

Translation file for: **Cyberdark Impact (CDIP-JP)**

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UPDATE:

v1.2 - Fix effect text of [Justibreak]

v1.1 - Fix effect text of [Chain Strike]



Set Rarity List	
Ultimate Rare (11)	Cyber Dark Horn (001) Cyber Dark Edge (002) Cyber Dark Keel (003) Cyber Esper (005) Allure Queen LV7 (008) Dark Lucius LV8 (011) Storm Shooter (032) Armed Black Dragon - Cyber Dark Dragon (035) Cyber Ogre 2 (036) Troy Bomb (056) Cyber Shadow Gardna (058)
Secret Rare (0)	N/A
Ultra Rare (4)	Allure Queen LV7 (008) Dark Lucius LV8 (011) Armed Black Dragon - Cyber Dark Dragon (035) Cyber Ogre 2 (036)
Super Rare (7)	Cyber Dark Horn (001) Cyber Dark Edge (002) Cyber Dark Keel (003) Cyber Esper (005) Storm Shooter (032) Troy Bomb (056) Cyber Shadow Gardna (058)
Rare (14)	Allure Queen LV5 (007) Dark Lucius LV6 (010) Vanity Devil (017) Vanity Ruler (024) Earth Mother Iris (025) Lightning Punisher (026) Combomaster (029) Charging Rhinos (031)

	A Flash of Sealed Magic (038) Miracle Reborn (044) Receding Circuit (047) Tripwire (049) Reverse Dimension (052) Ascending Black Horn (059)
Secret Common (0)	N/A
Common (35)	All the rest

Card No.	Name	Type	Attribute	Lv	ATK	DEF
CDIP-JP001	Cyber Dark Horn	Dark	Machine	4	800	800
When this card is successfully summoned, choose a Dragon sub-type monster with level 3 or lower from your Graveyard and equipped it on this card as an equip card, and increase this card's attack strength by that attack strength. When this card attacks a monster in defense mode, and the attack strength is higher than the defense strength, do battle damages to opponent equal to the difference. When this card is destroyed as result of battle, the equipped monster is destroyed instead.						
CDIP-JP002	Cyber Dark Edge	Dark	Machine	4	800	800
When this card is successfully summoned, choose a Dragon sub-type monster with level 3 or lower from your Graveyard and equipped it on this card as an equip card, and increase this card's attack strength by that attack strength. This card can attack opponent directly. If so, halved this card's attack strength during Damage Calculation. When this card is destroyed as result of battle, the equipped monster is destroyed instead.						
CDIP-JP003	Cyber Dark Keel	Dark	Machine	4	800	800
When this card is successfully summoned, choose a Dragon sub-type monster with level 3 or lower from your Graveyard and equipped it on this card as an equip card, and increase this card's attack strength by that attack strength. When this card destroys an opponent's monster as result of battle, do 300 damages to opponent. When this card is destroyed as result of battle, the equipped monster is destroyed instead.						
CDIP-JP004	Cyber Ogre	Earth	Machine	5	1900	1200
Discard this card from your hand to Graveyard. Negate the battle with a [Cyber Ogre] on your field once, and until the end of next battle increase the attack strength by 2000. This effect can also be activate during opponent's turn.						
CDIP-JP005	Cyber Esper	Fire	Machine	4	1200	1800
When this card is in face-up attack mode on your field, you can confirm card(s) draw by opponent.						
CDIP-JP006	Allure Queen LV3	Dark	Spellcaster	3	500	500
Once during your Main Phase you can choose a monster with Level 3 or less from opponent's field and equipped it to this card as an equip card (This effect can only equip one equip card). When this card is destroyed as result of battle, the equipped monster is destroyed instead. During Standby Phase of your turn, you can send this card with the equip card by this effect to Graveyard, and special summon a [Allure Queen LV5] from your hand or deck.						
CDIP-JP007	Allure Queen LV5	Dark	Spellcaster	5	1000	1000

When special summon by effect of [Allure Queen LV3], once per turn during your main phase you can choose a monster with level 5 or less from opponent's field, and equipped it on this card as an equip card (This effect can only equip one equip card). When this card is destroyed in battle, the equipped monster is destroyed instead. At the Standby Phase of your turn, you can send this card and the equip card by this effect to Graveyard to special summon a [Allure Queen LV7] from your hand or deck.						
CDIP-JP008	Allure Queen LV7	Dark	Spellcaster	7	1500	1500
When special summon by effect of [Allure Queen LV5], once during your turn during Main Phase you may choose a monster on opponent's field and equipped it to this card as an equipment card (This effect can only have up to one monster equipped). When this card would be destroy in battle, destroy the equipped monster instead.						
CDIP-JP009	Dark Lucius LV4	Earth	Demon	4	1000	300
Negate the effect of opponent's monster(s) destroy by this card as result of battle. When this card destroy a monster as result of battle, during your Standby Phase of your next turn, you can send this card to Graveyard to special summon a [Dark Lucius LV6] from hand or deck.						
CDIP-JP010	Dark Lucius LV6	Earth	Demon	6	1700	600
When special summon by effect of [Dark Lucius LV4], negate any effect of monster(s) this card destroy as result of battle. During the Standby Phase of your next turn when this effect negates the effect of an opponent's monster, you can send this card to Graveyard to special summon a [Dark Lucius LV8] from your hand or deck.						
CDIP-JP011	Dark Lucius LV8	Earth	Demon	8	2800	900
When special summon by the effect of [Dark Lucius LV6], negate any effect of monsters this card destroy as result of battle, and removed them from game.						
CDIP-JP012	Stray Devil	Fire	Demon	3	1300	1700
When this card is destroy as result of battle and sent to Graveyard, both players gains 800 lifepoints.						
CDIP-JP013	Violent Ogre	Fire	Demon	4	1700	1100
When this card is destroy as result of battle and sent to Graveyard, do 500 damages to both players.						
CDIP-JP014	Flame Ogre	Fire	Demon	7	2400	1700
This card cannot be special summon. When this card is successfully summoned, draw a card from your deck.						
CDIP-JP015	Snipestalker	Dark	Demon	4	1500	600
Discard a card from hand. Choose a card on the field and roll a dice. If the result is other than 1 or 6, destroy the chosen card.						
CDIP-JP016	Blast Devil	Fire	Demon	3	1000	300
When a Magic/Trap card chains, do 500 damages to opponent.						
CDIP-JP017	Vanity Devil	Dark	Demon	6	2400	1200
This card cannot be special summon. When this card is face-up on the field, monster(s) cannot be special summon.						
CDIP-JP018	Barrier Statue of Abyss	Dark	Demon	4	1000	1000
When this card is face-up on the field, all non-Dark main-type monsters cannot be special summon.						
CDIP-JP019	Barrier Statue of Downpour	Water	Aqua	4	1000	1000
When this card is face-up on the field, all non-Water main-type monsters cannot be special summon.						
CDIP-JP020	Barrier Statue of Conflagration	Fire	Pyro	4	1000	1000
When this card is face-up on the field, all non-Fire main-type monsters cannot be special summon.						

CDIP-JP021	Barrier Statue of Gale	Wind	Bird	4	1000	1000
When this card is face-up on the field, all non-Wind main-type monsters cannot be special summon.						
CDIP-JP022	Barrier Statue of Drought	Earth	Rock	4	1000	1000
When this card is face-up on the field, all non-Earth main-type monsters cannot be special summon.						
CDIP-JP023	Barrier Statue of Radiances	Light	Angel	4	1000	1000
When this card is face-up on the field, all non-Light main-type monsters cannot be special summon.						
CDIP-JP024	Vanity Ruler	Light	Angel	8	2500	1600
This card cannot be special summon. When this card is face-up on the field, opponent cannot special summon any monster(s).						
CDIP-JP025	Earth Mother Iris	Light	Angel	6	2400	1200
When a Chain 3 is accumulated, draw a card from deck. When an effect by the same name card activates on the same chain multiple times, this effect cannot be activate.						
CDIP-JP026	Lightning Punisher	Dark	Thunder	7	2600	1600
When a Chain 3 is accumulated, destroy a card on opponent's field. When an effect by the same name card activates on the same chain multiple times, this effect cannot be activate.						
CDIP-JP027	Bodyguard of Queen	Earth	Warrior	4	1700	1200
When this card is face-up on the field, all monsters with [Allure Queen] in its name on your field cannot be chosen as target of attack.						
CDIP-JP028	Combofighter	Wind	Warrior	4	1600	800
When this card is face-up on the field, during your Main Phase 1 when a Chain happens, during this turn this card can attack two times during Battle Phase.						
CDIP-JP029	Combomaster	Wind	Warrior	5	2200	1500
When this card is face-up on the field, during your Main Phase 1 when a Chain happens, during this turn this card can attack two times during Battle Phase.						
CDIP-JP030	Beastman Ares	Earth	Beast-Warrior	3	500	500
When this card is face-up on the field, whenever a chain happens, increase this card's attack strength by 500.						
CDIP-JP031	Charging Rhinos	Earth	Beast-Warrior	3	1500	1500
Once during your turn, you can move this card to the adjacent unused monster card zone. When this card attacks the opponent's monster in front of it, increase this card's attack strength by 500 during Damage Step.						
CDIP-JP032	Storm Shooter	Wind	Bird	7	2300	500
Once during your turn, you can choose one of the following effects and activate it. - Move this to the adjacent unused monster card zone. - Return an opponent's monster, Magic, or Trap in front of this card to its owner's hand.						
CDIP-JP033	Alien Vader	Earth	Reptile	2	800	500
Once during your turn, this card can move to the adjacent unused monster zone. When there's not opponent's monster, Magic, or Trap card in front of this card, this card can attack opponent directly.						
CDIP-JP034	Alien Mars	Fire	Reptile	3	1000	1000
When this card is face-up on the field, negate the effect of all monsters other than [Alien Mars] with "A Counter" set onto it.						
CDIP-JP035	Armed Black Dragon - Cyber Dark Dragon	Dark	Machine - Fusion	8	1000	1000

[Cyber Dark Horn] + [Cyber Dark Edge] + [Cyber Dark Keel]						
This card cannot be special summon other than by Fusion Summon. When this card is successfully Fusion Summoned, you can choose a Dragon sub-type monster from your Graveyard and equipped on this card, and increase this card's attack strength by that attack strength. Increase this card's attack strength by 100 for each monster card in your Graveyard. When this card is destroyed as result of battle, the equipped monster is destroyed instead.						
CDIP-JP036	Cyber Ogre 2	Earth	Machine – Fusion	7	2600	1900
[Cyber Ogre] + [Cyber Ogre]						
This card's Fusion Summon can only be done by above cards. When this card would attack, increase this card's attack strength by halved of the attack strength of the attacking target monster.						
CDIP-JP037	Infesting Cell "A"	Magic	Normal			
Put an "A Counter" on a face-up monster on opponent's field.						
CDIP-JP038	A Flash of Sealed Magic	Magic	Normal			
This card can be activate when all monster card zones on opponent's field have monster in it. Destroy all monsters on opponent's field.						
CDIP-JP039	Limit Lift	Magic	Normal			
Pay 1000 lifepoints. Special Summon a Ritual monster with from your hand. The Ritual monster special summon by this effect cannot attack, and is destroy at End Phase. Only 1 [Limit Lift] can be play per turn.						
CDIP-JP040	Instant Fusion	Magic	Normal			
Pay 1000 lifepoints. Special Summon a Fusion monster with level 5 or less from Fusion deck. The Fusion monster special summon by this effect cannot attack, and is destroy at End Phase. Only 1 [Instant Fusion] can be play per turn. (This special summon is treated as Fusion Summon)						
CDIP-JP041	Countercleaner	Magic	Normal			
Pay 500 lifepoints. Remove all counters on the field.						
CDIP-JP042	Linear Cannon	Magic	Normal			
Sacrifice a monster on your field. Do damages to opponent equal to half of that monster's original attack strength. During the turn this card activates, no other Magic cards can be activate.						
CDIP-JP043	Chain Strike	Magic	Quickplay			
Do damages to opponent equal to the Chain Number accumulated when this card activates * 400. When the effect of a same name card is activate more than once on the same chain, this card cannot be activate.						
CDIP-JP044	Miracle Reborn	Magic	Quickplay			
This card can only be activate on or after Chain 4. Choose a monster card from a Graveyard, and special summon it onto your field. When the effect of a same name card is activate more than once on the same chain, this card cannot be activate.						
CDIP-JP045	Gust of Wind	Magic	Quickplay			
This card can only be activate after or at Chain 3. Destroy a Magic/Trap card on the field. When the effect of a same name card is activate more than once on the same chain, this card cannot be activate.						
CDIP-JP046	Level Down!?	Magic	Quickplay			
Choose a face-up monster on the field with [LV] to activate. Return the chosen card to owner's deck, special summon a monster with the same name with lower [LV] than that card from owner's Graveyard ignoring the summoning requirement to owner's field.						
CDIP-JP047	Receding Circuit	Magic	Continuous			

During each of this card's controller own Standby Phase pay 500 lifepoints. When a monster card is return from field to hand, they're remove from game instead of into hand.					
CDIP-JP048	Position Change	Magic	Continuous		
The place of a monster on your field can be move to the adjacent unused monster card zone. This effect can be activate once per turn.					
CDIP-JP049	Tripwire	Trap	Normal		
This card can be activate when the column this card is set have cards on all of yours and opponent's field. Destroy all cards in that column.					
CDIP-JP050	Straight Flush	Trap	Normal		
This card can be activate when all Magic/Trap card zone on opponent's field have cards. Destroy all cards in opponent's Magic/Trap card zone.					
CDIP-JP051	Justibreak	Trap	Normal		
This card can be activated when a face-up Normal monster on your field is target of attack declaration. Destroy all monsters outside of Normal monsters in face-up attack mode.					
CDIP-JP052	Reverse Dimension	Trap	Normal		
This card can be activate when monster(s) originally owned by you is remove from game by opponent's effect. Special Summon one of those monster to your field.					
CDIP-JP053	Chain Healing	Trap	Normal		
Increase your lifepoint by 500. When this card is activate on chain 2 or 3, shuffle this card into your deck. If this card is activate on chain 4 or later, return this card into your hand.					
CDIP-JP054	Chain Blast	Trap	Normal		
Do 500 damages to opponent. When this card is activate on chain 2 or 3, shuffle this card into your deck. If this card is activate on chain 4 or later, return this card into your hand.					
CDIP-JP055	Byroad Sacrifice	Trap	Normal		
This card can be activate when a monster on your field is destroy as result of battle. Special Summon a [Cyber Ogre] from your hand.					
CDIP-JP056	Troy Bomb	Trap	Normal		
This card can be activate when the control of your monster(s) is switch to opponent by opponent's effect. Destroy one of those monsters, and do damages to opponent equal to that monster's original attack strength.					
CDIP-JP057	Accumulated Happiness	Trap	Normal		
This card can only be activate on or after Chain 4. Draw two cards from your deck. When the effect of a same name card is activate more than once on the same chain, this card cannot be activate.					
CDIP-JP058	Cyber Shadow Gardna	Trap	Continuous		
This card can be activate during Main Phase of opponent's turn. This card would become a monster card (Earth/Machine/4/?/?) after activation, and would be special summon to your monster card zone. When this card is declared attack, this card's attack and defense strength is same as opponent's attacking monster. Return this card set to your Magic/Trap card zone at End Phase of opponent's turn (This card is treated as a Trap card)					
CDIP-JP059	Vanity Call	Trap	Counter		
This card can be activate after or on Chain 4. Pay half of your lifepoints, negate all effects and activation of cards on the same chain, and destroy all those cards.					
CDIP-JP060	Ascending Black Horn	Trap	Counter		
Negate the special summon of an opponent's monster and destroy it.					