can only be activated when there is only face-up one [X-Saber] monster on your field. After activation this card becomes an equip card that increase the attack strength by 800, and equipped it onto that monster. When the equipped monster is destroyed by opponent's monster in battle, draw a card from deck.						
ANPR-JP080	Stunning Surprise	Trap	Normal			
Release a monster in face-up attack mode with level 2 or less on your field to activate. Return all face-up monsters with level 7 or more that was special summoned to owner's hand.						