

Translation file for: Flaming Eternity (FET)
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 Created by Spikes and Baron
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Set Rarity List

Ultimate Rare (11)	Phoenix God of Nephthys (005) Silent Swordsman LV5 (008) Earth Emperor - Grandmargu (009) Animal King - Behemoth (014) Blood Magician - Magician of Purgatory - (020) Swordsmaster - Naked Gearfreed (022) Gatling Dragon (035) Dragon Majin - Killer Dragoon (036) Feather Tail of Phoenix God (037) Lightning Vortex (040) Demon Destruction Virus of Magic (058)
Secret Rare (0)	N/A
Ultra Rare/Parallel Rare (4)	Phoenix God of Nephthys (005) Silent Swordsman LV5 (008) Swordsmaster - Naked Gearfreed (022) Gatling Dragon (035)
Super Rare (7)	Earth Emperor - Grandmargu (009) Animal King - Behemoth (014) Blood Magician - Magician of Purgatory - (020) Dragon Majin - Killer Dragoon (036) Feather Tail of Phoenix God (037) Lightning Vortex (040) Demon Destruction Virus of Magic (058)
Rare (14)	Ultimate Insect LV5 (007) Bighorn Mammoth (015) Sage - Keiroon (021) Resident of Darkness - Shadow Killer (024) Brain Jacker (034)

	Magic Absorbtion (039) Death Meteor (041) Sealing Swords of Darkness (042) Spiral Saber (043) Cross Counter (049) Punishment Game! (051) Explosive Wind of Phoneix Wing (053) Headquarters Assault (056) Coercive Safety Agreement (060)
Secret Common (0)	N/A
Common (35)	All the rest

Card No.	Name	Type	Attribute	Lv	ATK	DEF
FET-JP001	Space Manbow	Water	Fish	4	1700	1500
FET-JP002	God Dragon – Ragnarok	Light	Dragon	4	1500	1200
FET-JP003	Combating Nezumi – Chucho	Earth	Beast	3	1200	0
FET-JP004	Insect Knight (“Armored Beetle Knight”)	Earth	Insect	4	1900	1500
FET-JP005	Phoenix God of Nephthys	Fire	Bird	8	2400	1600
When this card is destroy by card effect, during your next standby phase, you may special summon this card to the field. When you successfully special summon this card that way, destroy all Magic/Trap cards on the field.						
FET-JP006	Guarding Hand of Nephthys	Wind	Spellcaster	2	600	600
Including this card, sacrifice two monsters on your field, special summon a [Phoenix God of Nephthys] from your hand/deck to the field.						
FET-JP007	Ultimate Insect LV5	Wind	Insect	5	2300	900
When this card is special summon by the effect of [Ultimate Insect LV3], when this card is face-up on the field, the attack strength of all opponent's monsters is decrease by 500. During your Standby Phase, you may sacrifice this card to special summon an [Ultimate Insect LV7] from your hand or deck. (Except on the turn which this card being Normal Summon, Special Summon, or Reverse)						
FET-JP008	Silent Swordsman LV5	Light	Warrior	5	2300	1000
This card are not affect by effect of opponent's Magic card. When this card successfully direct attack your opponent's lifepoints, during your next standby phase, put this face-up card to Graveyard to special summon a [Silent Swordsman LV7] from your hand or deck.						
FET-JP009	Earth Emperor – Grandmargu	Earth	Rock	6	2400	1000
When this card is successfully sacrifice Summon, destroy a face-down card on the field.						
FET-JP010	Element Valkrie	Light	Angel	4	1500	1200
When a monster have the following main-type is on the field, this card gains the effect: - Fire: Increase this card's attack strength by 500. - Water: This card's control cannot be change.						
FET-JP011	Element Devil	Dark	Demon	4	1500	1200
When a monster have the following main-type is on the field, this card gains the effect: - Earth: Negate the effect of effect monsters this card destroy - Wind: When this card destroy an opponent's monster as a result of battle, this card can attack one more time.						
FET-JP012	Serious Gilpanda	Earth	Beast	4	1000	800

When this card is face-up on the field, whenever a Beast sub-type monster is destroy, this card's attack strength is increase by 500.						
FET-JP013	Matatabi Cat	Earth	Beast	2	0	500
When another Beast sub-type monster is face-up on your field, this card cannot be target of battle. Once during your turn, you may choose a face-up monster on opponent's field and lower it's defense strength to 0 until the end of turn.						
FET-JP014	Animal King – Behemoth	Earth	Beast	7	2700	1500
You may sacrifice only one monster to sacrifice summon this card, if you do, this card's original attack strength would become 2000. When this card is successfully Sacrifice Summon, for each monster you sacrifice to summon this card, return a Beast sub-type monsters from your Graveyard to your hand.						
FET-JP015	Bighorn Mammoth	Earth	Beast	5	2000	1000
When this card is face-up on the field, opponent's monsters cannot attack during the turn they were Normal Summoned, Special Summoned, or Reverse Summoned						
FET-JP016	Kangaroo Champ	Earth	Beast	4	800	700
The monster that battle with this card would change to defense mode after Damage Step.						
FET-JP017	Hyena	Earth	Beast	3	1000	300
When this card is destroy as a result of battle and sent to Graveyard, special summon [Hyena] from your deck. Shuffle your deck afterward.						
FET-JP018	Blade Rabbit	Earth	Beast	2	400	300
When this card is change from attack mode to face-up defense mode, destroy a monster on opponent's field.						
FET-JP019	Mecha Dog – Maron (“Artificial Dog – Maron”)	Light	Machine	4	1000	1000
When this card is destroyed and sent to Graveyard as a result of battle, both player lost 1000 lifepoints. When this card is destroy and sent to Graveyard by any means other than battles, your opponent lose 1000 lifepoints.						
FET-JP020	Blood Magician – Magician of Purgatory -	Fire	Spellcaster	4	1400	1700
Whenever a Magic card is activate, put a Magic counter on this card. Remove Magic counters on this card, destroy a face-up monster on the field with attack strength less than the number of counters removed * 700.						
FET-JP021	Sage – Keiron	Earth	Beast-Warrior	4	1800	1000
Discard a Magic card from your hand. Destroy a Magic/Trap card on the field. This effect can only be activate once per turn.						
FET-JP022	Swordsmaster – Naked Gearfried	Light	Warrior	7	2600	2200
This card cannot be Normal Summon. This card can only be special summon by the effect of [Restraint Removal]. Whenever this card is equipped with equipment card, destroy a monster on opponent's field.						
FET-JP023	Heavy Armored Warrior – Ben Kai	Dark	Warrior	4	500	800
Other than normal attack, this card can do additional attack as same number as the number of equipment cards equipped on this card.						
FET-JP024	Resident of Darkness – Shadow Killer	Dark	Demon	4	1400	200
When your opponent only have monsters in defense mode in his/her monster zone, this card can attack opponent directly.						
FET-JP025	Sentry Golem	Earth	Rock	4	800	1800
Once during your main phase you may flip this card to face-down defense mode. When this card is successfully Reverse Summon, return one monster to owner's hand.						

FET-JP026	Raging Bull Ogre	Earth	Beast-Warrior	4	1200	1200
Flip a Coin and guess. If it's correct, do 1000 damages to your opponent. If it's wrong, do 1000 damages to yourself. This effect can only be activate once per turn.						
FET-JP027	Fusion Spellborn Creature – Light	Light	Rock	3	1000	1600
This card can be substitution of a Fusion Material. Other Fusion Material cannot be other substitution of Fusion Material. You can sacrifice this card and all other Fusion Material monster on the field to special summon a Light main-type Fusion Monster.						
FET-JP028	Fusion Spellborn Creature – Dark	Dark	Rock	3	1000	1600
This card can be substitution of a Fusion Material. Other Fusion Material cannot be other substitution of Fusion Material. You can sacrifice this card and all other Fusion Material monster on the field to special summon a Dark main-type Fusion Monster.						
FET-JP029	Fusion Spellborn Creature – Earth	Earth	Rock	3	1000	1600
This card can be substitution of a Fusion Material. Other Fusion Material cannot be other substitution of Fusion Material. You can sacrifice this card and all other Fusion Material monster on the field to special summon an Earth main-type Fusion Monster.						
FET-JP030	Tornado Young Priest	Wind	Angel	4	1500	1600
When this card is sacrifice as a result of sacrifice summon for a Wind Main-type monster, this card count as 2 sacrifice.						
FET-JP031	Flame Ruler	Fire	Pyro	4	1500	1600
When this card is sacrifice as a result of sacrifice summon for a Fire Main-type monster, this card count as 2 sacrifice.						
FET-JP032	Flame Bird	Fire	Bird	4	1000	800
When a Bird sub-type monsters on your field is destroy, this card's attack strength would be increase by 500.						
FET-JP033	Rescue Cat	Earth	Beast	4	300	100
Sacrifice this card from the field to Graveyard, special summon 2 Beast sub-type monsters with level 3 or less from your deck to your field. The monster special summon by this effect would be destroy at the end of turn.						
FET-JP034	Brain Jacker	Dark	Demon	2	200	900
Flip: This card would become a Equipment Card, and equip on a monster on opponent's field. You gain control that monster, and during each opponent's standby phase, he gains 500 lifepoints.						
FET-JP035	Gatling Dragon	Dark	Machine – Fusion	8	2600	1200
[Revolver Dragon] + [Blowback Dragon] Flip a coin 3 times. For each head result, destroy a monster on the field. This effect can only be activate once during your Main Phases.						
FET-JP036	Dragon Majin – King Dragoon	Dark	Dragon – Fusion	7	2400	2100
[Lord of Dragon - Dragon Ruler] + [God Dragon - Ragnarok] Your opponent cannot activate effect of Magic, Trap, or monster that target Dragon sub-type monsters. Once during your turn, you may special summon a Dragon sub-type monster from your hand.						
FET-JP037	Feathers of Phoenix God	Magic	Normal			
Discard one card from your hand, return one card from your Graveyard to the top of your deck						
FET-JP038	Poison Fang	Magic	Continuous			
Whenever a Beast sub-tpe monster does battle damages to your opponent's lifepoints, your opponent take 500 lifepoint damages.						
FET-JP039	Magic Absorption	Magic	Continuous			
Whenever a Magic card is played, you gain 500 lifepoints.						
FET-JP040	Lightning Vortex	Magic	Normal			

Discard one card from your hand, destroy all opponent's face-up monsters on the field.					
FET-JP041	Death Meteor	Magic	Normal		
Do 1000 damages to your opponent's lifepoints. This card cannot be activate if your opponent's lifepoints is 3000 or less.					
FET-JP042	Sealing Swords of Darkness	Magic	Continuous		
When this card is activate, all monster on opponent's field would turn to face-down defense mode. Also, when this card is face-up on the field, opponent's monster cannot change its mode. After 2 turns, destroy this card during your Standby Phase.					
FET-JP043	Spiral Saber ("Spiral Spearshot")	Magic	Continuous		
Whenever your [Dark Knight - Gaia], [Swift Dark Knight - Gaia], or [Dragon Knight - Gaia] attack a monster in defense mode, if the attack is more than the defense strength, do battle damages equal to the difference to opponent's lifepoints. When [Dragon Knight - Gaia] does battle damages to your opponent as a result of this effect, draw 2 cards from your deck, then discard one card from your hand.					
FET-JP044	Restraint Removal	Magic	Normal		
Sacrifice a [Iron Knight - Gearfried] on your field. Special Summon a [Swordsmaster - Naked Gearfried] from your hand or deck.					
FET-JP045	Centrifugal Separated Field	Magic	Field		
Whenever your Fusion monster is destroy and sent to Graveyard by effect of cards, choose one of that Fusion monster's Fusion material, and special summon it to your field.					
FET-JP046	Contract of Fulfillment	Magic	Equipment		
Pay 800 lifepoints. Choose a Ritual monster card in your Graveyard and special summon it to the field in attack mode, and equipped this card on it. If this card is destroyed, the equipped monster would remove from game.					
FET-JP047	Re-Fusion	Magic	Equipment		
Pay 800 lifepoints. Choose a Fusion monster card in your Graveyard and special summon it to the field in attack mode, and equipped this card on it. If this card is destroyed, the equipped monster would remove from game.					
FET-JP048	Hundred Beasts Stampede	Magic	Quickplay		
The attack strength of all Beast sub-type monsters on your field would be increase by number of Beast sub-type monster on your field * 200 until the end of turn.					
FET-JP049	Cross Counter	Trap	Normal		
When a monster in defense mode is attacked, and the defending strength of the defending monster is higher than the attack of the attacking monster, double the Battle Damage. Destroy the attacking monster after damage step.					
FET-JP050	Pole Position	Trap	Continuous		
When this card is face-up on the field, the monster card on the field with highest attack strength cannot be affect by the effect of Magic cards. If [Pole Position] leaves the field, destroy the face-up monster with the highest attack strength.					
FET-JP051	Punishment Game!	Trap	Normal		
Whenever your opponent's had four cards in his/her hand, choose one of the following effect and activate: - Your opponent cannot draw in his/her next draw phase - Your opponent cannot activate Magic/Trap during this turn.					
FET-JP052	Scaring Roar	Trap	Normal		
Your opponent cannot declare attack during this turn.					
FET-JP053	Explosive Wind of Phoenix Wing	Trap	Normal		
Discard one card from your hand, return a card on opponent's field to the top of his/her deck.					

FET-JP054	Goblin Management Expert	Trap	Normal			
Draw card equal to number of [Goblin Management Expert] in your Graveyard plus one, then choose one card in your hand and return it to the bottom of your deck.						
FET-JP055	Cattle Mutilation	Trap	Normal			
Return a Beast sub-type monster from your field to your hand. Special Summon a monster from your hand with the same level as that monster.						
FET-JP056	Headquarters Assault	Trap	Normal			
Return a Beast sub-type monster from your field to your hand. Special Summon a monster from your hand with the same level as that monster.						
FET-JP057	D.D. Dynamite	Trap	Normal			
This card can only be activate when a card effect that draw cards is activated. After verify the card draw by the effect, then discard all card draw by that card's effect.						
FET-JP058	Deck Destruction Virus of Magic	Trap	Normal			
Sacrifice a Dark main-type monster with 2000 attack strength or higher on your field. After the activation, look at opponent's field and hand, and for 3 of opponent's turn, reveal the card opponent draw, if it's a monster with attack strength of 1500 or less, destory that card.						
FET-JP059	Elemental Burst	Trap	Normal			
Sacrifice one each of monster with Wind, Water, Fire, and Earth, destroy all opponent's card on the field.						
FET-JP060	Coercive Safety Agreement	Trap	Normal			
Discard one card from your hand. Until the end of the turn, Trap cards cannot be activate.						