

Translations file for: **Tactical Evolution (TAEV-JP)**
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UPDATE:

v1.0 - Initial Version

Set Rarity List	
Ultra/Ultimate Rare (5)	Ultimate Gem Lord - Rainbow Dragon (006) Poisonous Snake Lord - Venominaga (013) Hell Kaiser Dragon (019) E-Hero Magma Neos (043) Dimensional Tunnel - Mirror Gate - (063)
Super Rare (9)	Poisonous Snake King - Venominon (014) E-Hero Another Neos (018) Aretha of Water (020) Flute Player of Luck (021) Devil's Summoner (025) Frost and Flame Twin Dragon (033) Desert Twister (034) E-Hero Dark Brightman (042) Cyberdark Impact! (054)
Rare (18)	Hound Dragon (004) Necro Guardna (012) Variable Armor (022) Shadow Diver (027) Neospace Conductor (032) Zombie Master (039) E-Hero Marine Neos (041) Hope of Fifth (045) Snake Rain (052) Dual Summon (056) Skill of Summoner (057) Capture Device (058) Jewelry of Usurption (061) Decree of Snake Lord (068) Charity of Commoner (072) Magic Capture (076) Trap Capture (077) Counter Counter (080)
Common (48)	All the rest

Card No.	Name	Attribute	Type	Lvl	ATK	DEF
TAEV-JP001	Alien Soldier	Earth	Reptile	4	1900	800

TAEV-JP002	Volcanic Rat	Fire	Pyro	1	500	500
TAEV-JP003	Guard of Dark Realm – Range	Dark	Demon	4	100	2100
TAEV-JP004	Hound Dragon	Dark	Dragon	3	1700	100
TAEV-JP005	Venom Cobra	Dark	Reptile	4	100	2000
TAEV-JP006	Ultimate Gem Lord – Rainbow Dragon	Light	Dragon	10	4000	0
<p>This card cannot be Normal Summon. This card cannot be special summon outside of when you have total of 7 types of [Gem Beast] card in your field and/or Graveyard. You can activate the following effect(s) outside of the turn this card is special summoned.</p> <ul style="list-style-type: none"> - Send all [Gem Beast] monsters from your field to Graveyard. For each card sent to Graveyard, increase this card's attack strength by 1000. This effect can be activated on opponent's turn. - Remove all [Gem Beast] monsters from your Graveyard from the game, send all cards on the field back to respective owner's deck. 						
TAEV-JP007	Cocoon Pantail	Dark	Beast	2	800	300
<p>When [Neospace] is on the field, you can sacrifice this card, and special summon a [Neospacian Black Panther] from your hand or deck.</p>						
TAEV-JP008	Cocoon Chiki	Wind	Bird	2	600	400
<p>When [Neospace] is on the field, you can sacrifice this card, and special summon a [Neospacian Air Hummingbird] from your hand or deck.</p>						
TAEV-JP009	Cocoon Pinii	Light	Plant	2	100	700
<p>When [Neospace] is on the field, you can sacrifice this card, and special summon a [Neospacian Glow Moss] from your hand or deck.</p>						
TAEV-JP010	Cocoon Larva	Fire	Insect	2	300	300
<p>When [Neospace] is on the field, you can sacrifice this card, and special summon a [Neospacian Flare Scarab] from your hand or deck.</p>						
TAEV-JP011	Cocoon Mogu	Earth	Beast	2	700	100
<p>When [Neospace] is on the field, you can sacrifice this card, and special summon a [Neospacian Ground Mole] from your hand or deck.</p>						
TAEV-JP012	Necro Guardna	Dark	Warrior	3	600	1300
<p>Remove this card from your Graveyard from the game to activate. Negate an attack of an opponent's monster.</p>						
TAEV-JP013	Poisonous Snake Lord – Venominaga	Dark	Reptile	10	0	0
<p>This card cannot be Normal Summoned. This card cannot be special summon outside of by the effect of [Descent of Snake Lord] and this card. Increase this card's attack strength by 500 for each Reptile type monsters in your Graveyard. When this card is face-up on the field, this card cannot be target and is not affect by the effect of monster, Magic, and Trap card outside of this card's own. When this card is destroyed and sent to Graveyard as result of Battle, you can special summon this card by removing a Reptile type monster in your Graveyard outside of this card. When this card does battle damages to opponent, put a Hyper Venom Counter on this card. When this card have 3 Hyper Venom Counter on it, this card's controller wins the duel.</p>						
TAEV-JP014	Poisonous Snake King – Venominon	Dark	Reptile	8	0	0

This card cannot be special summon by effect of effect monsters outside of this card's. This card is not affect by the effect of [Venom Swamp]. Increase this card's attack strength by 500 for each Reptile type monster in your Graveyard. When this card is destroyed as result of Battle and sent to Graveyard, you can remove a Reptile type monster outside of this card from your Graveyard to special summon this card.

TAEV-JP015	Venom Snake	Earth	Reptile	3	1200	600
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Once per turn, you can put a Venom Counter on a monster on opponent's field. This card cannot declare attack the turn this effect is activated.

TAEV-JP016	Venom Boa	Earth	Reptile	5	1600	1200
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Once per turn, you can put 2 Venom Counters onto a monster on opponent's field. This card cannot declare attack the turn this effect is activated.

TAEV-JP017	Venom Serpent	Earth	Reptile	4	1000	800
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Once per turn, you can put a Venom Counter onto a monster on opponent's field.

TAEV-JP018	E-Hero Another Neos	Light	Warrior - Dual	4	1900	1300
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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 is face-up on the field, this card's name is treated as [E-Hero Neos].

TAEV-JP019	Hell Kaiser Dragon	Fire	Dragon - Dual	6	2400	1500
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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.

- This card can attack two times in a Battle Phase

TAEV-JP020	Rippling Alissa	Water	Aqua - Dual	4	1500	500
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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 destroys an opponent's monster as result of battle and it's sent to Graveyard, randomly discard a card from opponent's hand.

TAEV-JP021	Piper of Fortune	Wind	Angel - Dual	4	1500	500
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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 destroys an opponent's monster and sent it to Graveyard as result of battle, draw a card from your deck.

TAEV-JP022	Valuable Armor	Earth	Insect - Dual	5	2350	1000
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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.

- This card can attack all monsters on opponent's field once.

TAEV-JP023	Giant Gogre	Earth	Rock - Dual	4	1500	500
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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.

- This card's original attack strength becomes 2100.

TAEV-JP024	Sunrise Guardna	Wind	Angel – Dual	3	1500	500
<p>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.</p> <p>- This card's original defense strength becomes 2300.</p>						
TAEV-JP025	Devil's Summoner	Dark	Spellcaster – Dual	6	2400	2000
<p>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.</p> <p>- Special Summon a Demon type monster from your hand or Graveyard. This effect can only be activated once per turn. When this card leaves the field, destroy all Demon type monsters special summoned by this effect.</p>						
TAEV-JP026	Scorch King – Pyron	Fire	Pyro – Dual	5	1500	500
<p>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.</p> <p>- You can deal 1000 damages to opponent's lifepoints. This effect can only be activated once per turn.</p>						
TAEV-JP027	Shadow Diver	Dark	Demon – Dual	3	1500	500
<p>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.</p> <p>- Choose a face-up Dark Attribute monster with level 4 or less on your field to activate. The chosen monster can direct attack opponent. This effect can only be activated once per turn.</p>						
TAEV-JP028	Flint Lock	Light	Machine	4	1500	800
<p>When there's a face-up [Flint] on the field, it can be equipped onto this card. This effect can only be activated once per turn. Or, a [Flint] equipped on this card can be equipped onto a face-up monster on the field. This card can only have up to 1 [Flint] equipped on it. When [Flint] is equipped onto this card, this card is not affected by the effect of [Flint], and cannot be destroyed as result of battle.</p>						
TAEV-JP029	Gravity Ball	Dark	Demon	3	1100	700
<p>Reverse: Change the mode of all face-up monsters on opponent's field.</p>						
TAEV-JP030	Illusion Cricket	Earth	Insect	2	300	1000
<p>Reverse: Return a face-down monster on the field to the top of owner's deck.</p>						
TAEV-JP031	Fortune Teller of Crystal	Water	Spellcaster	1	100	100
<p>Reverse: Look at the top 2 cards on your deck, put one into your hand and the rest to bottom of your deck.</p>						
TAEV-JP032	Neospace Conductor	Light	Warrior	4	1800	800
<p>Discard this card from your hand to Graveyard. Add a [Neospace] from your deck or Graveyard into your hand.</p>						
TAEV-JP033	Frost and Flame Twin Dragon	Water	Dragon	6	2300	2000
<p>This card cannot be Normal Summon. This card cannot be special summon outside of by removing 2 Water attribute monsters and a Fire attribute monster from your Graveyard from the game. Discard a card from your hand, you can destroy a monster card on the field. This effect can only be activate once per turn.</p>						

TAEV-JP034	Desert Twister	Wind	Demon	6	2300	2000
This card cannot be Normal Summon. This card cannot be special summon outside of by removing 2 Wind attribute monsters and an Earth attribute monster from your Graveyard from the game. Discard a card from your hand, you can destroy a Magic/Trap card on the field. This effect can only be activate once per turn.						
TAEV-JP035	Offering of Ritual	Dark	Demon	1	300	300
When you special summon a Dark attribute Ritual monster, you can sacrifice only this card for the Ritual Summon.						
TAEV-JP036	Kamisori Tokage	Earth	Reptile	3	1500	300
When you have other Reptile type monsters, when this card attacks face-down monsters, destroy that monster without going into Damage Step.						
TAEV-JP037	Holy Frame	Light	Angel	4	1500	0
When sacrifice for sacrifice summon for a Light attribute Normal monster, this monster can be treated as two sacrifices.						
TAEV-JP038	Dark Frame	Dark	Demon	4	1500	0
When sacrifice for sacrifice summon for a Dark attribute Normal monster, this monster can be treated as two sacrifices.						
TAEV-JP039	Zombie Master	Dark	Undead	4	1800	0
When this card is face-up on the field, send a monster from your hand to Graveyard to special summon an Undead type monster with level 4 or less from your Graveyard. This effect can only be activated once per turn.						
TAEV-JP040	Neospacian Marine Dolphin	Water	Warrior - Fusion	4	900	1100
This card's name is treated as [Neospacian Aqua Dolphin]. This card cannot be special summon outside of by effect of [NEX]. Discard a card from your hand. Look at opponent's hand and choose a monster card from there. When there's a monster on your field with attack strength higher than the chosen monster, destroy the chosen monster card and deal 500 damages to opponent's lifepoints. This effect can only be activated once per turn.						
TAEV-JP041	E-Hero Marine Neos	Water	Warrior - Fusion	8	2800	2300
[E-Hero Neos] + [Neospacian Marine Dolphin] This card can only be special summon from Fusion deck by returning the above monsters from your field to deck (the Magic card [Fusion] is not required). Randomly destroy a card from opponent's hand. This effect can only be activated once per turn.						
TAEV-JP042	E-Hero Dark Brightman	Dark	Warrior - Fusion	6	2000	1000
[E-Hero Sparkman] + [E-Hero Necro Darkman] This card cannot be special summon outside of by Fusion Summon. When this card attacks a monster in defense mode, and this card's attack strength is more than the defending monster's defense strength, deal battle damages to opponent equal to that difference. When this card attacks, put this card to defense position at the end of Damage Step. When this card is destroyed, destroy a monster on opponent's field.						
TAEV-JP043	E-Hero Magma Neos	Fire	Warrior - Fusion	9	3000	2500
[E-Hero Neos] + [Neospacian Flare Scarab] + [Neospacian Ground Mole] This card can only be special summon from Fusion deck by returning the above monsters from your field to deck (The Magic card [Fusion] is not required). Increase this card's attack strength by number of cards on the field * 400. Return this card to your Fusion deck at End Phase. When this card returns to Fusion deck by that effect, return all cards on the field to respective owner's hand.						
TAEV-JP044	Ojama Knight	Light	Beast - Fusion	5	0	2500
[Ojama] monsters x2 When this card is face-up on the field, up to 2 of opponent's monster card zone cannot be used.						

TAEV-JP045	Hope of Fifth	Magic	Normal			
Choose 5 [E-Hero] cards in your Graveyard, and shuffle them into your deck. Afterward, draw 2 cards from your deck. If you activate this card if you have no other card on your field and hand, draw 3 cards instead.						
TAEV-JP046	Reverse of Neos	Magic	Normal			
Can be activated when a face-up [Neos] Fusion monster on your field is destroyed. Special Summon a [E-Hero Neos] from your deck in attack position. Increase the attack strength of the [E-Hero Neos] special summoned by this card's effect by 1000 when it's face-up on the field, and destroy it at End Phase of this turn.						
TAEV-JP047	Convert Contact	Magic	Normal			
Can be activated when you have no monster on your field. Send a [Neospacian] card from your hand and your deck into your Graveyard, shuffle your deck. Afterward, draw 2 cards from your deck.						
TAEV-JP048	Cocoon Party	Magic	Normal			
For each type of [Neospacian] monster in your Graveyard, special summon a [Cocoon] from your deck.						
TAEV-JP049	Neospacian Extent (NEX)	Magic	Normal			
Send a [Neospacian] monster from your field to Graveyard, special summon a level 4 monster with name treated as same name as the card sent to Graveyard from Fusion deck.						
TAEV-JP050	Cocoon Reborn	Magic	Continuous			
Sacrifice a face-up [Cocoon] monster from your field, special summon the [Neospacian] monster mentioned on that card from Graveyard.						
TAEV-JP051	Venom Swamp	Magic	Field			
During each End Phase of each turn, put a Venom Counter on all face-up monsters on the field outside of [Venom] monster. Decrease the attack strength by 500 for each Venom Counter on a monster. Destroy that monster if the attack strength of the monster becomes 0.						
TAEV-JP052	Snake Rain	Magic	Normal			
Discard a card from your hand to activate. Choose and send 4 Reptile type monsters from your deck to Graveyard.						
TAEV-JP053	Venom Shot	Magic	Normal			
This card can only be activate when [Poisonous Snake King - Venominon], [Poisonous Snake Lord - Venominaga] or a [Venom] monster is face-up on your field. Send a Reptile type monster from your deck to Graveyard, put 2 Venom Counters onto a monster on opponent's field.						
TAEV-JP054	Cyberdark Impact!	Magic	Normal			
Return 1 each of [Cyber Dark Horn], [Cyber Dark Edge], and [Cyber Dark Keel] from your hand, field, or Graveyard to your deck, special summon a [Armed Black Dragon - Cyber Dark Dragon] from your Fusion deck. (This special summon is treated as Fusion Summon)						
TAEV-JP055	Flint Attack	Magic	Quickplay			
Destroy a monster with [Flint] equipped onto it. After activation when this card is sent to Graveyard, you can return this card into your deck instead.						
TAEV-JP056	Dual Summon	Magic	Normal			
During this turn you can Normal Summon once more.						
TAEV-JP057	Skill of Summoner	Magic	Normal			
Choose a Normal monster with level 5 or more from your deck and add it to your hand.						
TAEV-JP058	Capture Device	Magic	Normal			

Both players choose a monster on his/her own field, and switch control of those monsters. However this card's controller must choose a face-up Normal monster that is on his/her field.					
TAEV-JP059	Spear of Divine Protector	Magic	Equipment		
Increase the attack strength of the equipped monster equal to number of cards with the same name as equipped monster in Graveyard * 900.					
TAEV-JP060	Compensation of Battlefield Revival	Magic	Equipment		
Send a Normal monster from your field to Graveyard, choose a monster from your Graveyard and special summon it onto your field, and equip this card onto it. When this card leaves the field, destroy the equipped monster.					
TAEV-JP061	Jewelry of Usurpation	Magic	Equipment		
Can only be equipped on Normal monster. When the equipped monster battle with a monster with higher level, increase the attack strength of the equipped monster by the difference in level * 500. When this card is sent to Graveyard, you can put this card onto the top of your deck.					
TAEV-JP062	Broken Bamboo Sword	Magic	Equipment		
Increase the attack strength of the equipped monster by 0.					
TAEV-JP063	Dimensional Tunnel - Mirror Gate -	Trap	Normal		
When a face-up [E-Hero] monster on your field is target of attack, this card can be activated during attack declaration. Calculate damage by replacing the attacked [E-Hero] monster with the attacking monster. You gain control of the swapped monster until end of turn.					
TAEV-JP064	Hero Counterattack	Trap	Normal		
Can be activated When a [E-Hero] monster on your field is destroyed as result of Battle. Opponent randomly chooses a card from your hand. If it's a [E-Hero] monster, destroy a monster on opponent's field, and special summon the chosen card to your field.					
TAEV-JP065	Cocoon Veil	Trap	Normal		
Sacrifice a face-up [Cocoon] monster from your field to activate. During this turn the damages done by effect to player becomes 0. Afterward, special summon a [Neospacian] monster mentioned in the sacrificed [Cocoon] monster from your hand, deck, or Graveyard.					
TAEV-JP066	Snake Whistle	Trap	Normal		
Can be activated when a Reptile monster on your field is destroy. Special Summon a Reptile monster with level 4 or less from your deck onto your field.					
TAEV-JP067	Damage = Reptile	Trap	Continuous		
When you received Battle damages from battle using your Reptile monster, special summon a Reptile monster from your deck with attack strength less than or equal to the received battle damages. This effect can only be activated once per turn.					
TAEV-JP068	Decree of Snake Lord	Trap	Counter		
Activate by revealing a [Venom] monster from your hand to opponent. Negate the activation and effect of an opponent's Magic and destroy it.					
TAEV-JP069	Descent of Snake Lord	Trap	Normal		
This card can be activated when a [Poisonous Snake King - Venominom] is destroyed. Special Summon a [Poisonous Snake Lord - Venominaga] from your hand or deck.					
TAEV-JP070	Poison Fang of Counterattack	Trap	Normal		
This card can be activated when a face-up [Venom] monster on your field is affect by attack declaration. Negate an attack of an opponent's monster, and end the Battle					

Phase. Afterward, put a Venom Counter onto the attacking monster.					
TAEV-JP071	Venom Splash	Trap	Normal		
Choose a monster with Venom Counter on it to activate. Remove all Venom Counters from that card, and deal damages to opponent equal to number of Venom Counter removed * 700.					
TAEV-JP072	Charity of Commoner	Trap	Normal		
Draw 2 cards from your deck, afterward remove a Normal monster from hand from the game. If there's no Normal monster in your hand, send all cards in your hand to Graveyard.					
TAEV-JP073	Quick Draw of Destruction	Trap	Continuous		
At the beginning of each player's Draw Phase if he/she have 0 cards in hand, he/she can draw 1 more card in addition to the normal draw. This card's controller must pay 700 lifepoints during End Phase of each of his/her turn. If there's less than 700 lifepoints, the lifepoints becomes 0. When this face-up cards leaves your field, you receives 3000 lifepoints damages.					
TAEV-JP074	Shield Spear	Trap	Normal		
The attack and defense strength of a monster is increase by 400 until end of turn.					
TAEV-JP075	Strike Shot	Trap	Normal		
Can be activated when a monster on your field declares attack. The attack strength of that monster is increase by 700 until end of turn. Also when it attack a monster in defense mode and the attack strength is greater than defense strength, deal battle damages to opponent equal to the difference.					
TAEV-JP076	Magic Capture	Trap	Normal		
When you activate a Magic card, discard a card from your hand to Chain. When the chained Magic card is sent to Graveyard, return that card into hand.					
TAEV-JP077	Trap Capture	Trap	Normal		
When you activate a Trap card, discard a card from your hand to Chain. When the chained Trap card is sent to Graveyard, return that card into hand.					
TAEV-JP078	Giftcard	Trap	Normal		
Opponent gains 3000 lifepoints.					
TAEV-JP079	Gift of Greed	Trap	Normal		
Opponent draws 2 cards from his/her deck.					
TAEV-JP080	Counter Counter	Trap	Counter		
Negate the activation of a Counter Trap and destroy it.					