

Translation file for: The Lost Millennium (TLM)
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Set Rarity List	
Ultimate Rare (11)	Hane Kuriboh (005) Antique Gear Golem (006) Ultimate Insect LV7 (010) Hieracosphinx (012) Megarock Dragon (015) Master Monk (020) Wicked God - Reshef (033) E-Hero Flame Wingman (035) E-Hero Thunder Giant (036) Treasure Gifts from Heaven (037) Brainwash - Brain Control - (038)
Secret Rare (0)	N/A
Ultra Rare/Parallel Rare (4)	Antique Gear Golem (006) Wicked God - Reshef (033) E-Hero Flame Wingman (035) E-Hero Thunder Giant (036)
Super Rare (7)	Hane Kuriboh (005) Ultimate Insect LV7 (010) Hieracosphinx (012) Megarock Dragon (015) Master Monk (020) Treasure Gifts from Heaven (037) Brainwash - Brain Control - (038)
Rare (14)	Antique Gear Beast (007) Millennium Scorpion (009) Criosphinx (013) Grave Oyja (017) Survivor of Another Dimension (023) Middle Shield Guarder (024) Elemental Master - Dryad (034) Legendary Black Belt (045) Nitro Unit (046) Hero Signal (049) Kozaki's Self Exploding Device (052) Token's Thanking Meat Harvest (057) Magic Power Ending Declaration (058) Royal Collaspe (059)

Secret Common (0)	N/A
Common (35)	All the rest

Card No.	Name	Type	Attribute	Lv	ATK	DEF
TLM-JP001	E-Hero Feather Man	Wind	Warrior	3	1000	1000
TLM-JP002	E-Hero Burst Lady	Fire	Warrior	3	1200	800
TLM-JP003	E-Hero Clayman	Earth	Warrior	4	800	2000
TLM-JP004	E-Hero Sparkman	Light	Warrior	4	1600	1400
TLM-JP005	Hane Kuriboh	Light	Angel	1	300	200
This effect would be activate when this card is destroyed and sent to Graveyard from the field. After the activation, all battle damages done to this card's controller are reduced to zero until the end of turn.						
TLM-JP006	Antique Gear Golem	Earth	Machine	8	3000	3000
This card cannot be special summon. When this card attacks a monster in defense mode, if this card's attack strength is higher than that monster's defense strength, do battle damages to your opponent equal to the difference. When this card attacks, your opponent cannot activate and Magic or Trap cards until the end of damage step.						
TLM-JP007	Antique Gear Beast	Earth	Machine	6	2000	2000
This card cannot be special summon. Negate the effect of the effect monsters this card destroy in battle. When this card attacks, your opponent cannot activate Magic/Trap cards until the end of Damage Step.						
TLM-JP008	Antique Gear Soldier	Earth	Machine	4	1300	1300
When this card attacks, your opponent cannot activate Magic/Trap cards until the end of Damage Step.						
TLM-JP009	Millennium Scorpion	Earth	Insect	5	2000	1800
When this card destroys and sends an opponent's monster to Graveyard as a result of battle, increase this card's attack strength by 500.						
TLM-JP010	Ultimate Insect LV7	Wind	Insect	7	2600	1200
When this card is special summon by the effect of [Ultimate Insect LV5], when this card is face-up on the field, the attack strength and defense strength of all opponent's monsters is decrease by 700.						
TLM-JP011	Lost Guardian	Earth	Rock	4	100	?
This card's original defense strength is equal to number of Rock sub-type monsters that you remove from game * 700.						
TLM-JP012	Hieracosphinx	Earth	Rock	6	2400	1200
When this card is face-up on the field, your opponent cannot choose monsters on your field that are in face-down defense mode as target of battle.						
TLM-JP013	Criosphinx	Earth	Rock	6	1200	2400
When this card is face up on the field, whenever a monster card is sent from the field to owner's hand, the owner of that monster must choose one card from his/her hand and discard it.						
TLM-JP014	Moai Reflect Cannon	Earth	Rock	4	1100	2000
This card can change to face-down defense mode once per turn.						
TLM-JP015	Megarock Dragon	Earth	Rock	7	?	?
This card cannot be Normal Summoned. This card can only be Special Summoned by removing Rock sub-type monsters from your Graveyard from play. This card's attack and defense strength is equal to 700 times the number of monsters you remove this way.						
TLM-JP016	Dummy Golem	Earth	Rock	2	800	800

Reverse: Choose a monster on opponent's field. Switch the control of this card and the chosen monster.						
TLM-JP017	Grave Oya	Earth	Rock	4	1600	1500
When there's a monster on your field in face-down defense mode, this card cannot be target of battle. Whenever a monster on your field are successfully Reverse Summon, do 300 lifepoint damages to opponent.						
TLM-JP018	Mine Golem	Earth	Rock	3	1000	1900
When this card is sent to Graveyard from the field as a result of battle, do 500 damages to opponent's lifepoints.						
TLM-JP019	Monk Fighter	Earth	Rock	3	1000	1900
The Battle Damages to this card's controller due to this card as a result of battle would become 0.						
TLM-JP020	Master Monk	Earth	Rock	5	1900	1000
This card cannot be Normal Summon. This card can only be special summon by sacrificing a [Monk Fighter] on your field. This card can attack two times during a turn.						
TLM-JP021	Guardian Statue	Earth	Rock	4	800	1400
This card can change to face-down defense mode once per turn. When this card is successfully Reverse Summon, return a monster card on opponent's field to owner's hand.						
TLM-JP022	Medusa Worm	Earth	Rock	2	500	600
This card can change to face-down defense mode once per turn. When this card is successfully Reverse Summon, destroy an opponent's monster on the field.						
TLM-JP023	Survivor of Another Dimension	Dark	Warrior	4	1800	200
When this card is face-up on your field and it is removed from game from the field, special summon this card to the field at the end of turn.						
TLM-JP024	Middle Shield Guarder	Earth	Warrior	4	100	1800
This card can be change to face-down defense mode once per turn. When this card is target of Magic cards while in face-down defense mode, negate that Magic card, and this card would turn to face-up attack mode.						
TLM-JP025	White Ninja	Light	Warrior	4	1500	800
Reverse: Destroy a monster in defense mode.						
TLM-JP026	Earth Spirit User – Aos	Earth	Spellcaster	3	500	1500
Reverse: When this card is face-up on he field, gain control of an Earth Main-Type monster on opponent's field.						
TLM-JP027	Water Spirit User – Eria	Water	Spellcaster	3	500	1500
Reverse: When this card is face-up on he field, gain control of a Water Main-Type monster on opponent's field.						
TLM-JP028	Fire Spirit User – Heater	Fire	Spellcaster	3	500	1500
Reverse: When this card is face-up on he field, gain control of a Fire Main-Type monster on opponent's field.						
TLM-JP029	Wind Spirit User – Wynn	Wind	Spellcaster	3	500	1500
Reverse: When this card is face-up on he field, gain control of a Wind Main-Type monster on opponent's field.						
TLM-JP030	Battery Men – Three Single Type	Light	Thunder	3	0	0

When all of your [Battery Men - Three Single Type] on your field are in attack mode, for each [Battery Men - Three Single Type] on the field, increase this card's attack strength by 1000. When all of your [Battery Men - Three Single Type] on your field are in defense mode, for each [Battery Men - Three Single Type] on the field, increase this card's defense strength by 1000.

TLM-JP031	Death Wombat	Earth	Beast	3	1600	300
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When this card is face-up on the field, all damages done by card's effects to this card's controller would become 0.

TLM-JP032	Wight King	Dark	Undead	1	?	0
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This card's original attack strength is equal to number of [Wight] and [Wight King] in your Graveyard * 1000. When this card is destroy as a result of battle and sent to Graveyard, you may remove a [Wight] or [Wight King] from your Graveyard from the game, and special summon this card to the field.

TLM-JP033	Wicked God – Reshef	Light	Demon – Ritual	8	2500	1500
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This card can only be Ritual Summon by [Ritual of Wicked God]. Discard a Magic card from your hand and choose a monster on opponent's field, you gain control of that monster until the end of turn. This effect can only be use once per turn.

TLM-JP034	Elemental Master – Dryad	Light	Spellcaster – Ritual	3	1200	1400
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Ritual Summon by [Ritual of Dryad]. This card's Main type is treated as "Wind", "Water", "Fire", and "Earth".

TLM-JP035	E-Hero Flame Wingman	Wind	Warrior – Fusion	6	2100	1200
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[E-Hero Feather Man] + [E-Hero Burst Lady]
This card can only be Special Summoned by Fusion Summon. When this card destroys and send opponent's monster to Graveyard, do lifepoint damages to your opponent equal to the attack strength of the destroyed monster

TLM-JP036	E-Hero Thunder Giant	Light	Warrior – Fusion	6	2400	1500
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[E-Hero Sparkman] + [E-Hero Clayman]
This card can only be special summoned by Fusion Summon. Discard a card from your hand, destroy a face-up monster with attack strength lower than this card. This effect can only be activate once per turn during your main phases.

TLM-JP037	Treasure Gifts from Heaven	Magic	Normal			
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Remove all cards in your hand and your field from the game, draw 2 cards from the deck.

TLM-JP038	Brainwash – Brain Control -	Magic	Normal			
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Pay 800 lifepoints. Choose a face-up monster on opponent's field, you gain control of that monster until the end of the turn.

TLM-JP039	The Succession of Strengths	Magic	Normal			
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Put a monster on your field to Graveyard and choose a monster on your field. The attack strength of the chosen monster would be increase by the attack strength of the sacrificed monster until the End Phase of the activated turn.

TLM-JP040	Double Attack	Magic	Normal			
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Discard a monster card from your hand. Choose a monster on your field with level lower than the monster you discarded. The chosen monster can attack 2 times during this turn.

TLM-JP041	Battery Charger	Magic	Normal			
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Pay 500 lifepoints. Special Summon a monster with [Battery Men] in its name from Graveyard.

TLM-JP042	God Hand Smash	Magic	Normal			
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This card can only be activate when you have a face-up [Fighting Nezumi - Chucho], [Monk Fighter], or [Master Monk] on your field. During this turn, all monsters that have battle with any of the above monsters would be destroy at Damage Step.					
TLM-JP043	Prayer of Dryad	Magic	Ritual		
This card is use to Ritual Summon [Elemental Master Dryad]. Sacrifice cards worth level 3 or more from your field and/or your hand for the Ritual Summon.					
TLM-JP044	Ritual of Wicked God	Magic	Ritual		
This card is use to Ritual Summon [Wicked God - Reshef]. Sacrifice cards worth level 8 or more from your field and/or your hand for the Ritual Summon.					
TLM-JP045	Legendary Black Belt	Magic	Equipment		
This card can only be equipped on [Fighter Nezumi Chucho], [Monk Fighter], or [Master Monk]. When the equipped monster destroy an opponent's monster as a result of battle for first time and sent it to Graveyard, do damages to opponent's lifepoints equal to the defense strength of that monster.					
TLM-JP046	Nitro Unit	Magic	Equipment		
This card can be equipped on an opponent's monster. When the equipped monster is destroyed and sent to the Graveyard, do damages to your opponent equal to the attack strength of the equipped monster.					
TLM-JP047	Wiggling Shadow	Magic	Continuous		
Pay 300 lifepoints. Shuffle all of your monsters on the field that are in face-down defense mode, then place it to the field in face-down defense mode again. This effect can only be activate once per turn.					
TLM-JP048	Iron Wall Formation	Magic	Continuous		
When you have 2 or monsters on the field and all monsters are in defense mode, increase the defense strength of a chosen monster by 700. Destroy this card when the chosen monster leaves the field.					
TLM-JP049	Hero Signal	Trap	Normal		
This card can only be activate when one of your monster on the field is destroyed. Special summon a monster with [E-Hero] in its name that is Level 4 or lower from your hand or deck.					
TLM-JP050	Pikeru's Heart Reading Technique	Trap	Normal		
Until the end of opponent's second End Phase, your opponent reveal the cards he/she draws before it's added to hand.					
TLM-JP051	Rock Explosion	Trap	Normal		
For each [Mine Golem] on your field, do 1000 damages to opponent's lifepoints. Destroy all face-up [Mine Golem] on your field afterward.					
TLM-JP052	Kozaaki's Self Exploding Device	Trap	Normal		
Do 1000 lifepoint damages to the player that destroy this card while this card is face down on the field.					
TLM-JP053	Fusion Fail	Trap	Normal		
This card can only be activate when a Fusion monster is special summon. Return all Fusion monsters on the field back to owner's Fusion deck.					
TLM-JP054	Level Changing Laboratory	Trap	Normal		
Choose a monster card in your hand and reveal it to your opponent, roll a dice. If the roll is 1, discard the chosen monster. If it's 2-6, that monster's level would become the rolled number until the end of turn.					
TLM-JP055	Rock Throwing Attack	Trap	Normal		
Put a Rock sub-type monsters from your deck to Graveyard, do 500 damages to your opponent. Shuffle your deck afterward.					

TLM-JP056	Invitation from Graveyard	Trap	Normal			
Turn the top card on opponent's deck face-up, then shuffle opponent's deck. When your opponent would draw that card, that card is sent to Graveyard instead.						
TLM-JP057	Token Thanking Meat Harvest	Trap	Normal			
This card can only be activate when a token is special summon to the field. Destroy all Tokens on the field, and for each Token destroy this way, do 300 damages to opponent's lifepoint.						
TLM-JP058	Magic Power Ending Declaration	Trap	Counter			
This card can only be activate when your opponent activate a continuous Magic card. Negate the activation and destroy it.						
TLM-JP059	Royal Collapse	Trap	Counter			
This card can only be activate when your opponent activate a continuous Trap card. Negate the activation and destroy it.						
TLM-JP060	Arrogant Wrestler	Trap	Continuous			
Choose a face-up [Nezumi Fighter - Chucho], [Monk Fighter], or [Master Monk] on your field. That monster cannot be destroyed in battle, nor it is affected by effects of opponent's monsters.						