


SALAMANDER I



ATK 2 CREATURE AMPHIBIAN DEF 1

PE: Put the 2 topmost cards from your SB into your DP.


SALAMANDER I



ATK 2 CREATURE AMPHIBIAN DEF 1

PE: Put the 2 topmost cards from your SB into your DP.

SALAMANDER I



ATK 2 CREATURE AMPHIBIAN DEF 1

PE: Put the 2 topmost cards from your SB into your DP.

LIGHTNING SPIRIT I



ATK 1 CREATURE SPIRIT DEF 1

Quickattacker

GOBLIN WARRIOR II



ATK 3 CREATURE GOBLIN DEF 2

GOBLIN-WARRIOR II



ATK 3 CREATURE GOBLIN DEF 2

WINDWANDERER II



ATK 1 CREATURE FAIRY DEF 1

Unblockable  
DPT

WINDWANDERER II



ATK 1 CREATURE FAIRY DEF 1

Unblockable  
DPT

FIERY DEVIL III



ATK 4 CREATURE DEVIL DEF 2

PE: Deal 2 damage to a creature of your choice and put the 2 topmost cards of your SB into your DP.

FIERY DEVIL III



ATK 4 **CREATURE DEVIL** DEF 2

PE: Deal 2 damage to a creature of your choice and put the 2 topmost cards of your SB into your DP.

FIERY DEVIL III



ATK 4 **CREATURE DEVIL** DEF 2

PE: Deal 2 damage to a creature of your choice and put the 2 topmost cards of your SB into your DP.

JUPITER-STORMMASTER III



ATK 2 **CREATURE SPIRIT** DEF 2

PE: Return a Creature of your choice from play back to its owner's hand.

JUPITER-STORMMASTER III



ATK 2 **CREATURE SPIRIT** DEF 2

PE: Return a Creature of your choice from play back to its owner's hand.

MARS' RAGE I



**⚡ - SPELL**

A Creature of your choice gets +3 ATK until the end of turn.

MARS' RAGE I



**⚡ - SPELL**

A Creature of your choice gets +3 ATK until the end of turn.

FLARING FLAMES II



**SPELL**

Deal 3 damage to a Creature or Player of your choice. **DPT**

FLARING FLAMES II



**SPELL**

Deal 3 damage to a Creature or Player of your choice. **DPT**

FLARING FLAMES II



**SPELL**

Deal 3 damage to a Creature or Player of your choice. **DPT**

WHIRLWIND II



**⚡ - SPELL**

Put any one creature in play on top of it's owner's SB.

WHIRLWIND II



**⚡ - SPELL**

Put any one creature in play on top of it's owner's SB.

STORM BLESSING III



**P - SPELL**

Creatures you control have „Quickattacker“.

STORM BLESSING III



**P - SPELL**

Creatures you control have „Quickattacker“.

**NEUTRAL**



**RECURRING STONE**

**DPT**

**NEUTRAL**



**RECURRING STONE**

**DPT**

**AIR**



**JUPITER-STONE (BASIC)**

**AIR**



**JUPITER-STONE (BASIC)**

**AIR**



**JUPITER-STONE (BASIC)**

AIR



JUPITER-STONE (BASIC)

AIR



JUPITER-STONE (BASIC)

AIR



JUPITER-STONE (BASIC)

AIR



JUPITER-STONE (BASIC)

AIR



JUPITER-STONE (BASIC)

FIRE



MARS-STONE (BASIC)

FIRE



MARS-STONE (BASIC)

FIRE



MARS-STONE (BASIC)

FIRE



MARS-STONE (BASIC)

**FIRE**



MARS-STONE (BASIC)

**FIRE**



MARS-STONE (BASIC)

**FIRE**



MARS-STONE (BASIC)

**FIRE**



MARS-STONE (BASIC)