

## **Kaijudo: Clash of the Duel Masters S2 Loglines**

### 201 - The Butterfly Effect

An erupting war between the Fire and Water Civilizations is causing unusual natural disasters in San Campion. So Ray, his friends and the Duel Masters travel to the creature realm to assess conflict.

### 202 – Cease Fire

Ray and Bob are captured and enslaved by the Fire Civilization army on a Volcano warship. Allie, Gabe, Nadia and Chavez try to rescue Ray while keeping Cyber Lord Finbarr from launching a massive Water Civilization weapon at the Volcano-ship.

### 203 – Boiling Point

Ray and Bob embark on a rescue mission to save Alakshmi from Skycrusher's Volcano-ship, while Allie and Gabe investigate the Water Creature who reportedly started the war.

### 204 – Boosted

Ray, Allie and Gabe graduate to their next Kaijudo training level. With newly awarded access to the dojo, they discover a long-lost spell that temporarily bestows bizarre new powers and characteristics on their creatures.

### 205 – Caught in the Spotlight

A curious classmate posts photos of Carny with a Fire Civilization creature on the web, threatening to expose Kaijudo to the world.

### 206 – The King's Speech

Cyber Lord Finbarr requests help from the kids to prove to the other Water Civilization creatures that The Choten is responsible for King Tritonus' strange behavior.

### #207 - Quest in Fire

Ray, Allie and Gabe return to the Fire Civilization in search of a Creature Mystic whose magic could hold the key to a cure for Ray's father.

### 208 – Rising Son

While visiting family in Japan with Grandpa, Ray encounters a creature that grows to monstrous size when it absorbs mana. He also learns more about his family and their connection to the mysteries of Kaijudo.

### 209 – Mixed Vegetables

When plant life grows out of control on both sides of The Veil, the duelists travel to the Nature Civilization to find the source of the problem. Upon arrival, they find

themselves in battle with a bunch of Wild Veggie creatures.