

Grave Starter Deck Lists

30 Nov 2004

* = Grave card (remaining cards reprinted from Power Up! and Grand Prix)

SHARKMAN DECK

NetNavi (1)

*SharkMan (starter foil)

Blue Resources (10)

*Requital x3

*Surprise Transfer x3

Great Surprise x3

Dogged Determination x3

*Connection Interrupted x3

*Eliminate x3

Blue Events (4)

*Out of Water (rare foil) x1

Loud and Clear x3

Green Resources (13)

*Surprisingly Sharp (rare foil) x1

*Food Education x3

*Giving it Away x3

Clever Trick x3

*Guardian of the Forest x3

Green Events (5)

*No Alternatives (starter foil) x2

*Frozen Out x3

BattleChips (18)

*Recovery10 x3

Guard2 x2

HiCannon x3

CannonBall x3

CyberSword x3

MegaEnergyBomb x2

Guard1 x3

BASS DECK

NetNavi (1)

*Bass (starter foil)

Red Resources (16)

*Flawless (rare foil) x1

*Envious Evil x3

*Set to Win x3

*One to Talk x3

*Usual Policy x3

*Firm Barrier x3

Red Event (8)

*Deletion Inevitable (starter foil) x2

*Wrap It Up x3

Chip Junkie x3

Yellow Resources (13)

*At Fault (rare foil) x1

*Interconnected x3

*Carb Craving x3

Focus x3

Ready for Battle x3

Yellow Events (2)

*Quite Confident x2

BattleChips (20)

*Vulcan3 x3

LaserBlast x3

Boomer1 x3

HiCannon x3

Vulcan2 x3

Boomer2 x3

AreaSteal - 4 x2

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Grand Prix Starter Deck Lists

17 Sep 2004

* = reprinted from Power Up!

PROTOMAN DECK

NetNavi (1)

ProtoMan (starter foil)

Blue Resource (19)

Bring It On (rare foil) x1
Virtual Martyr (starter foil) x2
Talking Smack x3
Dogged Determination x3
* Big Trouble x3
Headstrong NetNavi x3
Peace x3
Bitten x1

Blue Event (7)

Loud and Clear x3
* Fast and Powerful x2
* Canceled x2

Red Resource (16)

A Higher Level (rare foil) x1
* Worthy Opponent x4
* Strength Under Pressure x4
* Rival x2
Clean 'Em Out x2
Weepers x3

Red Event (2)

Chip Junkie x2

BattleChip (15)

Guard2 x3
* CyberSword x3
* LaserBlast x3
HiCannon x2
Vulcan2 x2
* MegaEnergyBomb x2

PHARAOHMAN DECK

NetNavi (1)

PharaohMan (starter foil)

Yellow Resource (15)

Petrify (rare foil) x1
* Focus x4
* Ready for Battle x3
Charge Forward x3
It's Electric x2
* Winning Hand x2

Yellow Event (4)

* Fish Intervention x4

Red Resource (17)

Falling Object (rare foil) x1
Open the Door (starter foil) x2
Permanent Results x3
Clean 'Em Out x3
* Worthy Opponent x2
Weepers x3
Raise the Temp x3

Red Event (3)

Chip Junkie x3

BattleChip (20)

Boomer1 x3
* Boomer2 x4
Vulcan2 x3
HiCannon x3
* AreaSteal x3
* LaserBlast x4

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