

Top Idol, Pacifica

[C] [(V)]: During your turn, if you have 4 or more ::Bermuda Triangle:: RGs, this gains +3000 Pow.
[A] [(V)]: At the start of your MP, SC: (1), draw a card, and choose a card in your hand and put it on the bottom of your LB.
[A] [(V)/(R)]: [SB: (8), CB: (5)] When this hits a VG with an attack, may pay. If so, search your LB for up to 3 ::Bermuda Triangle:: and Call them to separate (R)s, and shuffle your LB.

EB02/001 Bermuda Triangle/Mermaid No Trigger

G3

Top Idol, Riviere

[C] [(V)]: If "Super Idol. Riviere" is in your Soul, this gains +1000 Pow.
[A] [(V)]: [CB: (2), Discard a "Top Idol, Riviere" from your hand] When this hits a VG with an attack, may pay. If so, choose up to 3 of your ::Bermuda Triangle:: RGs. Those units gain +5000 Pow for the turn.

EB02/002 Bermuda Triangle/Mermaid No Trigger

G3

Bermuda Princess, Rena

[C] [(V)]: During your turn, if you have 4 or more ::Bermuda Triangle:: RGs, this gains +3000 Pow.
[A]: When this is placed to (V), return all your ::Bermuda Triangle:: RGs to your hand.

EB02/003 Bermuda Triangle/Mermaid No Trigger

G3

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Pearl Sisters, Pearlr

[A]: When this is placed to (R), if you have a ::Bermuda Triangle:: VG, choose 1 of your "Pearl Sisters, Pearlr". That unit gains "[A] [(V)/(R)]: When this hits a VG with an attack, SC: (1), and draw a card" for the turn.

EB02/004 Bermuda Triangle/Mermaid No Trigger

G1

Pearl Sisters, Pearlr

[A] [(V)/(R)]: [SB: (1)] When this hits a VG with an attack, may pay. If so, choose another of your ::Bermuda Triangle:: RGs and return it to your hand.

EB02/005 Bermuda Triangle/Mermaid No Trigger

G2

Girls Rock, Rio

[A]: [CB: (1)] When this is returned from (R) to your hand, if you have a ::Bermuda Triangle:: VG, may pay. If so, SC: (1), and draw a card.

EB02/006 Bermuda Triangle/Mermaid No Trigger

G2

Banquet of Divas Extra Pack

Mermaid Idol, Elly

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [Discard a ::Bermuda Triangle:: card from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Bermuda Triangle:: being attacked. That unit cannot be hit for the battle.

EB02/007 Bermuda Triangle/Mermaid No Trigger

G1

Super Idol, Salem

[A] [(V)/(R)]: [CB: (1)] When this attacks, may pay. If so, this gains +3000 Pow for the battle.

EB02/008 Bermuda Triangle/Mermaid No Trigger

G3

Top Idol, Flores

[A] [(V)/(R)]: [SB: (2)] When this hits with an attack, may pay. If so, choose 1 of your ::Bermuda Triangle:: RGs and return it to your hand.

EB02/009 Bermuda Triangle/Mermaid No Trigger

G3

Top Idol, Aqua

--No Text--

EB02/010 Bermuda Triangle/Mermaid No Trigger

G2

Super Idol, Riviere

[C] [(V)]: If "Mermaid Idol, Riviere" is in your Soul, this gains +1000 Pow.
[A]: When "Top Idol, Riviere" Rides on this, if "Mermaid Idol, Riviere" is in your Soul, draw a card.

EB02/011 Bermuda Triangle/Mermaid No Trigger

G2

Mermaid Idiol, Flute

[C] [(V)/(R)]: During your turn, if you have 4 or more ::Bermuda Triangle:: RGs, this gains +3000 Pow.

EB02/012 Bermuda Triangle/Mermaid No Trigger

G2

Turquoise Blue, Tyrhenia

[A] [(R)]: [SB: (2)] When this Boosts a ::Bermuda Triangle:: and the attack hits a VG, may pay. If so, choose 1 of your other ::Bermuda Triangle:: RGs and return it to your hand.

EB02/013 Bermuda Triangle/Mermaid No Trigger

G1

Bermuda Triangle Cadet, Weddell

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [Put this in Soul] If you have a ::Bermuda Triangle:: VG, choose 1 of your ::Bermuda Triangle:: RGs and return it to your hand.

EB02/014 Bermuda Triangle/Mermaid No Trigger

G0

Bermuda Triangle Cadet, Riviere

[A]: When "Mermaid Idol, Riviere" Rides on this, look at up to 7 cards from top of your LB and search for up to 1 of either "Top Idol, Riviere" or "Super Idol, Riviere", reveal it, put it in your hand, and shuffle your LB.
[A]: When a ::Bermuda Triangle:: unit that isn't "Mermaid Idol, Riviere" Rides on this, you may Call this to (R).

EB02/015 Bermuda Triangle/Mermaid No Trigger

G0

Velvet Voice, Reindeer

[A] [(V)]: [Choose 1 of your ::Bermuda Triangle:: RGs and return it to your hand] When the Drive Check of this reveals a Grade 3 ::Bermuda Triangle::, may pay. If so, choose up to 1 ::Bermuda Triangle:: in your hand and Call it to a vacant (R).

EB02/016 Bermuda Triangle/Mermaid No Trigger

G3

Rainbow Light, Carrine

[A]: [CB: (1)] When this is returned from (R) to hand, if you have a ::Bermuda Triangle:: VG, may pay. If so, SC: (1), and draw a card.

EB02/017 Bermuda Triangle/Mermaid No Trigger

G3

Intellectual Idol, Melville

[A] [(V)]: [Choose 1 of your ::Bermuda Triangle:: RGs and return it to your hand] When the Drive Check of this reveals a Grade 3 ::Bermuda Triangle::, may pay. If so, choose up to 1 ::Bermuda Triangle:: in your hand and Call it to a vacant (R).

EB02/018 Bermuda Triangle/Mermaid No Trigger

G2

Snow White, Claire

[A]: When this is called to (R), choose 1 of your other ::Bermuda Triangle:: units. That unit gains +2000 Pow for the turn.

EB02/019 Bermuda Triangle/Mermaid No Trigger

G2

Songstress of Transparent Sea, Izumi

[A]: When this Intercepts, if you have a ::Bermuda Triangle:: VG, this gains +5000 Shield for the battle.

EB02/020 Bermuda Triangle/Mermaid No Trigger

G2

Mermaid Idol, Sedna

--No Text--

EB02/021 Bermuda Triangle/Mermaid No Trigger

G1

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Prism of Water Surface, Miltoa

[A]: When this is placed to (V) or (R), if you have a ::Bermuda Triangle:: VG, all players may draw a card.

EB02/022 Bermuda Triangle/Mermaid No Trigger

G1

Mermaid Idol, Felucca

[A]: When this is placed to (V) or (R), if you have a ::Bermuda Triangle:: VG, you may SC: (1).

EB02/023 Bermuda Triangle/Mermaid No Trigger

G1

Mermaid Idol, Riviere

[C] [(V)]: If "Bermuda Triangle Cadet, Riviere" is in your Soul, this gains +1000 Pow.
[A]: When "Super Idol, Riviere" Rides on this, if "Bermuda Triangle Cadet, Riviere" is in your Soul, Draw a card.

EB02/024 Bermuda Triangle/Mermaid No Trigger

G1

Banquet of Divas Extra Pack**Navy Blue Dolphin, Amur**

[A] [(R)]: [Discard a card from your hand] When this Boosts and the attack hits, may pay. If so, draw a card.

EB02/025 Bermuda Triangle/Mermaid No Trigger

G1

Blazer Pleasures

[A]: When this is placed to (R), choose another of your ::Bermuda Triangle:: units. That unit gains +2000 Pow for the turn.

EB02/026 Bermuda Triangle/Mermaid No Trigger

G1

Comical Rainie

--No Text--

EB02/027 Bermuda Triangle/Mermaid T: Critical

G0

Cooking Caspi

--No Text--

EB02/028 Bermuda Triangle/Mermaid T: Draw

G0

Sleeping Beauty, Mousse

--No Text--

EB02/029 Bermuda Triangle/Mermaid T: Stand

G0

Drive Quartet, Ressac

[C] [(R)]: If "Drive quartet, Fros" is in your (R), this gains +3000 Pow.

EB02/030 Bermuda Triangle/Mermaid T: Stand

G0

Drive Quartet, Flows

(you may have no more than 4 ::Heal Trigger:: in your Deck)
[C] [(R)]: If "Drive Quartet, Shupuryu" is in your (R), this gains +3000 Pow.

EB02/031 Bermuda Triangle/Mermaid T: Heal

G0

Drive Quarter, Shuppyu

[C] [(R)]: If "Drive Quartet, Bubbling" is in your (R), this gains +3000 Pow.

EB02/032 Bermuda Triangle/Mermaid T: Critical

G0

Drive Quartet, Bubblin

[C] [(R)]: If "Drive Quartet, Risacca" is in your (R), this gains +3000 Pow.

EB02/033 Bermuda Triangle/Mermaid T: Draw

G0

Bermuda Triangle Cadet, Shizuku

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [CB: (1), put this in Soul] Look at up to 5 cards from top of your LB, and choose up to 1 Grade 3 ::Bermuda Triangle::, reveal it, and put it in your hand. Shuffle your LB.

EB02/034 Bermuda Triangle/Mermaid No Trigger

G0

Bermuda Triangle Cadet, Caravel

[A]: [SB: (2)] When this is placed to (R), if you have a ::Bermuda Triangle:: VG, may pay. If so, draw a card.

EB02/035 Bermuda Triangle/Mermaid No Trigger

G0

Top Idol. Pacifica

[C] [(V)]: During your turn, if you have 4 or more ::Bermuda Triangle:: RGs, this gains +3000 Pow.
[A] [(V)]: At the start of your MP, SC: (1), draw a card, and choose a card in your hand and put it on the bottom of your LB.
[A] [(V)/(R)]: [SB: (8), CB: (5)] When this hits a VG with an attack, may pay. If so, search your LB for up to 3 ::Bermuda Triangle:: and Call them to separate (R)s, and shuffle your LB.

EB02/S01 Bermuda Triangle/Mermaid No Trigger

G3

[A]: [CB: (1)] When this is returned from (R) to your hand, if you have a ::Bermuda Triangle:: VG, may pay. If so, SC: (1), and draw a card.

G2

Banquet of Divas Extra Pack

Banquet of Divas Extra Pack