

KONAMI

DRAGUNITY LEGION

STRUCTURE DECK

This *Dragunity Legion* Structure Deck is ready to Duel, right out of the box. So you're all set to start playing, but first look over this handy Dueling Guide. It points out some of the key combos you can use while you master the strategies of your new Deck.

DECK LIST

MONSTER CARDS

Dragunity Arma Leyvaten
Dragunity Arma Mystalainn
Dragunity Aklys
Dragunity Dux
Dragunity Legionnaire
Dragunity Tribus
Dragunity Darkspear
Dragunity Militum
Dragunity Primus Pilus
Dragunity Brandistock
Dragunity Javelin
Mist Valley Falcon
Hunter Owl
Garuda the Wind Spirit
Flying Kamakiri #1
Spear Dragon
Twin-Headed Behemoth
Armed Dragon LV3
Armed Dragon LV5
Masked Dragon
Masked Dragon

SPELL CARDS

Dragon Ravine
Dragon Mastery
United We Stand
Mage Power
Dragon's Gunfire
Stamping Destruction
Creature Swap
Monster Reincarnation
Foolish Burial
Card Destruction

TRAP CARDS

Windstorm of Etaqua
Relieve Monster
Legacy of Yata-Garasu
Final Attack Orders
Mirror Force
Dragon's Rage
Bottomless Trap Hole
Spiritual Wind Art - Miyabi
Icarus Attack

HOW TO PLAY THIS DECK

This Deck works by having your bigger Dragunity monsters use the smaller ones as living weapons! **Dragon Ravine** adds Dragunity monsters to your hand, and gets your smaller Dragunity monsters into the Graveyard. Once you have a monster equipped with a Dragunity monster, remove it from play to Special Summon your strongest monster: **Dragunity Arma Leyvaten!** When Leyvaten is Summoned, it grabs another Dragon from your Graveyard as an Equip Card. Even if Leyvaten is destroyed, the Dragon equipped to it will be Special Summoned, so you'll have an instant back-up plan!

**REMOVE
FROM PLAY
TO SPECIAL
SUMMON!**



**SPECIAL
SUMMON
+
EQUIP!**



Summon - Equip.
Now you're all set to
Summon Leyvaten!

+ INSTANT EQUIP!



Special Summon
any Dragunity

**DRAGUNITY
POWER-UP!**



Equip for a
500 ATK boost!

Dragon-Type Dragunities



**FULL YOUR
GRAVEYARD**

EQUIP CARDS

Here's a quick reminder on how Equip Cards work:

- The most common Equip Cards you'll see are Equip Spell Cards. Some Trap Cards can also become Equip Cards.
- Some monsters can become Equip Cards. As long as a Monster Card is equipped to another monster, it's treated as an Equip Spell Card, not as a monster.
- All Equip Cards go in your Spell & Trap Card Zone. Including monsters that are equipped to another monster.
- If a monster with cards equipped to it leaves the field, any Equip Cards on it are destroyed.
- Only face-up monsters can be equipped. If an equipped monster is flipped face-down, the Equip Cards that were on it are destroyed.

Some Equip Cards' effects work if they're sent to the Graveyard "while equipped to a monster." What does this mean?

- These effects DO work if the Equip Card is destroyed while the monster remains face-up on the field.
- These effects DO work if the Equip Card and the monster it is equipped to are destroyed at the same time.
- But these effects do NOT work if the Equip Card was sent to the Graveyard only because the monster it was equipped to is no longer face-up on the field.
- So if the equipped monster is destroyed, removed from play, returned to the hand, or flipped face-down, and the Equip Card is destroyed as a result, it was NOT "destroyed while equipped."

POWER UP WITH PACKS!

Upgrade your Structure Deck by adding cards from Booster Packs (sold separately). Here are some great cards to power up your *Dragunity Legion* Deck and create awesome new strategies (you may need to buy multiple Booster Packs to pull these cards).

STARSTRIKE BLAST

Your Structure Deck has several Dragunity Tuners, so now you'll need some Synchro Monsters to go with them! **Dragunity Knight - Vajrayana** can double its ATK by using a Dragon from the Graveyard as a weapon. Also look for **Dragunity Knight - Gae Dearg**. Each turn, it lets you grab a Dragon or Winged Beast-Type monster from your Deck. This lets you make sure you always have the monsters you want in your hand, so you can make your Deck's combos work!



STARDUST OVERDRIVE

If you're looking for a really wild strategy, mix your Dragunities with **Earthbound Immortal Wiraqocha Rasca**. It returns up to 3 of your cards from your field to the Deck. If you return your equipped Dragunities, you can search your Deck for them with **Dragon Ravine** and use them again. Assuming that you don't win the Duel before then, because Wiraqocha Rasca will also have 3100 ATK, and make your opponent discard 3 cards!



HIDDEN ARSENAL 3

Hidden Arsenal 3 is a great place to get more copies of your Dragunities like Dux, Legionnaire, Tribus, and Darkspear. You can also get **Dragunity Phalanx**, which can change itself from an Equip Card back into a monster! **Dragunity Knight - Gae Bulg** is another Synchro Monster. It can pump up its ATK by removing Winged Beasts from your Graveyard.



HIDDEN ARSENAL 4 (AVAILABLE APRIL 2011)

With 10 different Dragunity monsters, including 2 new Synchros, this is the best way to power up your Deck! Equip your Dragunities with the new monsters in this set, and you can do things like search your Deck for more monsters, attack your opponent directly, or smash right over your opponent's monsters! **Dragunity Knight - Trident** can even go after your opponent's Fusion and Synchro monsters while they're still in the Extra Deck, sending them to the Graveyard so they can never be Summoned.

