Eternal Idol, Pacifica

[A] [(V)] [LB:(4)]: [CB: (3)] When this attacks a VG, may pay. If so, choose up to 2 of your ::Bermuda Triangle:: RGs and return them to your hand, then search your LB for up to 1 ::Bermuda Triangle:: and Call it to (R). Shuffle your LB.
[C] [(V)]: If "Top Idol, Pacifica" is in your Soul, this gains +2000 Pow.
[C] [(V)/(R)]: Lord

EB06/001 Bermuda Triangle/Mermaid No Trigger

G3

PRISM-Promise, Labrador

[A] [(V)] [LB:(4)]: When this attacks, you may choose up to 3 cards in your hand with "PRISM" in name and Call them to separate vacant (R). If you Call 3 units this way, this gains +10000 Pow and +1 Crit for the battle.
[S] [(V)]: [CB: (1) - Cards with "PRISM" in name] Choose 1 of your RGs with "PRISM" in name and return it to your hand.
[C] [(V)/(R)]: Lord

EB06/002 Bermuda Triangle/Mermaid No Trigger

G3

PRISM-Image, Belle

[A] [LB:(4)]: When ::Bermuda Triangle:: Rides on this, draw a card, and choose up to 2 of your ::Bermuda Triangle:: RGs and return to your hand, and choose 1 of your VGs. It gains +10000 Pow for the turn.
[C] [(V)]: During your turn, If you have 4 or more ::Bermuda Triangle:: RGs, this gains +2000 Pow.
[C] [(V)/(R)]: Lord

EB06/003 Bermuda Triangle/Mermaid No Trigger

G3

Aurora Star, Coral

[A] [(V)] [LB:(4)]: [CB: (2)] When this attacks a VG, may pay. If so, choose 1 of your other ::Bermuda Triangle:: RGs and return it to your hand, and this gains +5000 Pow for the battle.
[C] [(V)]: If "Shiny Star, Coral" is in your Soul, this gains +1000 Pow.

EB06/004 Bermuda Triangle/Mermaid No Trigger

G3

PRISM-Promise, Celt

[A]: [SB: (1)] When this is returned from (R) to your hand, may pay. If so, choose 1 of your other ::Bermuda Triangle::. It gains +4000 Pow for the turn.

EB06/005 Bermuda Triangle/Mermaid No Trigger

G2

PRISM-Image, Clear

[A]: [SB: (1)] When this is returned from (R) to your hand, may pay. If so, choose 1 of your other ::Bermuda Triangle::. It gains +4000 Pow for the turn.

EB06/006 Bermuda Triangle/Mermaid No Trigger

G1

Dazzling 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.

EB06/007 Bermuda Triangle/Mermaid No Trigger

G1

Shining Singer, Ionia

[A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.
[A] [(R)]: When this attacks a VG, if you have a ::Bermuda Triangle:: VG, this gains +2000 Pow for the battle.

EB06/008 Bermuda Triangle/Mermaid No Trigger

G3

PRISM-Smile, Liguria

--No Text--

EB06/009 Bermuda Triangle/Mermaid No Trigger

G2

Shiny Star, Coral

[C] [(V)]: If "Fresh Star, Coral" is in your Soul, this gains +1000 Pow.
[A] [(V)]: When this hits a VG with an attack, choose up to 1 ::Bermuda Triangle:: RG in your Front Row and return it to your hand. If "Fresh Star, Coral" is in your Soul, choose up to 1 ::Bermuda Triangle:: RG in your Back Row and return it to your hand.

EB06/010 Bermuda Triangle/Mermaid No Trigger

G2

PRISM-Romance, Lumiere

[A] [(R)]: When this attacks, if you have a VG with "PRISM" in its name, this gains +3000 Pow for the battle.

EB06/011 Bermuda Triangle/Mermaid No Trigger

G2

Sweets Harmony, Mona

[A]: [CB: (1)] When this is placed to (R), if you have a ::Bermuda Triangle:: VG, may pay. If so, choose 1 of your other ::Bermuda Triangle:: RGs and return it to your hand.

EB06/012 Bermuda Triangle/Mermaid No Trigger

G1

PRISM-Romance, Mercure

[A] [(R)]: When this attacks, if you have a VG with "PRISM" in its name, this gains +3000 Pow for the battle.

EB06/013 Bermuda Triangle/Mermaid No Trigger

G1

Mirror Songstress, Biscay

[A]: [SB: (1)] When this is placed to (R), if you have a ::Bermuda Triangle:: VG, may pay. If so, look at up to 7 cards from top of your LB and search for up to 1 "Mirror Songstress, Biscay", reveal it, and put it in your hand. Shuffle your LB.

EB06/014 Bermuda Triangle/Mermaid No Trigger

G1

Angelic Star, Coral

[A]: When "Fresh Star, Coral" Rides on this, look at up to 7 cards from top of your LB and search for up to 1 "Aurora Star, Coral" or 1 "Shiny Star, Coral", reveal it, and put it in your hand. Shuffle your LB.
[A]: When a ::Bermuda Triangle:: that isn't "Fresh Star, Coral" Rides on this, you may Call this to (R).

EB06/015 Bermuda Triangle/Mermaid No Trigger

G0

Fan Dance Princess, Minato

[A] [(R)]: When your Grade 3 ::Bermuda Triangle:: is placed to (V), this gains +10000 Pow for the turn.

EB06/016 Bermuda Triangle/Mermaid No Trigger

G3

PRISM-Romance, Etoile

[A] [(V)/(R)]: When this is Boosted by ::Bermuda Triangle::, this gains +2000 Pow for the battle.

EB06/017 Bermuda Triangle/Mermaid No Trigger

G3

Interior Beauty, Loire

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Bermuda Triangle:: VG, may pay. If so, put the top card of your LB in Damage Zone, and at the end of the turn, choose 1 card in your Damage Zone and return it to the LB. Shuffle your LB.

EB06/018 Bermuda Triangle/Mermaid No Trigger

G2

PRISM-Image, Rosa
[A] [(V)/(R)]: When this attacks, if you have a ::Bermuda Triangle:: VG or RG with LB:(4), this gains +3000 Pow for the battle.

EB06/019 Bermuda Triangle/Mermaid No Trigger

G2

PRISM-Smile, Scotia
[A] [(V)/(R)]: [CB: (1) - ::Bermuda Triangle::] When this attacks, if you have a ::Bermuda Triangle:: VG, may pay. If so, this gains +4000 Pow for the battle.

EB06/020 Bermuda Triangle/Mermaid No Trigger

G2

Mermaid Idol, Sedna
--No Text--

EB06/021 Bermuda Triangle/Mermaid No Trigger

G1

Fresh Star, Coral
[C] [(V)]: If "Angelic Star, Coral" is in your Soul, this gains +1000 Pow.
[A]: When a Grade 2 ::Bermuda Triangle:: that isn't "Shiny Star, Coral" Rides on this, if "Angelic Star, Coral" is in your Soul, look at up to 7 cards from top of your LB and search for up to 1 "Shiny Star, Coral" and Ride it. Shuffle your LB.

EB06/022 Bermuda Triangle/Mermaid No Trigger

G1

PRISM-Promise, Leyte
[A] [(R)]: [SB: (1)] When this Boosts "PRISM-Promise, Labrador", may pay. If so, the Boosted unit gains +5000 Pow for the battle.

EB06/023 Bermuda Triangle/Mermaid No Trigger

G1

Mascot Lady, Oria
[A] [(R)]: [CB: (1)] When this Boosts a ::Bermuda Triangle:: with LB:(4), may pay. If so, the Boosted unit gains +3000 Pow for the battle.

EB06/024 Bermuda Triangle/Mermaid No Trigger

G1

Dazzling Divas Extra Pack

Library Madonna, Lion
[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Bermuda Triangle:: VG, may pay. If so, put the top card of your LB in Damage Zone, and at the end of the turn, choose 1 card in your Damage Zone and return it to the LB. Shuffle your LB.

EB06/025 Bermuda Triangle/Mermaid No Trigger

G1

Dolphin Friend, Plage
[A]: When this is placed from (G) to the DZ, put this in Soul.

EB06/026 Bermuda Triangle/Mermaid No Trigger

G0

PRISM-Smile, Koro
[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A] [(R)]: When another ::Bermuda Triangle:: is returned from (R) to your hand, you may return this to your hand.

EB06/027 Bermuda Triangle/Mermaid No Trigger

G0

Plushie Evolution, Alc
[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A] [(R)]: [Put this in Soul] When this Boosted a ::Bermuda Triangle:: with LB:(4) and the attack hits a VG, may pay. If so, draw a card.

EB06/028 Bermuda Triangle/Mermaid No Trigger

G0

Gunslinger Star, Florida
--No Text--

EB06/029 Bermuda Triangle/Mermaid T: Critical

G0

PRISM-Miracle, Canaria
--No Text--

EB06/030 Bermuda Triangle/Mermaid T: Critical

G0

PRISM-Miracle, Adria
--No Text--

EB06/031 Bermuda Triangle/Mermaid T: Draw

G0

Mystery Smile, Aral
--No Text--

EB06/032 Bermuda Triangle/Mermaid T: Stand

G0

PRISM-Miracle, Timor
(you may have no more than 4 ::Heal Trigger:: in your Deck)

EB06/033 Bermuda Triangle/Mermaid T: Heal

G0

Heartful Yell, Fundy
[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Bermuda Triangle::. It gains +3000 Pwoer for the turn.

EB06/034 Bermuda Triangle/Mermaid T: Draw

G0

PRISM-Miracle, Irish
[A]: [SB: (1)] When this is returned from (R) to your hand, may pay. If so, choose 1 of your other ::Bermuda Triangle::. It gains +4000 Pow for the turn.

EB06/035 Bermuda Triangle/Mermaid T: Stand

G0

Eternal Idol, Pacifica
[A] [(V)] [LB:(4)]: [CB: (3)] When this attacks a VG, may pay. If so, choose up to 2 of your ::Bermuda Triangle:: RGs and return them to your hand, then search your LB for up to 1 ::Bermuda Triangle:: and Call it to (R). Shuffle your LB.
[C] [(V)]: If "Top Idol, Pacifica" is in your Soul, this gains +2000 Pow.
[C] [(V)/(R)]: Lord

EB06/S01 Bermuda Triangle/Mermaid No Trigger

G3

PRISM-Promise, Labrador

[A] [(V)] [LB:(4)]: When this attacks, you may choose up to 3 cards in your hand with "PRISM" in name and Call them to separate vacant (R). If you Call 3 units this way, this gains +10000 Pow and +1 Crit for the battle.
[S] [(V)]: [CB: (1) - Cards with "PRISM" in name] Choose 1 of your RGs with "PRISM" in name and return it to your hand.
[C] [(V)/(R)]: Lord

EB06/S02 Bermuda Triangle/Mermaid No Trigger

G3

PRISM-Image, Belle

[A] [LB:(4)]: When ::Bermuda Triangle:: Rides on this, draw a card, and choose up to 2 of your ::Bermuda Triangle:: RGs and return to your hand, and choose 1 of your VGs. It gains +10000 Pow for the battle.
[C] [(V)]: During your turn, If you have 4 or more ::Bermuda Triangle:: RGs, this gains +2000 Pow.
[C] [(V)/(R)]: Lord

EB06/S03 Bermuda Triangle/Mermaid No Trigger

G3

Aurora Star, Coral

[A] [(V)] [LB:(4)]: [CB: (2)] When this attacks a VG, may pay. If so, SC: (1), choose 1 of your ::Bermuda Triangle:: RGs and return it to your hand, and this gains +5000 Pow for the battle.
[C] [(V)]: If "Shiny Star, Coral" is in your Soul, this gains +1000 Pow.

EB06/S04 Bermuda Triangle/Mermaid No Trigger

G3

PRISM-Promise, Celt

[A]: [SB: (1)] When this is returned from (R) to your hand, may pay. If so, choose 1 of your other ::Bermuda Triangle::. It gains +4000 Pow for the turn.

EB06/S05 Bermuda Triangle/Mermaid No Trigger

G2

PRISM-Promise, Leyte

[A] [(R)]: [SB: (1)] When this Boosts "PRISM-Promise, Labrador", may pay. If so, the Boosted unit gains +5000 Pow for the battle.

EB06/S06 Bermuda Triangle/Mermaid No Trigger

G1

Dazzling Divas Extra Pack