

Translation file for: Rise of Destiny - RDS  
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Set Rarity List	
Ultimate Rare (11)	The Creator (005) Mystic Swordsman LV6 (008) Silent Swordsman LV3 (009) Perfect Machine King (012) Fire Emperor - Testaros (021) Giant Battleship - Big Core (030) Triangle Ecstasy Spark (039) Reincarnation of Dead (045) Tragedy of Guillotine (049) Heaven Judgment (050) Pikeru's Magical Formation (055)
Secret Rare (0)	N/A
Ultra Rare/Parallel Rare (4)	The Creator (005) Mystic Swordsman LV6 (008) Silent Swordsman LV3 (009) Perfect Machine King (012)
Super Rare (7)	Fire Emperor - Testaros (021) Giant Battleship - Big Core (030) Triangle Ecstasy Spark (039) Reincarnation of Dead (045) Tragedy of Guillotine (049) Heaven Judgment (050) Pikeru's Magical Formation (057)
Rare (14)	Ultimate Insect LV3 (007) Samurai of One-Hit Kill (012) Explosive Flame Union Body - Gaia Soul (028) Transformable Mechanical Beast - Cannon Dragon (031) Magic Equip Machine Car - D51 (032) Trap Treating Group - A Team (033) Dragon Knight of Dark Realm - Dark

	Sword (035) Serial Magic (037) Give and Theft Necklace (040) Machine Duplication Technique (041) Flint (042) Rare Metal Conversion - Magic Reflect Armor (052) Chain Burst (056) Supporting Shoot (060)
Secret Common (0)	N/A
Common (35)	All the rest

Card No.	Name	Type	Attribute	Lv	ATK	DEF
RDS-JP001	Artificial Woodman 18	Fire	Machine	5	500	2500
RDS-JP002	Mighty Guard	Earth	Machine	4	500	1200
RDS-JP003	Magical Goods Transport Train – B51	Dark	Machine	2	500	500
RDS-JP004	Harpy Girl	Wind	Bird	2	500	500
RDS-JP005	The Creator (“God of World Creation”)	Light	Thunder	8	2300	3000
Choose one monster card in your Graveyard, discard one card from your hand, special summon the chosen monster to the field. This effect can only be use once per turn, and you may not special summon this card from the Graveyard						
RDS-JP006	Avatar of World Creator	Light	Warrior	4	1600	1500
Sacrifice this card from the field, special summon a [God of World Creation] from your hand to the field.						
RDS-JP007	Ultimate Insect LV3	Wind	Insect	3	1400	900
When this card is special summon by the effect of [Ultimate Insect LV1], when this card is face-up on the field, the attack strength of all opponent's monsters is decrease by 300. During your Standby Phase, you may sacrifice this card to special summon an [Ultimate Insect LV5] from your hand or deck. (Except on the turn which this card being Normal Summon, Special Summon, or Reverse)						
RDS-JP008	Mystic Swordsman LV6	Earth	Warrior	6	2300	1700
This card may only be normal summon by setting this monster. When this card battles an opponent's monster that is in face-down defense mode, destroy that monster without going into Damage Calculation. The monster that was destroy by this effect can be return to the top of original controller's deck instead of to Graveyard.						
RDS-JP009	Silent Swordsman LV3	Light	Warrior	3	1000	1000
Negate all opponent's Magic Card effect that target this card. During your next standby Phase, you may sacrifice this card to special summon a [Silent Swordsman LV5] from your hand or deck to the field. (Except on the turn which this card being Normal Summon, Special Summon, or Reverse)						
RDS-JP010	Penguin Nightmare	Water	Aqua	4	900	1800
When this card is reverse, return one of opponent's card on the field to hand. When this card is face-up on the field, increase the attack of all Water Main-Type monster by 200.						
RDS-JP011	Strong Supporter – Mecha Heavy Weapon	Dark	Machine – Union	3	500	500

Once during your Main Phase, you may treated this card as an equipment card and equip it on one of your face-up Machine sub-type monster, or remove it from being equipment and place it in face-up attack mode. Increase the attack and defense strength of the equipped monster by 500. (A Monster can only have one Union Equipment card Equipped on it. If the Equipped Monster would be destroyed, destroy this card instead.)						
RDS-JP012	Prefect Machine King	Earth	Machine	8	2700	1500
When this card is on the field, increase this card's attack by 500 for each Machine on the field except this card.						
RDS-JP013	Element Magician	Light	Spellcaster	4	1500	1200
When another of the following types of monsters exists on the field, this monster gains the effects below in accordance with the type: - Water: This card's control cannot be change - Wind: When this card successfully destroy an opponent's monster, you may attack with this card again						
RDS-JP014	Element Zaurus	Dark	Dinosaur	4	1500	1200
When another of the following types of monsters exists on the field, this monster gains the effects below in accordance with the type: - Fire: Increase this card's attack by 500. - Earth: Negate the effect of monster destroy by this card by battle.						
RDS-JP015	Big Mysterious Bird of Foggy Valley	Wind	Bird	6	2400	1400
When this card is sent to the Graveyard from your hand, shuffle this card back to your deck						
RDS-JP016	Samurai of One-Hit Kill	Wind	Warrior	4	1200	1200
When this card battle, before damage calculation, flip a coin and guess. If you're right, the opponent's monster is destroy by effect.						
RDS-JP017	Harpy Lady 1	Wind	Bird	4	1300	1400
This card's name is treated as [Harpy Lady]. When this card is on the field, all attack strength of Wind Main-Type monster is increase by 300.						
RDS-JP018	Harpy Lady 2	Wind	Bird	4	1300	1400
This card's name is treated as [Harpy Lady]. The effect of effect monsters this card destroy is negated.						
RDS-JP019	Harpy Lady 3	Wind	Bird	4	1300	1400
This card's name is treated as [Harpy Lady]. The opponent's monster battle with this card cannot attack during the next two opponent's battle phase.						
RDS-JP020	Reversed Spirit of Flame	Fire	Pyro	3	100	200
This card can attack opponent's lifepoint directly even he/she have monster on his/her field. When this card successfully completes direct attack, increase this card attack strength by 1000.						
RDS-JP021	Fire Emperor – Testaros	Fire	Pyro	6	2400	1000
When this card is successfully sacrifice summon, randomly discard one card from opponent's hand. If that card is a monster card, do damages to your opponent equal to the Level of that monster *100.						
RDS-JP022	Eagle Eye	Wind	Bird	3	1300	1200
When this card is successfully Summon, Trap card cannot be activate.						
RDS-JP023	The Gorgeous Infiltrating Worker	Earth	Warrior	3	1300	1200
When this card is successfully Summon, Trap card cannot be activate.						
RDS-JP024	Invading Flame	Fire	Pyro	3	1300	1200
When this card is successfully Summon, Trap card cannot be activate.						

RDS-JP025	Concealed Approaching Devil Manta	Water	Aqua	3	1300	1200
When this card is successfully Summon, Trap card cannot be activate.						
RDS-JP026	Dark Warrior – Beowulf	Dark	Beast-Warrior	4	1600	600
When this card is face up on the field, your opponent cannot activate Trap cards during battle phase.						
RDS-JP027	Mirage Dragon	Light	Dragon	4	1600	600
When this card is face up on the field, your opponent cannot activate Trap cards during battle phase.						
RDS-JP028	Explosive Flame Union Body – Gaia Soul	Fire	Pyro	4	2000	0
You may sacrifice up to two Pyro sub-type monster on your field, when this effect is use, increase the attack strength of this card by the number of monster you sacrifice by the effect *1000. When this card attack a monster in defense mode, if the attack strength of this card exceed the defense strength of that card, do damages to your opponent equal to the different. This card is destroy at End Phase.						
RDS-JP029	Fox Fire	Fire	Pyro	2	300	200
At the end phase this card is destroy as a result of battle when in face-up defense mode, special summon this card to the field. This card cannot be use as sacrifice by sacrifice summon.						
RDS-JP030	Giant Battleship – Big Core	Dark	Machine	6	2300	1100
When this card is successfully sacrifice summon, put 3 counters on this card. This card cannot be destroy as a result of battle. Whenever this card battle, remove one counter at the end of damage step. When this card battle with no counters on it, destroy this card at the end of damage step.						
RDS-JP031	Transformable Mechanical Beast – Cannon Dragon	Dark	Machine	7	2800	2000
You can Normal Summon this card to the field without Sacrificing monster. If you do, this card attack and defense strength is halved.						
RDS-JP032	Magic Equip Machine Car – D51	Dark	Machine	4	1400	1000
Reversed: Draw one card. If there are [Magical Goods Transport Train - B51] face-up on the field, draw cards equal to the number of them.						
RDS-JP033	Trap Treating Group – A Team	Fire	Machine	2	300	400
This effect can be activate during your opponent turn. When your opponent activate a Trap card, you may sacrifice this card when face-up to negate the activation of that card and destroy it.						
RDS-JP034	Alchemy Creature – Homukrus	Light	Plant	4	1800	1600
You may change this card's main-type. This effect can only be activate once per turn.						
RDS-JP035	Dragon Knight of Dark Realm – Dark Sword	Dark	Warrior – Fusion	6	2200	1500
[Warrior of Dark Realm - Dark Sword] + [Black Dragon] When this card does battle damages to opponent, you may choose up to 3 cards from his/her Graveyard and remove them from the game.						
RDS-JP036	King Moke Moke	Light	Angel – Fusion	6	300	100
[Moke Moke] + [Moke Moke] + [Moke Moke] When this card leaves the field, you may special summon any number of [Moke Moke] from your Graveyard to the field.						
RDS-JP037	Serial Magic	Magic	Quickplay			
You may activate this card when you activate a Normal Magic card. Discard your hand, this card's effect would become same as that card's effect.						
RDS-JP038	Harpy's Hunting Range	Magic	Field			

When you Summon or Special Summon [Harpy Lady] or [Harpy Lady Triplet], destroy a Magic or Trap card on the field. The attack and defense strength of all face-up Bird sub-type monster on the field by 200.					
RDS-JP039	Triangle Ecstasy Spark	Magic	Normal		
Until the end phase of your turn, [Harpy Lady Triplet] become 2700, your opponent cannot activate Trap cards on his/her field, and negate the effect of all trap cards on opponent's field.					
RDS-JP040	Give and Theft Necklace	Magic	Equipment		
When the monster card this card equipped on it destroy as a result of battle and sent to Graveyard, you may choose one of the following effect to activate: - Draw 1 card from your deck - Randomly discard one card from your opponent's hand					
RDS-JP041	Machine Duplication Technique	Magic	Normal		
Choose one Machine sub-type monster with attack strength 500 or less on your field to activate this card. Special summon up to 3 copies of the card chosen by this effect in your deck to the field.					
RDS-JP042	Flint	Magic	Equipment		
The equipped monster cannot change its mode nor declare attack. Decrease the attack strength of the equipped monster by 300. When the equipped monster is destroy, this card's controller choose another monster on the field and equip it on that monster.					
RDS-JP043	Angry Moke Moke	Magic	Continuous		
When [Moke Moke] is face-up on your field, and one of your Angel sub-type monster on the field is destroy, until the end phase of that turn, the attack strength of [Moke Moke] on your field becomes 3000.					
RDS-JP044	Starting Point	Magic	Normal		
Discard one card from your hand, return one monster card on the field to the top of original owner's deck.					
RDS-JP045	Reincarnation of Dead	Magic	Normal		
Discard one card from your hand. Choose one monster card in your Graveyard and put it into your hand.					
RDS-JP046	Big Castle Wall Destructing Spear	Magic	Equipment		
When the equipped monster attack monster in face-down defense mode, increase the attacking monster's attack by 1500.					
RDS-JP047	Weight Reduction	Magic	Continuous		
Shuffle a monster with Level 7 or higher from your hand to your deck. Draw 1 card. You can use this effect only once per turn.					
RDS-JP048	Retreat of Evil Air	Magic	Quickplay		
Discard one card from your hand. Destroy all face-up Continuous Trap cards on the field					
RDS-JP049	Tragedy of Guillotine	Trap	Normal		
This card can be activate when monster on opponent's field switch from face-up attack to face-up defense. Destroy all monster on opponent's field that is in defense mode.					
RDS-JP050	Heaven Judgment	Trap	Counter		
Discard one card from your hand, negate an effect activation of an effect monster and destroy that monster.					
RDS-JP051	Shin Tsen Fu	Trap	Continuous		
Select two set Magic/Trap cards on the field to activate this card. When this card is on the field, the chosen Magic/Trap cards cannot be activate.					

RDS-JP052	Rare Metal Conversion – Magic Reflect Armor	Trap	Continuous			
Choose a face-up Machine sub-type monster card on your field, increase that card's attack by 500. You may choose to negate a Magic card effect that target the chosen card. When the chosen monster leaves the field, destroy this card.						
RDS-JP053	Kozaki's Research Effect	Trap	Normal			
Look at the top 3 card of your deck. Put them back to top of your deck in any order.						
RDS-JP054	Mind Hack	Trap	Normal			
Pay 500 lifepoints. Look at all opponent's hand and all opponent's set card on opponent's field.						
RDS-JP055	Wind Forest Fire Mountain	Trap	Normal			
When there're Fire, Water, Wind, and Earth main-type monsters face-up on the field, you can activate this card. Choose one of the following effect to activate: - Destroy all monster on opponent's field - Destroy all Magic/Trap cards on opponent's field - Randomly discard two card from your opponent hand - Draw two card						
RDS-JP056	Chain Burst	Trap	Continuous			
Whenever a Trap card is activate, do 1000 damages to the player that use that Trap card.						
RDS-JP057	Pikeru's Magical Formation	Trap	Normal			
Until the end phase of this turn, all damages done by card effect to this card's controller become 0.						
RDS-JP058	Magical Power Purification	Trap	Normal			
Discard one card from your hand. Destroy all face-up Continuous Magic on the field.						
RDS-JP059	Astral Barrier	Trap	Continuous			
When your opponent attack one of your monster, you may redirect that attack to your lifepoint.						
RDS-JP060	Supporter Shoot	Trap	Normal			
This card can be activate at damage step when your opponent attack one of your monster. Choose one of other monster on your field and add it's attack strength to the monster being battle.						