

Translation file for: **Force of the Breaker (FOTB-JP)**

Document version 1.0, last updated 2/11/2007

Created by Spikes and Baron

<http://www.dmcomet.net>

(c) 2/2007 S&B DMComet, 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:

v1.0 - Initial Version



Set Rarity List

Ultimate Rare (11)	Gem Beast - Sapphire Pegasus (007) Volcanic Devil (008) E-Hero Captain Gold (014) Sky Devil Lord - Enrise (021) Sky Devil Lord - Norreras (022) Sky Devil Lord - Invisi (023) Wind Emperor - Raiser (026) Rare Value (033) Fire Soul (031) Blaze Cannon Trident (041) Barrier of Flash - Shining Force - (055)
Ultra Rare (4)	Gem Beast - Sapphire Pegasus (007) Volcanic Devil (008) E-Hero Captain Gold (014) Rare Value (033)
Super Rare (7)	Sky Devil Lord - Enrise (021) Sky Devil Lord - Norreras (022) Sky Devil Lord - Invisi (023) Wind Emperor - Raiser (026) Fire Soul (031) Blaze Cannon Trident (041) Barrier of Flash - Shining Force - (055)
Rare (14)	Gem Beast - Topaz Tiger (004) Volcanic Bullet (009) Volcanic Edge (012) Gravekeeper's Commander (015) Warrior of Atlantis (016) Killersaurus (017) Emissary of Sky - Zeradius (018) General Demon (019) Harpy Queen (020)

	Ninja Chivalrous Thief - Goegoe (024) Steel Axe of Luck (037) Rainbow Ruin (045) Triggering Summon (046) Fire Wall (060)
Common (35)	All the rest

Card No.	Name	Attribute	Type	Lvl	ATK	DEF
FOTB-JP001	Gem Beast – Ruby Carbuncle	Light	Angel	3	300	300
When this card is successfully special summoned, you can special summon as many [Gem Beast] monsters as you can from your Magic/Trap card zone. When this card is destroy while in monster card zone, instead of sending it to Graveyard you can put this card face-up as a Continuous Magic card into your Magic/Trap card zone.						
FOTB-JP002	Gem Beast – Amehyst Cat	Earth	Beast	3	1200	400
This card can attack opponent directly. If so, the battle damages done by this card to opponent is halved. When this card is destroy while in monster card zone, instead of sending it to Graveyard you can put this card face-up as a Continuous Magic card into your Magic/Trap card zone.						
FOTB-JP003	Gem Beast – Emerald Turtle	Water	Aqua	3	600	2000
You can put a monster on your field that had attacked this turn to defense mode. This effect can only be activated once per turn. When this card is destroy while in monster card zone, instead of sending it to Graveyard you can put this card face-up as a Continuous Magic card into your Magic/Trap card zone.						
FOTB-JP004	Gem Beast – Topaz Tiger	Earth	Beast	4	1600	1000
When this card attacks opponent's monster, increase this card attack strength by 400 during damage step. When this card is destroy while in monster card zone, instead of sending it to Graveyard you can put this card face-up as a Continuous Magic card into your Magic/Trap card zone.						
FOTB-JP005	Gem Beast – Amber Mammoth	Earth	Beast	4	1700	1600
When a face-up [Gem Beast] monster on your field is target of attack, you can change the target of attack to this card instead. When this card is destroy while in monster card zone, instead of sending it to Graveyard you can put this card face-up as a Continuous Magic card into your Magic/Trap card zone.						
FOTB-JP006	Gem Beast – Cobalt Eagle	Wind	Bird	4	1400	800
You can return a face-up [Gem Beast] monster from your field to the top of your deck. This effect can only be activated once per turn. When this card is destroy while in monster card zone, instead of sending it to Graveyard you can put this card face-up as a Continuous Magic card into your Magic/Trap card zone.						
FOTB-JP007	Gem Beast – Sapphire Pegasus	Wind	Beast	4	1800	1200
When this card is successfully Summoned, Reversed Summoned, or Special Summoned, you can place a [Gem Beast] monster from your hand, deck, or Graveyard as a Continuous Magic card face-up to your Magic/Trap card zone. When this card is destroy while in monster card zone, instead of sending it to Graveyard you can put this card face-up as a Continuous Magic card into your Magic/Trap card zone.						
FOTB-JP008	Volcanic Devil	Fire	Pyro	8	3000	1800

This card cannot be Normal Summoned. This card can only be initially special summon by sending a face-up [Blaze Cannon Trident] on your field to Graveyard. When there's monster in attack position on opponent's field during Battle Phase of opponent's turn, opponent must attack this card. When this card destroy a monster and sent it to Graveyard, destroy all monsters on opponent's field, and deal 500 damages to opponent for each monster.						
FOTB-JP009	Volcanic Bullet	Fire	Pyro	1	100	0
When this card is in your Graveyard, you can pay 500 lifepoints to add a [Volcanic Bullet] into your hand from your deck. This effect can only be activated once per turn during your Main Phase.						
FOTB-JP010	Volcanic Buckshoot	Fire	Pyro	2	500	0
When this card is send to Graveyard, deal 500 damages to opponent. When this card is send to Graveyard by the effect of a [Blaze Cannon] card, by sending 2 [Volcanic Buckshoot] from your hand and/or deck to Graveyard, destroy all monsters on opponent's field.						
FOTB-JP011	Volcanic Revolver	Fire	Pyro	3	1200	600
When this card is destroyed as result of battle, you can choose a [Volcanic] monster from your deck and put it to the top of your deck.						
FOTB-JP012	Volcanic Edge	Fire	Pyro	4	1800	1200
Deal 500 damages to opponent. This effect can only be activated once per turn. If this effect is activated, this card cannot attack this turn.						
FOTB-JP013	Volcanic Hammer	Fire	Pyro	5	2400	1500
Deal damages to opponent equal to number of [Volcanic] monsters in your Graveyard * 200. This effect can only be activated once per turn. If this effect is activated, this card cannot attack this turn.						
FOTB-JP014	E-Hero Captain Gold	Light	Warrior	4	2100	800
Discard this card from your hand to Graveyard, add a [Skyscraper] from your deck into your hand. If [Skyscraper] is not on the field, destroy this card.						
FOTB-JP015	Gravekeeper's Commander	Earth	Spellcaster	4	1600	1500
Discard this card from your hand to Graveyard, add a [Pharaoh's Sleeping Valley - Necrovalley] from your deck into your hand.						
FOTB-JP016	Warrior of Atlantis	Water	Aqua	4	1900	1200
Discard this card from your hand to Graveyard, add a [Legendary City - Atlantis] from your deck into your hand.						
FOTB-JP017	Killersaurus	Earth	Dino	4	1800	1100
Discard this card from your hand to Graveyard, add a [Jurassic World] from your deck into your hand.						
FOTB-JP018	Emissary of Sky - Zeradius	Light	Angel	4	2100	800
Discard this card from your hand to Graveyard, add a [Sanctuary of Sky] from your deck into your hand. If [Sanctuary of Sky] is not on the field, destroy this card.						
FOTB-JP019	General Demon	Dark	Demon	4	2100	800
Discard this card from your hand to Graveyard, add a [Pandemonium - Nest of Demons -] from your deck into your hand. If [Pandemonium - Nest of Demons -] is not on the field, destroy this card.						
FOTB-JP020	Harpy Queen	Wind	Bird	4	1900	1200
Discard this card from your hand to Graveyard, add a [Harpy's Hunting Ground] from your deck into your hand. This card's name is treated as [Harpy Lady] when it's on the field or in Graveyard.						
FOTB-JP021	Sky Devil Lord - Enrise	Light	Angel	8	2400	1500

This card cannot be Normal Summon. This card cannot be special summon outside of by removing 3 Light/Angel attribute-type monsters and a Dark/Demon attribute-type monster in your Graveyard. You can remove a face-up monster on the field from the game. If this effect is activated, this card cannot attack this turn. This effect can only be used once per turn.

FOTB-JP022	Sky Devil Lord – Norreras	Dark	Demon	8	2400	1500
------------	---------------------------	------	-------	---	------	------

This card cannot be Normal Summon. This card cannot be special summon outside of by removing a Light/Angel attribute-type monster and 3 Dark/Demon attribute-type monsters in your Graveyard. Pay 1000 lifepoints, send all cards in both players' hand and field to Graveyard. Afterward, you draw a card.

FOTB-JP023	Sky Devil Lord – Invisil	Earth	Angel	6	2200	1600
------------	--------------------------	-------	-------	---	------	------

This card cannot be special summon. When sacrificed summon, this card gains the following effect according to the sacrificed.

- Light/Angel: When this card is face-up on the field, negate the effect of all Magic cards.

- Dark/Demon: When this card is face-up on the field, negate the effect of all Trap cards.

FOTB-JP024	Ninja Chivalrous Bandit – Goegoe	Wind	Warrior	4	1500	1000
------------	----------------------------------	------	---------	---	------	------

If opponent have 5 or more cards in his/her hand, when this card deals battle damages to opponent, randomly discard 2 cards from opponent's hand.

FOTB-JP025	Barrier Technique Master – Meiku	Light	Spellcaster	4	1700	600
------------	----------------------------------	-------	-------------	---	------	-----

Sacrifice this card. Destroy a face-up Continuous Magic or Continuous Trap card on the field.

FOTB-JP026	Wind Emperor – Raiser	Wind	Bird	6	2400	1000
------------	-----------------------	------	------	---	------	------

When this card is successfully sacrificed summoned, return a card on the field to the top of its owner's deck.

FOTB-JP027	Plate Crusher	Earth	Rock	3	1400	300
------------	---------------	-------	------	---	------	-----

Send a face-up Continuous Magic or Continuous Trap card from your field to Graveyard. Deal 500 damages to opponent. This effect can be use up to 2 times per turn.

FOTB-JP028	Dweller in Dragon Vein	Earth	Dragon	3	1500	700
------------	------------------------	-------	--------	---	------	-----

For each face-up Continuous Magic card on your field, increase this card's attack strength by 300.

FOTB-JP029	Magna Slash Dragon	Light	Dragon	6	2400	1200
------------	--------------------	-------	--------	---	------	------

Send a face-up Continuous Magic card on your field to Graveyard, destroy a Magic/Trap card on opponent's field.

FOTB-JP030	Gravi Crush Dragon	Dark	Dragon	6	2400	1200
------------	--------------------	------	--------	---	------	------

Send a face-up Continuous Magic card on your field to Graveyard, destroy a monster on opponent's field.

FOTB-JP031	Fire Soul	Magic	Normal			
------------	-----------	-------	--------	--	--	--

Opponent draws a card. Choose a Pyro type monster from your deck and remove it from the game. Deal damages to opponent equal to halved the attack strength of the removed monster. When this card is activated, you cannot declare attack this turn.

FOTB-JP032	Guidance of Gem	Magic	Normal			
------------	-----------------	-------	--------	--	--	--

When there are 2 or more [Gem Beast] cards in your Magic/Trap card zone, special summon a [Gem Beast] monster from your deck.

FOTB-JP033	Rare Value	Magic	Normal			
------------	------------	-------	--------	--	--	--

Can only be activated when there are 2 or more [Gem Beast] cards in your Magic/Trap card zone. Opponent choose and send a [Gem Beast] monster from your Magic/Trap card zone to Graveyard, then draw 2 cards from your deck.					
FOTB-JP034	Blessing of Gem	Magic	Normal		
Choose up to 2 [Gem Beast] monsters from your Graveyard, and put them face-up into your Magic/Trap card zone as a Continuous Magic card.					
FOTB-JP035	Abundance of Gem	Magic	Normal		
Send 4 [Gem Beast] cards from your Magic/Trap card zone to your Graveyard to activate. Send all cards on the field to Graveyard. Also special as many [Gem Beast] monsters in your Graveyard as you can equal to number of cards on opponent's field send to Graveyard by that effect.					
FOTB-JP036	Contract of Gem	Magic	Normal		
Choose and special Summon a [Gem Beast] monster from your Magic/Trap card zone.					
FOTB-JP037	Metal Axe of Luck	Magic	Equipment		
Increase the attack strength of the equipped monster by 500. When this card is destroyed by effect of an opponent's card and send to Graveyard when this card is face-up on the field, draw a card.					
FOTB-JP038	Tornado	Magic	Quickplay		
Can be activated when opponent have 3 or more cards in his/her Magic/Trap card zone. Destroy a card in opponent's Magic/Trap card zone.					
FOTB-JP039	Crazy Fire	Magic	Quickplay		
Pay 500 lifepoints. Destroy a [Blaze Cannon] card on your field, and then destroy all monsters on the field. Afterward, special summon a [Crazy Fire Token] (Fire/Pyro/3/1000/1000) to your field in attack position. Your monster cannot attack during this turn.					
FOTB-JP040	Blaze Cannon	Magic	Continuous		
Send a Pyro Type monster with attack strength 500 or less from your hand to Graveyard, destroy a monster on opponent's field. Your monsters cannot attack the turn this effect is activated.					
FOTB-JP041	Blaze Cannon Trident	Magic	Continuous		
Send a face-up [Blaze Cannon] from your field to Graveyard to activate. Send a Pyro Type monster from your hand to Graveyard, destroy a monster on opponent's field and deal 500 damages to opponent. Your monsters cannot attack the turn this effect is activate.					
FOTB-JP042	Field Barrier	Magic	Continuous		
Field Magic cards cannot be destroyed. Also, Field Magic cards cannot be activated. Only one of this card can be face-up on your field.					
FOTB-JP043	"A" Cell Multiplication Device	Magic	Continuous		
During each of your Standby Phase put an "A Counter" on a face-up monster on opponent's field.					
FOTB-JP044	Different Space - A Zone	Magic	Field		
When opponent monster battles with [Alien] monster on your field, decrease the attack and defense strength of that monster by 300 during damage calculation.					
FOTB-JP045	Rainbow Ruin	Magic	Field		

This card gains the following effect(s) according to number of [Gem Beast] monsters in your Magic/Trap card zone.

- 1 or more: This card cannot be destroyed by effect of card
- 2 or more: Once per turn you can halve the battle damages done to a player
- 3 or more: You can send a [Gem Beast] monster from your field to Graveyard, negate the activation of a Magic or Trap card and destroy it.
- 4 or more: Once per turn at your Main Phase you can draw a card from your deck.
- 5: Once per turn during your Main Phase you can special summon a [Gem Beast] card from your Magic/Trap card zone.

FOTB-JP046	Triggering Summon	Trap	Normal			
------------	-------------------	------	--------	--	--	--

Can be activated when a monster is special summoned to opponent's field. Both players can special summon a monster with level 4 or less from hand.

FOTB-JP047	Last Resort	Trap	Normal			
------------	-------------	------	--------	--	--	--

Can be activated when opponent's monster declares attack. Choose a [Rainbow Ruin] in your deck and activate. If so, if opponent had activated a Field Magic, opponent can draw a card.

FOTB-JP048	Prayer of Gem	Trap	Normal			
------------	---------------	------	--------	--	--	--

Send a [Gem Beast] card from your Magic/Trap card zone to Graveyard to activate. Destroy a card on opponent's field.

FOTB-JP049	Volcanic Charge	Trap	Normal			
------------	-----------------	------	--------	--	--	--

Return up to 3 [Volcanic] monsters from your Graveyard into your deck.

FOTB-JP050	Transaction of Magic	Trap	Normal			
------------	----------------------	------	--------	--	--	--

Can be activated by paying 1000 lifepoints when opponent activates a Magic card. Randomly discard a card from opponent's hand.

FOTB-JP051	Central Assault	Trap	Normal			
------------	-----------------	------	--------	--	--	--

Choose a face-up [Six Warmasters] monster to activate. During this turn's Battle Phase, if the chosen monster destroys an opponent's monster as a result of battle, [Head General - Shien] and [Six Warmasters] monsters on your field can direct attack opponent.

FOTB-JP052	Ultimate Last Stand	Trap	Normal			
------------	---------------------	------	--------	--	--	--

Pay your lifepoint until to 100 to activate. Special summon any amount of [Six Warmasters] monsters from your Graveyard to your field (up to 1 card with same name). Also, you cannot special summon a card with the same name as a card existed on the field.

FOTB-JP053	Entry Manual of Chivalrous Bandit	Trap	Normal			
------------	-----------------------------------	------	--------	--	--	--

Can only be activated when opponent has 5 or more cards in his/her hand. Randomly discard a card from opponent's hand.

FOTB-JP054	Secret Manual of Chivalrous Bandit	Trap	Normal			
------------	------------------------------------	------	--------	--	--	--

Choose a face-up Normal Monster on your field to activate. When the chosen monster does battle damages to opponent during this turn, opponent randomly discards 2 cards from his/her hand.

FOTB-JP055	Barrier of Flash - Shining Force -	Trap	Normal			
------------	------------------------------------	------	--------	--	--	--

Can be activated when opponent declares attack and there're 3 or more monsters in attack position on opponent's field. Destroy all monsters in attack position on opponent's field.

FOTB-JP056	Soliciting Goblin	Trap	Continuous			
------------	-------------------	------	------------	--	--	--

When a monster on your field deals battle damages to opponent, return a card from opponent's Magic/Trap card zone to owner's hand.

FOTB-JP057	Soliciting Zombie	Trap	Continuous			
When a monster on your field does battle damages to opponent, choose a card in opponent's Graveyard and put it to bottom of his/her deck.						
FOTB-JP058	Mass Hypnosis	Trap	Continuous			
Can only be activated when an [Alien] monster is on your field. Choose up to 3 monsters on opponent's field with "A Counter(s)" on it and gain control of those cards. Destroy this card at End Phase of the activated turn.						
FOTB-JP059	Gem Flash Energy	Trap	Continuous			
During each of your Standby Phase deal damage to opponent equal to number of face-up Continuous Magic card on the field * 300.						
FOTB-JP060	Fire Wall	Trap	Continuous			
When opponent declare a direct attack, by removing a Fire type monster in your Graveyard from the game negate that monster's attack. During each of your Standby Phase pay 500 lifepoints. If didn't pay, destroy this card.						