

EnchCr Targets No. Creature 2,6 A 4,5,9 J,K 3,7,8 Q,Joker	Card Ability 1-Eye Tim Suicide Stone Ace/Sp Hippy d	HIS C D	D U E L C H E A T S H E E T
Cre Cos Po Tg a t w h J 1 1 1 Q 2 2 2 K 3 3 3 A 4 4 4 Jkr 5 ? ?	Zone No. Play 1 Hand 2 Out/Game 3 Grave 4 Library 5		
Card Ability J 1st Strike Q Protection K Trample A Flying	Suit Ability H +Power S Regen C +Tough D No Tap		

LgJoker=Keldon */* | SmJoker=Shifter 5: */6-*

Spell	Type	Cards	Char	Target	Cost
MoveCrd s	Sorc	2-10	Pips	Zones	1
Counter	Inst	2,3,5,7	Primes	Enemy	2
Balance	Sorc	4,8,9	Power s	Friend	Factor
EnchCr	Ench	2-10	Name	Friend	10,2E
Heal	Inst	2-10	Center	Self	1
Burn	Inst	2-10	Colum ns	Enemy	1+(X-1)