

Translation file for: **Cybernetic Revolution (CRV)**

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Set Rarity List	
Ultimate Rare (11)	Hane Kuriboh LV10 (005) UFOroid (010) Cyber Dragon (015) Cybernetic Magician (016) Goblin Elite Force (020) Giant Battleship - Crystal Core (021) UFOroid Fighter (034) Cyber Twin Dragon (035) Cyber End Dragon (036) Power Bond (037) Skyscraper (048)
Secret Rare (0)	N/A
Ultra Rare/Parallel Rare (4)	Hane Kuriboh LV10 (005) UFOroid Fighter (034) Cyber End Dragon (036) Power Bond (037)
Super Rare (7)	UFOroid (010) Cyber Dragon (015) Cybernetic Magician (016) Goblin Elite Force (020) Giant Battleship - Crystal Core (021) Cyber Twin Dragon (035) Skyscraper (048)
Rare (14)	Friend Dog (012) Dark Catapult (013) E-Hero Bubbleman (014) Different Dimension Master (032) Miracle Fusion (039) System Down (041) Evolution Wing (045) Bubble Shuffle (046)

	Spark Gun (047) Fire Dart (049) Magical Explosion (055) Rising Energy (056) Dimensional Pit Trap (057) Dimensional Wall (059)
Secret Common (0)	N/A
Common (35)	All the rest

Card No.	Name	Type	Attribute	Lv	ATK	DEF
CRV-JP001	Cycroid	Earth	Machine	3	800	1000
CRV-JP002	Soitsu	Wind	Angel	3	0	0
CRV-JP003	Mad Lobster	Water	Aqua	3	1700	1000
CRV-JP004	Jelly Beans Man	Earth	Plant	3	1750	0
CRV-JP005	Hane Kuriboh LV10	Light	Angel	10	300	200
This card cannot be Normal Summon. This card can only be special summon by the effect of [Evolution Wing]. Sacrifice this face-up monster from your field, destroy all face-up monsters on opponent's field, and do damage to opponent equal to the total original attack of those monsters. This effect can only be activate during opponent's battle phase.						
CRV-JP006	Patroid	Earth	Machine	4	1200	1200
Look at a set cards on opponent's field, and flip it back face down. This effect can only be activate once per turn during your Main Phase.						
CRV-JP007	Gyroid	Wind	Machine	3	1000	1200
For one time per turn, this card would not be destroy as a result of battle. (Damage Calculation is done as usual)						
CRV-JP008	Steamroid	Earth	Machine	4	1800	1800
When this card attacks an opponent's monster, this card's attack strength is increased by 500 during the damage step. When this card is attacked by an opponent's monster, this card's attack strength is decreased by 500 during the damage step.						
CRV-JP009	Drillroid	Earth	Machine	4	1600	1600
When this card attack monster in defense mode, destroy it without going into damage step.						
CRV-JP010	UFOroid	Light	Machine	6	1200	1200
When this card is destroy in battle and sent to Graveyard, search your deck for a Machine sub-type monster with attack strength of 1500 or less and special summon it to field in face-up attack mode. Shuffle your deck afterward.						
CRV-JP011	Jetroid	Wind	Machine	4	1200	1800
When this card is target of battle by opponent's monsters, the controller of this card can activate Trap cards from his/her hand.						
CRV-JP012	Friend Dog	Earth	Beast	3	800	1200
When this card is destroy as a result of battle and would be sent to Graveyard, put a monster with [E-Hero] in its name and a [Fusion] card from your Graveyard into your hand.						
CRV-JP013	Dark Catapult	Earth	Machine	4	1000	1500
During your Standby Phase, if this card is in defense mode, put a counter on this card. Remove the same number of card from your Graveyard equal to the number of counter on this card, destroy the same number of Magic/Trap cards on the field. Remove all counters from this card afterward.						
CRV-JP014	E-Hero Bubbleman	Water	Warrior	3	800	1200

If this card is the only card in your hand, you may special summon this card. When this card is summon, reversed summon, or special summon, if you have no other cards on your field and hand, you may draw 2 cards from your deck.						
CRV-JP015	Cyber Dragon	Light	Machine	5	2100	1600
When there's a monster on opponent's field and no monster on your field, you may Special Summon this card from your hand.						
CRV-JP016	Cybernetic Magician	Light	Spellcaster	6	2400	1000
Discard a card from your hand. Until the end phase of the turn, the attack strength of a face-up monster on the field would become 2000.						
CRV-JP017	Cybernetic Cyclops	Earth	Beast-Warrior	4	1400	200
When you have 0 card in your hand, the attack of this monster is increased by 1000.						
CRV-JP018	Mechanical Hound	Earth	Machine	7	2800	1500
When you have 0 cards in your hand, your opponent can't activate any Magic card.						
CRV-JP019	Cyber Demon	Dark	Demon	4	1000	2000
At the beginning of your turn, if you have 0 cards in your hand, draw an extra card during your Draw Phase. At the end of turn, if you have 1 or more cards in your hand, destroy this card.						
CRV-JP020	Goblin Elite Force	Earth	Demon	4	2200	1500
When this card attacks, it changes to defense mode at the end of the Battle Phase. Until the end of your next turn, the mode of this card can't be change.						
CRV-JP021	Giant Battleship – Crystal Core	Water	Machine	5	2100	1000
When this card is Summon, put 3 counters on it. This card cannot be destroy as a result of battle. When this card battle, at the end of Damage Step, remove a counter on this card. When this card would battle without a counter, destroy this card at the end of damage step. Once during your Main Phase, you may change the mode of a monster on opponent's field in face-up attack mode into face-up defense mode.						
CRV-JP022	Giant Kozaki	Dark	Demon	4	2500	2400
This card is destroy if [Kozaki] is not face-up on the field. When this card is destroy while face-up, the controller of this card would receive damage equal to original attack of this card.						
CRV-JP023	Indomitable Fighter – Ray Ray	Earth	Beast-Warrior	4	2300	0
When this card attacks, at the end of battle phase, it would change to defense mode. This card's mode cannot be change during next turn.						
CRV-JP024	Guardian Spirit – Irene	Light	Angel – Union	1	0	0
Once per turn during your Main Phase, you may treat this card as an Equipment card and equip on a [Indomitable Fighter - Ray Ray], or remove it from equipment and special summon this card in face-up attack mode. When this card becomes an equipment card by this effect, the equipped monster's mode can be change once during a turn. (A Monster can only have one Union equipped on it. If the equipped monster would be destroy as a result of battle, this card would be destroy instead.)						
CRV-JP025	Doitsu	Light	Angel – Union	4	100	200
Once per turn during your Main Phase, you may treat this card as an Equipment card and equip on a [Soitsu], or remove it from equipment and special summon this card in face-up attack mode. When this card becomes an equipment card by this effect, increase the Equipped Monster's attack strength by 2500. (A Monster can only have one Union equipped on it. If the equipped monster would be destroy as a result of battle, this card would be destroy instead.)						
CRV-JP026	Death Frog	Water	Aqua	5	1900	0
When this card is successfully sacrifice summon, for each [Tadpole] in your Graveyard, you may special summon a [Death Frog] from your hand or deck.						
CRV-JP027	Tadpole	Water	Aqua	1	0	0

When this card is destroyed as a result of battle, you may add one [Tadpole] to your hand from your deck. Shuffle your deck afterward.						
CRV-JP028	Draw Frog	Water	Aqua	2	100	100
When this card is send to Graveyard from the field when face-up, you may draw a card.						
CRV-JP029	Dino Infinity	Earth	Dino	4	?	0
This card's original attack strength is equal to number of owner's Dino sub-type monster remove from the game * 1000.						
CRV-JP030	Battery Man – AA Type	Light	Thunder	2	0	0
When all [Battery Man - AA Type] on your field are in attack mode, for each [Battery Man - AA Type], increase the attack strength of all Machine sub-type monster on your field by 500. When all of your [Battery Man - AA Type] is in defense mode, for each [Battery Man - AA Type], increase the defense strength of all Machine sub-type monster on your field by 500.						
CRV-JP031	Black Magician – Kuran	Dark	Spellcaster	2	1200	0
During your standby phase, do damage to your opponent equal to the number of monsters on opponent's field * 300.						
CRV-JP032	Different Dimension Master	Light	Spellcaster	5	1700	1500
Discard a Magic card from your hand, special summon one of your monster that is remove from game to the field. This effect can only be activate once per turn.						
CRV-JP033	Steam Gyroid	Earth	Machine – Fusion	6	2200	1800
[Gyroid] + [Steamroid]						
CRV-JP034	UFOroid Fighter	Light	Machine – Fusion	10	?	?
[UFOloid] + Warrior sub-type monster This card can only be Fusion summon by the above monsters. The original attack and defense strength of this card is equal to the total original attack of the Fusion materials.						
CRV-JP035	Cyber Twin Dragon	Light	Machine – Fusion	8	2800	2100
[Cyber Dragon] + [Cyber Dragon] This card can only be Fusion summon with the monster named above. This card can attack two times during battle phase.						
CRV-JP036	Cyber End Dragon	Light	Machine – Fusion	10	4000	2800
[Cyber Dragon] + [Cyber Dragon] + [Cyber Dragon] This card can only be Fusion summon with the monster named above. When this card attacks a monster in defense mode, and this card's attack strength would be higher than that monster's defense strength, do battle damages to opponent equal to the difference.						
CRV-JP037	Power Bond	Magic	Normal			
Put Fusion material of a Fusion monsters from hand and/or field into Graveyard, special summon a Machine sub-type Fusion monster. The original attack strength of the monster special summon would be doubled. At the end of turn this card is activate, the player who activate this card would receive damages equal to the original attack strength of the special summoned monster. (This special summon would be treated as Fusion Summon)						
CRV-JP038	Fusion Return	Magic	Normal			
Return a [Fusion] and a Fusion material that was used for Fusion from your Graveyard to your hand.						
CRV-JP039	Miracle Fusion	Magic	Normal			
Remove the Fusion materials of a Fusion monster from your field and/or Graveyard from the game, special summon a Fusion monster with [E-Hero] in its name from your Fusion deck. (This special summon would be treated as Fusion Summon)						

CRV-JP040	Dragon Mirror	Magic	Normal			
Remove the Fusion materials of a Fusion monster from your field and/or Graveyard from the game, special summon a Dragon sub-type Fusion monster from your Fusion deck. (This special summon would be treated as Fusion Summon)						
CRV-JP041	System Down	Magic	Normal			
Pay 1000 lifepoints. Remove all Machine sub-type monsters from opponent's field and Graveyard from the game.						
CRV-JP042	Death Chorus	Magic	Normal			
This card can only be activate when you have 3 [Death Frog] face-up on your field. Destroy all cards on opponent's field.						
CRV-JP043	Jar of Humble	Magic	Normal			
Choose 2 cards in your hand and shuffle them into your deck.						
CRV-JP044	Shien's Questioner	Magic	Normal			
Choose a face-up monster on your field. Give control of that monster to opponent until the end phase of the turn.						
CRV-JP045	Evolution Wing	Magic	Quickplay			
Send a [Hane Kuriboh] from your field and 2 cards from your hand into Graveyard. Special Summon a [Hane Kuriboh LV10] from your hand or deck.						
CRV-JP046	Bubble Shuffle	Magic	Quickplay			
This card can only be activate when [E-Hero Bubbleman] is face-up on the field. Change the mode of a [E-Hero Bubbleman] in face-up attack mode on your field and a monster on opponent's field in face-up attack mode to defense mode. Sacrifice a [E-Hero Bubbleman] in defense mode, special summon a monster with [E-Hero] in its name from your hand to the field.						
CRV-JP047	Spark Gun	Magic	Equipment			
This card can only be equipped on [E-Hero Sparkman]. During your Main Phase, you may choose to change the mode of a face-up monster on the field. After this effect is use 3 times, destroy this card.						
CRV-JP048	Skyscraper	Magic	Field			
When monsters with [E-Hero] in its name attack and the attack strength of the attacking monster is less than the attack strength of the attacking target monster, the attack strength of the attacking monster is increase by 1000 during Damage Calculation.						
CRV-JP049	Fire Darts	Trap	Normal			
This card can only be activate when you have 0 cards in your hand. Roll 3 dices. Do damage to opponent equal to the sum of the results *100.						
CRV-JP050	Earth Spirit Technique – "Kurogane"	Trap	Normal			
Sacrifice a Earth main-type monster from your field. Special Summon a Level 4 Earth main-type monster from your Graveyard to your field except the sacrificed monster.						
CRV-JP051	Water Spirit Technique – "Aoi"	Trap	Normal			
Sacrifice a Water main-type monster from your field, look at opponent's hand and choose a card and send it into Graveyard.						
CRV-JP052	Fire Spirit Technique - "Kurenai"	Trap	Normal			
Sacrifice a Fire main-type monster from your field, do damage to opponent equal to the original attack strength of the sacrificed monster.						
CRV-JP053	Wind Spirit Technique - "Miyabi"	Trap	Normal			
Sacrifice a Wind main-type monster from your field, choose a card on opponent's field and put it to the bottom of owner's deck.						

CRV-JP054	Rival Appears!	Trap	Normal			
Select a face-up monster on opponent's field, special summon a monster from your hand with the same level as that monster.						
CRV-JP055	Magical Explosion	Trap	Normal			
This card can only be activate when you have 0 card in your hand. For each Magic card in your Graveyard, do 200 damages to opponent.						
CRV-JP056	Rising Energy	Trap	Normal			
Discard a card from your hand. Until the End Phase of the activating turn, a face-up monster on the field would have its attack strength increase by 1500.						
CRV-JP057	Dimensional Pit Trap	Trap	Normal			
This card can only be activate when you opponent set a monster. Destroy the set card and one of your monster and remove them from the game.						
CRV-JP058	Conscription Order	Trap	Normal			
Turn the top card on opponent's deck over. If the card is a monster card that can be Normal Summon, Special Summon that monster onto your field. Otherwise, add that card into opponent's hand.						
CRV-JP059	Dimensional Wall	Trap	Normal			
This card can only be activate when your opponent declare attack. The battle damages done in this battle to you would done to opponent instead.						
CRV-JP060	Counterattack Preparation	Trap	Continuous			
For each time opponent player declare attack on your monster in defense mode, flip a coin and guess. If the guess is right, the defending monster would switch to attack mode. If guess wrong, if the attack strength of the attacking monster is higher than the defense strength of defending monster, do battle damage to this card's controller equal to the difference.						