

Translations file for: **Absolute Powerforce (ABPF-JP)**

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**UPDATE:**

v1.0 - Initial Version  
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<b>Set Rarity List</b>	
<b>Ultra/Ultimate Rare (5)</b>	Savior Demon Dragon (040) Drill Warrior (041) Sun Dragon Inti (042) Moon Shadow Dragon Quilla (043) XX - Saber Hyunlay (044)
<b>Super Rare (9)</b>	Black Rose Witch (012) Bad End Queen Dragon (014) Reptiless Vasuki (018) Priest of the Sun (019) Core Chimail Urknight (025) Gravekeeper's High Priest (027) Demonic King of Destruction - Garlandolph (039) Treasure of Harmony (045) Demon's Chain (064)
<b>Rare (18)</b>	Drill Synchron (004) Magic Hole Golem (008) Power Invader (009) Dark Bug (010) XX - Saber Garsem (026) Gravekeeper's Descendant (028) Shretsudder (030) Pandaborg (031) Godalos (032) Gundari (034) Cyber Dragon Zwei (035) Reptiless Anger (047) Power Pickaxe (053) Core Composite Beast Research Lab (055) Sacrifice of Honor (068) Lair Wire (071) Forgotten Underwater Temple (076)
<b>Normal Rare (4)</b>	Holy Light (033) Jar of Selflessness (061) Claymore Dud (079) Reversal World (080)
<b>Common (44)</b>	All the rest

Card No.	Name	Attribute	Type	Lvl	ATK	DEF
ABPF-JP001	Unicycler	Earth	Machine	1	100	100
ABPF-JP002	Vehiclar	Earth	Machine	2	200	200
When this card is destroyed and sent to Graveyard by battle, you can special summon an [Unicycler] from your hand or deck to your field.						
ABPF-JP003	Tricycler	Earth	Machine	2	200	200
When this card is destroyed and sent to Graveyard by battle, you can special summon an [Vehiclar] from your hand or deck to your field.						
ABPF-JP004	Drill Synchron	Earth	Machine - Tuner	3	800	300
When this card is face-up on the field, when monster on your field attacks monster in defense mode, and that attack strength is higher than the defense strength, deal battle damages to opponent equal to the difference. When battle damages are dealt to opponent's Life as result of this effect, once per turn you can draw a card from your deck.						
ABPF-JP005	Ogre of Bloody Tear	Dark	Demon	4	0	0
During opponent's turn's Battle Phase when the second direct attack is declared, this card can be special summon from hand. When this card is successfully special summoned by this effect, the attack and defense strength is equal to the face-up monster on the field that had declare the first direct attack. Also, during this turn, as long as this card that was special summoned by this effect is face-up on the field, opponent cannot chooses other monsters as target of attack outside of this card.						
ABPF-JP006	Battle Fader	Dark	Demon	1	0	0
Can be activated when an opponent's monster declare direct attack. Special summon this card from hand, and end the Battle Phase. When this card special summoned by this effect leaves the field remove it from game.						
ABPF-JP007	Power Supplier	Earth	Spellcaster	2	400	400
Once per turn, choose a face-up monster on your field to activate. When this card is face-up on the field, increase the attack strength of the chosen monster by 400.						
ABPF-JP008	Magic Hole Golem	Dark	Rock	3	0	2200
Once per turn, you can choose a face-up monster on your field to activate. Half the attack strength of the chosen monster until End Phase, and it can attack opponent directly. During the turn this effect was activated, all monsters outside of the chosen monster cannot attack.						
ABPF-JP009	Power Invader	Dark	Demon	5	2200	0
When there are 2 or more monsters on opponent's field, this card can be summoned without Release.						
ABPF-JP010	Dark Bug	Dark	Insect	1	100	100
When this card is successfully summoned, choose a Tuner with level 3 or less from your Graveyard and special summon it to your field. Negate the effect of the monster special summoned by this effect.						
ABPF-JP011	Sword Master	Earth	Warrior - Tuner	3	1200	0
At the end of Damage Step when a Warrior type monster on your field did not destroy an opponent's monster in battle, this card can be special summon from hand. Also, when this card attacks monster in defense mode, and the attack strength is higher than that defense strength, deal battle damages to opponent equal to the difference.						
ABPF-JP012	Black Rose Witch	Dark	Spellcaster - Tuner	4	1700	1200
This card cannot be Special Summon. When this card is successfully summoned when there are no cards on your field, draw a card from the deck. Both players confirmed the card drawn by this effect, and if it is not a monster card, send the drawn card to Graveyard and destroy this card.						
ABPF-JP013	Faerie of Rose	Wind	Plant	3	600	1200
When this card is add to hand from your deck by effect of Magic, Trap, or effect monster, you can special summon this card to your field.						

ABPF-JP014	Bad End Queen Dragon	Dark	Dragon	6	1900	2600
This card cannot be Normal Summoned. This card can be initially special summoned when there are 3 or more face-up Continuous Magic cards on your field. When battles damages are dealt to opponent's life when this card attacks, choose a card in opponent's hand and send it to Graveyard, and you draw a card from deck. Also, when this card on the field is sent to Graveyard, during your Standby Phase, by sending a face-up Continuous Magic card on your field to Graveyard, special summon this card from Graveyard.						
ABPF-JP015	Reptiless Servant	Dark	Reptile	1	100	100
When there are monster(s) face-up on the field outside of this card, destroy this card. When this card is target of effect of Magic/Trap card, destroy this card. When this card is face-up on the field, both players cannot summon.						
ABPF-JP016	Reptiless Guardna	Water	Reptile	4	0	2000
When this card on your field is destroyed and sent to Graveyard, add a [Reptiless] monster from your deck to hand.						
ABPF-JP017	Reptiless Naja	Dark	Reptile	1	0	0
This card cannot be destroyed in battle. The attack strength of monster battled with this card becomes 0 until end of Battle Phase. During your End Phase, change this card in face-up defense mode to face-up attack mode.						
ABPF-JP018	Reptiless Vasuki	Dark	Reptile	8	2600	0
This card cannot be Normal Summoned. This card cannot be special summon outside of by release of 2 face-up monsters on your and/or opponent's field with attack strength of 0. Once per turn, you can choose and destroy a face-up monster on opponent's field. One 1 [Reptiless Vasuki] can be face-up on the field at once.						
ABPF-JP019	Priest of the Sun	Light	Spellcaster	5	1000	2000
When there is monster on opponent's field, and there is no monster on your field, this card can be special summon from hand. When this card on the field is destroyed and sent to Graveyard, you can add a [Red Ant Azcatl] or [Supay] from your deck to hand.						
ABPF-JP020	Red Ant Azcatl	Earth	Insect - Tuner	3	700	1300
When this card is destroyed and sent to Graveyard by battle, you can special summon a level 5 monster from your Graveyard. Negate the effect of the monster special summoned by this effect, and send it to Graveyard at End Phase of that turn.						
ABPF-JP021	Stone Statue of Weeping God	Dark	Rock	2	0	500
Remove a Tuner from your Graveyard from the game to activate. Special summon this card from hand.						
ABPF-JP022	Apocatequil	Light	Thunder	4	1800	1200
When there is a face-up Tuner on your field, this card face-up on the field would be treated as Level 5. When this card on the field is destroyed and sent to Graveyard, you can choose and special summon a [Priest of the Sun] from your Graveyard.						
ABPF-JP023	Supay	Earth	Demon - Tuner	1	300	100
When this card on the field is destroyed and sent to Graveyard by card effect, you can special summon a [Priest of the Sun] from your deck. Double the attack strength of the monster special summoned by this effect, and return it to owner's hand at End Phase of this turn.						
ABPF-JP024	Informer Spider	Earth	Insect	4	500	1800
When this card on the field is sent to Graveyard by effect of card, gain control of a monster in defense mode on opponent's field.						
ABPF-JP025	Core Chimail Urknight	Earth	Beast-Warrior	4	2000	1500
The controller of this card sends a [Steel Core of Core Chimail] from hand to Graveyard or reveal a Beast-Warrior type monster card from hand during each of this card's controller's End Phases. Destroy this card if either was not done. Once per turn, by revealing a [Steel Core of Core Chimail] from your hand to opponent, special summon a [Core Chimail] monster with level 4 or less from your deck outside of [Core Chimail Urknight].						

ABPF-JP026	XX - Saber Garsem	Earth	Beast	4	1400	400
When this card on the field is destroyed and sent to Graveyard by effect of card, add an [X-Saber] monster from your deck to hand. Increase this card's attack strength by the number of [X-Saber] monster face-up on your field x200.						
ABPF-JP027	Gravekeeper's High Priest	Dark	Spellcaster	8	2000	1800
This card can be summoned by release of a [Gravekeeper's] monster. Increase this card's attack strength by number of [Gravekeeper's] monster in your Graveyard x200. When this card face-up on the field is destroyed, instead you can discard a [Gravekeeper's] monster from your hand.						
ABPF-JP028	Gravekeeper's Descendant	Dark	Spellcaster	4	1500	1200
Release a face-up [Gravekeeper's] monster from your field to activate. Destroy a card on opponent's field.						
ABPF-JP029	Black Botan	Dark	Demon	1	200	100
When there is Tuner(s) face-up on your field, this card cannot be destroyed as result of battle. When a face-up Tuner on your field leaves the field, recover your Life Points by 800.						
ABPF-JP030	Shretsudder	Earth	Machine	4	1600	1000
Send a Machine type monster from hand to Graveyard to activate. Destroy a face-up monster on opponent's field with level less than the monster sent to Graveyard. This effect can only be activated once per turn.						
ABPF-JP031	Pandaborg	Water	Psychic	4	1700	1400
When this card is destroyed and sent to Graveyard by battle, by paying 800 Life Points special summon a Psychic type monster with level 4 or less from your deck.						
ABPF-JP032	Codalos	Water	Sea-Dragon	4	1400	1200
By sending a face-up [Sea] from your field to Graveyard, choose up to 2 cards on opponent's field and send them to Graveyard.						
ABPF-JP033	Holy Light	Light	Angel	1	0	0
This card cannot be destroyed in battle with a Dark Attribute monster, and the battle damages you received from that battle is 0. When this card is face-up on the field, Dark Attribute monster(s) cannot declare attack, and both players cannot summon or special summon Dark Attribute monster.						
ABPF-JP034	Gundari	Fire	Pyro - Spirit	4	1000	200
This card cannot be Special Summoned. At End Phase of the turn this card is summoned or reversed return this card to owner's hand. When this card battles with a Synchro monster, skip Damage Calculation and return this card and that monster to owner's hand.						
ABPF-JP035	Cyber Dragon Zwei	Light	Machine	4	1500	1000
When this card attacks an opponent's monster, increase the attack strength by 300 during Damage Step. Once per turn, by revealing a Magic card from your hand to opponent, this card's name is treated as [Cyber Dragon] until End Phase. Also, when this card is in Graveyard, this card's name is treated as [Cyber Dragon].						
ABPF-JP036	Oilman	Earth	Machine - Union	2	400	400
Once per turn, during your Main Phases you can treat this card as an Equip card and equip it onto a Machine type monster on your field, or de-equip it and special summon this card in face-up attack mode. When this card is treated as Equip card by this effect, when the equipped monster destroyed an opponent's monster in battle, draw a card from your deck. (A monster can only have up to 1 Union equipped onto it. When the equipped monster is destroyed, destroy this card instead)						
ABPF-JP037	Ritual Majin Curse Enchanter	Dark	Demon	4	1700	1000
When you Ritual summon a Ritual monster, you can removed this card from your Graveyard from the game to become a monster of the required level of that Ritual Summon. When the Ritual monster Ritual summoned by this card is face-up on the field, negate the effect of Synchro monsters.						

ABPF-JP038	Ritual Majin Precogster	Dark	Demon	3	400	300
When you Ritual summon a Ritual monster, you can removed this card from your Graveyard from the game to become a monster of the required level of that Ritual Summon. When the Ritual monster Ritual summoned by this card deals Battle Dmages to opponent's life, opponent chooses and discards a card from his/her hand.						
ABPF-JP039	Demonic King of Destruction - Garlandolph	Dark	Demon - Ritual	7	2500	1400
Descend by [Ritual of Destruction]. When this card is successfully Ritual summoned, destroy all face-up monsters outside of this card with defense strength lower than this card's attack strength, and for each monster destroyed increase this card's attack strength by 100.						
ABPF-JP040	Savior Demon Dragon	Dark	Dragon-Synchro	10	4000	3000
<b>[Savior Dragon] + [Red Demon's Dragon] + 1 non-Tuner monster</b>						
This card cannot be destroyed by card effect. When this card attacks, after Damage Calculation destroy all monsters on the field in defense mode. Once per turn, you can negate the effect of a face-up monster on opponent's field until End Phase, and increase this card's attack strength by the attack strength of that monster. At End Phase return this card to Extra Deck, and special summon a [Red Demon's Dragon] from your Graveyard.						
ABPF-JP041	Drill Warrior	Earth	Warrior-Synchro	6	2400	2000
<b>[Drill Synchron] + 1 or more non-Tuner monster(s)</b>						
Once per turn, at your Main Phase by halving this card's attack strength, this card can direct attack opponent during this turn. Also, once during your Main Phase, by discarding a card from your hand remove this card from the game. During your next Standby Phase, special summon this card that was removed from game by this card's effect to your field. Afterward, add a monster in your Graveyard to hand.						
ABPF-JP042	Sun Dragon Inti	Light	Dragon-Synchro	8	3000	2800
<b>[Red Ant Azcatl] + 1 or more non-Tuner monster(s)</b>						
When this card is destroyed and sent to Graveyard by battle, destroy the monster that destroyed this card, and deal damages to opponent equal to half the attack strength of that monster. When this card on the field is destroyed, during Standby Phase of next turn, you can special summon a [Moon Shadow Dragon Quilla] from your Graveyard.						
ABPF-JP043	Moon Shadow Dragon Quilla	Dark	Dragon-Synchro	6	2500	2000
<b>[Supay] + 1 or more non-Tuner monster(s)</b>						
When this card is target of attack, recover your Life Point equal to half of the attack strength of the attacking monster. When this card on the field is destroyed, you can special summon a [Sun Dragon Inti] from your Graveyard.						
ABPF-JP044	XX - Saber Hyunlay	Earth	Warrior-Synchro	6	2300	1300
<b>Tuner + 1 or more non-Tuner [X-Saber] monster(s)</b>						
When this card is successfully Synchro Summoned, you can choose and destroy up to 3 Magic/Trap card on the field.						
ABPF-JP045	Treasure of Harmony	Magic	Normal			
Discard a Dragon type Tuner with attack strength 1000 or less from your hand to activate. Draw 2 cards from your deck.						
ABPF-JP046	Variety Out	Magic	Normal			
Return a face-up Synchro monster on your field to Extra Deck to activate. Choose and special summon Tuners from your Graveyard whose total level is equal to the level of that Synchro monster. You cannot Synchro Summon the turn this card is activated.						
ABPF-JP047	Reptiless Anger	Magic	Equipment			
The equipped monster becomes Reptile type, and increases its attack strength by 800. Also, when this card is destroyed and sent to Graveyard, choose a face-up monster on opponent's field. Decrease the attack strength of that monster by 600.						
ABPF-JP048	Advance Force	Magic	Continuous			
When this card is on the field, monster with level 7 or more can be Advance Summon by release of a monster with level 5 or more.						

ABPF-JP049	Viper Reborn	Magic	Normal			
When there are only Reptile type monsters in your Graveyard, you can choose a non-Tuner monster in your Graveyard to activate. Special summon the chosen monster to your field. Destroy the monster special summoned by this effect at End Phase of this turn.						
ABPF-JP050	Altar of the Sun	Magic	Continuous			
When this card is face-up on the field, increase the attack strength of face-up monsters special summoned from your Graveyard by 300.						
ABPF-JP051	Rocket Pilderder	Magic	Equipment			
When the equipped monster attacks, the equipped monster cannot be destroyed as result of battle. At the end of Damage Step when the equipped monster attacked, decrease the attack strength of the monster that received the attack from the equipped monster by the attack strength of the equipped monster.						
ABPF-JP052	Break Draw	Magic	Equipment			
Can only be equipped on Machine type monster. When the equipped monster destroys an opponent's monster and sent it to Graveyard by battle, draw a card. Destroy this card at the 3rd of your End Phase after this card is activated.						
ABPF-JP053	Power Pickaxe	Magic	Equipment			
Once per turn, you can choose a monster in opponent's Graveyard with level lower than the level of the equipped monster and remove it from game, and increase the attack strength of the equipped monster by 500 until End Phase.						
ABPF-JP054	Territory of Spider	Magic	Continuous			
Once per turn, choose a face-up Insect type monster on your field to activate. The opponent's monster battled with the chosen monster is switch to defense mode at the end of Battle Phase, and the mode of it cannot be change when this card is on the field.						
ABPF-JP055	Core Composite Beast Research Lab	Magic	Field			
The controller of this card reveals a [Steel Core of Core Chimail] from hand during each of his/her End Phases. Destroy this card if it was not reveal. When a [Core Chimail] monster on the field is destroyed at End Phase, the owner of that monster can add a [Core Chimail] monster from his/her deck and add it to hand.						
ABPF-JP056	Gravekeeper's Lithograph	Magic	Normal			
Choose 2 [Gravekeeper's] monsters in your Graveyard and add them to hand. This effect cannot be negated by the effect of [Sleeping Valley of Pharaoh - Necrovalley].						
ABPF-JP057	Machine Developer	Magic	Continuous			
Increase the attack strength of all Machine type monsters face-up on the field by 200. When a Machine type monster on the field is destroyed, put 2 Junk Counter onto this card. Send this card to Graveyard, special summon a Machine type monster from your Graveyard with level lower than or equal to number of Junk Counters on this card.						
ABPF-JP058	Ritual of Destruction	Magic	Ritual			
Need for descend of [Demonic King of Destruction - Garlandolph]. You must release from your hand and/or field monster(s) with total level of 7 or more. By removing this card in your Graveyard from the game, you can return all monsters destroyed as result of battle by a face-up Ritual monster on your field during this turn to top of owner's deck instead of sending it to Graveyard.						
ABPF-JP059	Subliming Soul	Magic	Continuous			
When a Ritual monster is successfully Ritual Summoned, you can add a monster used for Release for that Ritual Summon from your Graveyard to hand. This effect can only be activated once per turn.						
ABPF-JP060	Ritual Cage	Magic	Continuous			
When this card is face-up on the field, the battle damages happened from Ritual monster face-up on your field battling is 0. Also, Ritual monster face-up on your field cannot be target of effect of effect monster and cannot be destroyed by effect of effect monster.						

ABPF-JP061	Jar of Selflessness	Magic	Normal			
Choose up to 2 cards in your and/or opponent's Graveyard, and return it to respective owner's deck. After this card is activated, remove this card from the game instead of sending it to Graveyard. Only 1 [Jar of Selflessness] can be activated per turn.						
ABPF-JP062	Synchro Control	Magic	Quickplay			
Can only be activated when there are no Synchro monsters in your field and your Graveyard. Pay 1000 Life Points, and choose a face-up Synchro monster on opponent's field to activate. Until End Phase of this turn, gain control of the chosen monster.						
ABPF-JP063	Charge Destiny	Trap	Normal			
Can be activated when an opponent's monster declares attack. Negate the attack of that opponent's monster, and put that monster into defense mode. When that monster is face-up on the field, the mode of it cannot be change. Afterward, opponent chooses and applies one of the following effects. - Recover his/her Life Point equal to half of the attack strength of the monster with attack negated by this card's effect. - Deal damages to opponent equal to half of the attack strength of the monter with attack negated by this card's effect.						
ABPF-JP064	Demon's Chain	Trap	Continuous			
Choose a face-up effect monster on the field to activate. The chosen monster cannot attack, and negate its effect. When the chosen monster is destroyed, destroy this card.						
ABPF-JP065	Reflect Nature	Trap	Normal			
During this turn, effect activated by opponent that deal damages to Life Point would become deal Damages to opponent's Life.						
ABPF-JP066	Snake Choke	Trap	Continuous			
Monsters in face-up attack mode on opponent's field with attack strength of 0 cannot be destroyed by battle by [Reptiless] monster.						
ABPF-JP067	Meteor Prominence	Trap	Normal			
When opponent have 3000 or more Life, activate by sending 2 cards from hand to Graveyard. Deal 2000 damages to opponent. When this card is in Graveyard, during your Draw Phase instead of drawing, you can add this card back to hand.						
ABPF-JP068	Sacrifice of Honor	Trap	Normal			
When your Life Point is 3000 or less, can be activate when opponent declare a direct attack. Negate the attack of that monster, and special summon 2 [Stone Monument of Honor Token] (Earth/Rock/1/0/0) to your field, and add an [Earthbound Immortal] monster from your deck to hand. [Stone Monument of Honor Token] cannot be Release outside of to Advance Summon [Earthbound Immortal] monsters, and cannot be Synchro material.						
ABPF-JP069	Destruct Poison	Trap	Normal			
Choose a monster on your field to activate. Destroy the chosen monster, and recover your Life Point equal to the attack strength of the destroyed monster.						
ABPF-JP070	Cry of the Death God	Trap	Normal			
This can be activated when a monster is special summoned from your Graveyard. Special summon a [Supay] or [Red Ant Azcatl] from your Graveyard.						
ABPF-JP071	Lair Wire	Trap	Normal			
Remove an Insect type monster from your Graveyard from the game, choose a monster on opponent's field to activate. Destroy the chosen monster.						
ABPF-JP072	Core Blast	Trap	Continuous			
Once only during your Standby Phase, if there are more monsters on opponent's field than yours, you can destroy cards on opponent's field until there are same number of cards as number of monster on your field. This effect can only be activate when there is a [Core Chimail] monster face-up on your field.						
ABPF-JP073	Saber Hole	Trap	Counter			
Can be activated when there is [X-Saber] monster face-up on your field. Negate the summon, reverse summon, or special summon of a monster and destroy it.						

ABPF-JP074	Machine King - B.C. 3000	Trap	Continuous			
After this card is activated it would become a monster card (Earth/Machine/4/1000/1000) and special summon to your monster card zone. Only when this is special summoned by this effect, once per turn, by releasing a Machine type monster on your field, increase this card's attack strength by the attack strength of the released monster until End Phase. During the turn this card is activated, you cannot Summon or Special Summon monster. (This card is also treated as a Trap card)						
ABPF-JP075	Alien Brain	Trap	Normal			
Can be activated when a Reptile type monster on your field is destroyed by an attacking opponent's monster and sent to Graveyard. Gain control of that attacking opponent's monster, and treat that monster as Reptile type.						
ABPF-JP076	Forgotten Underwater Temple	Trap	Continuous			
When this card is on the field, this card's name is treated as [Sea]. Once per turn, you can choose a face-up Fish, Sea-Dragon, or Aqua type monster with level 4 or less from your field and remove it from game. Special summon the monster removed by this effect to the field at your End Phase.						
ABPF-JP077	Conspiracy of Tuner	Trap	Continuous			
Can be activated when a Synchro monster is special summoned to opponent's field. Take control of that Synchro monster. Remove the monster gained control by this effect from the game when it is destroyed. When that monster leaves the field, destroy this card.						
ABPF-JP078	Curse Psychic	Trap	Normal			
Can be activated when a Psychic type monster on your field is destroyed by an attacking opponent's monster and sent to Graveyard. Destroy that attacking opponent's monster, and deal damages to opponent equal to number of your Psychic type monster x300.						
ABPF-JP079	Claymore Dud	Trap	Continuous			
Choose 2 monsters in attack position on the field to activate. When a chosen monster leaves the field destroy this card. When this card is destroyed, destroy those monsters.						
ABPF-JP080	Reversal World	Trap	Normal			
Switch the attack and defense strength of all face-up effect monsters face-up on the field.						