

Translations file for: **Phantom Darkness (PTDN-JP)**
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UPDATE:

v1.0 – Initial Version

Set Rarity List	
Ultra/Ultimate Rare (5)	Ultimate Gem Lord - Rainbow Dark Dragon (003) Yubel - Das Extremmer Traurig Drachen (008) Dark Horus Dragon (016) Elemental Hero Storm Neos (043) Rainbow Neos (044)
Super Rare (9)	Yubel - Das Abscheulich Ritter (007) Cyber Vary (010) Volcanic Counter (012) Dark Nephthys (018) Warrior Lars (030) Super Fusion (046) Dimensional Induced Explosion (051) Hate Buster (066) Dark Spirit Technique - "Greed" (070)
Rare (18)	Armored Cybern (009) Fire Trooper (013) Dark Creator (017) Dark Armed Dragon (019) Knight of the End (021) Future Samurai (027) Immortal Bushi (029) The Calculator (036) Blue Thunder T45 (038) Rainbow Veil (045) Vicious Claw (047) Mirage Cylinder (049) Beginning of the End (053) Dark Burst (054) Rainbow Life (064) Cybernetic Hidden Technology (069) Severe Duster Drop (074) Cover for Decisive Battle (078)
Normal Rare (4)	Flame of Demise (055) Release of Dark Dimension (072) Offering of Poisonous Snake (077) Penalty Money (080)
Common (44)	All the rest

Card No.	Name	Attribute	Type	Lvl	ATK	DEF
PTDN-JP001	Glacial Beast – Andal	Earth	Beast-Warrior	4	1900	1500
PTDN-JP002	Spearsoldier of Sea King	Water	Sea-Serpent	2	1400	0
PTDN-JP003	Ultimate Gem Lord – Rainbow Dark Dragon	Dark	Dragon	10	4000	0
This card cannot be Normal Summoned. This card cannot be special summon outside of by removing 7 different Dark Attribute monsters from your Graveyard from the game. Remove all Dark attribute monsters from your field and your Graveyard outside of this card from the game, for each card removed, increase this card's attack strength by 500.						
PTDN-JP004	Sacrifice Lotus	Dark	Plant	1	0	0
When this card is in Graveyard during your End Phase, and you do not have any Spell/Trap card on the field, you can special summon this card in attack position to your field. When this card is face-up on the field, during each of your Standby Phase this card's controller received 1000 lifepoints damage.						
PTDN-JP005	Split Demon Rose	Dark	Plant	7	0	1500
When this card is destroy as a result of battle and sent to Graveyard, you can special summon 2 "Demon Rose Token" (Dark/Plant/3/1200/1200) to your field.						
PTDN-JP006	Yubel	Dark	Demon	10	0	0
This card cannot be destroy as result of battle. When this card in face-up attack mode is attacked by opponent's monster, deal damage to opponent's lifepoints equal to the attack strength of the attacking monster. Battle damages dealt to this card's controller as result of battle becomes 0. Destroy this card at your End Phase unless you sacrifice a monster. When destroyed outside of by this card's own effect, special summon [Yubel - Das Abscheulich Ritter] from your hand, deck, or Graveyard.						
PTDN-JP007	Yubel – Das Abschulich Ritter	Dark	Demon	11	0	0
This card cannot be Normal Summoned. This card cannot be special summon outside of by effect of [Yubel]. This card cannot be destroy as result of battle. When this card in face-up attack mode is attacked by opponent's monster, deal damage to opponent's lifepoints equal to the attack strength of the attacking monster. Battle damages dealt to this card's controller as result of battle becomes 0. At your End Phase destroy all monsters outside of this card. When this card leaves the field, special summon [Yubel - Das Extreme Traurig Drache] from your hand, deck, or Graveyard.						
PTDN-JP008	Yubel – Das Extremer Traurig Drachen	Dark	Demon	12	0	0
This card cannot be Normal Summoned. This card cannot be special summon outside of by the effect of [Yubel - Das Abscheulich Ritter]. This card cannot be destroy a result of battle. When this card is in face-up attack mode and battles with an opponent's monster, and the end of Damage Step deal damages to opponent equal to the attack strength of that opponent's monster, and destroy that monster. The damages done to this card's controller as result of battle becomes 0.						
PTDN-JP009	Armored Cybern	Wind	Machine – Union	4	0	2000
Once per turn during your Main Phase you can treat this as an equip card and equipped on a [Cyber Dragon] or a Fusion monster with [Cyber Dragon] as Fusion material monster on your field, or remove it from equipped and special summon this card in face-up attack mode. This effect can only be activate when this is an equip card, by decreasing the attack strength of the equipped monster by 1000, destroy a face-up monster on the field. This effect can only be activate once per turn. (A monster can only have 1 Union equipped onto it. When the equipped monster is destroy as result of battle, destroy this card instead.)						

PTDN-JP010	Cyber Vary	Light	Machine	1	0	0
<p>You can choose one of the following effects to activate.</p> <ul style="list-style-type: none"> - When this card is target of attack by opponent's monster, by removing this card from the game draw a card from the deck, and end that Battle Phase. - Choose a face-up monster on your field and remove it from the game with this card, draw 2 cards from your deck. - Remove this card and a card in your hand from the game. Put a card in your Graveyard into the top of your deck. 						
PTDN-JP011	Cyber Ouroboros	Dark	Machine	2	100	600
<p>When this card is removed from game, by sending a card from your hand to Graveyard, draw a card from your deck.</p>						
PTDN-JP012	Volcanic Counter	Fire	Pyro	3	300	1300
<p>When you received Battle Damages, you can remove this card that is in Graveyard from the game. If so, when there is Fire Attribute monster(s) in your Graveyard outside of [Volcanic Counter], deal damage to opponent equal to the battle damages you received.</p>						
PTDN-JP013	Fire Trooper	Fire	Warrior	3	1000	1000
<p>When this card is successfully summoned, reverse summoned, or special summoned, by sending this card to Graveyard, deal 1000 damages to opponent.</p>						
PTDN-JP014	Destiny Hero Dunkguy	Dark	Warrior	4	1200	1700
<p>Send a [Destiny Hero] monster card from your hand to Graveyard, deal 500 damages to opponent.</p>						
PTDN-JP015	Destiny Hero Departedguy	Dark	Warrior	2	1000	0
<p>When this card is in your Graveyard during your Standby Phase, special summon this card to your opponent's field in face-up attack mode. When this card is destroyed as result of battle, remove it from game instead of sending it to Graveyard. When this card is send from your hand or deck to Graveyard by card effect, remove it from game instead of sending it to Graveyard.</p>						
PTDN-JP016	Dark Horus Dragon	Dark	Dragon	8	3000	1800
<p>When this card is face-up on the field, and when Magic card is activate during opponent's Main Phase, you can special summon a Dark Attribute monster with level 4 or less from your Graveyard. This effect can only be activate once per turn.</p>						
PTDN-JP017	Dark Creator	Dark	Thunder	8	2300	3000
<p>This card cannot be Normal Summoned. You can special summon this card when there are 5 or more Dark attribute monsters in your Graveyard and there is no monster on your field. Remove a Dark attribute monster from your Graveyard, special summon a Dark attribute monster from your Graveyard. This effect can only be activate once per turn.</p>						
PTDN-JP018	Dark Nephthys	Dark	Bird	8	2400	1600
<p>When there are 3 or more Dark Attribute monsters in your Graveyard, you can remove 2 of them from the game to send this card from hand to Graveyard. When this is send to Graveyard by this effect, during your next Standby Phase special summon this card from Graveyard. When this card is successfully special summoned, destroy a Magic/Trap card on the field.</p>						
PTDN-JP019	Dark Armed Dragon	Dark	Dragon	7	2800	1000
<p>This card cannot be Normal Summoned. When there are exactly 3 Dark Attribute monsters in your Graveyard, you can special summon this card. By removing a Dark Attribute monster from your Graveyard from the game, destroy a card on the field.</p>						
PTDN-JP020	Dark Crusader	Dark	Warrior	4	1600	200
<p>Send a Dark Attribute monster from your hand to Graveyard, increase the attack strength of this card by 400 point.</p>						

PTDN-JP021	Knight of the End	Dark	Warrior	4	1400	1200
When this card is successfully Summoned, Reverse Summoned, or Special Summoned, you can choose a Dark Attribute monster from your deck and sent it to Graveyard.						
PTDN-JP022	The End Spirit	Dark	Demon	4	?	?
The attack and defense strength of this card is equal to number of your removed Dark attribute monsters x300. When this card is destroy and sent to Graveyard, return all Dark attribute monsters removed from game to deck, and shuffle your deck.						
PTDN-JP023	Obsidian Dragon	Dark	Rock	4	800	2100
When this card is face-up on the field, negate the effect of Magic/Trap card that target one face-up Dark attribute monsters on your field and destroy it.						
PTDN-JP024	Priestess Ohm	Dark	Spellcaster	4	1700	1600
By sacrificing a Dark Attribute monster on your field, deal 800 points of damages to opponent.						
PTDN-JP025	Dual Lancer	Water	Sea Serpent – Dual	4	1800	1400
When this card is face-up on the field or in Graveyard, treat this card as a Normal monster. When this card is face-up on the field and as treated as a Normal Summon you re-summon this card, this card becomes an effect monster and gains the following effect. - When this card attacks monsters in defense mode, and the attack strength is higher than that defense strength, deal Battle Damages to opponent equal to the difference.						
PTDN-JP026	Gigaplant	Earth	Plant – Dual	6	2400	1200
When this card is face-up on the field or in Graveyard, treat this card as a Normal monster. When this card is face-up on the field and as treated as a Normal Summon you re-summon this card, this card becomes an effect monster and gains the following effect. - Special Summon an Insect or Plant monster from your hand or Graveyard. This effect can only be used once per turn.						
PTDN-JP027	Future Samurai	Light	Warrior – Dual	4	1600	1200
When this card is face-up on the field or in Graveyard, treat this card as a Normal monster. When this card is face-up on the field and as treated as a Normal Summon you re-summon this card, this card becomes an effect monster and gains the following effect. - Remove a monster card in your Graveyard from the game, destroy a face-up monster on the field. This effect can only be used once per turn.						
PTDN-JP028	Evil Shinobi	Dark	Warrior	2	400	800
When this face-up card on the field is chosen as target of attack, draw a card from your deck.						
PTDN-JP029	Immortal Bushi	Dark	Warrior	3	1200	600
This card cannot be sacrifice outside of sacrifice summoned for Warrior type monster. During your Main Phase when this card is in Graveyard, and there is no monster on your field, you can special summon this card to your field. This effect cannot be activate if there are non-Warrior type monster(s) in your Graveyard.						
PTDN-JP030	Warrior Lars	Earth	Warrior	4	1600	1200
When this card is successfully summoned or Special Summoned, choose a Warrior type monster with level 4 or less except [Warrior Lars] from your deck and put it to the top of your deck.						
PTDN-JP031	Gladial Beast – Darius	Earth	Beast-Warrior	4	1700	300

When this card is successfully special summon by effect of [Gladiol Beast] monster, you can special summon a [Gladiol Beast] monster from your Graveyard. The effect of monster special summoned by this effect is negated, and when this card leaves the field, return that special summoned monster to the deck. When this card battles, by returning this card to your deck at the end of Battle Phase, special summon a [Gladiol Beast] monster from your deck outside of [Gladiol Beast - Darius].

PTDN-JP032	Prison Queen Demon	Dark	Demon	8	2600	1800
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The controller of this card pays 1000 lifepoints during their Standby Phase. When [Pandemonium - Nest of Demons] is on the field, and this card is in Graveyard, during each of your Standby Phase you can increase the attack strength of a Demon type monster on the field by 1000 until End Phase.

PTDN-JP033	Black Veloci	Earth	Dino	4	1800	300
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When this card attacks an opponent's monster, increase the attack strength by 400 during Damage Step. When this card is attacked by opponent's monster, decrease the attack strength by 400 during Damage Step.

PTDN-JP034	Ancient Deep Sea King – Coelacanth	Water	Fish	7	2800	2200
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Discard a card from your hand. Once per turn, you can special summon as many Fish type monsters with level 4 or less as possible from your deck. Monsters special summoned by this effect cannot declare attack, and their effect is negated. When this card face-up card on the field is target of Magic, Trap, or effect of effect monster, by sacrificing a Fish type monster on your field to negate that effect and destroy it.

PTDN-JP035	Megacannon Soldier	Earth	Machine	5	1900	1200
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Sacrifice 2 monsters on your field, deal 1500 damages to opponent.

PTDN-JP036	The Calculator	Light	Thunder	2	?	0
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This card's attack strength is equal to the total level of all face-up monsters on your field x300.

PTDN-JP037	Koalakko	Earth	Beast	2	100	1600
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When there is another face-up Beast type monster on your field, you can change the attack strength of an opponent's face-up monster to 0 until End Phase. This effect can only be activate once per turn.

PTDN-JP038	Blue Thunder T45	Light	Machine	4	1700	1000
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When this card destroyed an opponent's monster by Battle, special summon a [Thunder Option Token] (Light/Machine/4/1500/1500) to your field. This tokens cannot be sacrifice for sacrifice summon.

PTDN-JP039	Mosquito Magnet	Light	Insect	3	300	1000
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Reverse: Destroy all face-up Machine type monsters on the field.

PTDN-JP040	Gaia Frame	Earth	Rock	4	100	2000
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When sacrifice for sacrifice summon for an Earth attribute Normal monster, this monster can be treated as two sacrifices.

PTDN-JP041	Wind Frame	Wind	Bird	4	1800	200
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When sacrifice for sacrifice summon for a Wind attribute Normal monster, this monster can be treated as two sacrifices.

PTDN-JP042	Neospacian Twinkle Moss	Light	Plant – Fusion	4	500	1100
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This card's name is same as [Neospacian Glow Moss] by rule. This card cannot be special summon outside of by effect of [NEX]. When this card battled, draw a card. Reveal that card, and apply one of the following effect according to its type.

- Monster: End the Battle Phase of this turn.
- Magic: This card can attack opponent directly.
- Trap: Change this card to defense mode.

PTDN-JP043	Elemental Hero Storm Neos	Wind	Warrior – Fusion	9	3000	2500
<p>[Elemental Hero Neos] + [Neospacian Air Hummingbird] + [Neospacian Aqua Dolphin]</p> <p>This card can only be special summon from Fusion deck by returning the above cards from your field to deck (The card [Fusion] is not needed). Once per turn during your Main Phase you can destroy all Magic/Trap card on the field. At End Phase return this card to Fusion Deck. When this is return to Fusion Deck by this effect, shuffle all cards on the field to the deck(s).</p>						
PTDN-JP044	Rainbow Neos	Light	Warrior – Fusion	10	4500	3000
<p>[Elemental Hero Neos] + [Ultimate Gem Lord] card</p> <p>When this monster is Fusion Summoned, you must use the above cards, and can only be special summoned via Fusion Summon. Once per turn you can activate one of the following effects.</p> <ul style="list-style-type: none"> - By sending a monster on your field to Graveyard, return all monsters on opponent's field to all decks. - By sending a Magic/Trap card on your field to Graveyard, return all Magic/Trap card on opponent's field to all decks. - By sending the top card on your deck to Graveyard, return all cards in opponent's Graveyard to the deck. 						
PTDN-JP045	Rainbow Veil	Magic	Equipment			
<p>When the equipped monster battles with an opponent's monster, during Battle Phase negate the effect of that opponent's monster.</p>						
PTDN-JP046	Super Fusion	Magic	Quickplay			
<p>Discard a card from hand. Choose Fusion material monsters from your and/or opponent's field and sent them to Graveyard, special summon that Fusion monster from Fusion deck. When this card is activated, effect of Magic/Trap/effect monster cannot be activate. (This special summon is treated as Fusion summoned)</p>						
PTDN-JP047	Vicious Claw	Magic	Equipment			
<p>Increase the attack strength of the equipped monster by 300. When the equipped monster is destroy as result of Battle, instead return this card to hand. Also, destroy a monster outside of the opponent's monster that battled and deal 600 damages to opponent. Afterward, special summon an [Evil Token] (Dark/Demon/7/2500/2500) to opponent's field. You cannot use [Vicious Claw] the turn this card is returned to hand.</p>						
PTDN-JP048	Instant Neospace	Magic	Equipment			
<p>Can only be equipped onto Fusion monster with Fusion material of [Elemental Hero Neos]. The effect that returns the Fusion monster equipped with this card at End Phase to the deck would not be activate. When the equipped monster leaves the field, you can special summon a [Elemental Hero Neos] from your hand, deck, or Graveyard.</p>						
PTDN-JP049	Mirage Cylinder	Magic	Quickplay			
<p>This card cannot be activated from hand. Can be activated when a face-up monster on your field is target of attack. Deal 1000 damages to opponent.</p>						
PTDN-JP050	Magic Chronicle	Magic	Continuous			
<p>Activate by sending all cards in your hand to Graveyard. Choose 5 Magic and/or Trap cards from your deck and removed them from the game. Whenever opponent activates a Magic card put a Chronicle Counter on this card. By removing 2 Chronicle Counters from this card opponent choose a card removed from game by this card's effect and add it to your hand. When this card leaves the field, you received 500 damages for each card still removed from game by this card's effect.</p>						
PTDN-JP051	Dimensional Induced	Magic	Quickplay			

	Explosion				
Activate by returning a Fusion monster on your field to the Fusion deck. Both players choose up to 2 monsters that is removed from the game, and special summon them onto respective field.					
PTDN-JP052	Cybernetic Zone	Magic	Quickplay		
Remove a face-up Machine type Fusion monster on your field from the game until End Phase of this turn. When that Fusion monster returns to the field, double its attack strength. At the Standby Phase during your next turn, destroy the Machine type Fusion monster targeted by this card.					
PTDN-JP053	Beginning of the End	Magic	Normal		
Can only be activated when you have 7 or more Dark attribute monsters in your Graveyard. Remove 5 Dark attribute monsters from your Graveyard from the game, draw 3 cards from your deck.					
PTDN-JP054	Dark Burst	Magic	Normal		
Choose a Dark Attribute monster with attack strength 1500 or less from your Graveyard and add it to your hand.					
PTDN-JP055	Flame of Demise	Magic	Quickplay		
You cannot summoned, Reverse Summoned, or Special Summoned the turn this card is activated. Special Summon 2 [Dark Flame Phantom Token] (Dark/Demon/1/0/0) in defense mode. (The tokens cannot be sacrifice outside for sacrifice summon of Dark attribute monster)					
PTDN-JP056	Force Release	Magic	Quickplay		
When this card is activated all face-up Dual monsters on your field would be treated as it was re-summoned. Change all monsters affect by this effect to face-down defense mode at End Phase.					
PTDN-JP057	Summon Chain	Magic	Quickplay		
Can only be activated at Chain 3 or higher. You can Normal Summoned 3 times during this turn. When the effect of a same name card is activate more than once on the same chain, this card cannot be activate.					
PTDN-JP058	Acid Rain	Magic	Field		
Decrease the attack strength of all Earth attribute monster by 500, increase the defense strength by 400.					
PTDN-JP059	Union of Six Warmasters	Magic	Continuous		
When a [Six Warmaster] monster is Normal Summoned or Special Summoned, put a "Bushido Counter" onto this card (up to 2). By sending this card to Graveyard, draw number of cards equal to number of "Bushido Counter" on this card.					
PTDN-JP060	Combat Weapon of Gladial Beast – Demon's Shield	Magic	Equipment		
Can only be equipped on [Gladial Beast] monster. When the equipped monster is destroyed, destroy this card instead. When this card would be sent to Graveyard as result of the equipped monster return from your field to hand, return this card to your hand instead.					
PTDN-JP061	Gladial Trainer	Magic	Normal		
Add a [Gladial Beast] monster with level 4 or less from your deck into your hand.					
PTDN-JP062	Books of Dark Realm	Magic	Continuous		
When you discard card(s) from hand at your End Phase as result of hand size limit, choose a monster from there and special summon it.					
PTDN-JP063	Rainbow's Whereabout	Trap	Normal		
When opponent's monster declares attack, send a [Gem Beast] monster in your Magic/Trap card zone to Graveyard to activate. Negate the attack of an opponent's monster and you can add an [Ultimate Gem Lord] card from your deck into your					

hand.					
PTDN-JP064	Rainbow Life	Trap	Normal		
Discard a card from hand. Until End Phase of this card negate all damages that you received and increase your lifepoints equal to that amount.					
PTDN-JP065	Demonbaslam Seed	Trap	Normal		
Can be activated when a monster in face-up attack mode on your field is destroyed as result of battle. For each 500 Battle damages you received from that battle, special summon a [Demonbalsam Token] (Dark/Plant/1/100/100) to your field.					
PTDN-JP066	Hate Buster	Trap	Normal		
Can be activated when a face-up Demon type monster on your field is target of attack. Destroy the opponent's attacking monster and your monster that is target of attack, and then deal damages to opponent equal to the attack strength of the destroyed opponent's monster.					
PTDN-JP067	Chain Material	Trap	Normal		
During the turn this card is activated, when you Fusion Summon, you can remove Fusion material monsters from your hand, deck, Graveyard, or your field from the game, then special summon that Fusion monster from Fusion deck. You cannot attack the turn this card is activate, and this turn, and destroy the monster Fusion summoned by this effect at End Phase.					
PTDN-JP068	Alchemy Cycle	Trap	Normal		
Until the End Phase of activated turn, the original attack strength of all face-up monsters on your field becomes 0. When a monster with attack strength change to 0 by this effect is destroyed as result of battle and sent to Graveyard, you draw a card.					
PTDN-JP069	Cybernetic Hidden Technology	Trap	Continuous		
When opponent's monster(s) declare attack, by sending a [Cyber Dragon] or a Fusion monster with [Cyber Dragon] as Fusion material from your field to Graveyard, destroy an opponent's attacking monster.					
PTDN-JP070	Dark Spirit Technique – "Greed"	Trap	Normal		
Can be activated by sacrificing a Dark attribute monster from your field to Graveyard. Negate this effect if opponent reveal a Magic card from his/her hand. If not revealed, draw 2 cards from your deck.					
PTDN-JP071	Phantom of Darkness	Trap	Counter		
Negate the activation of effect of effect monster, Magic, or Trap card that target a Dark attribute monster on the field and destroy it.					
PTDN-JP072	Release of Dark Dimension	Trap	Continuous		
Choose one of your Dark attribute monster that is removed from game, and special summon it to your field. When this card leaves the field, destroy that monster and remove it from game. When that monster is destroyed, destroy this card.					
PTDN-JP073	Dual Hole	Trap	Normal		
Can be activated when a Dual monster that was re-summoned is destroyed in battle. Destroy all monsters on opponent's field.					
PTDN-JP074	Severe Duster Drop	Trap	Counter		
Can be activate when opponent add card(s) from deck to hand. Opponent must send one of those added card to Graveyard.					
PTDN-JP075	Summon Limit – Reckless Monster	Trap	Continuous		
Put monster(s) successfully special summon in face-up attack mode. If that monster can attack, it must attack during that turn.					
PTDN-JP076	Handicap Match!	Trap	Normal		
Can be activate when you successfully special summon a [Gladiol Beast] monster.					

Special Summon a [Glacial Beast] monster with level 4 or less from your hand or deck.					
PTDN-JP077	Offering of Poisonous Snake	Trap	Normal		
Destroy a Reptile monster on your field Destroy 2 cards on opponent's field.					
PTDN-JP078	Cover for Decisive Match	Trap	Continuous		
Remove a monster card from your Graveyard from the game, you can Normal Summon a Normal monster from hand. This effect can only be activate during Main Phases of your turn.					
PTDN-JP079	Reincarnation Extinction	Trap	Continuous		
When card(s) is returned to deck from Graveyard, remove those cards from the game instead.					
PTDN-JP080	Penalty Money	Trap	Normal		
Discard 2 cards from your hand.					