

Translation file for: **Power of the Duelist (POTD)**

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Set Rarity List	
Ultimate Rare (11)	Neospacian Aqua Dolphin (003) Neospacian Flare Scarab (004) Neospacian Black Panther (005) D-Hero Doubleguy (012) D-Hero Dogmaguy (014) Ultimate Tyranno (020) E-Hero Aqua Neos (031) E-Hero Flare Neos (032) E-Hero Black Neos (033) Chimeratech Over Dragon (034) Super Vehicroid - Jumbo Drill (036)
Secret Rare (0)	N/A
Ultra Rare (4)	E-Hero Aqua Neos (031) E-Hero Flare Neos (032) E-Hero Black Neos (033) Chimeratech Over Dragon (034)
Super Rare (7)	Neospacian Aqua Dolphin (003) Neospacian Flare Scarab (004) Neospacian Black Panther (005) D-Hero Doubleguy (012) D-Hero Dogmaguy (014) Ultimate Tyranno (020) Super Vehicroid - Jumbo Drill (036)
Rare (14)	Submarineroid (008) D-Hero Dashguy (017) Alien Warrior (027) Alien Mother (028) Space Beast Gangil (029) Calling Magic (039) Overload Fusion (042) Cyclone Blade (043) Future Fusion (044)

	Neospace (046) Dark City (048) D-Chain (050) Super Charge (056) Cyber Summon Blaster (057)
Secret Common (0)	N/A
Common (35)	All the rest

Card No.	Name	Type	Attribute	Lvl	ATK	DEF
POTD-JP001	E-Hero Neos	Light	Warrior	7	2500	2000
POTD-JP002	Sabersaurus	Earth	Dino	4	1900	500
POTD-JP003	Neospacian Aqua Dolphin	Water	Warrior	3	600	800
Discard a card from hand. Look at opponent's hand and choose a monster card from it. When you have a monster on your field with higher attack strength than the chosen monster, destroy the chosen monster and do 500 damages to opponent. When you don't have a monster on your field with attack strength higher than that monster, you receive 500 damages. This effect can only be activate once per turn.						
POTD-JP004	Neospacian Flare Scarab	Fire	Insect	3	500	500
Increase this card's attack strength equal to number of Magic/Trap cards on opponent's field x400.						
POTD-JP005	Neospacian Black Panther	Dark	Beast	3	1000	500
You can choose a face-up monster on opponent's field. As long as this card is face-up on your field, this card would be treated as same name as the chosen monster, and get the effect of the chosen monster until End Phase of the turn. This effect can only be activated once per turn.						
POTD-JP006	Cacoon Dolphina	Water	Fish	2	400	600
When [Neospace] is one the field, you may sacrifice this card to special summon a [Neospacian Aqua Dolphin] from your hand or deck.						
POTD-JP007	Stargazer Bird - Laris	Wind	Bird	3	800	800
This card's attack strength is increase by the level of opponent's monster battling with this card * 200 during damage step. When this card attacks at the end of Damage Step remove this card from the game, and put it to your field in face-up attack mode at the beginning of battle phase of your next turn.						
POTD-JP008	Submarineroid	Water	Machine	4	800	1800
This card can attack opponent directly. If so, the battle damages done to opponent would equal to this card's original attack strength. Also, you may switch this card's mode to defense mode at the end of Damage Step.						
POTD-JP009	Kyuukyuroid	Earth	Machine	3	300	1200
When a monster with [Roid] in its name would add to your hand from Graveyard, you may special summon that monster.						
POTD-JP010	Decoyroid	Wind	Machine	2	300	500
When this card is face-up on the field, opponent cannot choose another face-up monster as target of attack other than [Decoyroid].						
POTD-JP011	Rescuroid	Fire	Machine	6	1600	1800
When this card is face-up on the field, when a monster with [Roid] in its name on your field is destroy as result of battle and sent to Graveyard, you may return it to your hand.						
POTD-JP012	D-Hero Doubleguy	Dark	Warrior	6	1000	1000
This card cannot be special summon. This card can attack twice in a battle phase. When this card is destroy, at your next Standby Phase, you may special summon 2 [Doubleguy Token] (Dark/Warrior/4/1000/1000) onto your field.						

POTD-JP013	D-Hero Defendguy	Dark	Warrior	4	100	2700
When this card is in face-up defense mode during Standby Phase of opponent's turn, opponent player draw a card.						
POTD-JP014	D-Hero Dogmaguy	Dark	Warrior	8	3400	2400
This card cannot be Normal Summon. This card cannot be special summon other than by sacrificing 3 monsters on your field including monster(s) with [D-Hero] in its name. When this card successfully special summon, during the standby phase of opponent's next turn, half opponent's lifepoints.						
POTD-JP015	D-Hero Daggarguy	Dark	Warrior	3	300	600
Discard this card from your hand. Until the end phase of this turn, increase the attack strength of a monster on your field with [D-Hero] in its name by 800. This effect can also be use during opponent's Battle Phase.						
POTD-JP016	D-Hero Doomguy	Dark	Warrior	4	1000	1000
When this card is destroyed as result of battle and sent to Graveyard, at your next Standby Phase, special summon a monster with [D-Hero] in its name from your Graveyard other than [D-Hero Doomguy].						
POTD-JP017	D-Hero Dashguy	Dark	Warrior	6	2100	1000
Sacrifice a monster from your field, increase this card's attack strength by 1000 until end phase of the turn. This effect can only be used once per turn. When this card attacks, switch it to defense mode at the end of battle phase. When this card is in Graveyard, during draw phase only once you can reveal a monster card you draw and special summon it.						
POTD-JP018	Black Ptera	Wind	Dino	3	1000	500
When this card is send to Graveyard from the field outside of destroy as result of battle, return this card into owner's hand.						
POTD-JP019	Black Stego	Earth	Dino	4	1200	2000
When this card is chosen as target of attack by opponent's monster, switch this card to defense mode.						
POTD-JP020	Ultimate Tyranno	Earth	Dino	8	3000	2200
At the beginning of your Battle Phase when this card is in attack mode, this card must attack each opponent's monster once at the beginning.						
POTD-JP021	Miracle Jurassic Egg	Earth	Dino	4	0	2000
When this card is face-up on your field, this card cannot be remove from the game. Also, when a Dino sub-type monster is send to Graveyard, put 2 counters on this card. Sacrifice this card, special summon a Dino sub-type monster with level equal to or less than the number of counters on this card from your deck.						
POTD-JP022	Baby Ceratosaurus	Earth	Dino	2	500	500
When this card is sent to Graveyard by effect, choose a Dino sub-type monster with level 4 or less from your deck and special summon it onto your field.						
POTD-JP023	Baytron	Water	Reptile	6	2400	1000
When you successfully activate a Counter Trap, this card may be special summon by sacrificing all monsters on your field. When this card is successfully special summon this way, you may destroy number of cards on opponent's field equal to number of Angel sub-type monsters sacrificed.						
POTD-JP024	Alien Grey	Light	Reptile	2	300	800
Reverse: Choose a face-up monster on opponent's field, and put a "A Counter" on it. When monsters with "A Counter" battle with a monster with [Alien] in its name, the attack and defense strength of that monster is decreased by 300 for each "A Counter" on it. Also, when this card is destroy in battle while it's reverse, draw a card from your deck.						
POTD-JP025	Alien Skull	Wind	Reptile	4	1600	1800

<p>You may sacrifice a monster on opponent's field with level of 3 or less to special summon this card on opponent's field. When this monster is special summon this way, you can't normal summon this turn, and put an "A Counter" on this card when it's special summon. When monsters with "A Counter" battle with a monster with [Alien] in its name, the attack and defense strength of that monster is decreased by 300 for each Alien Counter on it.</p>						
POTD-JP026	Alien Hunter	Water	Reptile	4	1600	800
<p>When this card destroys a monster with "A Counter(s)" as a result of battle, this card can attack one more time continuously.</p>						
POTD-JP027	Alien Warrior	Earth	Reptile	4	1800	1000
<p>When this card is destroyed as a result of battle, put 2 "A Counters" on the monster that destroy this card. When monsters with "A Counter" battle with a monster with [Alien] in its name, the attack and defense strength of that monster is decreased by 300 for each "A Counter" on it.</p>						
POTD-JP028	Alien Mother	Dark	Reptile	6	2300	1500
<p>When this card destroys a monster with "A Counter(s)" as a result of battle, special summon that monster to your field at the end of Battle Phase. All monsters that are special summon this way are destroyed when this card leaves the field.</p>						
POTD-JP029	Space Beast Gangil	Light	Reptile	7	2600	2000
<p>If you sacrifice monster originally owned by opponent on your field, you can only sacrifice one monster to summon this card. Once during your turn, you may put an "A Counter" on a monster on opponent's field. When monsters with "A Counter" battle with a monster with [Alien] in its name, the attack and defense strength of that monster is decreased by 300 for each "A Counter" on it.</p>						
POTD-JP030	Disk Musuki	Light	Reptile	5	1000	2000
<p>When this card is face-up on the field, instead of drawing a card in draw phase, you may select a card with [Alien] in its name from your deck and put it into your hand.</p>						
POTD-JP031	E-Hero Aqua Neos	Water	Warrior - Fusion	7	2500	2000
<p>[E-Hero Neos] + [Neo Spacian Aqua Dolphin] This card is special summon by returning the above monsters on your field to deck (The card [Fusion] is not required). Discard a card from your hand to destroy a card on opponent's hand randomly. This effect can only be used once per turn. Return this card to your Fusion Deck at End Phase.</p>						
POTD-JP032	E-Hero Flare Neos	Fire	Warrior - Fusion	7	2500	2000
<p>[E-Hero Neos] + [Neo Spacian Flare Scarab] This card is special summon by returning the above monsters on your field to deck (The card [Fusion] is not required). The attack strength of this card is increase by the number of Magic and/or Trap card on the field *400. Return this card to your Fusion deck at End Phase.</p>						
POTD-JP033	E-Hero Black Neos	Dark	Warrior - Fusion	7	2500	2000
<p>E-Hero Black Neos Dark/Warrior - Fusion/7/2500/2000 [E-Hero Neos] + [Neo Spacian Black Panther] This card is special summon by returning the above monsters on your field to deck (The card [Fusion] is not required). You may choose a face-up effect monster on the field. As long as this card is face-up on your field, the effect of that monster is negated until it leaves the field (Only 1 monster can be select). Return this card to your Fusion deck at End Phase.</p>						
POTD-JP034	Chimeratech Over Dragon	Dark	Machine - Fusion	9	?	?

Chimeratech Over Dragon Dark/Machine - Fusion/9/??/? [Cyber Dragon] + One of more Machine sub-type monster(s) This card can only be special summon by Fusion summon. When this card is successfully Fusion Summon, send all cards on your field except this card into Graveyard. The original attack and defense strength of this card is equal to the number of monsters you used to Fusion summon this card *800. This card can attack a number of opponent's monsters equal to the number of card you use to Fusion Summon this card.						
POTD-JP035	Reskyuukyuuroid	Fire	Machine - Fusion	6	2300	1800
[Rescuroid] + [Kyuukyuuroid] This card cannot be Special Summon outside of Fusion Summon. When a monster on your field is destroy as result of battle and send to Graveyard, you may special summon that monster to your field in defense mode. This effect can only be used once per turn.						
POTD-JP036	Super Vehicroid - Jumbo Drill	Earth	Machine - Fusion	8	3000	2000
[Steamroid] + [Submarineroid] + [Drillroid] You can only use the above monsters when you Fusion Summon this card. When this monster attack a monster in defense mode, and the attack strength of this card is greater than the defense strength of that monster, do battle damage to opponent equal to the difference.						
POTD-JP037	Contact	Magic	Normal			
Send all monsters with [C] (Cocoon) in its name on your field to Graveyard, special summon from your deck one monster mentioned in those cards.						
POTD-JP038	Fake Hero	Magic	Normal			
Special Summon a monster with [E-Hero] in its name from your hand. That monster cannot attack, and return it to your hand at the End Phase of that turn.						
POTD-JP039	Calling Magic	Magic	Normal			
When this card is destroy by opponent's Magic/Trap card effect while set and sent to Graveyard, choose a Quickplay Magic card from your deck, reveal it, and set it onto your field.						
POTD-JP040	Vehicroid Connection Zone	Magic	Normal			
Send from your hand and/or field all monster cards required for a Fusion monster to Graveyard, and special summon a Fusion monster with [Vehicroid] in its name from your Fusion deck. The monster card special summon by this card cannot be destroy by effect of Magic, Trap, and effect monster, and its effect cannot be negate. (This special summon is treated as Fusion Summon)						
POTD-JP041	D-Spirit	Magic	Normal			
When there's no monster with [D-Hero] in its name on your field, you may special summon a monster with [D-Hero] in its name from your hand that is level 4 or less.						
POTD-JP042	Overload Fusion	Magic	Normal			
From your field and/or Graveyard, remove from game all monster cards required for a Fusion monster card, and special summon a Dark main-type, Machine sub-type Fusion monster from your Fusion deck. (This special summon is treated as Fusion Summon)						
POTD-JP043	Cyclone Blade	Magic	Equipment			
This card can only be equipped on a monster with [D-Hero] in its name. When the equipped monster attack, at the end of Damage Step destroy a Magic/Trap card on the field.						
POTD-JP044	Future Fusion	Magic	Continuous			

Choose Fusion materials from your deck for a Fusion monsters and send them to Graveyard, and choose a Fusion monster from your Fusion deck. At the 2nd of your Standby Phase after this card is activate special summon that Fusion monster onto your field (this special summon is treated as Fusion Summon). When this card is not on the field, destroy that monster. When that monster is destroy, destroy this card.					
POTD-JP045	Common Soul	Magic	Continuous		
Choose a face-up monster on the field to activate. Special summon a monster with [N] (Neospacian) in its name from your hand to that monster's controller's field. The attack strength of the chosen monster would be increase by the attack strength of that "N" monster. When this card leaves the field, return the monster with [N] (Neospacian) in its name special summon by this card into your hand.					
POTD-JP046	Neospace	Magic	Field		
Increase the attack strength of [E-Hero Neos] and Fusion monsters with [E-Hero Neos] as Fusion material by 500. The Fusion monsters with [E-Hero Neos] as Fusion material can be not put back into deck at End Phase.					
POTD-JP047	Mausoleum of Deceased Emperor	Magic	Field		
Both players can pay lifepoints equal to the number of monsters need for sacrifice summon *1000, and Normal Summon that monster without sacrificing.					
POTD-JP048	Dark City	Magic	Field		
When monsters with [D-Hero] in its name attack and the attack strength of the attacking monster is less than the attack strength of the attacking target monster, the attack strength of the attacking monster is increase by 1000 during Damage Calculation.					
POTD-JP049	Destiny Mirage	Trap	Normal		
This card can be acitvate when a monster with [D-Hero] in its name on your field is destroy by opponent's card effect and sent to Graveyard. Special Summon to your field all monster with [D-Hero] in its name that are destroyed and sent to Graveyard during this turn.					
POTD-JP050	D - Chain	Trap	Normal		
This card would become an equipment card with that increase the attack strength by 500, and equipped on a monster with [D-Hero] in its name on your field. When the equipped monster destroys an opponent's monster as result of battle, do 500 damages to opponent.					
POTD-JP051	Mystery Circle	Trap	Normal		
Send any number of monsters on your field to Graveyard to activate. Choose a monster with [Alien] in its name with level total equal to the levels of the monsters send to Graveyard from your deck and special summon it. If you fail to summon, you lose 2000 lifepoints.					
POTD-JP052	Dividing Path of Destiny	Trap	Normal		
Both player flip a coin, when its head increase the lifepoint by 2000, when its tail decrease the lifepoint by 2000.					
POTD-JP053	Exoatmosphere Shot	Trap	Normal		
Send a monster with [Alien] in its name on your field to Graveyard. Destroy a Magic/Trap card on the field.					
POTD-JP054	Imperial Overtax	Trap	Normal		
This card can be activate during opponent's Standby Phase. Randomly choose a card in opponent's hand and confirmed it. When a card with same name as the chosen card is summon or activate before the End Phase of your next turn, do 1000 damages to opponent. If didn't summon or activate, you receive 1000 damages.					
POTD-JP055	Wonder Garage	Trap	Normal		
When this card is destroy and send to Graveyard while set, you may special summon a monster with [Roid] in its name with level 4 or less from hand.					

POTD-JP056	Super Charge	Trap	Normal			
When there's only Machine sub-type monsters with [Roid] in its name on your field, this card can be activate when opponent's monster declare attack. Draw 2 cards from your deck.						
POTD-JP057	Cyber Summon Blaster	Trap	Continuous			
Whenever you successfully special summon a Machine sub-type monster, deal 300 damages to opponent.						
POTD-JP058	Fossil Excavation	Trap	Continuous			
Discard a card from your hand. Choose a Dino sub-type monster from your Graveyard and special summon it. The effects of the monster special summon this way would be negate. When this card is not on the field, destroy that monster. When that monster is destroy, destroy this card.						
POTD-JP059	Synthetic Angel	Trap	Continuous			
Whenever you activate a Counter Trap, special summon a [Synthetic Angel Token] (Light/Angel/1/300/300).						
POTD-JP060	Brainwash Ray	Trap	Continuous			
Choose a monster on opponent's field with "A Counter" on it and gain control of it. During each of your End Phase, remove an Alien counter from that monster. If all Alien counters on that controlled monster are remove or when that monster is destroy, destroy this card.						