

Translations file for: **Crossroads of Chaos (CSOC-JP)**
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 Created by Spikes and Baron
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UPDATE:

v1.0 – Initial Version

Set Rarity List	
Ultra/Ultimate Rare (5)	Turbo Warrior (038) Black Rose Dragon (039) Death Kaiser Dragon (043) Resurrection Devil - Ha Des (044) Emergency Tuning (065)
Super Rare (9)	Storm Summoner (022) Camellia Princess - Titanial (029) Hane Wata (034) Tiger Dragon (036) Hell Bramble (042) Seal of Rose (047) Black Garden (048) Decree of Destruction God (069) Psycho Trigger (073)
Rare (18)	Mad Demon (003) Deformer Radicassen (009) Deformer Careman (010) Gadget Driver (014) Search Striker (015) Chain Snake (018) Botanity Girl (027) Mammoth Zombie (030) Zombie Carrier (031) Jude Knight (037) Chain Dragon (040) Psycho Health Trancer (041) Deformer Speed Unit (050) Oldest Type Telekinesis (056) Immortal Type Underworld Cannon (060) Village of Magical Tribe (061) Battle Mania (063) Pride's Roar (067)
Normal Rare (4)	Cursed Fig (028) White of Legend (035) Omega Glasses (062) Big Pit Trap (080)
Common (44)	All the rest

Card No.	Name	Attribute	Type	Lvl	ATK	DEF
CSOC-JP001	Heal Waver	Light	Machine	4	800	1600
Choose a face-up monster outside of this card on your field to activate. Recover your Life equals to the level of the chosen monster x100. This effect can only be activated once per turn.						
CSOC-JP002	Turbo Synchro	Wind	Machine – Tuner	1	100	500
When this card declares attack, you can change the mode of the attack target to defense mode. When this card attacks and you receive battle damages, you can special summon a monster with attack strength less than the damages received from your hand.						
CSOC-JP003	Mad Demon	Dark	Demon	4	1800	0
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. When this card in face-up attack mode becomes target of attack, change this to defense mode.						
CSOC-JP004	Ivy Wall	Earth	Plant	2	300	1200
Reverse: Special Summon an [Ivy Token] (Earth/Plant/1/0/0) to opponent's field in defense mode. When [Ivy Token] is destroyed, the controller of this token received 300 damages.						
CSOC-JP005	Copy Plant	Wind	Plant – Tuner	1	0	0
Choose a face-up Plant type monster to activate. Until End Phase of this turn this card becomes the same level as the chosen monster. This effect can only be activated once per turn.						
CSOC-JP006	Deformer Mobilephon	Earth	Machine	1	100	100
This card gains the following effect according to its mode. - Attack mode: Roll a Dice. Look at top that number of cards on your deck, if there is a [Deformer] monster with level 4 or less in there, you can special summon it ignoring summoning requirement. Shuffle the rest back into the deck. This effect can only be activated once per turn. - Defense mode: Roll a Dice. Look at top that number of cards on your deck and return them to top of the deck. This effect can only be activated once per turn.						
CSOC-JP007	Deformer Magnen U	Earth	Thunder	3	800	800
This card gains the following effect according to its mode. - Attack mode: When there is face-up monster on opponent's field, this card can only be target of attack by the monster with highest attack strength. - Defense mode: When this card is face-up on the field, opponent cannot choose other monsters as target of attack.						
CSOC-JP008	Deformer Chakan	Fire	Pyro	3	1200	600
This card gains the following effect according to its mode. - Attack mode: Release a monster on your field to deal 600 damages to opponent's life. This effect can only be activated once per turn. - Defense mode: Once per turn, deal 300 damages to opponent's life.						
CSOC-JP009	Deformer Radicassen	Earth	Machine	4	1200	400
This card gains the following effect according to its mode. - Attack mode: This card can attack 2 turns during a Battle Phase. - Defense mode: When a [Deformer] monster face-up on your field is chosen as target of attack, you can negate that attack. This effect can only be activated once per turn.						

CSOC-JP010	Deformer Careman	Light	Machine	2	800	600
<p>This card gains the following effect according to its mode.</p> <ul style="list-style-type: none"> - Attack mode: When this card is destroyed as result of battle, you can special summon a [Deformer] monster outside of [Deformer Caraman] from your hand or Graveyard with level 4 or less to your field. - Defense mode: When this card is face-up on the field, [Deformer] monsters cannot be target of effect of Magic, Trap, and effect monster. 						
CSOC-JP011	Deformer Radion	Light	Thunder	4	1000	900
<p>This card gains the following effect according to its mode.</p> <ul style="list-style-type: none"> - Attack mode: When this card is face-up on the field, increase the attack strength of all [Deformer] monsters on your field by 800. - Defense mode: When this card is face-up on the field, increase the defense strength of all [Deformer] monsters on your field by 1000. 						
CSOC-JP012	Deformer Clocken	Earth	Machine	2	600	1100
<p>This card gains the following effect according to its mode.</p> <ul style="list-style-type: none"> - Attack mode: For each Deformer Counter on this card, increase this card's attack strength by 500. - Defense mode: Once per turn, you can put a Deformer Counter onto this card. You can release this card to deal damages to opponent's life equal to number of deformer counter on this card * 1000. 						
CSOC-JP013	Gadget Trailer	Earth	Machine	6	1300	0
<p>Once per turn, you can send any number of [Deformer] monsters from your hand to Graveyard. For each monster sent to Graveyard by this effect, increase this card's attack strength by 800.</p>						
CSOC-JP014	Gadget Driver	Earth	Machine	1	200	200
<p>Discard this card from hand. Choose and change the mode of any number of face-up [Deformer] monster on your field. This effect can also be use during opponent's turn.</p>						
CSOC-JP015	Search Striker	Wind	Warrior	4	1600	1200
<p>When this card attacks a monster in face-down defense mode, you can destroy that monster while in face down defense mode without doing Damage Calculation. When this effect is activated, change the mode of this card to defense mode at end of that Battle Phase, and the mode of this card cannot be change until End Phase of your next turn.</p>						
CSOC-JP016	Chase Scud	Earth	Machine	3	1400	600
<p>When a monster in defense mode on the field is destroyed as result of battle and sent to Graveyard, deal 500 damages to opponent.</p>						
CSOC-JP017	Chain Repairer	Earth	Warrior	4	1600	1200
<p>When this card destroys a monster in battle and sent it to Graveyard, deal 300 damages to opponent. Once per turn, you can special summon a [Chain] monster outside of [Chain Repairer] with level 4 or less from your Graveyard. This card cannot attack the turn this effect is activated.</p>						
CSOC-JP018	Chain Snake	Earth	Reptile	3	800	1200
<p>During your Main Phase you can treat this card as an equip card and equip it to a face-up monster on opponent's field. Decrease the attack and defense strength of the equipped monster by 800. When the equipped monster is destroy as result of battle and sent to Graveyard, the controller of the equipped monster send same amount of cards from top of his/her deck equal to that monster's level to Graveyard.</p>						
CSOC-JP019	Chain Shooter	Earth	Machine	2	1100	0
<p>Activate by sending a [Chain] monster on your field to Graveyard. Deal 800 damages to opponent's life. This effect can only be activated once per turn.</p>						

CSOC-JP020	Chain Coil	Earth	Machine – Tuner	3	1100	1600
Choose a [Chain] monster card on your field to activate. Increase that monster's attack and defense strength by 300. This effect can only be activated once per turn.						
CSOC-JP021	Power Injector	Earth	Psychic	4	1300	1400
Pay 600 Life Points to activate. Increases the attack strength of all face-up Psychic type monsters on the field by 500 during that turn. This effect can only be activated once per turn.						
CSOC-JP022	Storm Summoner	Wind	Psychic	6	2300	2000
When this card is face-up on the field, when a Psychic monster outside of this card destroyed an opponent's monster and sent it to Graveyard, instead you can put it to top of opponent's deck. When this card is destroy by effect of card, deal damage to this card's controller equal to this card's attack strength.						
CSOC-JP023	Psycho Jumper	Earth	Psychic – Tuner	2	100	1500
Pay 1000 Life Points and choose a face-up monster on opponent's field, switch control of that monster and a face-up Psychic type monster on your field outside of [Psycho Jumper]. The chosen monsters cannot change their mode this turn. This effect can only be activated once per turn.						
CSOC-JP024	Weed	Earth	Plant – Tuner	2	1200	400
When this face-up card on the field is destroyed, you can instead destroy another face-up Plant type monster on your field outside of this card.						
CSOC-JP025	Gigant Cephalous	Earth	Plant	4	1850	700
When this card is face-up on the field, when a Plant type monster on the field is sent to Graveyard, increase this card's attack strength by 200.						
CSOC-JP026	Tsukuxie	Wind	Plant	2	400	500
When this card is destroyed as result of battle and sent to Graveyard, special summon a [Tsukuxie Token] (Wind/Plant/1/0/0) to opponent's field in defense mode. When this token is destroyed in battle with a Plant type monster, the controller of this token send a card from hand to Graveyard.						
CSOC-JP027	Botanity Girl	Water	Plant	4	1300	1100
When this card is sent to Graveyard from the field, you can add a Plant type monster with defense strength of 1000 or less from your deck into hand.						
CSOC-JP028	Cursed Fig	Water	Plant	1	200	200
When this card is destroyed and sent to Graveyard as result of battle, choose 2 set Magic/Trap cards on the field to activate. When this card is in Graveyard, the chosen cards cannot be activated.						
CSOC-JP029	Camellia Princess – Titanial	Wind	Plant	8	2800	2600
Release a face-up Plant type monster on your field to activate. Negate the effect of a Magic/Trap/Effect monster that targets a card on the field and destroy it.						
CSOC-JP030	Mammoth Zombie	Earth	Undead	4	1900	0
When there is no Undead type monsters in your Graveyard, destroy this card. When this face-up card on the field is destroyed, deal damage at that point equal to this card's original attack strength to this card's controller.						
CSOC-JP031	Zombie Carrier	Dark	Undead – Tuner	2	400	200
You can return a card from your hand to top of deck to activate. Special Summon this card from Graveyard. When this card special summoned by this effect would leave the field remove it from the game.						
CSOC-JP032	Goblin Diversion Team	Dark	Warrior	4	1000	0
When this card does battle damages to opponent's life, you can draw a card from your deck. When this card attacks, at the end of Battle Phase change this card to defense, and the mode cannot be change until the End Phase of your next turn.						

CSOC-JP033	United Landstar's Swordsman	Earth	Warrior – Tuner	3	500	1200
When this card is face-up on the field, increase the attack strength of all Warrior type monsters on your field by 400.						
CSOC-JP034	Hane Wata	Light	Angel – Tuner	1	200	300
Discard this card from hand to activate. The effect damage you received during this turn becomes 0. This effect can be activate during opponent's turn.						
CSOC-JP035	White of Legend	Light	Dragon – Tuner	1	300	250
When this card is sent to Graveyard, add a [Blue Eyes White Dragon] to hand from your deck.						
CSOC-JP036	Tiger Dragon	Earth	Dragon	6	2400	1800
When this card is successfully Advance Summoned with a Dragon type monster released, you can destroy up to 2 set cards in opponent's Magic/Trap card zone.						
CSOC-JP037	Jade Knight	Light	Machine	4	1000	1800
When this card is in face-up attack mode on your field, face-up Machine type monsters on your field with attack strength of 1200 or less cannot be destroy by effect of Trap cards. When this card face-up on the field is destroyed as result of battle and sent to Graveyard, you can add a level 4 Light/Machine monster from your deck to hand.						
CSOC-JP038	Turbo Warrior	Wind	Warrior–Synchro	6	2500	1500
[Turbo Synchron] + 1 or more non-Tuner monster(s)						
When this card attacks a Synchro monster with level 6 or more, half the attack strength of the monster that is target of attack. This card cannot be target by effect of effect monsters with level 6 or less.						
CSOC-JP039	Black Rose Dragon	Fire	Dragon-Synchro	7	2400	1800
Tuner + 1 or more non-Tuner monster(s)						
When this card is successfully Synchro Summoned, you can destroy all cards on the field. Once per turn, you can remove a Plant type monster from your Graveyard from the game, change a defense mode monster on opponent's field to attack mode, and that attack strength becomes 0 until End Phase of this turn.						
CSOC-JP040	Chain Dragon	Earth	Dragon-Synchro	6	2500	1300
Tuner + 1 or more non-Tuner monster(s)						
Remove all [Chain] monsters in your Graveyard from the game. For each monster removed by this effect, increase this card's attack strength by 200 until End Phase of this turn. When this card does battle damages to opponent's life, send the top 3 cards on opponent's deck to Graveyard.						
CSOC-JP041	Psycho Health Trancer	Earth	Psychic-Synchro	7	2400	2000
Tuner + 1 or more non-Tuner monster(s)						
Remove a Psychic type monster in your Graveyard to activate. Recover your Life Points by 1200. This effect can only be activated once per turn.						
CSOC-JP042	Hell Bramble	Earth	Plant-Synchro	6	2200	1800
Tuner + 1 or more non-Tuner Plant type monster(s)						
When this card is face-up on the field, when both players summoned or special summoned a non-Plant type monster from hand, he/she has to pay 1000 Life Points.						
CSOC-JP043	Death Kaiser Dragon	Fire	Undead-Synchro	6	2400	1500
[Zombie Carrier] + 1 or more non-Tuner Undead type monster(s)						
When this card is successfully special summoned, you can choose an Undead type monster in opponent's Graveyard and special summon it to your field in attack mode. When this card leaves the field destroy that monster.						

CSOC-JP044	Resurrection Devil – Ha Des	Dark	Undead-Synchro	6	2450	0
[Zombie Carrier] + 1 or more Undead Type non-Tuner monster(s)						
When this card is face-up on the field, negate the effect of all effect monsters destroyed by Undead type monster on your field as result of battle.						
CSOC-JP045	Card Flipper	Magic	Normal			
Send a card from hand to Graveyard to activate. Change the mode of all monsters on opponent's field.						
CSOC-JP046	Fake Seed	Magic	Quickplay			
Special summon a Plant type monster with level 2 or less from hand.						
CSOC-JP047	Seal of Rose	Magic	Equipment			
Remove a Plant type monster from your Graveyard from the game to activate. Gain control of the equipped opponent's monster. At End Phase of your turn, opponent gain the control of the equipped monster. During the Standby Phase of your turn, you gain control of the equipped monster.						
CSOC-JP048	Black Garden	Magic	Field			
When a monster is successfully summoned or special summoned outside of by the effect of [Black Garden], halved that monster's attack strength, and special summon a [Rose Token] (Dark/Plant/2/800/800) to the field of opponent of that monster's controller in attack mode. Destroy this card and all face-up Plant type monsters on the field, you can special summon a monster from your Graveyard with same attack strength as the combine attack strength of all destroyed monster(s).						
CSOC-JP049	Night Construction of Hundred Machines	Magic	Quickplay			
Remove all [Deformer] monsters in your Graveyard from the game. The attack strength of a face-up Machine type monster on your field is increased by 200 for each monster removed from game by this effect only during this turn.						
CSOC-JP050	Deformer Speed Unit	Magic	Normal			
Return a [Deformer] monster from your hand to deck. Destroy a card on the field, and you draw a card from deck.						
CSOC-JP051	Deformer Cord	Magic	Equipment			
Can only be equipped on [Deformer] monster. When the mode of the equipped monster is change, destroy a Magic/Trap card on the field.						
CSOC-JP052	Deformer Power Unit	Magic	Equipment			
Can only be equipped on [Deformer] monster with level 3. Double the original attack strength of the equipped monster. Destroy this card at the second of your Standby Phase after this card was equipped, and you receive damages equal to the original attack strength of the equipped monster.						
CSOC-JP053	Poison Chain	Magic	Continuous			
When battle did not occurred during your turn, at End Phase for each face-up [Chain] monster on your field, you can send that amount of cards from top of opponent's deck to Graveyard.						
CSOC-JP054	Paralyze Chain	Magic	Continuous			
When effect of card would send card(s) from opponent's deck to Graveyard, deal 300 damages to opponent.						
CSOC-JP055	Apport	Magic	Continuous			
When there is monster(s) on opponent's field, and no monsters on your field, you can pay 800 Life Points to special summon a Psychic type monster to your field. This effect can only be activated once per turn.						
CSOC-JP056	Oldest Type Telekinesis	Magic	Normal			
Can be activated when there is a face-up Psychic type monster on your field. Destroy a card on the field, and you take 1000 Point damages.						

CSOC-JP057	Grass Fertilizer	Magic	Continuous			
Once per turn, you can special summon a Plant type monster from your Graveyard. During the turn this effect is used, you cannot Normal Summoned. When a card special summoned by this effect would leaves the field, destroy this card.						
CSOC-JP058	Fragrance Storm	Magic	Normal			
Destroy a Plant type monster in face-up attack mode on the field, and you draw a card from deck. Afterward, if the card drew is a Plant type monster, you can reveal that card and you can draw 1 more card.						
CSOC-JP059	World Tree	Magic	Continuous			
When a Plant type monster on the field is destroyed, put a "Flower Counter" on this card. Remove any number of Flower Counter from this card, apply the following effect. 1: Until End Phase of this turn, increase the attack and defense strength of all face-up Plant type monsters on the field by 400. 2: Destroy a card on the field 3: Choose a Plant type monster in your Graveyard and special summon it.						
CSOC-JP060	Immortal Type Underworld Cannon	Magic	Continuous			
When an Undead type monster is special summoned to your field, deal 800 damages to opponent. This effect can only be activated once per turn.						
CSOC-JP061	Village of Magical Tribe	Magic	Field			
When there are only Spellcaster type monsters on your field, opponent cannot activate Magic card. When there is not Spellcaster type monster on your field, you cannot activate Magic cards.						
CSOC-JP062	Omega Glasses	Magic	Equipment			
Can only be equipped to monster on your field. Once per turn, randomly confirm a card in opponent's hand. During the turn this effect is activated, the equipped monster cannot attack.						
CSOC-JP063	Battle Mania	Trap	Normal			
Can be activated during Standby Phase of opponent's turn. Change all face-up monsters on opponent's field to attack mode, and during this turn the mode cannot be change. Also, opponent's monster(s) that can attack must attack this turn.						
CSOC-JP064	Confusion Chaff	Trap	Normal			
Can be activated when the second direct attack declaration during a Battle Phase. That opponent's monster would battles with the first opponent monster that direct attacked and calculate battle damages for that battle.						
CSOC-JP065	Emergency Tuning	Trap	Normal			
This card can only be activated during Battle Phase. Synchro Summon a Synchro monster.						
CSOC-JP066	Synchro Strike	Trap	Normal			
The attack strength of a monster that was Synchro Summoned is increase by the number of Synchro material monsters x 500 until End Phase.						
CSOC-JP067	Pride's Roar	Trap	Normal			
When calculating battle damages, when the attack strength of your monster is lower than opponent's monster, you can pay the amount of Life Points equal to the difference in attack strength. During Damage Calculation only, increase the attack strength of your monster by the difference between attack strengths + 300.						
CSOC-JP068	Revival Gift	Trap	Normal			
Special Summon a Tuner monster from your Graveyard. Negate the effect of effect monster special summoned by this effect. Special Summon 2 [Gift Demon Token] (Dark/Demon/3/1500/1500) to opponent's field.						

CSOC-JP069	Pedigree of Destruction God	Trap	Normal			
During the turn a monster in defense mode on opponent's field is destroyed, you can choose a face-up Level 8 monster on your field to activate. During this turn, the chosen monster can attacked 2 turns during Battle Phase.						
CSOC-JP070	Doppel Gainer	Trap	Continuous			
When you received damage as result of effect of opponent's monster, deal amount of damage to opponent equal to damages dealt.						
CSOC-JP071	Deform	Trap	Normal			
Can only be activated when a [Deformer] monster face-up on your field is target of attack. Negate the attack of that attacking monster, and then change the mode of the chosen [Deformer] monster.						
CSOC-JP072	Deformer Gazer	Trap	Continuous			
When a [Deformer] monster is successfully summoned, reversed summoned or special summoned, you can change the mode of that monster to defense mode.						
CSOC-JP073	Psycho Trigger	Trap	Normal			
Can be activated when you have less Life Points than opponent. Remove 2 Psychic type monsters from your Graveyard from the game, draw 2 cards.						
CSOC-JP074	Pollinosis	Trap	Counter			
Release a Plant type monster on your field to activate. Negate the activation of a Magic or Trap or the summoned or special summoned of a monster and destroy it.						
CSOC-JP075	Bamboo Skull Wooden Frame	Trap	Normal			
Release a Plant type monster on your field to activate. Special summon 2 [Blum Token] (Earth/Plant/1/500/500) to opponent's field in defense mode.						
CSOC-JP076	Plant Connection	Trap	Normal			
After activation this card becomes an equip card that increase attack strength by 500, and equipped it onto a Plant type monster on your field. When this card that is an equipped card is destroyed by effect of other cards, you can special summon a Plant type monster from your Graveyard.						
CSOC-JP077	Trap of Royal Grave	Trap	Normal			
Can be activated when an Undead type monster is special summoned to your field from opponent's Graveyard. Destroy 2 cards on the field.						
CSOC-JP078	DNA Scheduled Physical Examination	Trap	Normal			
Choose a face-down monster on your field to activate. Opponent chooses 2 monster attributes. Reveal the chosen monster and if it has one of declared attribute, opponent draws 2 cards. If not, you draw 2 cards.						
CSOC-JP079	Contest at Lord's Presence	Trap	Continuous			
Both players must send monsters on his/her own field to Graveyard until they have one Attribute. When this card is face-up on the field, both players can only have 1 type of monster attribute on their own field.						
CSOC-JP080	Big Pit Trap	Trap	Normal			
Can be activate when 2 or more monsters are successfully special summoned at the same time. Destroy all monsters on the field.						