

Translations file for: **The Duelist Genesis (TDGS-JP)**
 Document version 1.1, last updated 7/9/2008
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UPDATE:

V1.1 – Grammatical/Text correction
 v1.0 – Initial Version

Set Rarity List	
Ultra/Ultimate Rare (5)	Nitro Warrior (039) Star Dust Dragon (040) Red Demon's Dragon (041) Goyou Guardian (042) Mental Sphere Demon (044)
Super Rare (9)	Nitro Synchro (002) Bolt Hedgehog (003) Big Piece Golem (008) Dark Sprocketer (009) Montage Dragon (014) Multi Piece Golem (038) Synchro Cancel (049) Angel Lift (064) Guard Block (065)
Rare (18)	Shield Warrior (005) Mid Piece Golem (007) Whopper Dragon (013) Mental Master (016) Cabalist (017) Psycho Walld (021) Destructor (023) Twin Barrel Dragon (029) Yamato-no-Kami (035) Fighting Spirits (045) Domino (046) Junk Attack (047) Psychic Impulse (052) Evolving Mankind (060) Stargate (067) Synchron Reflect (068) Psycho Charge (070) Intercept (076)
Normal Rare (4)	Dark Assassin (033) Summon Limit - Power Filter - (058) Den of Needle Worm (079) Overspec (080)

Common (44)		All the rest				
Card No.	Name	Attribute	Type	Lvl	ATK	DEF
TDGS-JP001	Oneshot Booster	Earth	Machine	1	0	0
At the turn when you successfully summoned a monster, this card can be special summon from hand. Release this card, destroy an opponent's monster that had battled with your monster during this turn.						
TDGS-JP002	Nitro Synchro	Fire	Machine – Tuner	2	300	100
When this card is sent to Graveyard when used for Synchro summoned of a [Nitro] Synchro monster, draw a card from your deck.						
TDGS-JP003	Bolt Hedgehog	Earth	Beast	2	800	800
When there is a face-up Tuner monster on your field, you can special summon this card from your Graveyard. When this card special summoned by this effect leaves the field, remove it from the game.						
TDGS-JP004	Dead Guardna	Dark	Warrior	4	0	1900
When a face-up monster on your field is chosen as target of attack, you can change the target to this card. When this card is destroyed and sent to Graveyard as result of battle, decrease the attack strength of a face-up monster on opponent's field by 1000 until End Phase.						
TDGS-JP005	Shield Warrior	Earth	Warrior	3	800	1600
During Battle Damage Calculation, you can remove this card from your Graveyard from the game. The monster(s) on your field would not be destroy at that battle.						
TDGS-JP006	Small Piece Golem	Earth	Rock	3	1100	0
When [Big Piece Golem] is face-up on your field and this card is Summoned, Reversed Summoned, or Special Summoned this card, you can special summon a [Mid Piece Golem] from your deck. Negate the effect of the monster special summoned by this effect.						
TDGS-JP007	Mid Piece Golem	Earth	Rock	4	1600	0
When [Big Piece Golem] is face-up on your field and this card is Summoned, Reversed Summoned, or Special Summoned this card, you can special summon a [Small Piece Golem] from your deck. Negate the effect of the monster special summoned by this effect.						
TDGS-JP008	Big Piece Golem	Earth	Rock	5	2100	0
When there is a monster on opponent's field and no monster on your field, you can Normal Summoned this card without Release.						
TDGS-JP009	Dark Sprocketer	Dark	Demon – Tuner	1	400	0
When this card is sent to Graveyard when used for Synchro summoned of a Dark attribute Synchro monster, you can destroy a face-up Magic/Trap card on the field.						
TDGS-JP010	Dark Resonator	Dark	Demon – Tuner	3	1300	300
Once per turn this card is not destroy as result of battle.						
TDGS-JP011	Double Warrior	Earth	Warrior	4	700	1600
When this card is destroyed and sent to Graveyard as result of battle, half the attack strength of a face-up monster on opponent's field until End Phase.						
TDGS-JP012	Jute Knight	Earth	Warrior – Tuner	2	700	900
Once per turn you can change a monster in face-up attack mode on opponent's field to face-up defense mode.						
TDGS-JP013	Whooper Dragon	Wind	Dragon	5	1800	1800
When this card is destroyed and sent to Graveyard by attack of opponent's monster, treat this card as an Equip card and equipped it onto that monster. Decrease the attack strength of the equipped monster by 1800. When this card is sent to Graveyard as result of equipped monster destroyed, you can special summon this card to your field.						

TDGS-JP014	Montage Dragon	Earth	Dragon	8	?	0
This card cannot be normal summoned. This card cannot be special summoned outside of by sending 3 monster cards from hand to Graveyard. This card's attack strength is equal to the total level of the monsters sent to Graveyard for this card's special summon x 300.						
TDGS-JP015	Gorogoru	Earth	Rock	3	1350	1600
Change the opponent's monster battles with this card to face-down defense mode at the end of Damage Step.						
TDGS-JP016	Mental Master	Light	Psychic – Tuner	1	100	200
Pay 800 Life Points, and release a Psychic type monster except [Mental Master] on your field to activate. Special Summon a Psychic type monster with level 4 or less from deck to your field in face-up attack mode.						
TDGS-JP017	Cabalist	Earth	Psychic	1	100	100
When this card is destroyed and sent to Graveyard as result of Battle, you can pay 800 Life Points to add a Psychic type monster from your deck into hand.						
TDGS-JP018	Clevonce	Dark	Psychic – Tuner	2	1200	400
When this card is chosen as target of attack, pay 800 Life Points to negate the attack of that monster.						
TDGS-JP019	Mental Protector	Light	Psychic	3	0	2200
The controller of this card pays 500 Life Points during each of his/her Standby Phase. If you cannot pay 500 Life Points destroy this card. When this card is face-up on the field, non-Psychic type monsters with attack strength of 2000 or less cannot attack.						
TDGS-JP020	Psycho Commander	Earth	Psychic – Tuner	3	1400	800
When Psychic type monster on your field battles, pay life in multiples of 100 (maximum 500) to activate. Decrease the attack and defense strength of an opponent monster battling by life paid until End Phase of this turn.						
TDGS-JP021	Psycho Walld	Earth	Psychic	4	1900	1200
Pay 800 Life Points to activate. A face-up Psychic type monster on your field and attack 2 times during a Battle Phase. During the turn this effect is activated, this card cannot attack.						
TDGS-JP022	Teleki Attacker	Earth	Psychic	4	1700	700
When Psychic Type monster(s) are destroyed, pay 500 Life Points to destroy this card instead.						
TDGS-JP023	Destructor	Earth	Psychic	4	1600	400
Pay 1000 Life Points to destroy a set Magic/Trap card on opponent's field. At End Phase, when there is not another Psychic type monster on your field destroy this card.						
TDGS-JP024	Glacial Beast Equite	Wind	Bird	4	1600	1200
When this card is successfully special summoned by the effect of [Glacial Beat] monster, choose a [Glacial Beast] card in your Graveyard and add it to your hand. When this card battles you can return this card to the deck at the end of Battle Phase, then special summon a [Glacial Beast] monster outside of [Glacial Beast Equite] from the deck to your field.						
TDGS-JP025	Lightlord Priest – Janice	Light	Spellcaster	4	300	2100
During End Phase when effect of [Lightlord] card would send card(s) to Graveyard, deal 500 damages to opponent, and you gain 500 Life Points.						
TDGS-JP026	Dark Spirit User – D'Arc	Dark	Spellcaster	3	500	1500
Reverse: When this card is face-up on the field, gain control of a Dark Attribute monster on opponent's field.						

TDGS-JP027	Mechausa	Earth	Machine	2	800	100
When this card is destroyed as result of Battle and sent to Graveyard, you can special summon a [Mechausa] from your deck onto your field in face-down defense mode. When this card is reversed, choose a card on the field, and deal 500 damages to that controller.						
TDGS-JP028	Oyster Meister	Water	Fish	3	1600	200
When this card is destroyed except as result of Battle and sent to Graveyard, special summon a [Oyster Token] (Water/Fish/1/0/0) to your field.						
TDGS-JP029	Twin Barrel Dragon	Dark	Machine	4	1700	200
When this card is successfully summoned, reverse summoned, or special summoned, choose a card on opponent's field to activate. Flip 2 Coins, if the result is 2 Heads, destroy the chosen card.						
TDGS-JP030	Izanagi	Wind	Angel	6	2200	1000
This card can be special summon by removing a Spirit monster from hand. When this card is face-up on your field, the effect of Spirit monsters on your field that would return it to hand can be not activate.						
TDGS-JP031	Kunoichi Warrior	Wind	Warrior	4	1800	1000
When the control of this face-up card is switched, the controller of this card randomly discards a card from his/her hand.						
TDGS-JP032	Avatar of Pharaoh	Earth	Undead	3	400	600
When this card is sent to Graveyard when used for Synchro Summon of a Synchro monster, you can choose an Undead type monster with level 4 or less from your Graveyard and special summon it to your field.						
TDGS-JP033	Dark Assassin	Dark	Demon	4	1600	400
According to number of Dark attribute monsters in your Graveyard, this card gains the following effect. - 1 or less: Decrease this card's attack strength by 400. - 2 to 4: Increase this card's attack strength by 400. - 5 or more: When this card is sent to Graveyard, destroy all face-down monsters on opponent's field.						
TDGS-JP034	Kinkabyou	Dark	Beast – Spirit	1	400	200
This card cannot be special summoned. Return this card to owner's hand at End Phase of the turn it's summoned or reversed. When this card is summoned or is reversed, special summon a level 1 monster from your Graveyard. When this card leaves the field, remove the monster special summoned by this effect from the game.						
TDGS-JP035	Yamato-no-Kami	Dark	Warrior – Spirit	6	2200	1200
This card cannot be Normal Summoned. This card cannot be special summoned outside of by removing a Spirit monster from your Graveyard from the game. Return this card to hand the turn it was special summoned. When this card battles and destroyed a monster, you can destroy a Magic/Trap card on opponent's field.						
TDGS-JP036	Quiet Insect	Earth	Insect	2	300	700
Send this card from your hand to Graveyard, decrease the level of a monster on your field by 1 until End Phase.						
TDGS-JP037	Noisy Insect	Earth	Insect	2	700	300
Send this card from your hand to Graveyard, increase the level of a monster on your field by 1 until End Phase.						

TDGS-JP038	Multi Piece Golem	Earth	Rock – Fusion	7	2600	1300
[Big Piece Golem] + [Mid Piece Golem]						
At the end of Battle Phase where this card battled you can return this card to Extra Deck. Also, if the Fusion material monster set that is used to Fusion Summon this card that was returned to Extra deck is in your Graveyard, you can special summon that set onto your field.						
TDGS-JP039	Nitro Warrior	Fire	Warrior-Synchro	7	2800	1800
[Nitro Synchro] + 1 or more non-Tuner monster(s)						
When you activated Magic card this turn, increase this card's attack strength by 1000 only once during Damage Calculation of that turn. When this card attacks and destroy an opponent's monster, you can change a monster in face-up defense mode on opponent's field to attack mode and this attack that monster continuously.						
TDGS-JP040	Star Dust Dragon	Wind	Dragon-Synchro	8	2500	2000
Tuner + 1 or more non-Tuner monster(s)						
When effect of Magic, Trap, and effect monster that "destroy card(s) on the field" is activate, you can release this card to negate that activate and destroy it. At End Phase of the turn this effect was applied, you can special summon this card that is in your Graveyard due to released by activation of the effect to your field.						
TDGS-JP041	Red Demon's Dragon	Dark	Dragon-Synchro	8	3000	2000
Tuner + 1 or more non-Tuner monster(s)						
When this card attacks monster in defense mode on opponent's field, after Damage Calculation destroy all monsters on opponent's field that is in defense mode. At your End Phase when this card is face-up in the field, destroy all monsters on your field that did not declare attack this turn outside of this card.						
TDGS-JP042	Goyou Guardian	Earth	Warrior-Synchro	6	2800	2000
Tuner + 1 or more non-Tuner monster(s)						
When this card destroyed an opponent's monster and sent it to Graveyard by battle, you can special summon that monster to your field in face-down defense mode.						
TDGS-JP043	Magical Android	Light	Psychic-Synchro	5	2400	1700
Tuner + 1 or more non-Tuner monster(s)						
During your End Phase, recover your Life Points equal to number of Psychic type monster face-up on your field x600.						
TDGS-JP044	Mental Sphere Demon	Dark	Psychic-Synchro	8	2700	2300
Tuner + 1 or more non-Tuner monster(s)						
When this card destroyed a monster as result of battle and it's sent to Graveyard, recover your Life Points equal to the original attack strength of the destroyed monster. When a Magic/Trap card that targets a Psychic Type monster is activate, you can pay 1000 Life Points to negate the activation and destroy it.						
TDGS-JP045	Fighting Spirits	Magic	Equipment			
Increase the attack strength of the equipped monster by 300 for each monster on opponent's field. When the equipped monster is destroyed by battle, you can destroy this card instead.						
TDGS-JP046	Domino	Magic	Continuous			
When a monster on opponent's field is destroyed and sent to Graveyard as result of battle, you can send a monster on your field to Graveyard, destroy a monster on opponent's field.						

TDGS-JP047	Junk Attack	Magic	Equipment			
When the equipped monster destroyed a monster and sent it to Graveyard by battle, deal damages to opponent's Life Points equal to half of the attack strength of the destroyed monster.						
TDGS-JP048	Easy Tuning	Magic	Quickplay			
Remove a Tuner monster from your Graveyard from the game to activate. Increase the attack strength of a face-up monster on your field by the attack strength of the removed Tuner monster.						
TDGS-JP049	Synchro Cancel	Magic	Normal			
Return a face-up Synchro monster on the field to Extra Deck. Afterward, if the set of monsters used to Synchro Summoned the monster returned to Extra Deck is in your Graveyard, you can special summon that set to your field.						
TDGS-JP050	Lightning Tune	Magic	Normal			
Choose a face-up level 4 Light Attribute monster on your field to activate. When the chosen monster is face-up on the field it is treated as a Tuner monster.						
TDGS-JP051	Psychic Break	Magic	Continuous			
When a Psychic type monster is successfully summoned, by paying 500 Life Points increase that monster's level by 1 and attack strength by 300.						
TDGS-JP052	Psychic Impulse	Magic	Normal			
Release a Psychic type monster on your field to activate. Opponent shuffle the hand back to deck. Afterward, he/she draw 3 cards.						
TDGS-JP053	Emergency Teleport	Magic	Quickplay			
Special Summon a Psychic Type monster with level 3 or less from your hand or deck. Remove from game the monster special summoned by this effect at End of this turn.						
TDGS-JP054	Kusanagi-no-Tsurugi	Magic	Equipment			
Can only be equipped on a Spirit monster. When the equipped monster attack monster in defense mode and the attack strength is higher than the defense strength, deal Battle damages to opponent equal to the difference. When this card is destroyed as result of the equipped monster return to hand, return this card to hand.						
TDGS-JP055	Yasaka-no-Magatama	Magic	Equipment			
Can only be equipped on a Spirit monster. When the equipped monster destroyed an opponent's monster and sent it to Graveyard as result of battle, recover your Life Points equal to the original attack strength of the destroyed monster. When this card is destroyed as result of the equipped monster return to hand, return this card to hand.						
TDGS-JP056	Yata-no-Kagami	Magic	Equipment			
Can only be equipped on a Spirit monster. During End Phase, the effect that returns the equipped monster to hand is not activated. When the equipped monster is destroyed as result of Battle, destroy this card instead.						
TDGS-JP057	Gear Town	Magic	Field			
You can use 1 less Release than required for the Summoning of [Antique Gear] monster. When this card is destroyed and sent to Graveyard, you can special summon an [Antique Gear] monster from your hand, deck, or Graveyard.						
TDGS-JP058	Summon Limit –Power Filter-	Magic	Continuous			
Both players cannot special summon monster(s) with attack strength of 1000 or less.						
TDGS-JP059	Lightlord Rapier	Magic	Equipment			
Can only be equipped on [Lightlord] monster. Increase the attack strength of the equipped monster by 700. When this card is send from deck to Graveyard, you can equip this card to a [Lightlord] monster on your field.						

TDGS-JP060	Evolving Mankind	Magic	Equipment			
When your Life Points is lower than opponent's, the original attack strength of the equipped monster becomes 2400. When your Life Points is higher than opponent's, the original attack strength of the equipped monster becomes 1000.						
TDGS-JP061	Battery Cycle	Magic	Normal			
Choose 2 Thunder type monsters with attack strength of 1500 or less from your Graveyard and add them to your hand.						
TDGS-JP062	Book of Total Solar Eclipse	Magic	Quickplay			
Change all face-up monsters to face-down defense mode. At End Phase of this turn turn all face-down monsters on opponent's field to face-up defense mode, and opponent draw that number of cards.						
TDGS-JP063	Equip Shoot	Trap	Normal			
Can only be activated during Battle Phase. Choose an equip card equipped on a face-up monster in attack mode on your field and a monster on opponent's field that is in face-up attack mode, then equip the chosen equipped card to the chosen opponent's monster. Afterward, your monster that was equipped with the equip card and the chosen opponent's monsters battled with Damage Calculation apply.						
TDGS-JP064	Angel Lift	Trap	Continuous			
Choose a monster with level 2 or less in your Graveyard, and special summon it in attack mode. When this card is no longer on the field, destroy that monster. When that monster leaves the field destroy this card.						
TDGS-JP065	Guard Block	Trap	Normal			
This card can be activated during opponent's turn after Damage Calculation. The damage you received from that battle would be 0, draw a card.						
TDGS-JP066	Trigger of Tragedy	Trap	Normal			
Can be activated when monster(s) on your field is target of Magic, Trap, or effect monster's effect that "Destroy a monster on the field". Change the target of that effect to a monster on opponent's field that is legal target.						
TDGS-JP067	Stargate	Trap	Continuous			
When opponent's monster battles, put a Gate Counter onto this card at end of that Damage Step. At Main Phases of your turn you can send this card to Graveyard, and special summon a monster from your hand with level less or equal to number of Gate Counter on this card.						
TDGS-JP068	Synchron Reflect	Trap	Normal			
Can be activated when a face-up Synchro monster on your field is target of attack. Negate that attack, and destroy a monster on opponent's field.						
TDGS-JP069	Broken Blocker	Trap	Normal			
Can be activated when a monster in face-up defense mode with defense strength higher than attack strength is destroyed in battle. Special Summon up to 2 of the same name monster from your deck to your field in face-up defense mode.						
TDGS-JP070	Psycho Charge	Trap	Normal			
Choose 3 Psychic type monsters in your Graveyard and shuffle them into your deck. Draw 2 cards afterward.						
TDGS-JP071	Psycho Healing	Trap	Normal			
Increase your Life Points by 1000 for each face-up Psychic type monster on your field.						
TDGS-JP072	Telekinetic Force	Trap	Normal			
Can be activated when a face-up Psychic type monster on your field is destroyed in Battle by opponent's monster. Destroy the attacking opponent's monster, and recover your Life Points equal to the attack strength of that monster.						

TDGS-JP073	Browning Power	Trap	Counter			
Release a face-up Psychic type monster on your field to activate. Negate the activation of a Magic/Trap card or the Summoned or Special Summoned of a monster and destroy it.						
TDGS-JP074	Glacial Beast Chariot	Trap	Counter			
Can be activated when there is a face-up [Glacial Beast] monster on your field. Negate the activation of effect of an effect monster and destroy it.						
TDGS-JP075	Lightlord Barrier	Trap	Continuous			
When a face-up [Lightlord] monster on your field is target of attack, you can send the top 2 cards on your deck to negate the attack of that opponent's monster.						
TDGS-JP076	Intercept	Trap	Counter			
Can be activated when a monster is summoned which required 1 Release. Gain control of that monster.						
TDGS-JP077	Judgment of Thunder	Trap	Normal			
Can be activated when a Thunder type monster is Summoned, Reverse Summoned, or special summoned to your field. Destroy a card on opponent's field.						
TDGS-JP078	Fishure Charge	Trap	Normal			
Release a face-up Fish type monster on your field to activate. Destroy a card on the field, you draw a card.						
TDGS-JP079	Den of Needle Worm	Trap	Normal			
Send the top 5 cards on your deck to Graveyard.						
TDGS-JP080	Overspec	Trap	Normal			
Destroy all monsters on the field with attack strength higher than its original attack strength.						