

Translation file for: Shadow of Infinity (SOI)
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Set Rarity List	
Ultimate Rare (11)	Divine Flame Emperor - Uria (001) Descending Thunder Emperor - Hamon (002) Phantom Emperor - Ravel (003) Cyber Barrier Dragon (006) Cyber Laser Dragon (007) Giant Battleship - Covered Core (013) Divine Dragon - Excelion (033) Goddess of Extermination - Ruin (034) King of the End - Demise (035) Antique Gear Castle (047) Damage Condenser (052)
Secret Rare (0)	N/A
Ultra Rare/Parallel Rare (4)	Divine Flame Emperor - Uria (001) Descending Thunder Emperor - Hamon (002) Phantom Emperor - Ravel (003) Cyber Laser Dragon (007)
Super Rare (7)	Cyber Barrier Dragon (006) Giant Battleship - Covered Core (013) Divine Dragon - Excelion (033) Goddess of Extermination - Ruin (034) King of the End - Demise (035) Antique Gear Castle (047) Damage Condenser (052)
Rare (14)	Proto Cyber Dragon (010) Instantaneous Bomber (011) Chainsaw Insect (021) Devildozer (024) Yomigaeru (025) Princess - Pikeru (027) Princess - Kuran (028) Memory Crusher (029) Martyr of Phantoms (041) Cyclone Boomerang (042)

	Karma Cut (053) Option Hunter (058) Goblin's Perfunctory Action (059) Malfunction (060)
Secret Common (0)	N/A
Common (35)	All the rest

Card No.	Name	Type	Attribute	Lvl	ATK	DEF
SOI-JP001	Divine Flame Emperor – Uria	Fire	Pyro	10	0	0
This card cannot be Normal Summon. This card cannot be special summon other than sending 3 face-up Trap cards from your field to Graveyard. This card's attack strength would be increase by 1000 for each Continuous Trap cards in your Graveyard. Once per turn, you may destroy a Magic/Trap card that is set on opponent's field. The effect of that Magic/Trap card cannot be activate.						
SOI-JP002	Descending Thunder Emperor – Hamon	Light	Thunder	10	4000	4000
This card cannot be Normal Summon. This card cannot be special summon other than sending 3 Continuous Magic cards from your field to Graveyard. When this card destroy an opponent's monster and it's send to Graveyard, do 1000 damages to opponent's lifepoints. When this card is on your field in face-up defense mode, opponent cannot choose other monsters as target of attack.						
SOI-JP003	Phantom Emperor – Ravel	Dark	Demon	10	4000	4000
This card cannot be Normal Summon. This card cannot be special summon other than by sacrifice 3 Demon sub-type monsters on your field. Whenever opponent summons a monster, special summon a "Phantom Token" (Dark/Demon/1/1000 1000) to your field. The tokens cannot declare attack. Once during your turn, you may sacrifice a monster on your field, this card's attack strength would be increase by the original attack of that monster until the End Phase of the turn.						
SOI-JP004	E-Hero Bubbleman Neo	Water	Warrior	4	800	1200
This card cannot be Normal Summon. This card can only be special summon by sending a[E-Hero Bubbleman] on your field and a [Metamorphosis] in your hand to Graveyard. When this card is face-up on the field, this card have the name [E-Hero Bubbleman]. Destroy the opponent's monster battling with this card at the end of Damage Step.						
SOI-JP005	Hero Kids	Earth	Warrior	2	300	600
When this card is successfully special summon, you may special summon any number of [Hero Kids] from your deck to the field.						
SOI-JP006	Cyber Barrier Dragon	Light	Machine	6	800	2800
This card cannot be Normal Summon. This card can only be special summon by the effect of [Attack Reflector Unit]. When this card is in face-up attack mode, once per turn you can negate the attack of one of opponent's monster.						
SOI-JP007	Cyber Laser Dragon	Light	Machine	7	2400	1800
This card cannot be Normal Summon. This card can only be special summon by the effect of [Photon Generator Unit]. Once during your Main Phase, you can choose and destroy a monster on opponent's field with attack or defense strength higher than this card's.						
SOI-JP008	Antique Gear	Earth	Machine	2	100	800
When [Antique Gear] is face-up on your field, you may special summon this card in your hand to the field in attack mode.						
SOI-JP009	Antique Gear Cannon	Earth	Machine	2	500	500
Sacrifice this card, do 500 damages to opponent's lifepoints. During this turn's battle phase no player can activate Trap cards.						

SOI-JP010	Proto Cyber Dragon	Light	Machine	3	1100	600
When this card is face-up on the field, the name of this card is treated as [Cyber Dragon]						
SOI-JP011	Instantaneous Bomber	Wind	Machine	3	1000	1000
When this card is attacked by opponent's monster when in face-down defense mode, damage calculation would not be deal and this card would become an equipment card onto the attacking monster. During the next opponent's Standby Phase, destroyed the equipped monster.						
SOI-JP012	Machine King – Prototype	Earth	Machine	3	1600	1500
The attack and defense strength of this card is increased by 100 for each Machine sub-type monsters on the field other than this card.						
SOI-JP013	Giant Battleship – Covered Core	Earth	Machine	7	2500	800
When this card is Normal Summon put two counters on this card. This card cannot be destroy as result of battle. When this card battle, at the end of Damage Step flip a coin. If it's head, remove a counter from this card. When this card do not have counters on it and battle, destroy it at the end of Damage Step.						
SOI-JP014	Guide to Another Dimension	Dark	Warrior	4	1400	1000
When this card is successfully Normal Summon, give control of this card to opponent. During each End Phase, opponent chooses a card in this card's controller's Graveyard and removes it from the game.						
SOI-JP015	Chain Slasher	Wind	Warrior	4	1000	600
In additional to the normal attack, this card can attack another time during Battle Phase for each [Chain Slasher] in your Graveyard.						
SOI-JP016	Successor of Magic Sealing	Light	Warrior	4	1700	800
When this card is successfully summon, reversed summon, or special summon, for each [Successor of Magic Sealing] in your Graveyard, name a main-type. When this card attack monsters with the named main-type, destroy them without going into damage calculation.						
SOI-JP017	Tenkabito Shien	Fire	Pyro	4	1500	1000
This card is not affect by effect of Trap cards.						
SOI-JP018	Parasitic Tick	Earth	Insect	1	?	?
This card attack and defense strength is equal to the number of token monsters on the field x500.						
SOI-JP019	Gokipon	Earth	Insect	2	800	800
When this card is destroy in battle and sends to Graveyard, add a Insect sub-type monster with attack strength of 1500 or less from your deck to hand.						
SOI-JP020	Silent Insect	Earth	Insect	2	200	300
When this card is successfully Normal Summoned or Reverse Summoned put it in defense mode. When this card is face-up on the field, negate the effects of all Continuous Magic and Continuous Trap cards.						
SOI-JP021	Chainsaw Insect	Earth	Insect	4	2400	0
Whenever this card battle, at the end of that Damage Step opponent draw a card.						
SOI-JP022	Ooarikuikiuari	Earth	Insect	5	2000	500
This card cannot be Normal Summon. This card cannot be special summon other than by sending two Magic/Trap cards on your field to Graveyard. Instead of this card attacking, you can destroy a Magic/Trap card on opponent's field.						
SOI-JP023	Saber Beetle	Earth	Insect	6	2400	600
When this card attack a monster in defense mode, and the attack strength is higher than the defense strength, do battle damages to opponent equal to the difference.						
SOI-JP024	Devildozer	Earth	Insect	8	2800	2600

This card cannot be Normal Summon. This card cannot be special summon other than by removing 2 Insect sub-type monsters from your Graveyard. When this card does battle damages to opponent, send the top card from opponent's deck to Graveyard.						
SOI-JP025	Yomigaeru	Water	Aqua	1	100	100
When this card is in your Graveyard at your Standby Phase, and you don't have Magic/Trap cards on your field, you can special summon this card to your field. This effect cannot be activate if a [Yomigaeru] is face-up on your field.						
SOI-JP026	Devil Frog	Water	Aqua	3	1200	800
This card's attack strength is increase by number of [Tadpole] in your Graveyard * 300.						
SOI-JP027	Princess – Pikeru	Light	Spellcaster	4	2000	0
This card cannot be Normal Summon. This card can only be special summon by the effect of [Ordeal of Princess]. During your Standby Phase, gain lifepoints equal to the number of monster on your field x800.						
SOI-JP028	Princess – Kuran	Dark	Spellcaster	4	2000	0
This card cannot be Normal summon. This card can only be special summon by the effect of [Ordeal of Princess]. During your Standby Phase, do damages to opponent's lifepoints equal to number of opponent's monsters on the field x600.						
SOI-JP029	Memory Crusher	Dark	Demon	3	1000	600
When this monster successfully direct attack opponent, do damage to opponent equal to number of monsters in opponent's Fusion deck x100.						
SOI-JP030	Amplified Malice	Dark	Undead	4	700	1000
When this card is face-up on the field, during Standby Phase of opponent's turn, send cards from the top of opponent's deck to Graveyard equal to number of [Amplified Malice] in your Graveyard.						
SOI-JP031	Grass Phantom	Water	Plant	3	1000	1000
During your standby phase, do damage to your opponent equal to the number of monsters on opponent's field * 300.						
SOI-JP032	Sandmoth	Earth	Rock	4	1000	2000
When this card is destroy while in face-down defense mode other than by battle and send to Graveyard, special summon this card to your field with original attack and defense strength switch.						
SOI-JP033	Divine Dragon – Excelion	Light	Dragon	5	1500	900
When this card is Normal Summoned, for each [Divine Dragon - Excelion] in your Graveyard, you get one of the following effect. You cannot get the same effect more than once. - Increase this card's attack strength by 1000. - When this card destroy an opponent's monster, this card can attack once more continuously - When this card destroy an opponent's monster and send it to Graveyard, do damage to opponent equal to the attack strength of the destroyed monster.						
SOI-JP034	Goddess of Extermination – Ruin	Light	Angel – Ritual	8	2300	2000
Descended by [End of the World]. You must sacrifice cards from your hand and/or field with total levels of 8. When this card would destroy an opponent's monster in battle, this card can attack once more continuously						
SOI-JP035	King of the End – Demise	Dark	Demon – Ritual	8	2400	2000
Descended by [End of the World]. You must sacrifice cards from your hand and/or field with total levels of 8. Pay 2000 lifepoints, destroy all cards on the field except this card.						
SOI-JP036	Frog Sandeath	Water	Aqua – Fusion	8	2500	2000

[Death Frog] + [Death Frog] + [Death Frog] When this card is Fusion Summon, it can only be done by the above cards. This card's attack strength would be increase by 500 for each [Yomigaeru] in your Graveyard.					
SOI-JP037	Hero Heart	Magic	Normal		
This card can only be activate when you choose a face-up monster with [E-Hero] in its name on your field. Half the attack strength of the chosen monster, and it can attack two times during a battle phase.					
SOI-JP038	Magnet Circle LV2	Magic	Normal		
Special Summon a Machine sub-type monster from your hand with Level 2 or lower.					
SOI-JP039	Antique Gear Factory	Magic	Normal		
Choose a monster card with [Antique Gear] om its name in your hand. Remove from game cards with [Antique Gear] in their name from your Graveyard until the level of them is doubled of the chosen card. The chosen card, during this turn, can be summon without sacrifice.					
SOI-JP040	Antique Gear Drill	Magic	Normal		
This card can only be activate when there's a monster with [Antique Gear] in its name on your field and discard a card from your hand. Choose a Magic card from your deck, and set it onto your field. That Magic card cannot be activate during this turn.					
SOI-JP041	Martyr of Phantoms	Magic	Normal		
This card can only be activate when your have two or more cards in your hand, and you have face-up [Divine Flame Emperor - Uria] or [Descending Thunder Emperor - Hamon] on your field. Send all cards from your hand to Graveyard, special summon 3 [Martyr of Phantoms Token] (Dark/Demon/1/0/0) in attack mode to your field.					
SOI-JP042	Cyclone Boomerang	Magic	Equipment		
This card can only be equipped on [E-Hero Wildman]. Increase the attack strength of the equipped monster by 500. If the equipped monster is destroy by other cards' effect and send to Graveyard, destroy all Magic/Trap cards on the field. Do damages to oppnent equal to number of destroyed Magic/Trap cards * 100.					
SOI-JP043	Seal of Succession	Magic	Equipment		
This card can only be activate when you have 3 monsters with the same name in your Graveyard. Choose one of those monsters and special summon it on to your field, and equipped this card onto it. When this card is destroy, destroy the equipped monster.					
SOI-JP044	Ordeal of Princess	Magic	Equipment		
This card can only be equipped on a [White Magician - Pikeru] or [Black Magician - Kuran]. The attack strength of the equipped monster is increased by 800. When the equipped monster destroy a monster with level of 5 or higher in battle, sacrifice the equipped monster, and special summon a [Princess - Pikeru] if this card is equipped on [White Magician - Pikeru], or [Princess - Kuran] if this card is equipped on [Black Magician - Kuran], from your hand or deck to the field.					
SOI-JP045	Photon Generator Unit	Magic	Quickplay		
This card can only be activate by sacrificing two [Cyber Dragon] on your field. Special Summon a [Cyber Laser Dragon] from your hand, deck, or Graveyard to the field.					
SOI-JP046	End of the World	Magic	Ritual		
This card is needed for descendance for [Goddess of Extermination - Ruin] and [King of the End - Demise]. From your hand and/or field, sacrifice monster cards with the total level same as the monster to be Ritual Summon.					
SOI-JP047	Antique Gear Castle	Magic	Continuous		

Increase the attack strength of all face-up monsters on the field with [Antique Gear] in its name by 300. Whenever a monster is Normal Summon, put a counter on this card. Whenever a monster with [Antique Gear] in its name would be sacrifice summoned, you may remove counters from this card equal to the number of sacrifices required instead of sacrifices.					
SOI-JP048	Reincarnation	Magic	Continuous		
Monsters sacrifice for Ritual Summons would not go into Graveyard, but owner's deck instead. Shuffle the deck afterward.					
SOI-JP049	Super Junior Showdown!	Trap	Normal		
This card can be activate when opponent's monster declare attack. Negate that battle, and the monster with lowest attack strength on opponent's field and the monster in face-up defense mode with the lowest defense strength would battle instead. After the end of that battle, Battle Phase will end.					
SOI-JP050	Miracle Kids	Trap	Normal		
Until End Phase of this turn, decrease the attack strength of an opponent's monster by number of [Hero Kids] in your Graveyard * 400.					
SOI-JP051	Attack Reflector Unit	Trap	Normal		
This card can only be activate by sacrificing a [Cyber Dragon] on your field. Special summon a [Cyber Barrier Dragon] from your hand or deck.					
SOI-JP052	Damage Condenser	Trap	Normal		
This card can only be activate when you receive battle damages, and discard a card from your hand. Special summon a monster from your deck to the field with attack strength lower than amount of battle damages received at that point in face-up attack mode.					
SOI-JP053	Karma Cut	Trap	Normal		
Discard a card from your hand. Remove a face-up monster on opponent's field from the game. If there're monsters card with the same name as the removed card in opponent's Graveyard, remove all of those cards from the game.					
SOI-JP054	Lost Next	Trap	Normal		
Choose a face-up monster on your field. Send a monster with the same name as that monster from your deck into Graveyard.					
SOI-JP055	Generation Change	Trap	Normal		
Destroy one face-up monster on your field. Add the card with the same name as the destroyed card from your deck to hand.					
SOI-JP056	Full Burst	Trap	Normal		
After this card is activate, send your entire hand to Graveyard. Do damages to opponent equal to number of cards send this way * 200.					
SOI-JP057	Success Probability 0%	Trap	Normal		
Randomly send two Fusion monsters from opponent's Fusion deck to Graveyard.					
SOI-JP058	Option Hunter	Trap	Normal		
This card can only be activate when a monster card on your field is destroy in battle and sent to Graveyard. Increase your lifepoints equal to the original attack strength of the destroyed monster.					
SOI-JP059	Goblin's Perfunctory Action	Trap	Counter		
Pay 500 lifepoints, negate an activation of a Magic card, and return that Magic card back to owner's hand.					
SOI-JP060	Malfunction	Trap	Counter		
Pay 500 lifepoints, negate an activation of a Trap card, and return it set.					