

Translations file for: **Limited Edition Packs (LE)**

Document version 3.0, last updated 6/4/09

Created by Spikes and Baron

<http://www.dmcomet.net>

(c) 6/2009 S&B Duel Monsters Comet, all rights reserved

-----  
**HOW TO USE THIS FILE?**

This file may only be use for your own information. Cite the source if you would put any parts of this file on any forum/site. Please also never ever think this is "official" translation, any last changes lays into hand of Upperdeck and Konami

-----  
**UPDATE:**

v3.0 – LE 11 to 15 added

-----  
**Card Sets included in this file:**

- Limited Edition 1 - Yugi, Kaiba, Jounouchi (no number)
- Limited Edition 2 - Yugi, Jounouchi, Keith (WJ)
- Limited Edition 3 - Yugi, Jounouchi, Kaiba (L3)
- Limited Edition 4 - Yugi, Malik (LE4)
- Limited Edition 5 - Yugi, Kaiba (LE5)
- Limited Edition 6 - Little Yugi (LE6-JP)
- Limited Edition 7 (LE7-JP)
- Limited Edition 8 – Eternal R Pack (LE8-JP)
- Limited Edition 9 (LE09-JP)
- Limited Edition 10 – Chaos Black and Holy White (LE10-JP)
- Limited Edition 11 (LE11-JP)
- Limited Edition 12 (LE12-JP)
- Limited Edition 13 (LE13-JP)
- Limited Edition 14 (LE14-JP)
- Limited Edition 15 (LE15-JP)

Card No.	Name	Type	Attribute	Lvl	ATK	DEF
<b>Limited Edition 1 (Yugi, Kaiba, Jounouchi)</b>						
L1-01	Eating Toy	Earth	Warrior	3	1200	900
L1-02	Flying Penguin	Water	Aqua	4	1200	1000
L1-03	Millennium Shield	Earth	Warrior	5	0	3000
L1-04	Takliminos	Water	Sea Serpent	4	1500	1200
L1-05	Three-Legged Zombie	Dark	Undead	3	1100	800
L1-06	Yaranzo	Dark	Undead	4	1300	1500
L1-07	Mega Sonic Eye	Dark	Machine	5	1500	1800
L1-08	Yamadoran	Fire	Dragon	5	1600	1800
L1-09	Faerie's Gift	Light	Spellcaster	4	1400	1000
<b>Limited Edition 2 (Yugi, Jounouchi, Keith)</b>						
WJ-01	Dark Knight Gaia	Earth	Warrior	7	2300	2100
WJ-02	Elven Swordsman	Earth	Warrior	4	1400	1200
WJ-03	Mystical Beast King – Gazelle	Earth	Beast	4	1500	1200
WJ-04	Thousand Dragon	Wind	Dragon – Fusion	7	2400	2000
[Time Wizard] + [Baby Dragon]						
WJ-05	Tiger Axe	Earth	Beast-Warrior	4	1300	1100
WJ-06	Wyvern Warrior	Earth	Beast	4	1500	1200
WJ-07	TM-1 Launcher Spider	Fire	Machine	7	2200	2500

WJ-08	Bladed Pendulum Torture Machine	Dark	Machine	6	1750	2000
WJ-09	Sphere Bomb	Dark	Machine	6	1750	2000
When your opponent monster attacks this card in face-down defense mode, this card becomes the equipment card to the attacking monster (Damage Calculation is not calculated). In your opponent's next standby Phase, destroy both this card and the equipped monster. At that time, do damage to your opponent equal to the attack strength of the monster this card equipped on.						
<b>Limited Edition 3 (Yugi, Jounouchi, Kaiba)</b>						
L3-01	Demon Summon	Dark	Demon	6	2500	1200
L3-02	Spirit Mirror	Trap	Normal			
Change the target of a Magic card effect that target a player to the opposite player						
L3-03	Demon Rain	Magic	Normal			
Choose a [Demon Summon] or Thunder Sub-Type monster on your field. Destroy all opponent's face-up monster that have defense strength lower than the chosen monster's attack strength. In the turn you activate this card, you do not get a Battle Phase						
L3-04	Panther Warrior	Earth	Beast-Warrior	4	2000	1600
Unless you sacrifice one monster on your field, this card cannot attack.						
L3-05	Mimic Illusionist	Light	Spellcaster	1	0	0
When this card is successfully Summoned, Reversed Summon, or Special Summon, this card attack and defense strength would become one of opponent's monster.						
L3-06	Scapegoat	Magic	Quickplay			
During the turn this card is activate, you cannot Normal Summoned, Reversed Summon, or Special Summon. Put 4 [Goat Token] (Beast . Earth . Level 1. Attack 0 . Defense 0) in defense mode. (They cannot be sacrificed for a sacrifice summon).						
L3-07	Lamp Spirit - La Jinn	Dark	Demon	4	1800	1000
L3-08	Magic Lamp	Wind	Spellcaster	3	900	1400
When your opponent attack this card when in face-down defense mode. Instead you can change the attack to one of opponent's monster. When this card is on the field, you can Special Summon [Lamp Spirit - Ra Djinn]						
L3-09	Curse of Darkness	Trap	Continuous			
Lower the attack strength of a chosen opponent's face-up monster on the field by 700, and it could not attack nor change its mode. When the chosen monster leaves the field, destroy this card.						
<b>Limited Edition 4 (Yugi, Marik)</b>						
LE4-001	Queens Knight	Light	Warrior	4	1500	1300
LE4-002	Kings Knight	Light	Warrior	4	1600	1400
When you have a [Queens Knight] on the field, and you successfully Normal Summon this card, you may special summon a [Jacks Knight] from your deck.						
LE4-003	Jacks Knight	Light	Warrior	5	1900	1400
LE4-004	Gil Gars	Dark	Demon	4	1800	1200
LE4-005	Monster Relief	Trap	Normal			
This card can be activate when your opponent declare battle during Battle Phase. Return one monster on your field to your hand, then special summon a Level 4 monster from your hand.						
LE4-006	Ambush Soldiers	Trap	Normal			
This card can be activate When your opponent successfully Normal Summon, Reversed Summon a monster, special summon a Demon sub-type monster that is Level 4 or lower from your hand.						

<b>Limited Edition 5 (Yugi, Kaiba)</b>						
LE5-001	Super Magical Swordsman - Black Paladin	Dark	Spellcaster - Fusion	8	2900	2400
[Black Magician] + [Buster Blader] This Monster can only be Special Summoned by a Fusion Summon. When this card is face-up on the Field, you can discard 1 card from your hand to negate an activation of Magic Card and destroy it. Increase this card's attack strength by 500 for each Dragon Sub-Type Monster on all Fields and in all Graveyards.						
LE5-002	Dark Magician Girl	Dark	Spellcaster	6	2000	1700
For each [Black Magician] or [Magician of Black Chaos] in yours or your opponent's Graveyard, increase this card's attack strength by 300.						
LE5-003	Soul Taker	Magic	Normal			
Destroy one of opponent's face-up monsters on the field. After that monster is being destroyed, your opponent gain back 1000 lifepoints.						
LE5-004	Tomb of Magics	Magic	Equipment			
This card can only be equipped on [Black Magician] or [Black Magician Girl]. The equipped monster's attack strength would be increase by 700. When this card is sent to Graveyard from the field, you gain back 1000 lifepoints.						
LE5-005	Magician Valkyria	Light	Spellcaster	4	1600	1800
When this card is face-up on the field, your opponent cannot choose another face-up Spellcaster sub-type monsters as target of battle.						
LE5-006	XYZ Dragon Cannon	Light	Machine/Fusion	8	2800	2600
[X-Head Cannon] + [Y-Dragon Head] + [Z-Metal Caterpillar] You must remove the required Monsters on your Field from the game in order to Special Summon this Monster (the [Fusion] card is not needed). Discard 1 card from your hand to destroy 1 of your opponent's cards on the Field.						
LE5-007	Blood Vors	Dark	Beast-Warrior	4	1900	1200
LE5-008	Clone Duplication	Trap	Normal			
This card can be activate when your opponent successfully Normal Summon, Reversed Summon a monster. Special Summon a [Clone Token] to your field with that monster's Sub-Type, Main-Type, Level, Attack Strength, and Defense Strength. When that monster is destroy and sent to Graveyard, destroy the token.						
LE5-009	Silent Dead	Magic	Normal			
Special Summon a Normal Monster in your Graveyard to your field in defense mode. When that card is on the field, it cannot attack.						
LE5-010	Victory Dragon	Dark	Dragon	8	2400	3000
This card cannot be special summon. You must sacrifice 3 Dragon sub-type monsters on your field to sacrifice summon this monster. When you successfully bring opponent's lifepoints to 0 as a result of this card's direct attack, the controller of this card wins the match.						
<b>Limited Edition 6 (Little Yugi)</b>						
LE6-JP001	Yellow Gadget	Earth	Machine	4	1200	1200
When this card is successfully Summoned or Special Summoned, you may search a [Green Gadget] from your deck and add it to your hand.						
LE6-JP002	Green Gadget	Earth	Machine	4	1400	600
When this card is successfully Summoned or Special Summoned, you may search a [Red Gadget] from your deck and add it to your hand.						
LE6-JP003	Red Gadget	Earth	Machine	4	1300	1500
When this card is successfully Summoned or Special Summoned, you may search a [Yellow Gadget] from your deck and add it to your hand.						

LE6-JP004	The Tricky	Wind	Spellcaster	5	2000	1200
Discard one card from your hand to special summon this monster to the field.						
LE6-JP005	Tricky Magic 4	Magic	Quickplay			
This card can only be activated when one of your [The Tricky Monster] is sent to Graveyard. When this card resolved, for each of monsters on opponent's field, special summoned the same number of [Tricky Token] (Wind/Spellcaster/5/2000/1200) in defense mode. The token cannot declare battle.						
<b>Limited Edition 7</b>						
LE7-JP001	Castle Gate	Earth	Rock	6	0	2400
This card cannot be destroy in battle. When this card is in face-up attack mode, you may sacrifice a monster with level of 5 or less, and deal damage to opponent's life equal to original attack strength of that monster. This effect can only be activate once per turn.						
LE7-JP002	Mark of Proprietor	Magic	Normal			
Return all monsters on the field to its original owner's control.						
LE7-JP003	Curse of Vampire	Dark	Undead	6	2000	800
When this card is destroyed in battle and sent to Graveyard, you can pay 500 lifepoints, and special summon this card to your field during your next Standby Phase. When this card is successfully special summoned this way, increase this card's attack strength by 500.						
LE7-JP004	Union Attack	Magic	Normal			
Choose a face-up monster on your field to activate. During this turn's Battle Phase, the attack strength of the chosen monster is increase by the total attack strength of all other monster on your field in face-up attack mode. That monster does not dealt Battle Damages to opponent. Also, all other face-up monsters in attack mode cannot attack this turn.						
<b>Limited Edition 8</b>						
LE8-JP001	Arcana Knight Joker	Light	Warrior – Fusion	9	3800	2500
[King's Knight] + [Queen's Knight] + [Jack's Knight] This card's Fusion Summon can only be done by monsters named above. When this card is face-up on the field, if this card is target of Magic, then discard a Magic card, if Trap then discard a Trap card, or if target of effect by effect monster discard a monster to negate that effect. This effect can only be use once per turn.						
LE8-JP002	Summon Priest	Dark	Spellcaster	4	800	160
This card cannot be sacrificed. When this card is Normal Summon or Reverse Summon, switch it to defense mode. Discard a Magic card from your hand, special summon a monster with Level 4 from your deck. The monster special summon by this effect cannot attack that turn. This effect can only be use once per turn.						
LE8-JP003	Selection of Ark	Trap	Counter			
Pay 1000 lifepoints. Negate a Summon, Reverse Summon, or Special Summon of a monster that have the same type as one of the monster on the field and destroy it.						
LE8-JP004	Trap of Darkness	Trap	Normal			
This card can only be activate when you have 3000 lifepoints or less and pay 1000 lifepoints to activate. Choose a Normal Trap in your Graveyard. This card's effect would become the same as that Trap card. Remove that Normal Trap card from the game afterward.						
<b>Limited Edition 9</b>						
LE09-JP001	Cyber Dinosaur	Light	Machine	7	2500	1900
When a monster is special summon from opponent's hand, you can special summon this card from your hand.						
LE09-JP002	Dragon Knight	Fire	Dragon	7	2800	2300

When the effect of an opponent's monster would activate to destroy a card on your field, you can send that targeted card to Graveyard to special summon this card from hand.						
LE09-JP003	Puppet King	Earth	Warrior	7	2800	2600
When opponent add a monster card from his/her deck to hand other than by drawing, you may special summon this card from your hand. If special summon this way, destroy this card at the End Phase of your next turn.						
LE09-JP004	Zeta Reticulant	Dark	Angel	7	2400	2100
When this card is in Graveyard, when a monster on opponent's field would be remove from the game, special summon a [EBE Token] (Dark/Demon/2/500/500) to your field. Sacrifice a [EBE Token] on your field, you can special summon this card from your hand.						
<b>Limited Edition 10 (Chaos Black/Holy White)</b>						
LE10-JP001	Chaos Phantom – Armityle	Dark	Demon	12	0	0
[Divine Flame Emperor - Uria] + [Descending Thunder Emperor - Hamon] + [Phantom Emperor - Ravel] This card can only be special summon from Fusion deck by removing the above cards from the game from your field (the card [Fusion] is not required). This card cannot be destroyed as result of battle. When this card is face-up on the field increase this card's attack strength by 10000 during your turns.						
LE10-JP002	Blue Ice White Night Dragon	Water	Dragon	8	3000	2500
Negate the activation of Magic and Trap cards targeting this card and destroy it. When a monster face-up on your field is target of attack, by sending a Magic/Trap card from your field to Graveyard, you can change the target of that attack to this card.						
LE10-JP003	Arcana Force EX – THE LIGHT RULER	Light	Angel	10	4000	4000
This card cannot be Normal Summoned. This card cannot be special summon outside of by sending 3 monsters from your field to Graveyard. When this card is successfully special summoned flip a coin and this gains the following effects: - Head: When this card destroyed an opponent's monster as result of battle and sent it to Graveyard, you can add a card from your Graveyard into your hand. - Tail: Negate the activation of effect of effect monsters, Magic and Trap card targeting this card and destroy it. Whenever a card effect is negated this way, decrease this card's attack strength by 1000.						
LE10-JP004	Card Blocker	Earth	Warrior	3	400	400
When this card is successfully Summoned, Reverse Summoned, or Special Summoned, put it in defense mode. When a monster face-up on your field is target of attack, you can change the target of that attack to this card. When this card is target of attack, you can send up to the top 3 cards from your deck to Graveyard. For each card sent, increase this card's defense strength by 500 until End Phase.						
LE10-JP005	The splendid VENUS	Light	Angel	8	2800	2400
When this card is face-up on your field, decrease the attack and defense strength of all face-up monsters on the field outside of Angel type by 500. Also the activation of your Magic/Trap card cannot be negated.						
LE10-JP006	Mystical Beast – Barbaros	Earth	Beast-Warrior	8	3000	1200
This card can be Normal Summoned without sacrifice. If so, this card's original attack strength becomes 1900. If you sacrifice 3 monsters to sacrifice summoned this card, destroy all cards on opponent's field.						
LE10-JP007	Demonic Motor Ω	Dark	Machine	8	2800	2000
During your End Phase, special summon a [Motor Token]						

(Earth/Machine/1/200/200) to your field in attack position. Once per turn increases this card's attack strength by 1000. When this effect is used destroy this card at End Phase of that turn.

LE10-JP008	Cold Enchanter	Water	Aqua	4	1600	1200
------------	----------------	-------	------	---	------	------

Discard a card from your hand, put a Ice Counter onto a face-up monster on the field. Increase this card's attack strength by number of Ice Counters on the field \* 300.

### Limited Edition 11

LE11-JP001	Red Eyes Darkness Metal Dragon	Dark	Dragon	10	2800	2400
------------	--------------------------------	------	--------	----	------	------

This card can be special summon by removing a Dragon type monster on your field from the game. Once per turn, during your Main Phase you can special summon a Dragon type monster outside of [Red Eyes Darkness Metal Dragon] from your hand or Graveyard to your field.

LE11-JP002	Earth Giant – Gaia Plate	Earth	Rock	8	2800	1000
------------	--------------------------	-------	------	---	------	------

This card can be special summon by removing 2 Rock type monster from Graveyard from the game. Half the attack and defense strength of the opponent's monster battling with this card. At your Standby Phase remove a Rock type monster from your Graveyard from the game. If you cannot remove, send this card to Graveyard.

LE11-JP003	Saurobeast Brachion	Earth	Dino	8	1500	3000
------------	---------------------	-------	------	---	------	------

This card cannot be special summon from deck. If a Dino type monster on your field is used as sacrifice, you can summon this card with 1 sacrifice. Once per turn you can put this card to face-down Defense mode. When this card is successfully Reversed Summon, change the mode of all face-up monsters outside of this card to face-down defense mode. When this monster attacks and deals battle damages to opponent, double that amount.

LE11-JP004	Military God – Garp	Dark	Demon	6	2200	2000
------------	---------------------	------	-------	---	------	------

When this card is face-up on the field, change the mode of all monsters on the field to face-up attack mode, and the mode cannot be change (at this time, Reverse effect of effect monsters would not be activate). Once per turn, by revealing Demon type monster(s) to opponent, increase this card's attack strength by the number of cards revealed x300 until End Phase.

LE11-JP005	God of Light – Tethys	Light	Angel	5	2400	1800
------------	-----------------------	-------	-------	---	------	------

When this card is face-up on the field, when the card you draw is an Angel type monster, you can reveal that card to opponent, and you can draw a card from your deck.

### Limited Edition 12

LE12-JP001	Light End Dragon	Light	Dragon-Synchro	8	2600	2100
------------	------------------	-------	----------------	---	------	------

*Tuner + 1 or more Light Attribute non-Tuner monster(s)*

When this card battles, you can activate during attack declaration. Decrease the attack and defense strength of this card by 500, decrease the attack and defense strength of opponent's monster battling with this card by 1500 until End Phase.

LE12-JP002	Dark End Dragon	Dark	Dragon-Synchro	8	2600	2100
------------	-----------------	------	----------------	---	------	------

*Tuner + 1 or more Dark Attribute non-Tuner monster(s)*

Once per turn, you can decrease this card's attack and defense strength by 500, send a monster on opponent's field to Graveyard.

LE12-JP003	Chaos End Master	Light	Warrior-Tuner	3	1500	1000
------------	------------------	-------	---------------	---	------	------

When this card destroys an opponent's monster as result of battle, you can special summon a monster with level 5 or more with attack strength of 1600 or less from your deck to your field.

LE12-JP004	Sphere of Chaos	Dark	Demon	5	1600	0
------------	-----------------	------	-------	---	------	---

This card's attribute is also treated as "Light". Once per turn this card cannot be destroyed as result of battle. When this card is successfully Advance Summoned, you can add a monster with level 3 or less from your deck to hand.

### Limited Edition 13

LE13-JP001	Genex Neutron	Light	Machine	4	1800	1200
------------	---------------	-------	---------	---	------	------

When this card is successfully Summoned, you can add a Machine type Tuner monster to hand at End Phase of that turn.

LE13-JP002	Ally of Justice – Cyclone Creator	Dark	Machine-Tuner	3	1400	1200
------------	-----------------------------------	------	---------------	---	------	------

Discard a card from hand to activate. For number of face-up Tuner monsters on the field, you can return that number of Magic/Trap card on the field to hand. This effect can only be activated once per turn.

LE13-JP003	Magical Roar God – Raven	Light	Demon – Tuner	2	1300	1000
------------	--------------------------	-------	---------------	---	------	------

Discard any number of cards from hand, you can increase the level of this card equal to that amount. Until End Phase increase this card's attack strength by number of cards discarded from hand \* 400. This effect can only be activated once per turn.

### Limited Edition 14

LE14-JP001	Genesis Dragon	Light	Dragon	6	2200	1800
------------	----------------	-------	--------	---	------	------

Once per turn, by sending a Dragon type monster from hand to Graveyard, add a Dragon type monster from your Graveyard to hand. When this card is sent to Graveyard from field, you can return all Dragon type monsters in your Graveyard to deck.

LE14-JP002	Elemental Hero Ice Edge	Water	Warrior	3	800	900
------------	-------------------------	-------	---------	---	-----	-----

Once per turn, during your Main Phase discard a card from hand to activate. This card can attack opponent directly during this turn. Also, when this card deals battle damages to opponent by direct attack, you can destroy a set card in opponent's Magic/Trap card zone.

LE14-JP003	Queen of Ice	Water	Spellcaster	8	2900	2100
------------	--------------	-------	-------------	---	------	------

This card cannot be special summon from Graveyard. When this face-up card is destroyed and sent to Graveyard from your field, when there are 3 or more Spellcaster type monsters in your Graveyard, add a Magic card from your Graveyard to hand.

LE14-JP004	Shutendohji	Earth	Undead	4	1500	800
------------	-------------	-------	--------	---	------	-----

Once per turn, you can choose and activate one of the following effects.  
 - Remove 2 Undead type monster from your Graveyard from the game, draw a card from deck.  
 - Return an Undead type monster that is removed from game to top of the deck.

### Limited Edition 15

LE15-JP001	Orichalcos Shunoros	Dark	Machine	10	?	0
------------	---------------------	------	---------	----	---	---

This card cannot be normal summoned. When a Normal monster on your field is destroyed as result of battle, you can special summon this card from hand. Increase this card's attack strength by number of monsters on opponent's field x1000. When this card is face-up on the field, level 4 Normal monster face-up on the field cannot be destroy by card effects.

LE15-JP002	Guardian Eatos	Wind	Angel	8	2500	2000
------------	----------------	------	-------	---	------	------

When there are no monsters in your Graveyard, you can special summon this card from hand. By sending an Equipment Magic equipped on this card to Graveyard, choose up to 3 monsters in opponent's Graveyard and remove them from the game. For each monster removed from game by this effect, increase this card's attack strength by 500 until End Phase.

LE15-JP003	Darkness Neosphere	Dark	Demon	10	4000	4000
------------	--------------------	------	-------	----	------	------

This card cannot be Normal Summoned. This card cannot be special summon outside of by sending a Demon type monster from your hand and your field to your Graveyard when an opponent's monster declares attack. This card cannot be destroyed as result of battle. Once per turn, you can return all face-up Trap cards on your field to hand.

LE15-JP004	Clear Vice Dragon	Dark	Dragon	8	?	0
------------	-------------------	------	--------	---	---	---

When this card is face-up on the field, the effects of [Clear World] is not apply to this card's controller. When this card attacks an opponent's monster, during Damage Calculation this card's attack strength becomes double of the attack strength of the attacked target. When this card is destroyed by effect of opponent's card, instead you can discard a card from your hand.

LE15-JP005	Clear World	Magic	Field			
------------	-------------	-------	-------	--	--	--

This card's controller pay 500 Life Points during end of his/her End Phase. If 500 Life Points is not paid destroy this card. Apply the following effect(s) to each player depending on the Attribute they control.

- Light: Reveal your hand
- Dark: When there are 2 or more monsters on your field, you cannot declare attack
- Earth: During each of your Standby Phase, destroy one of your monster in face-up defense mode.
- Water: During each of your End Phases, discard a card from hand.
- Fire: During each of your End Phases, you received 1000 damages.
- Wind: You must paid 500 Life Points to activate a Magic card.