

Translation file for: Elemental Energy (EEN)
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Set Rarity List	
Ultimate Rare (11)	E-Hero Edgeman (007) Water Dragon (015) Giant Battleship - Tetran (017) Military God of Dark Realm - Gold (024) VWXYZ - Dragon Catapult Cannon (031) Cyber Blader (032) E-Hero Rampart Gunner (033) E-Hero Tempester (034) E-Hero Wild Jaggyman (035) E-Hero Shining Flare Wingman (036) Pot of Avarice (037)
Secret Rare (0)	N/A
Ultra Rare (4)	E-Hero Rampart Gunner (033) E-Hero Tempester (034) E-Hero Wild Jaggyman (035) E-Hero Shining Flare Wingman (036)
Super Rare (7)	E-Hero Edgeman (007) Water Dragon (015) Giant Battleship - Tetran (017) Military God of Dark Realm - Gold (024) VWXYZ - Dragon Catapult Cannon (031) Cyber Blader (032) Pot of Avarice (037)
Rare (14)	Queen's Knight (004) Jack's Knight (005) King's Knight (006) Hell Soldier (010) Magician of Chaining Attack (019) Hunter of Dark Realm - Blue (021) Berserk King of Dark Realm - Brown (022) Army God of Dark Realm - Silver (023) Feather Shot (042) Hell Alliance (044) Armed Changer (045) Hero Barrier (049) Hell Blast (050) Level Limit Area A (060)
Secret Common (0)	N/A
Common (35)	All the rest

Card No.	Name	Type	Attribute	Lvl	ATK	DEF
EEN-JP001	Knight of Dark Realm – Zulu	Dark	Demon	4	1800	1500
EEN-JP002	V – Tiger Jet	Light	Machine	4	1600	1800
EEN-JP003	Blade Skater	Earth	Warrior	4	1400	1500
EEN-JP004	Queen's Knight	Light	Warrior	4	1500	1600
EEN-JP005	Jack's Knight	Light	Warrior	5	1900	1000
EEN-JP006	King's Knight	Light	Warrior	4	1600	1400
When this card is successfully summoned and you have a [Queen's Knight] on the field, you may special summon a [Jack's Knight] from your deck to the field.						
EEN-JP007	E-Hero Edgeman	Earth	Warrior	7	2600	2200
When this card attacks a monster in defense mode, and the attack strength of this card is greater than the defense strength of the defending monster, do battle damage to your opponent equal to the difference.						
EEN-JP008	E-Hero Wildman	Earth	Warrior	4	1500	1600
This card is unaffected by effect of Trap cards.						
EEN-JP009	Reborn Zombie	Dark	Undead	4	1000	1600
When your opponent has 0 cards in his/her hand, if this card is in attack mode, it cannot be destroyed as a result of battle. (Damage Calculation is still applied)						
EEN-JP010	Hell Soldier	Dark	Warrior	4	1200	1400
When this card is destroyed by attack of opponent's monster and sent to Graveyard, do damage to opponent equal to the battle damages you received.						
EEN-JP011	W – Wing Catapult	Light	Machine – Union	4	1300	1500
Once during your Main Phase, you may treat this card as an equipment card and equip it on your [V - Tiger Jet], or remove it from being equipment and special summon it in face-up attack mode. Increase the equipped monster's attack and defense strength by 400. (A Monster can only have one Union Equipment card Equipped on it. If the Equipped Monster would be destroyed as a result of battle, destroy this card instead.)						
EEN-JP012	Flame Majin – Hell Burner	Fire	Demon	6	2800	1800
This card cannot be Normal Summoned other than by discarding all cards in your hand other than this card into Graveyard and sacrificing a monster on your field with attack strength of 2000 or more. For each monster card on opponent's field, increase this card's attack strength by 200. For each monster card on your field, decrease this card's attack strength by 500.						
EEN-JP013	Hydrogedon	Water	Dino	4	1600	1000
When this card destroys a monster as a result of battle and sends it to Graveyard, special summon a [Hydrogedon] from your deck onto the field.						
EEN-JP014	Oxygedon	Wind	Dino	4	1800	800
If this card is destroyed as a result of battle from a Fire main-type monster, do 800 damages to both players.						
EEN-JP015	Water Dragon	Water	Sea Dragon	8	2800	2600
This card cannot be Normal Summoned. This card can only be special summoned by the effect of [Bonding - H2O]. When this card is face-up on the field, the attack strength of all monsters with Fire Main-Type or Pyro sub-type would become 0. When this card is destroyed and sent to Graveyard, special summon two [Hydrogedon] and one [Oxygedon] from your Graveyard.						
EEN-JP016	Etoile Cyber	Earth	Warrior	4	1200	1600
When this card directly attacks an opponent, increase this card's attack strength by 600.						
EEN-JP017	Giant Battleship – Tetran	Wind	Machine	6	1800	2300

When this card is summon, put 3 counters on this card. This card cannot be destroy as a result of battle. When this card combat, remove a counter on this card at the end of Damage Step. When this card battle with no counter on it, destroy it at the end of Damage Step. Remove a counter on this card, destroy a Magic/Trap card on the field. This effect can only be use once per turn.

EEN-JP018	Nano Breaker	Earth	Machine	4	1600	1800
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When this card attacks face-up monster with level 3 or lower, destroy it without doing Damage Calculation.

EEN-JP019	Magician of Chaining Attack	Dark	Spellcaster	4	1600	1200
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When this card is face-up on your field, when you activate a Normal Magic card, do 400 damages to opponent.

EEN-JP020	Advanced Guard of Dark Realm – Beige	Dark	Demon	4	1600	1300
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When this card is discard into Graveyard from your hand by effect of another card, special summon this card onto the field.

EEN-JP021	Hunter of Dark Realm – Blue	Dark	Demon	3	1400	800
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When this card is discard into Graveyard from your hand by effect of another card, draw a card from your deck. When this card is discard by opponent's card effect, draw one card additionally.

EEN-JP022	Berserk King of Dark Realm – Brown	Dark	Demon	4	1800	400
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When this card does Battle Damage to your opponent, you may discard a card from your hand.

EEN-JP023	Army God of Dark Realm – Silver	Dark	Demon	5	2300	1400
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When this card is discard into Graveyard from hand by effect of another card, special summon this card to your field. If this card is discarded by effect of opponent's card, your opponent also choose 2 cards in his/her hand and put them onto the bottom of his/her deck in any order.

EEN-JP024	Military God of Dark Realm	Dark	Demon	5	2300	1400
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When this card is discard into Graveyard from hand by effect of another card, special summon this card to your field. If this card is discarded by effect of opponent's card, also choose up to 2 cards on opponent's field and destroy them.

EEN-JP025	Scout of Dark Realm – Scar	Dark	Demon	2	500	500
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When this card is destroy as a result of battle and send to Graveyard, choose a monster with [Dark Realm] in its name with level 4 or less from your deck and adds it into your hand.

EEN-JP026	Possessed Spirit – Aos	Earth	Spellcaster	4	1850	1500
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You may put a [Earth Spirit User - Aos] and an Earth Main-Type monster from your field to Graveyard to special summon this card from your hand or deck. If this card is special summon this way, it gains the following effect. When this card attacks a monster in defense mode, and the attack strength of this card is greater than the defense strength of the defending monster, do battle damage equal to opponent equal to the difference.

EEN-JP027	Possessed Spirit – Eria	Water	Spellcaster	4	1850	1500
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You may put a [Water Spirit User - Eria] and a Water Main-Type monster from your field to Graveyard to special summon this card from your hand or deck. If this card is special summon this way, it gains the following effect. When this card attacks a monster in defense mode, and the attack strength of this card is greater than the defense strength of the defending monster, do battle damage equal to opponent equal to the difference.

EEN-JP028	Possessed Spirit – Heater	Fire	Spellcaster	4	1850	1500
<p>You may put a [Fire Spirit User - Heater] and a Fire Main-Type monster from your field to Graveyard to special summon this card from your hand or deck. If this card is special summon this way, it gains the following effect. When this card attacks a monster in defense mode, and the attack strength of this card is greater than the defense strength of the defending monster, do battle damage equal to opponent equal to the difference.</p>						
EEN-JP029	Possessed Spirit – Wynn	Wind	Spellcaster	4	1850	1500
<p>You may put a [Wind Spirit User - Wynn] and a Wind Main-Type monster from your field to Graveyard to special summon this card from your hand or deck. If this card is special summon this way, it gains the following effect. When this card attacks a monster in defense mode, and the attack strength of this card is greater than the defense strength of the defending monster, do battle damage equal to opponent equal to the difference.</p>						
EEN-JP030	VW – Tiger Catapult	Light	Machine – Fusion	6	2000	1500
<p>[V - Tiger Jet] + [W - Wing Catapult] This card is special summon by removing the above monsters on your field from the game (The card [Fusion] is not required). Discard a card from your hand, change the mode of a monster on opponent's field. (Reverse effects are not activated).</p>						
EEN-JP031	VWXYZ – Dragon Catapult Cannon	Light	Machine – Fusion	8	3000	2800
<p>[VW - Tiger Catapult] + [XYZ - Dragon Cannon] This card is special summon by removing the above monster on your field from game (The card [Fusion] is not required). Once during your turn, you may remove a card on opponent's field from game. When this card attacks, you may change the mode of the monster this card attack (Reverse effects are not activated).</p>						
EEN-JP032	Cyber Blader	Earth	Warrior – Fusion	7	2100	800
<p>[Etoile Cyber] + [Blade Skater] This card's Fusion summon can only be done by above cards. When opponent control exactly one monster, this card cannot be destroy as result of battle. When opponent control exactly two monsters, this card's attack strength would be doubled. When opponent control exactly three monsters, this card negate all of the effects of opponent's Magic, Trap and effect monster cards.</p>						
EEN-JP033	E-Hero Rampart Gunner	Earth	Warrior – Fusion	6	2000	2500
<p>[E-Hero Burst Lady] + [E-Hero Clayman] This card can only be Special summon by Fusion Summon. When this card is in face-up defense mode, you can direct attack opponent while it's still in defense mode. If so, the battle damages done would be halved during Damage Calculation.</p>						
EEN-JP034	E-Hero Tempester	Wind	Warrior – Fusion	8	2800	2800
<p>[E-Hero Sparkman] + [E-Hero Featherman] + [E-Hero Bubbleman] This card can only be Special summon by Fusion Summon. Put a card other than this card on your field to Graveyard, and select a monster on your field. As long as this card is face-up on your field, that monster cannot be destroy as a result of battle (Damage Calculation would still applied)</p>						
EEN-JP035	E-Hero Wild Jaggyman	Earth	Warrior – Fusion	8	2600	2300
<p>[E-Hero Wildman] + [E-Hero Edgeman] This card can only be special summon by Fusion Summon. This card can attack each monster on opponent's field once.</p>						
EEN-JP036	E-Hero Shining Flare Wingman	Light	Warrior – Fusion	8	2500	2000

[E-Hero Flame Wingman] + [E-Hero Sparkman]					
This card can only be Special summon by Fusion Summon. This card's attack strength is increase by 300 for each monsters with [E-Hero] in their name in your Graveyard. When this card destroys a monster as a result of battle, do damage to opponent equal to the attack strength of that monster.					
EEN-JP037	Jar of Avarice	Magic	Normal		
Choose 5 monsters in your Graveyard and shuffle them into your deck. Afterward, draw 2 cards.					
EEN-JP038	Thunder of Dark Realm	Magic	Normal		
Destroy a face-down card on the field. Afterward, discard a card from your hand.					
EEN-JP039	Level Tuning	Magic	Normal		
Your opponent draw 2 cards. Choose a monster with [LV] in its name from your Graveyard, special summon it and ignore the summoning condition. The monster special summon by this effect cannot attack, cannot activate effect, and effect would not be activate during that turn.					
EEN-JP040	Ojamagic	Magic	Normal		
When this card is sent from your hand or field to Graveyard, add a [Ojama Green], [Ojama Yellow] and [Ojama Black] from your deck to your hand.					
EEN-JP041	Ojamuscle	Magic	Normal		
Select a face-up [Ojama King] on the field. Other than the selected [Ojama King], destroy all monsters with [Ojama] in their name. Increase the attack strength of that [Ojama King] by 1000 for each monsters destroyed by this effect.					
EEN-JP042	Feather Shot	Magic	Normal		
Choose a face-up [E-Hero Featherman] on your field to activate this card. During this turn, the selected card can attack up to the number of monsters on your field. If so, you cannot direct attack opponent, and all of your other monsters cannot attack.					
EEN-JP043	Bonding – H2O	Magic	Normal		
Sacrifice 2 [Hydrogedon] and a [Oxygedon] on your field, special summon a [Water Dragon] from your hand, deck, or Graveyard.					
EEN-JP044	Hell Alliance	Magic	Equipment		
The attack strength of equipped monster would be increase by 800 for each monster with the same name as the equipped monster on the field.					
EEN-JP045	Armed Changer	Magic	Equipment		
Discard an Equipment card from your hand to activate. When the equipped monster destroy a monster as a result of battle, the controller of the equipped monster may add a monster with attack strength less than the equipped monster from his/her Graveyard to his/her hand.					
EEN-JP046	Branch	Magic	Continuous		
When a Fusion monster would be destroy from field and sent to Graveyard, you may special summon one of the Fusion Material monster for that Fusion monster from your Graveyard.					
EEN-JP047	Boss Rush	Magic	Continuous		
This card's controller cannot Normal Summon. When a monster on your field with [Giant Battleship] in its name would be destroyed and sent to Graveyard, at End Phase of that turn, you may special summon a monster with [Giant Battleship] from your deck.					
EEN-JP048	Continuous Barrier Passage to Dark Realm	Magic	Quickplay		
During the turn this card is activate, you cannot Summon, Reverse Summon, or Special Summon. Choose a monster with [Dark Realm] in your Graveyard and special summon it.					

EEN-JP049	Hero Barrier	Trap	Normal			
This card can only be activated when there is a face-up monster on your field with [E-Hero] in its name. Negate one attack of an opponent's monster.						
EEN-JP050	Hell Blast	Trap	Normal			
This card can only be activated when a face-up monster on your field is destroyed and sent to Graveyard. Destroy the face-up monster with lowest attack strength on the field and each player would receive damage equal to half of the attack strength of the monster destroyed by this card's effect.						
EEN-JP051	Troops of Darkness	Trap	Normal			
Choose 2 monsters with [Dark Realm] in your Graveyard and add it onto your hand.						
EEN-JP052	Transaction of Darkness	Trap	Normal			
This card can only be activated by paying 1000 lifepoints when your opponent activates a Normal Magic card. The effect of that Magic card becomes "Discard 1 card randomly from your opponent's hand".						
EEN-JP053	Two Party, Same Loss	Trap	Normal			
Each player put the top card on their deck into Graveyard.						
EEN-JP054	Screen Drop	Trap	Normal			
Pay 500 lifepoints. Destroy all monsters in face-up attack mode with Level 3 on the field.						
EEN-JP055	Same Surname, Same Name, Same Alliance	Trap	Normal			
Select a face-up Normal monster with Level 2 or less to activate this card. Special summon as many as you can from your deck of monsters with the same name as that card.						
EEN-JP056	Get Ride!	Trap	Normal			
Choose a Union monster in your Graveyard, equipped it onto a valid target on the field.						
EEN-JP057	Hell Polymer	Trap	Normal			
This card can only be activate when your opponent Fusion Summon a Fusion monster. Sacrifice a monster on your field to gain control of that Fusion monster.						
EEN-JP058	Feather Wind	Trap	Counter			
This card can only be activate when a [E-Hero Featherman] is on face-up your field. Negate an activation of a Magic/Trap card and destroy it.						
EEN-JP059	Fusion Prohibited Area	Trap	Continuous			
Both players cannot Fusion Summon.						
EEN-JP060	Level Limit Area A	Trap	Continuous			
All monsters with level of 3 or less are switched to attack mode.						