

Translation file for: **Strike of Neos (STON-JP)**
 Document version 1.0, last updated 11/12/2006
 Created by Spikes and Baron
<http://www.dmcomet.net>
 (c) 11/2006 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)	Genetic Werewolf (001) Neospacian Air Hummingbird (004) Head General - Shien (013) Devil Lord of Dark Realm - Rain (017) E-Hero Air Neos (034) E-Hero Ground Neos (035) E-Hero Glow Neos (036) Deal of Dark Realm (038) Card Trader (046) Skyscraper 2 - Hero City (048) Legitimate Bloodline (057)
Ultra Rare (4)	Devil Lord of Dark Realm - Rain (017) E-Hero Air Neos (034) E-Hero Ground Neos (035) E-Hero Glow Neos (036)
Super Rare (7)	Genetic Werewolf (001) Neospacians Air Hummingbird (004) Head General - Shien (013) Deal of Dark Realm (038) Card Trader (046) Skyscraper 2 - Hero City (048) Legitimate Bloodline (057)
Rare (14)	Frost Saurus (002) Spiral Dragon (003) Neospacian Ground Mole (005) Sage of Silent (015) Fusionist Killer (020) D.D. Crow (024) Ancient Rule (037) Neos Force (039) Twister (042) Hero Medal (050)

	Family Disturbance (052) Prophecy of Reincarnation (054) Sniper of Night Fog (059) Tatami Flip (060)
Common (35)	All the rest

Card No.	Name	Attribute	Type	Lv	ATK	DEF
STON-JP001	Genetic Werewolf	Earth	Beast-Warrior	4	2000	100
STON-JP002	Frost Saurus	Water	Dino	6	2600	1700
STON-JP003	Spiral Dragon	Water	Sea Serpent	8	2900	2900
STON-JP004	Neospacian Air Hummingbird	Wind	Bird	3	800	600
Increase your life by 500 for each card in opponent's hand. This effect can only be use once per turn.						
STON-JP005	Neospacian Ground Mole	Earth	Rock	3	900	300
When this card battles with an opponent's monster, return this card and that opponent's monster to respective owner's hand.						
STON-JP006	Neospacian Glow Moss	Light	Plant	3	300	900
When this card battles, opponent draw a card. Both players confirm the card draw by this effect, and this card gains the following effect depends on that card's type. - Monster card: End this turn's Battle Phase - Magic card: This card can attack opponent directly - Trap card: Put this card to defense mode						
STON-JP007	Six Warmasters – Yaichi	Water	Warrior	3	1300	800
When there's another [Six Warmasters] monster on your field outside of [Six Warmasters - Yaichi], once per turn you can destroy a set Magic/Trap card. This monster cannot declare attack the turn this effect is used. When this card is destroyed, you can destroy a [Six Warmasters] monster outside of this card instead.						
STON-JP008	Six Warmasters – Kamon	Fire	Warrior	3	1500	1000
When there's another [Six Warmasters] monster on your field outside of [Six Warmasters - Kamon], once per turn you ca destroy a face-up Magic/Trap card. This monster cannot declare attack the turn this effect is used. When this card is destroyed, you can destroy a [Six Warmasters] monster outside of this card instead.						
STON-JP009	Six Warmasters – Yariza	Earth	Warrior	3	1000	500
When there's another [Six Warmasters] monster on your field outside of [Six Warmasters - Yariza], this card can attack opponent directly. When this card is destroyed, you can destroy a [Six Warmasters] monster outside of this card instead.						
STON-JP010	Six Warmasters – Nisashi	Wind	Warrior	4	1400	700
When there's another [Six Warmasters] monster on your field outside of [Six Warmasters - Nisashi], this card can attack two times during a Battle Phase. When this card is destroyed, you can destroy a [Six Warrior Group] monster outside of this card instead.						
STON-JP011	Six Warmasters – ZANJI	Light	Warrior	4	1800	1300
When there's another [Six Warmasters] monster on your field outside of [Six Warmasters - ZANJI], destroy the monster attack by this card at the end of Damage Step. When this card is destroyed, you can destroy a [Six Warrior Group] monster outside of this card instead.						
STON-JP012	Six Warmasters – Irou	Dark	Warrior	3	1700	1200
When there's another [Six Warmasters] monster on your field outside of [Six Warmasters - Irou], when this card attack a monster is face-down defense mode, destroy that face-down monster without calculating damages. When this card is destroyed, you can destroy a [Six Warmasters] monster outside of this card instead.						

STON-JP013	Head General – Shien	Fire	Warrior	7	2500	1400
When there's more than 2 [Six Warmasters] monsters on your field, this card can be special summon from hand. When this card is face-up on the field, opponent can only activate up to one Magic card per turn. When this card is destroyed, you can destroy a [Six Warmasters] monster instead.						
STON-JP014	Foot Soldier of Shien	Earth	Warrior	2	700	300
When this card is destroyed and sent to Graveyard as result of Battle, you can special summon a [Six Warmasters] monster with level 3 or less from your deck onto your field.						
STON-JP015	Saint of Silence	Light	Spellcaster	4	1400	1000
When this card is destroyed in battle by opponent's monster, opponent cannot activate Magic card during his/her next turn.						
STON-JP016	Sage of Tranquility	Light	Spellcaster	4	1400	1000
When this card is destroyed in battle by opponent's monster, opponent cannot activate Trap card during his/her next turn.						
STON-JP017	Devil Lord of Dark Realm – Rain	Dark	Demon	7	2500	1800
When this card is discarded into Graveyard from hand by effect of opponent's card, special summon this card to the field. When this card is successfully special summon by this effect, destroy all monster or Magic/Trap cards on opponent's field.						
STON-JP018	Assassin of Dark Realm – Kaki	Dark	Demon	2	300	500
When this card is discarded into Graveyard from hand by effect of other card, destroy a monster on the field.						
STON-JP019	Tactician of Dark Realm – Green	Dark	Demon	2	300	500
When this card is discarded into Graveyard from hand by effect of other card, destroy a Magic/Trap card on the field.						
STON-JP020	Fusionist Killer	Dark	Demon	4	1400	1200
The attack strength of Fusion monsters battle with this card become 0 during Damage Step.						
STON-JP021	Electric Worm	Light	Thunder	3	1000	1000
Discard this card from hand to Graveyard. Until the End Phase of this turn, gain control of a Machine or Dragon type monster on opponent's field.						
STON-JP022	Puppet Plant	Earth	Plant	3	1000	1000
Discard this card from hand to Graveyard. Until the End Phase of this turn, gain control of a Warrior or Spellcaster type monster on opponent's field.						
STON-JP023	Puppet Insect	Dark	Insect	3	1000	1000
Discard this card from hand to Graveyard. Until the End Phase of this turn, gain control of a Demon or Undead type monster on opponent's field.						
STON-JP024	D.D. Crow	Dark	Bird	1	100	100
Discard this card from hand to Graveyard. Remove a card from opponent's Graveyard from the game. This effect can also be activates during opponent's turn.						
STON-JP025	Silent Abyss	Water	Reptile	7	2000	1500
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.						
STON-JP026	Hell Prominence	Fire	Reptile	7	2000	1500
When this card is destroyed and sent to Graveyard as result of Battle, destroy all face-up monsters on the field outside of Water attribute monster.						
STON-JP027	Rage Earth	Earth	Reptile	7	2000	1500

When this card is destroyed and sent to Graveyard as result of Battle, destroy all face-up monsters on the field outside of Earth attribute monster.						
STON-JP028	Death Cyclone	Wind	Reptile	7	2000	1500
When this card is destroyed and sent to Graveyard as result of Battle, destroy all face-up monsters on the field outside of Wind attribute monster.						
STON-JP029	Shine Spirits	Light	Reptile	7	2000	1500
When this card is destroyed and sent to Graveyard as result of Battle, destroy all face-up monsters on the field outside of Light attribute monster.						
STON-JP030	Darkness Soul	Dark	Reptile	7	2000	2500
When this card is destroyed and sent to Graveyard as result of Battle, destroy all face-up monsters on the field outside of Dark attribute monster.						
STON-JP031	Alien Psycho	Dark	Reptile	1	200	100
When this card is successfully Summoned or Reversed Summoned put it to defense mode. When this card is face-up on the field, all monsters with "A Counter" on it cannot declare attack.						
STON-JP032	Lycan Thrope	Earth	Beast-Warrior - Ritual	6	2400	1800
Descend by [Synthetic Sorcery]. When this card does battle damages to opponent, deal damages to opponent equal to number of Normal monsters in your Graveyard * 200.						
STON-JP033	Enlightened Warrior Cuchulainn	Light	Warrior - Ritual	4	500	1500
Descend by [Confirmation of Enlightenment]. Remove a Normal monster in your Graveyard from the game. Until the Standby Phase of your next turn, increase this card's attack strength by the attack strength of the Normal monster removed from game by this effect. This effect can only be used once per turn.						
STON-JP034	E-Hero Air Neos	Wind	Warrior - Fusion	7	2500	2000
[E-Hero Neos] + [Neospacian Air Hummingbird] This card can only be special summon from Fusion deck by returning the above monsters from your field to deck (The Magic card [Fusion] is not required). When your lifepoints is less than opponent's lifepoints, increase this card's attack strength by that amount. Return this card to Fusion Deck at End Phase.						
STON-JP035	E-Hero Ground Neos	Earth	Warrior - Fusion	7	2500	2000
[E-Hero Neos] + [Neospacian Ground Mole] This card can only be special summon from Fusion deck by returning the above monsters from your field to deck (The Magic card [Fusion] is not required). You can return a monster on opponent's field to owner's hand. This effect can only be use once per turn. Return this card to Fusion Deck at End Phase.						
STON-JP036	E-Hero Glow Neos	Light	Warrior - Fusion	7	2500	2000
[E-Hero Neos] + [Neospacian Glow Moss] This card can only be special summon from Fusion deck by returning the above monsters from your field to deck (The Magic card [Fusion] is not required). Return this card to Fusion Deck at End Phase. You can destroy a face-up card on opponent's field, and gains the following effect according to that card's type. This effect can only be used once per turn during your Main Phase 1. - Monster card: During this turn, this card cannot attack. - Magic card: This card can attack opponent directly - Trap card: Put this card to defense mode.						
STON-JP037	Ancient Rule	Magic	Normal			
Special Summon a Normal monster from your hand with level 5 or more.						
STON-JP038	Deal of Dark Realm	Magic	Normal			

Both players draw a card from deck, then discard a card from hand.					
STON-JP039	Neos Force	Magic	Equipment		
Can only be equipped on [E-Hero Neos]. Increase the attack strength of the equipped monster by 800. When the equipped monster destroy a monster as result of battle and it's sent to Graveyard, deal damages to opponent equal to halved of the attack strength of the destroyed monster. At End Phase add this card to your deck and shuffle it.					
STON-JP040	Pitch-Black Famous Horse	Magic	Equipment		
Can only be equipped on [Six Warmasters] monsters. Increase the attack and defense strength of the equipped monster by 200. When the equipped monster is destroyed, destroy this card instead.					
STON-JP041	"A" Cell Cluster Bomb	Magic	Quickplay		
Choose a face-up [Alien] monster on your field to activate. Destroy the chosen monster, and put number of "A Counter(s)" on face-up monster(s) on opponent's field equal to that monster's level.					
STON-JP042	Twister	Magic	Quickplay		
Pay 500 lifepoints. Destroy a face-up Magic/Trap card on the field.					
STON-JP043	Synthetic Sorcery	Magic	Ritual		
Needed for descend of [Lycan Thrope]. You must sacrifice cards from field and/or hand with total level of 6 or more.					
STON-JP044	Confirmation of Enlightenment	Magic	Ritual		
Needed for descend of [Enlightened Warrior Cuchulainn]. You must sacrifice cards from field and/or hand with total level of 4 or more.					
STON-JP045	Advanced Ritual Technique	Magic	Ritual		
Choose a Ritual monster from your hand, choose Normal monster(s) from your deck to the same level as that card. Special Summon the chosen Ritual monster.					
STON-JP046	Card Trader	Magic	Continuous		
You can add a card from your hand and shuffle it into your deck during your Standby Phase, then draw a card from your deck. This effect can only be activated once per turn.					
STON-JP047	Mist Castle of Shien	Magic	Field		
When a [Six Warmasters] monster attacked, decrease the attack strength of the attacked monster by 500.					
STON-JP048	Skyscraper 2 – Hero City	Magic	Field		
You can special summon an [E-Hero] monster from your Graveyard that was destroyed by Battle from your Graveyard. This effect can only be activated once per turn during your Main Phase.					
STON-JP049	Change of Hero – Reflector Ray	Trap	Normal		
Can only be activated when an [E-Hero] FUsion monster on your field is destroy and sent to Graveyard as result of battle. Do damage to opponent equal to the level of the destroyed Fusion monster * 300.					
STON-JP050	Hero Medal	Trap	Normal		
When this card is destroyed and sent to Graveyard by effect of opponent's card while set, add and shuffle this card into your deck. Afterward, draw a card from your deck.					
STON-JP051	Six Warmasters Intervention!	Trap	Normal		
Special Summon a [Six Warmasters] monster from your Graveyard. Destroy the monster special summon by this effect at End Phase of this turn.					
STON-JP052	Family Disturbance	Trap	Normal		

Discard a Magic card from hand. Destroy a face-up monster on opponent's field. Also look at opponent's hand, and send all cards with the same name to Graveyard.						
STON-JP053	Shining Bullet	Trap	Normal			
Can only be activated when an opponent's monster successfully direct attack. This turn becomes End Phase.						
STON-JP054	Prophecy of Reincarnation	Trap	Normal			
Choose 2 cards in Graveyard(s), and shuffle them back into owner's deck.						
STON-JP055	Fusion Extermination Device	Trap	Normal			
Destroy a face-up Fusion monster on the field.						
STON-JP056	Scroll of Ritual Seal	Trap	Normal			
Destroy a face-up Ritual monster on the field.						
STON-JP057	Legitimate Bloodline	Trap	Continuous			
Choose a Normal Monster in your Graveyard, and special summon it in attack mode. When this card leaves the field, destroy that monster. When that monster leaves the field, destroy this card.						
STON-JP058	Gale! Slaughtering Formation	Trap	Continuous			
When a [Six Warmasters] on your field battle, increase the attack strength of all [Six Warmasters] monsters on your field by 300 until End Phase of this turn.						
STON-JP059	Sniper of Night Fog	Trap	Continuous			
Declare a monster card name. When the declared monster is Summon, Special Summon, or Reverse by opponent, remove the declared monster and this card from the game.						
STON-JP060	Tatami Flip	Trap	Counter			
Negate the activation and the effect of effect monster that activates when it's successfully Summon, and destroy that monster.						