

Duo Stage Storm, Iori

[S] [(V)]: [LB:(4)]: [SB: (1), discard a "Duo Stage Storm, Iori" from your hand] Choose 1 of your ::Bermuda Triangle:: RGs and return it to hand, and search your LB for up to 2 cards with the same name as the unit returned to your hand this way, reveal them, and put them in your hand. Shuffle your LB.
[S] [(V)]: [CB: (2) - cards with "Duo" in name] This gains +5000 Pow for the turn.
[C] [(V)/(R)]: Lord

EB10/001B Bermuda Triangle/Mermaid No

G3

Duo Stage Storm, Iori

[S] [(V)]: [LB:(4)]: [SB: (1), discard a "Duo Stage Storm, Iori" from your hand] Choose 1 of your ::Bermuda Triangle:: RGs and return it to hand, and search your LB for up to 2 cards with the same name as the unit returned to your hand this way, reveal them, and put them in your hand. Shuffle your LB.
[S] [(V)]: [CB: (2) - cards with "Duo" in name] This gains +5000 Pow for the turn.
[C] [(V)/(R)]: Lord

EB10/001W Bermuda Triangle/Mermaid No

G3

Duo Temptation, Reet

[A] [(V)]: [LB:(4)]: [CB: (2)] At the end of the battle in which this attacked a VG, you may choose 2 cards in your hand with "Duo" in name and discard them. If the cards discarded this way share the same name, may pay. If so, Stand this, and this gains +3000 Pow for the turn. This ability cannot be used for the rest of this turn.
[A] [(V)]: [SB: (1)] When this attacks a VG, may pay. If so, choose 1 of your RGs with "Duo" in name and return it to your hand.
[C] [(V)/(R)]: Lord

EB10/002B Bermuda Triangle/Mermaid No

G3

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Duo Temptation, Reet

[A] [(V)]: [LB:(4)]: [CB: (2)] At the end of the battle in which this attacked a VG, you may choose 2 cards in your hand with "Duo" in name and discard them. If the cards discarded this way share the same name, may pay. If so, Stand this, and this gains +3000 Pow for the turn. This ability cannot be used for the rest of this turn.
[A] [(V)]: [SB: (1)] When this attacks a VG, may pay. If so, choose 1 of your RGs with "Duo" in name and return it to your hand.
[C] [(V)/(R)]: Lord

EB10/002W Bermuda Triangle/Mermaid No

G3

Duo True Sister, Meer

[A] [LB:(4)]: When another ::Bermuda Triangle:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)]: [CB: (1)] When this attacks a VG, may pay. If so, return all your ::Bermuda Triangle:: RGs to hand, and choose up to 2 ::Bermuda Triangle:: in your hand and Call them to separate (R)s:" 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

EB10/003B Bermuda Triangle/Mermaid No

G3

Duo True Sister, Meer

[A] [LB:(4)]: When another ::Bermuda Triangle:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)]: [CB: (1)] When this attacks a VG, may pay. If so, return all your ::Bermuda Triangle:: RGs to hand, and choose up to 2 ::Bermuda Triangle:: in your hand and Call them to separate (R)s:" 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

EB10/003W Bermuda Triangle/Mermaid No

G3

Divas Duet Extra Pack

Duo Flower Girl, Lily

[A] [(V)]: [LB:(4)]: [CB: (2)] When this attacks a VG, may pay. If so, choose 1 of your RGs with "Duo" in name and return it to hand, and search your LB for up to 1 card with the same name as the unit returned to your hand this way and Call it to (R). Shuffle your LB.
[S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.
[C] [(V)/(R)]: Lord

EB10/004B Bermuda Triangle/Mermaid No

G3

Duo Flower Girl, Lily

[A] [(V)]: [LB:(4)]: [CB: (2)] When this attacks a VG, may pay. If so, choose 1 of your RGs with "Duo" in name and return it to hand, and search your LB for up to 1 card with the same name as the unit returned to your hand this way and Call it to (R). Shuffle your LB.
[S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.
[C] [(V)/(R)]: Lord

EB10/004W Bermuda Triangle/Mermaid No

G3

Duo Mini Hat, Rhone

[A] [(V)/(R)]: [CB: (1) - card with "Duo" in name] When this hits a VG with an attack, if you have a ::Bermuda Triangle:: VG, may pay. If so, choose 1 of your other ::Bermuda Triangle:: RGs and return it to hand, and search your LB for up to 1 card with the same name as the unit returned to your hand this way, reveal it, and put it in your hand. Shuffle your LB.

EB10/005B Bermuda Triangle/Mermaid No

G2

Duo Mini Hat, Rhone

[A] [(V)/(R)]: [CB: (1) - card with "Duo" in name] When this hits a VG with an attack, if you have a ::Bermuda Triangle:: VG, may pay. If so, choose 1 of your other ::Bermuda Triangle:: RGs and return it to hand, and search your LB for up to 1 card with the same name as the unit returned to your hand this way, reveal it, and put it in your hand. Shuffle your LB.

EB10/005W Bermuda Triangle/Mermaid No

G2

PRISM-Duo, Slaney

[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 hand.

EB10/006B Bermuda Triangle/Mermaid No

G2

PRISM-Duo, Slaney

[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 hand.

EB10/006W Bermuda Triangle/Mermaid No

G2

Duo Promise Day, Corima

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [CB: (1)] When this card is placed from hand to (G), if you have a ::Bermuda Triangle:: VG, may pay. If so, reveal the top 5 cards of your LB. Call all ::Bermuda Triangle:: revealed this way Rested to (G), and put the rest in the DZ.

EB10/007B Bermuda Triangle/Mermaid No

G1

Duo Promise Day, Corima

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [CB: (1)] When this card is placed from hand to (G), if you have a ::Bermuda Triangle:: VG, may pay. If so, reveal the top 5 cards of your LB. Call all ::Bermuda Triangle:: revealed this way Rested to (G), and put the rest in the DZ.

EB10/007W Bermuda Triangle/Mermaid No

G1

PRISM-Duo, Aria

[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.

EB10/008B Bermuda Triangle/Mermaid No

G1

PRISM-Duo, Aria

[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.

EB10/008W Bermuda Triangle/Mermaid No

G1

Duo Sweet Rhythm, Vilaine

[A] [(V)]: [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.
[A]: [CB: (2)] When this is placed to (V), may pay. If so, draw a card, and choose up to 1 of your ::Bermuda Triangle:: RGs and return it to hand.

EB10/009B Bermuda Triangle/Mermaid No

G3

Duo Sweet Rhythm, Vilaine

[A] [(V)]: [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.
[A]: [CB: (2)] When this is placed to (V), may pay. If so, draw a card, and choose up to 1 of your ::Bermuda Triangle:: RGs and return it to hand.

EB10/009W Bermuda Triangle/Mermaid No

G3

Duo Kelpie Jockey, Syr Darya

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

EB10/010B Bermuda Triangle/Mermaid No

G2**Duo Kelpie Jockey, Syr Darya**

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

EB10/010W Bermuda Triangle/Mermaid No

G2**Duo Dream Idol, Sana**

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

EB10/011B Bermuda Triangle/Mermaid No

G2

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Duo Dream Idol, Sana

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

EB10/011W Bermuda Triangle/Mermaid No

G2**Duo Magical Mike, Scealvien**

[A] [(V)/(R)]: [CB: (2)] When this attacks with an attack, if you have a ::Bermuda Triangle:: VG, may pay. If so, draw a card.

EB10/012B Bermuda Triangle/Mermaid No

G2**Duo Magical Mike, Scealvien**

[A] [(V)/(R)]: [CB: (2)] When this attacks with an attack, if you have a ::Bermuda Triangle:: VG, may pay. If so, draw a card.

EB10/012W Bermuda Triangle/Mermaid No

G2**Divas Duet Extra Pack****Duo Blue Marine Chateau, Thames**

[A]: [CB: (1)] When this is returned from (R) to hand, if you have a VG with "Duo" in name, may pay. If so, draw a card, and you may choose up to 3 "Duo Blue Marine Chateau, Thames" in your hand and reveal them. If you reveal 3, choose 1 card in your Damage Zone and turn it face-up.

EB10/013B Bermuda Triangle/Mermaid No

G2**Duo Blue Marine Chateau, Thames**

[A]: [CB: (1)] When this is returned from (R) to hand, if you have a VG with "Duo" in name, may pay. If so, draw a card, and you may choose up to 3 "Duo Blue Marine Chateau, Thames" in your hand and reveal them. If you reveal 3, choose 1 card in your Damage Zone and turn it face-up.

EB10/013W Bermuda Triangle/Mermaid No

G2**Duo Petit Etoile, Peace**

[A]: [CB: (1)] When this is returned from (R) to hand, if you have a VG with "Duo" in name, may pay. If so, draw a card, and you may choose up to 3 "Duo Petit Etoile, Peace" in your hand and reveal them. If you reveal 3, choose 1 card in your Damage Zone and turn it face-up.

EB10/014B Bermuda Triangle/Mermaid No

G1**Duo Petit Etoile, Peace**

[A]: [CB: (1)] When this is returned from (R) to hand, if you have a VG with "Duo" in name, may pay. If so, draw a card, and you may choose up to 3 "Duo Petit Etoile, Peace" in your hand and reveal them. If you reveal 3, choose 1 card in your Damage Zone and turn it face-up.

EB10/014W Bermuda Triangle/Mermaid No

G1**Duo Pretty Horn, Ural**

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

EB10/015B Bermuda Triangle/Mermaid No

G1**Duo Pretty Horn, Ural**

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

EB10/015W Bermuda Triangle/Mermaid No

G1**PRISM-Duo, Tisa**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))

[A] [(R)]: When this Boosts a unit with "PRISM" in name and the attack hits a VG, you may return this to your hand.

EB10/016B Bermuda Triangle/Mermaid No

G0**PRISM-Duo, Tisa**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))

[A] [(R)]: When this Boosts a unit with "PRISM" in name and the attack hits a VG, you may return this to your hand.

EB10/016W Bermuda Triangle/Mermaid No

G0**Duo Lady Canotier, Salinas**

[A] [(V)/(R)]: [Discard a ::Bermuda Triangle:: from hand] When this attacks, may pay. If so, this gains +5000 Pow for the battle.

EB10/017B Bermuda Triangle/Mermaid No

G3**Duo Lady Canotier, Salinas**

[A] [(V)/(R)]: [Discard a ::Bermuda Triangle:: from hand] When this attacks, may pay. If so, this gains +5000 Pow for the battle.

EB10/017W Bermuda Triangle/Mermaid No

G3**Duo Toy Box, Menam**

[A]: When this is placed to (R), if you have a VG with "Duo" in name, choose up to 4 of your "Duo Toy Box, Menam". They gain +2000 Pow for the turn.

EB10/018B Bermuda Triangle/Mermaid No

G2**Duo Toy Box, Menam**

[A]: When this is placed to (R), if you have a VG with "Duo" in name, choose up to 4 of your "Duo Toy Box, Menam". They gain +2000 Pow for the turn.

EB10/018W Bermuda Triangle/Mermaid No

G2

Duo White Crystal, Licca

[A]: When this is returned from (R) to hand, if you have a ::Bermuda Triangle:: VG, SC: (1), and choose 1 card in your Damage Zone and turn it face-up.

EB10/019B Bermuda Triangle/Mermaid No

G2**Duo White Crystal, Licca**

[A]: When this is returned from (R) to hand, if you have a ::Bermuda Triangle:: VG, SC: (1), and choose 1 card in your Damage Zone and turn it face-up.

EB10/019W Bermuda Triangle/Mermaid No

G2**PRISM-Duo, Avon**

[A] [(R)]: When another ::Bermuda Triangle:: of yours is returned from (R) to hand, this gains +3000 Pow for the turn.

EB10/020B Bermuda Triangle/Mermaid No

G2

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PRISM-Duo, Avon

[A] [(R)]: When another ::Bermuda Triangle:: of yours is returned from (R) to hand, this gains +3000 Pow for the turn.

EB10/020W Bermuda Triangle/Mermaid No

G2**Duo Afternoon Tea, Parana**

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

EB10/021B Bermuda Triangle/Mermaid No

G1**Duo Afternoon Tea, Parana**

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

EB10/021W Bermuda Triangle/Mermaid No

G1**Divas Duet Extra Pack****Duo Shiny Tone, Cikola**

[A]: [CB: (1)] When this is returned from (R) to hand, if you have a VG with "Duo" in name, may pay. If so, choose 1 of your other ::Bermuda Triangles:: to gain +4000 Pow for the turn, and you may choose up to 3 "Duo Shiny Tone, Cikola" in your hand and reveal them. If you reveal 3, choose 1 card in your Damage Zone and turn it face-up.

EB10/022B Bermuda Triangle/Mermaid No

G1**Duo Shiny Tone, Cikola**

[A]: [CB: (1)] When this is returned from (R) to hand, if you have a VG with "Duo" in name, may pay. If so, choose 1 of your other ::Bermuda Triangles:: to gain +4000 Pow for the turn, and you may choose up to 3 "Duo Shiny Tone, Cikola" in your hand and reveal them. If you reveal 3, choose 1 card in your Damage Zone and turn it face-up.

EB10/022W Bermuda Triangle/Mermaid No

G1**Duo Dream Idol, Main**

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

EB10/023B Bermuda Triangle/Mermaid No

G1**Duo Dream Idol, Main**

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

EB10/023W Bermuda Triangle/Mermaid No

G1**Duo Beast Ear, Lulu**

[A]: When this is placed to (R), if you have a VG with "Duo" in name, choose up to 4 of your "Duo Beast Ear, Lulu". They gain +2000 Pow for the turn.

EB10/024B Bermuda Triangle/Mermaid No

G1**Duo Beast Ear, Lulu**

[A]: When this is placed to (R), if you have a VG with "Duo" in name, choose up to 4 of your "Duo Beast Ear, Lulu". They gain +2000 Pow for the turn.

EB10/024W Bermuda Triangle/Mermaid No

G1**PRISM-Duo, Yarmouk**

[A] [(R)]: When another ::Bermuda Triangle:: of yours is returned from (R) to hand, this gains +3000 Pow for the turn.

EB10/025B Bermuda Triangle/Mermaid No

G1**PRISM-Duo, Yarmouk**

[A] [(R)]: When another ::Bermuda Triangle:: of yours is returned from (R) to hand, this gains +3000 Pow for the turn.

EB10/025W Bermuda Triangle/Mermaid No

G1**Duo Clear Parasol, Kula**

[A]: [SB: (2)] When this is placed to (R), if you have a ::Bermuda Triangle:: VG, may pay. If so, choose up to 2 cards in your Damage Zone and turn them face-up.

EB10/026B Bermuda Triangle/Mermaid No

G1**Duo Clear Parasol, Kula**

[A]: [SB: (2)] When this is placed to (R), if you have a ::Bermuda Triangle:: VG, may pay. If so, choose up to 2 cards in your Damage Zone and turn them face-up.

EB10/026W Bermuda Triangle/Mermaid No

G1**Duo Lovers' Singer, Darling**

[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 up 1 of your units with "Duo" in name, and return all your RGs with the same name as that unit to hand.

EB10/027B Bermuda Triangle/Mermaid No

G0**Duo Lovers' Singer, Darling**

[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 up 1 of your units with "Duo" in name, and return all your RGs with the same name as that unit to hand.

EB10/027W Bermuda Triangle/Mermaid No

G0

Duo Treasure Hunter, Suwannee

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Bermuda Triangle:: It gains +3000 Pow for the turn.

EB10/028B Bermuda Triangle/Mermaid No

G0

Duo Treasure Hunter, Suwannee

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Bermuda Triangle:: It gains +3000 Pow for the turn.

EB10/028W Bermuda Triangle/Mermaid No

G0

Duo Pride Crown, Madeira

--No Text--

EB10/029B Bermuda Triangle/Mermaid T: Critical

G0

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Duo Pride Crown, Madeira

--No Text--

EB10/029W Bermuda Triangle/Mermaid T: Critical

G0

Duo Gran Pastern, Shannon

--No Text--

EB10/030B Bermuda Triangle/Mermaid T: Critical

G0

Duo Gran Pastern, Shannon

--No Text--

EB10/030W Bermuda Triangle/Mermaid T: Critical

G0

Divas Duet Extra Pack

Duo Morning Charm, Liffey

--No Text--

EB10/031B Bermuda Triangle/Mermaid T: Draw

G0

Duo Morning Charm, Liffey

--No Text--

EB10/031W Bermuda Triangle/Mermaid T: Draw

G0

Duo Lamplight Melody, Tigris

--No Text--

EB10/032B Bermuda Triangle/Mermaid T: Draw

G0

Duo Lamplight Melody, Tigris

--No Text--

EB10/032W Bermuda Triangle/Mermaid T: Draw

G0

Duo Soulful Lady, Selenge

--No Text--

EB10/033B Bermuda Triangle/Mermaid T: Stand

G0

Duo Soulful Lady, Selenge

--No Text--

EB10/033W Bermuda Triangle/Mermaid T: Stand

G0

Duo Tropical Healer, Medjerda

(you may have no more than 4 ::Heal Trigger:: in your Deck)

EB10/034B Bermuda Triangle/Mermaid T: Heal

G0

Duo Tropical Healer, Medjerda

(you may have no more than 4 ::Heal Trigger:: in your Deck)

EB10/034W Bermuda Triangle/Mermaid T: Heal

G0

Duo Nightwing, Tongariro

[A]: [CB: (1)] When this is returned from (R) to hand, if you have a VG with "Duo" in name, may pay. If so, choose 1 of your other ::Bermuda Triangles:: to gain +4000 Pow for the turn, and you may choose up to 3 "Duo Nightwing, Tongariro" in your hand and reveal them. If you reveal 3, choose 1 card in your Damage Zone and turn it face-up.

EB10/035B Bermuda Triangle/Mermaid T: Stand

G0

Duo Nightwing, Tongariro

[A]: [CB: (1)] When this is returned from (R) to hand, if you have a VG with "Duo" in name, may pay. If so, choose 1 of your other ::Bermuda Triangles:: to gain +4000 Pow for the turn, and you may choose up to 3 "Duo Nightwing, Tongariro" in your hand and reveal them. If you reveal 3, choose 1 card in your Damage Zone and turn it face-up.

EB10/035W Bermuda Triangle/Mermaid T: Stand

G0

Duo Stage Storm, Iori

[S] [(V)]: [LB:(4)]: [SB: (1), discard a "Duo Stage Storm, Iori" from your hand] Choose 1 of your ::Bermuda Triangle:: RGs and return it to hand, and search your LB for up to 2 cards with the same name as the unit returned to your hand this way, reveal them, and put them in your hand. Shuffle your LB.
[S] [(V)]: [CB: (2) - cards with "Duo" in name] This gains +5000 Pow for the turn.
[C] [(V)(R)]: Lord

EB10/S01B Bermuda Triangle/Mermaid No

G3

Duo Stage Storm, Iori

[S] [(V)]: [LB:(4)]: [SB: (1), discard a "Duo Stage Storm, Iori" from your hand] Choose 1 of your ::Bermuda Triangle:: RGs and return it to hand, and search your LB for up to 2 cards with the same name as the unit returned to your hand this way, reveal them, and put them in your hand. Shuffle your LB.
[S] [(V)]: [CB: (2) - cards with "Duo" in name] This gains +5000 Pow for the turn.
[C] [(V)(R)]: Lord

EB10/S01W Bermuda Triangle/Mermaid No

G3

Duo Temptation, Reet

[A] [(V)] [LB:(4)]: [CB: (2)] At the end of the battle in which this attacked a VG, you may choose 2 cards in your hand with "Duo" in name and discard them. If the cards discarded this way share the same name, may pay. If so, Stand this, and this gains +3000 Pow for the turn. This ability cannot be used for the rest of this turn.

[A] [(V)]: [SB: (1)] When this attacks a VG, may pay. If so, choose 1 of your RGs with "Duo" in name and return it to your hand.

[C] [(V)/(R)]: Lord

EB10/S02B Bermuda Triangle/Mermaid No

G3

Duo Temptation, Reet

[A] [(V)] [LB:(4)]: [CB: (2)] At the end of the battle in which this attacked a VG, you may choose 2 cards in your hand with "Duo" in name and discard them. If the cards discarded this way share the same name, may pay. If so, Stand this, and this gains +3000 Pow for the turn. This ability cannot be used for the rest of this turn.

[A] [(V)]: [SB: (1)] When this attacks a VG, may pay. If so, choose 1 of your RGs with "Duo" in name and return it to your hand.

[C] [(V)/(R)]: Lord

EB10/S02W Bermuda Triangle/Mermaid No

G3

Duo True Sister, Meer

[A] [LB:(4)]: When another ::Bermuda Triangle:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)]: [CB: (1)] When this attacks a VG, may pay. If so, return all your ::Bermuda Triangle:: RGs to hand, and choose up to 2 ::Bermuda Triangle:: in your hand and Call them to separate (R)s." 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

EB10/S03B Bermuda Triangle/Mermaid No

G3

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Duo True Sister, Meer

[A] [LB:(4)]: When another ::Bermuda Triangle:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)]: [CB: (1)] When this attacks a VG, may pay. If so, return all your ::Bermuda Triangle:: RGs to hand, and choose up to 2 ::Bermuda Triangle:: in your hand and Call them to separate (R)s." 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

EB10/S03W Bermuda Triangle/Mermaid No

G3

Duo Flower Girl, Lily

[A] [(V)] [LB:(4)]: [CB: (2)] When this attacks a VG, may pay. If so, choose 1 of your RGs with "Duo" in name and return it to hand, and search your LB for up to 1 card with the same name as the unit returned to your hand this way and Call it to (R). Shuffle your LB.

[S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.

[C] [(V)/(R)]: Lord

EB10/S04B Bermuda Triangle/Mermaid No

G3

Duo Flower Girl, Lily

[A] [(V)] [LB:(4)]: [CB: (2)] When this attacks a VG, may pay. If so, choose 1 of your RGs with "Duo" in name and return it to hand, and search your LB for up to 1 card with the same name as the unit returned to your hand this way and Call it to (R). Shuffle your LB.

[S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.

[C] [(V)/(R)]: Lord

EB10/S04W Bermuda Triangle/Mermaid No

G3

Divas Duet Extra Pack

Duo Mini Hat, Rhone

[A] [(V)/(R)]: [CB: (1) - card with "Duo" in name] When this hits a VG with an attack, if you have a ::Bermuda Triangle:: VG, may pay. If so, choose 1 of your other ::Bermuda Triangle:: RGs and return it to hand, and search your LB for up to 1 card with the same name as the unit returned to your hand this way, reveal it, and put it in your hand. Shuffle your LB.

EB10/S05B Bermuda Triangle/Mermaid No

G2

Duo Mini Hat, Rhone

[A] [(V)/(R)]: [CB: (1) - card with "Duo" in name] When this hits a VG with an attack, if you have a ::Bermuda Triangle:: VG, may pay. If so, choose 1 of your other ::Bermuda Triangle:: RGs and return it to hand, and search your LB for up to 1 card with the same name as the unit returned to your hand this way, reveal it, and put it in your hand. Shuffle your LB.

EB10/S05W Bermuda Triangle/Mermaid No

G2

PRISM-Duo, Slaney

[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 hand.

EB10/S06B Bermuda Triangle/Mermaid No

G2

PRISM-Duo, Slaney

[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 hand.

EB10/S06W Bermuda Triangle/Mermaid No

G2

Duo Promise Day, Corima

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)

[A]: [CB: (1)] When this card is placed from hand to (G), if you have a ::Bermuda Triangle:: VG, may pay. If so, reveal the top 5 cards of your LB. Call all ::Bermuda Triangle:: revealed this way Rested to (G), and put the rest in the DZ.

EB10/S07B Bermuda Triangle/Mermaid No

G1

Duo Promise Day, Corima

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)

[A]: [CB: (1)] When this card is placed from hand to (G), if you have a ::Bermuda Triangle:: VG, may pay. If so, reveal the top 5 cards of your LB. Call all ::Bermuda Triangle:: revealed this way Rested to (G), and put the rest in the DZ.

EB10/S07W Bermuda Triangle/Mermaid No

G1

PRISM-Duo, Aria

[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.

EB10/S08B Bermuda Triangle/Mermaid No

G1

PRISM-Duo, Aria

[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.

EB10/S08W Bermuda Triangle/Mermaid No

G1