



Evo-Crushinators Of Doom Translations

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The listings are:

Name – Card Number – Rarity – Civilization
Card Type – Card Subtype – Cost
Rules Text
Power – Mana

A Quick Word:

This is a loose translations of the set. This is NOT a Bible of cards, so the names and translations won't be 100% accurate. So don't bite our heads off if the English version of the set differs slightly from what is posted here, or if what you might have translated differs than this. OK?

The Spoilers:

Eeteru, Spirit of the Star Sea – 1/55 – Very Rare – Light

Creature – Angel Command – 6

This creature can't be blocked.

5500 – 1

Plasma Chaser – 2/55 – Very Rare – Water

Creature – Gel Fish – 6

When this creature attacks, you may draw cards equal to the number of your opponent's creatures in the battle zone.

4000 – 1

Magin, Darkness Soldier – 3/55 – Very Rare – Darkness

Creature – Demon Command – 6

When this creature attacks, your opponent discards a card at random from his hand.

4000 – 1

Volizard Dragon – 4/55 – Very Rare – Fire

Creature – Armored Dragon – 6

When this creature attacks, your opponent chooses and discards a card in his mana zone.

5000 – 1

Zeno Mantis – 5/55 – Very Rare – Nature

Creature – Giant Insect – 7

Double breaker

This creature can't be blocked by any creature that has power 5000 or less.

6000 – 1

Faarū Ega, Protector of Dawn – 6/55 – Rare – Light

Creature – Guardian – 5

When you put this creature into the battle zone, you may choose a spell in your graveyard and put it into your hand.

4000 – 1

Raguna, Preacher of Sparks – 7/55 – Rare – Light

Creature – Berserker – 5

When this creature attacks, you may search your deck for a spell, show that spell to your opponent, and put it into your hand. Then shuffle your deck.

2500 – 1

Spiral Grass – 8/55 – Rare – Light

Creature – Starlight Tree – 4

Blocker

When this creature blocks, untap it afterwards.

6000 – 1

King Nautilus – 9/55 – Rare – Water

Creature – Leviathan – 8

Double breaker

While this creature is in the battle zone, all Liquid People can't be blocked.

6000 – 1

Aqua Bouncer – 10/55 – Rare – Water

Creature – Liquid People – 6

Blocker

When you put this creature into the battle zone, you may choose a creature in the battle zone and return it to its owner's hand.

1000 – 1

Uoruta – 11/55 – Rare – Water

Creature – Cyber Lord – 3

When this creature attacks, you may draw a card.

1000 – 1

Dark Freedō, Demon Commander – 12/55 – Rare – Darkness

Creature – Dark Lord – 5

Double breaker

When this creature attacks, choose 1 of your shields and break it.

6000 – 1

Poison Worm – 13/55 – Rare – Darkness

Creature – Parasite Worm – 4

When this creature comes into play, choose a creature with power 3000 or less and destroy it.

4000 – 1

Amber Pierce – 14/55 – Rare – Darkness

Creature – Brain Jacker – 4

When this creature attacks, return a creature from your graveyard to your hand.

2000 – 1

Metalwing Wyvern – 15/55 – Rare – Fire

Creature – Armored Wyvern – 7

Double breaker

When this creature attacks, before your opponent blocks, choose 1 of your opponent's creatures in the battle zone that has "blocker" and destroy it.

6000 – 1

Bomber Zaurus – 16/55 – Rare – Fire

Creature – Rock Beast – 5

When this creature is destroyed, each player chooses a card in his mana zone and discards it.

5000 – 1

Dogaan, Sudden Sky Soldier – 17/55 – Rare – Fire

Creature – Armorloid – 3

While attacking, this creature gets +2000 power for each of your other tapped creatures in the battle zone.

2000+ – 1

Fortress Shell – 18/55 – Rare – Nature

Creature – Colony Beetle – 9

When you put this creature into the battle zone, destroy up to 2 cards in your opponent's mana zone.

5000 – 1

Rumbling Giga Horn – 19/55 – Rare – Nature

Creature – Horned Beast – 5

When you put this creature into the battle zone, you may search your deck for a creature, show that creature to your opponent, and put it into your hand. Then shuffle your deck.

3000 – 1

Buddhist Elephant – 20/55 – Rare – Nature

Creature – Tree Folk – 4

While this creature is in the battle zone, the mana cost for all creatures is reduced by 1. (*Mana costs can't be below 1.*)

2000 – 1

Raruba Gia, Saint Protector – 21/55 – Uncommon – Light

Creature – Guardian – 3

Evolution – Put on one of your Guardians

When you put this creature into the battle zone, tap all of your opponent's creatures that have "blocker."

5000 – 1

Prophet Uin – 22/55 – Uncommon – Light

Creature – Light Bringer – 2

When this creature attacks, you may choose 1 of your opponent's shields and look at it.

1500 – 1

Diamond Cutter – 23/55 – Uncommon – Light

Spell – 5

Each of your creatures that have summoning sickness or “This creature can’t attack” can attack until the end of your turn.

1

Crystal Lancer – 24/55 – Uncommon – Water

Creature – Liquid People – 6

Evolution – Put on one of your Liquid People

Double breaker

8000 – 1

Stained Glass – 25/55 – Uncommon – Water

Creature – Cyber Virus – 3

When this creature attacks, before your opponent blocks, you may choose 1 fire creature in the battle zone and return it to its owner’s hand.

1000 – 1

Deep Operation – 26/55 – Uncommon – Water

Spell – 4

Shield trigger

Draw cards equal to the number of your opponent’s creatures in the battle zone.

1

Demon Insect Chaos Worm – 27/55 – Uncommon – Darkness

Creature – Parasite Worm – 5

Evolution – Put this creature on a Parasite Worm.

When you put this creature into the battle zone, choose a creature card in your opponent’s graveyard and return it to his hand.

5000 – 1

Grey Ballon, Shadow of Avarice – 28/55 – Uncommon – Darkness

Creature – Ghost – 3

Blocker

This creature can’t attack players.

3000 – 1

Lost Soul – 29/55 – Uncommon – Darkness

Spell – 7

Your opponent discards his entire hand.

1

Armor Varubosu, Machine God – 30/55 – Uncommon – Fire

Creature – Human – 3

Evolution – Put on one of your Humans

While attacking, this creature gets +2000 power for each of your other Humans in the battle zone.

3000+ – 1

Kyuratopusu, Calvary Commander – 31/55 – Uncommon – Fire

Creature – Dragonoid – 3

This creature can attack untapped creatures as though they were tapped.

2000 – 1

Burst Shot – 32/55 – Uncommon – Fire

Spell – 6

Shield trigger

Destroy all creatures that have power 2000 or less.

1

Darkwhip, the Smasher – 33/55 – Uncommon – Nature

Creature – Beast Folk – 2

Evolution – Put on one of your Beast Folk

While this creature is tapped in the battle zone, each of your other Beast Folk in the battle zone get +2000 power.

5000 – 1

Silver Fist – 34/55 – Uncommon – Nature

Creature – Beast Folk – 4

Power attacker +2000

3000+ – 1

Mana Crisis – 35/55 – Uncommon – Nature

Spell – 4

Shield trigger

Choose a card in your opponent's mana zone. Your opponent discards that card.

1

Vizier of Magnetism – 36/55 – Common – Light

Creature – Initiate – 4

When you put this creature into the battle zone, draw a card.

3000 – 1

Prophet Finch – 37/55 – Common – Light

Creature – Light Bringer – 4

When you put this creature into the battle zone, you may choose 1 of your opponent's creatures in the battle zone and tap it.

2000 – 1

Protector of the Weather – 38/55 – Common – Light

Creature – Guardian – 3

3000 – 1

Logic Cube – 39/55 – Common – Light

Spell – 3

Shield trigger

Search your deck for a spell, show that spell to your opponent, and put it into your hand. Then shuffle your deck.

1

Kooraisu – 40/55 – Common – Water

Creature – Cyber Lord – 5

When you put this creature into the battle zone, you may choose 1 of your opponent's creatures in the battle zone and put that creature on top of his deck.

2000 – 1

Scissor Eye – 41/55 – Common – Water

Creature – Gel Fish – 4

3000 – 1

Aqua Shooter – 42/55 – Common – Water

Creature – Liquid People – 4

Blocker

2000 – 1

Mind Search – 43/55 – Common – Water

Spell – 2

Choose up to 3 of your opponent's shields and look at them.

1

Giga Stand – 44/55 – Common – Darkness

Creature – Chimera – 4

When this creature would be destroyed, you may put it into your hand instead. If you do, discard a card from your hand.

3000 – 1

Follicle Insect Zerii Worm – 45/55 – Common – Darkness

Creature – Parasite Worm – 3

When this creature attacks, your opponent discards a card at random from his hand.

2000 – 1

Twisted Bone Slime – 46/55 – Common – Darkness

Creature – Living Dead – 1

Blocker

When this creature attacks, destroy it afterwards.

1000 – 1

Critical Blade – 47/55 – Common – Darkness

Spell – 2

Shield trigger

Choose one of your opponent's creatures in the battle zone that has "blocker" and destroy it.

1

Galzaurus – 48/55 – Common – Fire

Creature – Rock Beast – 5

When this creature is your only creature in the battle zone, it gets "double breaker" and "power attacker +4000."

4000 – 1

Small Hero Getto – 49/55 – Common – Fire

Creature – Human – 2

Power attacker +1000

This creature attacks each turn if able.

2000+ – 1

Engineer Piipo – 50/55 – Common – Fire

Creature – Machine Eater – 2

When this creature is destroyed, each player chooses a card in his mana zone and discards it.

2000 – 1

Quick Gate – 51/55 – Common – Fire

Spell – 4

All your creatures get +1000 power and can attack untapped creatures as though they were tapped until the end of the turn.

1

Jumping Tornado Horn – 52/55 – Common – Nature

Creature – Horned Beast – 3

While attacking, this creature gets +1000 power for each of your other creatures in the battle zone.

2000+ – 1

Silver Axe – 53/55 – Common – Nature

Creature – Beast Folk – 3

When this creature attacks, you may put the top card of your deck into your mana zone.

1000 – 1

Love Elephant – 54/55 – Common – Nature

Creature – Tree Folk – 2

While this creature is in the battle zone, the mana cost for all spells is reduced by 1. (*Mana costs can't be below 1.*)

1000 – 1

Rainbow Stone – 55/55 – Common – Nature

Spell – 4

Search your deck for a card and put that card into your mana zone. Then shuffle your deck.

1

Radia Baare, Guardian of Heaven – S1/S5 – Super Rare – Light

Creature – Guardian – 6

Evolution – Put on one of your Guardians

Double breaker

Blocker

9500 – 1

Crystal Paladin – S2/S5 – Super Rare – Water

Creature – Liquid People – 4

Evolution – Put on one of your Liquid People

When you put this creature into the battle zone, choose a creature in the battle zone that has “blocker” and return it to its owner's hand.

5000 – 1

Demon Wing Insect Genocide Worm – S3/S5 – Super Rare – Darkness

Creature – Parasite Worm – 6

Evolution – Put on one of your Parasite Worms

Double Breaker

11000 – 1

Varudiosu, Armored Machine God – S4/S5 – Super Rare – Fire

Creature – Human – 4

Evolution – Put on one of your Humans

Double breaker

While this creature is in the battle zone, each of your other creatures in the battle zone get +1000 power.

6000 – 1

Fighter Dual Fang – S5/S5 – Super Rare – Nature

Creature – Beast Folk – 6

Evolution – Put on one of your Beast Folk

Double breaker

When you put this creature into the battle zone, put the top 2 cards of your deck into your mana zone.

8000 – 1

The End.

Latest Update:

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