

GAMEBOY ADVANCE



AGB-AY5E-USA

遊戯王 Yu-Gi-Oh! THE ETERNAL DUELIST SOUL

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
MILD VIOLENCE

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MADE IN JAPAN

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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WHAT IS "YU-GI-OH! DUEL MONSTERS"?

"YU-GI-OH! DUEL MONSTERS" IS A CARD GAME BASED IN THE YU-GI-OH! UNIVERSE, WHICH APPEARS IN THE YU-GI-OH! COMICS AND TELEVISION SERIES. THERE ARE MANY KINDS OF CARDS, SUCH AS MONSTER, MAGIC AND TRAP CARDS. HAVE FUN COLLECTING CARDS, CREATING A DECK AND USING THEM IN DUELS!



THE ULTIMATE DUEL SIMULATOR!

YU-GI-OH! THE ETERNAL DUELIST SOUL IS A DIFFERENT EXPERIENCE THAN THE PREVIOUSLY RELEASED GAME: YU-GI-OH! DARK DUEL STORIES IN THAT IT COMPLETELY SIMULATES THE YU-GI-OH! TRADING CARD GAME, DUEL MONSTERS. THE FUNCTIONS FROM THE OFFICIAL RULES, SUCH AS CHAIN COMBOS AND FLIPS ARE ACCURATELY RECREATED TO ENHANCE YOUR GAMING EXPERIENCE. THIS IS EXACTLY HOW YU-GI-OH! DUEL MONSTERS WAS MEANT TO BE!

Players who are unfamiliar with the Official Rules of the Yu-Gi-Oh! Trading Card Game should read pages 35 to 74 in order to fully understand how to play.

CONTROLS

These are the basic controls. For a detailed explanation of controls, please refer to the explanations that appear throughout the manual.

L BUTTON

Switches between Trunk, Deck, and Side Deck (Deck and Trunk screens)

R BUTTON

Switches between Trunk, Deck, and Side Deck (Deck and Trunk screens)
Draws a card during the Draw Phase

A BUTTON

Enters menus, commands and cards
Advances message displays

B BUTTON

Cancels commands
Returns to previous screen
Changes Duel phases

CONTROL PAD

Moves the cursor
Chooses menus, commands, and cards



GETTING STARTED

Insert the Game Pak into the Game Boy® Advance system and move the power switch to ON.

The Title screen will appear.

Press START at the Title Screen and the Start Menu will be displayed. Highlight your choice by pressing Left or Right on the Control Pad and enter the selection with the A Button.



NEW GAME

Starts the game from the beginning.

SELECTING A DECK

Select a deck. This will be the player's initial deck. There are three kinds of decks, and each one is composed of different cards. Choose the desired deck with the Control Pad and enter the selection with the A Button.



INITIALIZE DATA

If saved data already exists and NEW GAME is selected, the screen on the right will be displayed. Please be careful. PRESSING START WILL ERASE ALL PREVIOUS DATA. The new game will start from the very beginning. Press the B Button to avoid initialization and return to the Title Screen.



CONTINUE

This option continues a previous game.



SAVING AND LOADING

This game system automatically saves and loads game data. Saved data will be periodically overwritten.

Turning the power ON will automatically load saved data and the game will restart from where it was previously left off.



GAME MODES

Start the game by selecting NEW GAME or CONTINUE from the Title Screen and the Game Mode Select Screen will be displayed.

Select the mode to be played by pressing Up and Down on the Control Pad and enter the selection with the A Button.



CAMPAIGN

Players can Duel with a variety of characters. At first, players can only battle with five characters, such as Yugi and Joey, but the number of characters that can be battled increases as players win. Players win one pack (of five cards) for each Duel they win.

HOW A CAMPAIGN PROGRESSES

1. The characters that can be battled will be displayed. Press Left or Right on the Control Pad to move the cursor and choose the battle opponent. Enter the selection with the A Button.



2. The Janken Screen will be displayed. Choose by pressing Left or Right on the Control Pad and press the A Button. The duelist who wins at Janken can choose to go first or last during the duel.

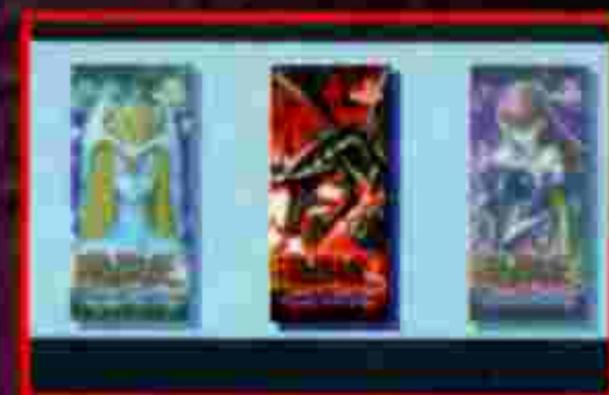
*The rules for Janken, are very similar to the game: Rock, Paper, Scissors. Rock beats Scissors; Paper beats Rock; Scissors beats Paper.



3. Five cards will be automatically drawn from the deck as a hand, and the Duel begins.

*Please refer to "Duel Progression" on page 32 for details on Dueling and controls.

4. A pack of cards is awarded after winning a Duel. There are many varieties of packs - choose one by pressing Left or Right on the Control Pad and enter the selection with the A Button.



5. The cards in the pack will then be displayed. Move the cursor by pressing Up and Down on the Control Pad to choose a card. Detailed card data can be viewed with the A Button.



REGARDING PACKS ACQUIRED THROUGH VICTORIES

Each type of card pack can contain different cards. At first, players can only select from 3 types of card packs, but new types of cards become available as the player continues to win in the Campaign Mode.

DECK EDIT

This allows players to check the cards they possess and build their decks. For details, please refer to "Deck Edit" (page 17).



REGARDING HOW TO PUT TOGETHER A DECK

Please build your deck before starting "Campaign" or "Link Battle" Modes. The Deck cannot be changed once these Modes have started.



LINK BATTLE

Friends can battle each other by connecting two Game Boy Advance systems with the Game Boy® Advance Game Link® Cable. Please note players do not receive packs for winning Duels, such as in the Campaign Mode.

*Please refer to "How to Connect the Game Boy® Advance Game Link® Cable" (page 14) for instructions on how to connect and cautions related to linked play.

LINK BATTLE PROGRESSION

1. Once the units have been connected, switch on the Game Boy Advance systems to start the game. Both players should choose "Link Battle" from the Game Menu screen and press the A Button.

*The battle begins immediately after the players select "Duel", so please build your decks in advance.

2. The janken screen will be displayed. Choose by pressing Left or Right on the Control Pad and press the A Button. A player who wins at janken can choose to go first or last in the duel by pressing the A Button.

3. Five cards will be automatically drawn from the deck as a hand, and the Duel begins.

*Please refer to "The Progression of a Duel" on page 42 for details on the progression of a Duel and controls.

CARD TRADING

Friends can exchange cards by connecting two Game Boy Advance systems with the Game Boy® Advance Game Link® Cable. Each player chooses one card to exchange.

*Please refer to "How to Connect the Game Boy® Advance Game Link® Cable" (page 14) for instructions on how to connect and cautions related to linked play.

TRADING

1. Once the units have been connected, switch on the Game Boy Advance systems to start the game. Both players should choose "Card Trading" from the Game Menu screen and press the A Button.

*Only cards in the Trunk can be traded. Please be sure to build your deck in advance.

2. The Trade Screen will be displayed. First, choose "Select A Card" and press the A Button. The Trunk Screen will be displayed. Scroll through your cards by pressing Up and Down on the Control Pad. Players can view detailed card data by using the "Card View" command. Once the card to be traded is highlighted, select the "Decide" command using Left and Right on the Control Pad and press the A Button. The Trade Screen will be displayed. If you would like to reselect again, choose "Select A Card".



3. After both players have selected what cards to trade, both players should choose "Trade it now" and press the A Button to complete the trade.



CAUTIONS FOR TRADING

If the total number of cards drops below 40, with the exception of Fusion Monster Cards, players will not be able to build their decks, duel or trade. Please be careful!

*Fusion Monster Cards go in the Fusion Deck, not into the Main Deck.



CONNECTING THE GAME BOY ADVANCE® GAME LINK® CABLE

This explains how to connect Game Boy Advance systems with the Game Boy® Advance Game Link® Cable.

What to Prepare

- Game Boy Advance..... 2
- "Yu-Gi-Oh! The Eternal Duelist Soul" Game Pak.....2
- Game Boy® Advance Game Link® Cable.....1

Connecting

1. Confirm that both units are switched OFF and set a Game Pak into each one.
2. Connect the Game Boy® Advance Game Link® Cable to the external expansion-connectors of each unit.
3. Switch both units ON.
4. Refer to pages 11 to 13 for further operating instructions.

*The player whose unit is connected by the smaller plug will be Player 1.

Cautions for Linked Play

In the following circumstances, the link may fail or malfunction.

- A cable other than the Game Boy® Advance Game Link® Cable is used.
- The cable is not inserted completely.
- The cable is disconnected during play.
- The cable is disconnected from the connection box.
- More than 2 Game Boy Advance units are connected.

CALENDAR

The Calendar Mode allows you to check the date for special Yu-Gi-Oh! events.

NOTE: The game runs on a fictitious timeline that does not correspond to the real date.



One day passes for each battle in the Campaign Mode. Weekly and Monthly Yu-Gi-Oh! comics that contain packs are sold and Duel Monsters tournaments are held. Check to see when they occur with the Calendar Display.

ICON EXPLANATION

 **Weekly Yu-Gi-Oh! and Yu-Gi-Oh! Magazine Launch Date**
Weekly Yu-Gi-Oh! will go on sale every Tuesday and Yu-Gi-Oh! Magazine will go on sale on the 21st of every month. Players can obtain special packs on these days.



Duel Monsters Tournaments

Duel Monsters tournaments are held on the second and fourth Saturday of every month. Tournament participants play matches against each other. Other tournaments occur on special dates as well.



RECORD

Players can check the battle records against each character.



PASSWORD

Players can acquire a card by inputting the Password (the eight-digit number) that appears in the lower left corner of a Yu-Gi-Oh! Trading Card Game Card. However, only one copy of a card can be acquired for each Password.



1. Move the input cursor (the number that is lit up) with the Control Pad and enter the digit with the A Button. To make a correction, move the password cursor with the L or R Buttons and re-enter the digit.
2. When the password has been inputted completely, choose "GET CARD" and press the A Button. The card will be acquired if the Password has been entered correctly.

DECK EDIT

This confirms the cards in a player's possession. Players build their decks here as well. Players should construct Decks with 40 to 60 cards and Side Decks with up to 15 cards. However, Side Decks are not necessary to Duel.

SCREEN VIEW AND EXPLANATION

DECK FORMATION SCREEN

Players can scroll through the card list one card at a time by pressing Up and Down on the Control Pad and can scroll through five cards at a time by pressing Left and Right on the Control Pad. The Command Menu is displayed at the top of the screen by pressing the A Button. The B Button will take the Command Menu away.

Selection Cursor

Information on the selected card

Card Graphics

Graphic for the selected card

Card List Switch Cursor

Switches between the Trunk, Main Deck and Side Deck with the L and R Buttons



Deck and Trunk Information

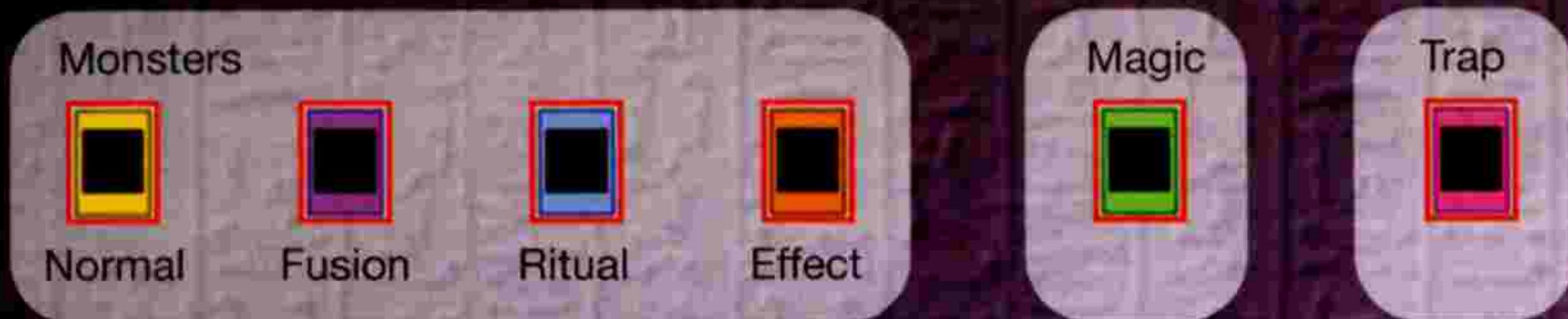
Trunk, Main Deck and Side Deck information

Card Information

This is how to view card data with the Select Cursor.



Card Varieties



Monster/Type



Dragon



Beast-Warrior



Fairy



Fish



Aqua



Spellcaster



Beast



Insect



Sea Serpent



Pyro



Zombie



Winged Beast



Dinosaur



Machine



Rock



Warrior



Fiend



Reptile



Thunder



Plant

Monster/Attributes



Earth



Water



Fire



Wind



Light



Dark

Monster/Kind



Fusion



Ritual



Effect

Magic



Trap



Magic/Trap by Effect



Equip



Quick-Play



Continuous



Ritual



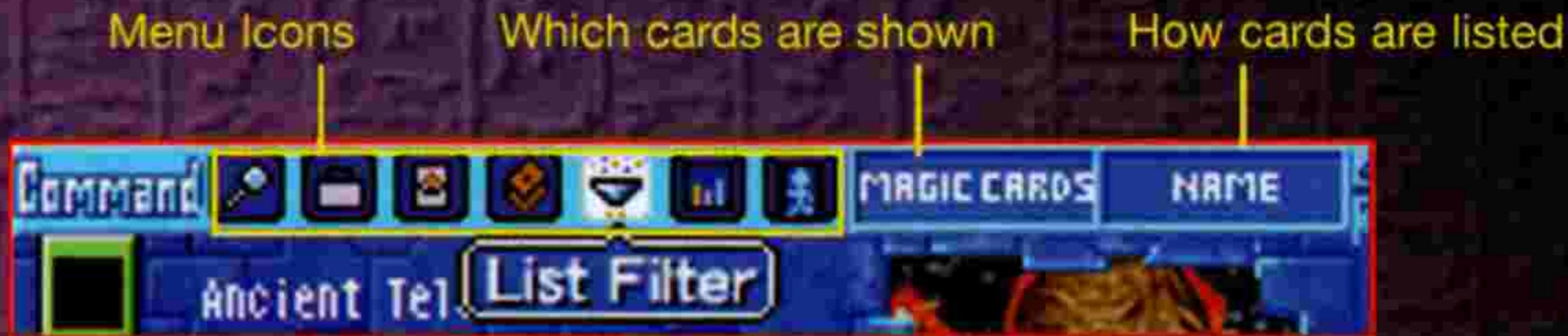
Field



Counter

Command Menu

Press the A Button on the Deck Formation Screen to display the Command Menu at the top of the screen. Select from the menu by pressing Left or Right on the Control Pad. Enter the selection with the A Button. Players can scroll through the card list one card at a time by pressing Up and Down on the Control Pad.



Card View

This displays detailed data for the selected card.

Please refer to "Card Varieties" on page 50 for instructions on how to view detailed data.





To Trunk

Moves a selected card to the Trunk.



To Main Deck

Moves selected card to the Main Deck.



To Side Deck

Moves selected card to the Side Deck.



List Filter

Players can search for or sort cards in the Trunk, Deck or Side Deck by type.



Statistics

This displays ratios of card types in the Trunk, Deck or Side Deck by type.



Exit

Return to the Game Mode Select Screen when decks have been formed.

Deck and Trunk Information

Displays information about cards in the Trunk, Main Deck and Side Deck.

Trunk

This number is the number of selected cards in the Trunk.

Side Deck

The top number is the number of highlighted cards in the Side Deck, and the bottom number is the total number of cards in the Side Deck.



Main Deck

The top number is the number of highlighted cards that are in the deck, and the bottom number is the total number of cards in the deck (including the Fusion Deck).

Statement

Information about the selected cards in the Trunk, Deck or Side Deck.

Trunk: Displays the total number of cards possessed.

Main Deck: Displays the total number of cards in the Deck and the number of cards in the Fusion Deck.

Side Deck: Displays the total number of Monster Cards and the total number of all other cards in the Side Deck.

LIST FILTER

Players can find the cards they are searching for by using the "List Filter" menu icon. Searches can be filtered by types of cards and listed in order by Name or by another stat.

HOW TO FILTER CARDS

Let's try doing a search for only the Effect Monster Cards from the Trunk and sort them by ATK.

1. Highlight the "Trunk" with the L or R Buttons and select the "List Filter" menu icon.
2. The Filter Card Screen will be displayed. Choose "Effect Monsters" with the Control Pad and press the A Button.



3. Next, choose "ATK" and press the A Button. The card list will display only the Effect Monster Cards sorted by ATK from highest to lowest.



DECK FORMATION

Move cards between the Trunk, Main Deck and Side Deck to put together a deck for use in a Duel. There is a limit for the total number of cards for each deck. There is also a limit to the number of the same card that can be included in the Deck.

Please refer to page 39 "Building a Deck" for cautions related to deck formation.

PUTTING A DECK TOGETHER

1. Choose "Trunk" with the L and R Buttons and the Trunk Card List will be displayed.

2. Highlight the card to add to the deck. Using the List Filter could help to find the desired card more quickly.

3. When the desired card has been found, choose "To Main Deck" from the menu icons. And press the A Button. The card will be moved from the Trunk to the Main Deck.



Build your Main Deck and Side Deck by moving cards as outlined above.

DUELS

This explains how to view the screen when Dueling and the appropriate controls. The rules in effect are very similar to the rules in the Official Yu-Gi-Oh! Duel Monsters Trading Card Game. (See page 35, "Duel Monsters")

SCREEN VIEW AND EXPLANATION

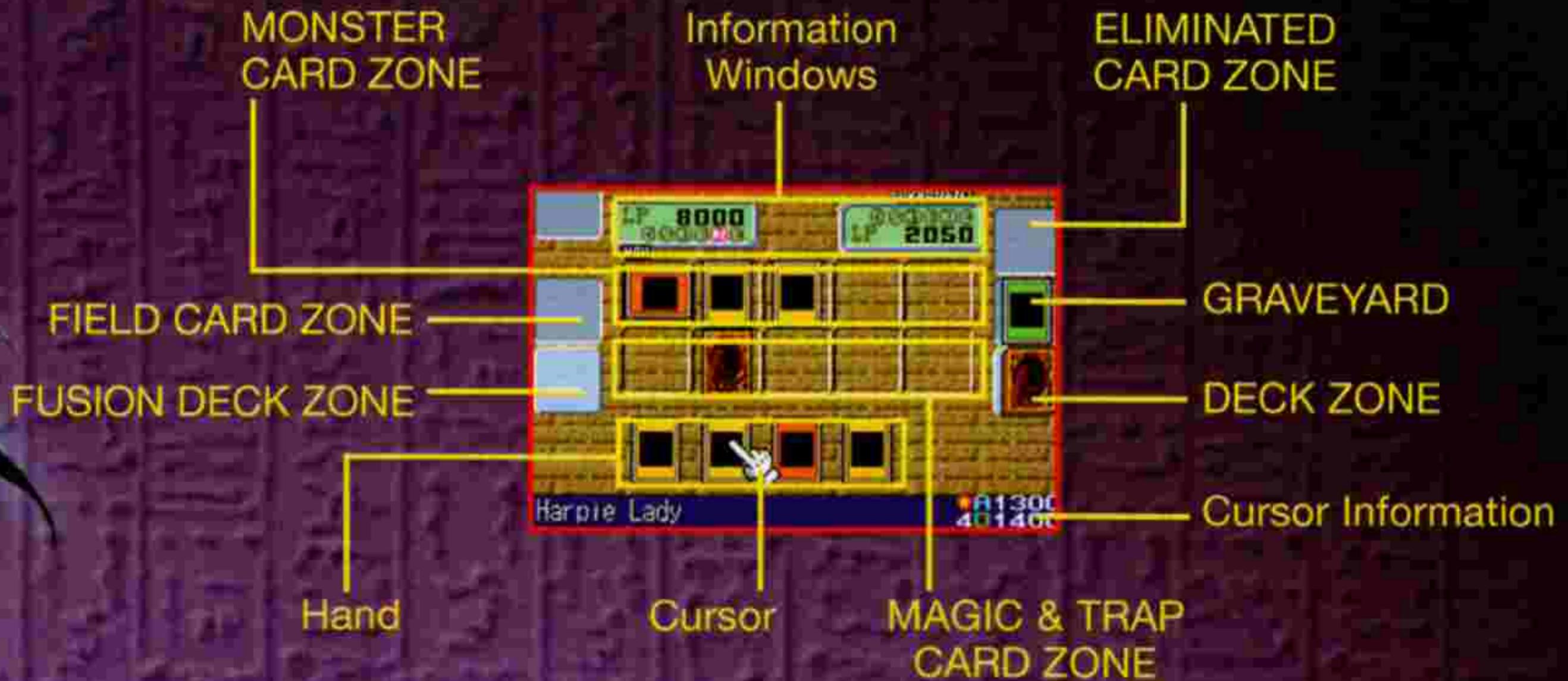
DUEL SCREEN

Move the cursor with the Control Pad. Information will be displayed at the bottom of the screen according to the location of the cursor.

With the cursor, select a card to display the Command Icon. If you select the GRAVEYARD, DECK ZONE etc. the cards in the desired location will be displayed.

NOTE: Holding down the B Button will speed up the processing during a game.





Command Icons

Commands change according to the position of the cursor and other circumstances during the game.

Choose an icon by pressing Left or Right on the Control Pad and enter the selection with the A Button. Pressing the B Button returns a player to card selection.





Card View

Players can view detailed card information or the cards that are in the areas selected by the cursor.



Summon (Special Summon)

Plays Monster Cards in the Hand onto the Field in the face-up Attack Position.



Activate

Activates the effects of Effect Monster Cards, Magic Cards and Trap Cards.



Def Pos

Switches an Attack Position Monster on the Field to the Defense Position.



Surrender

Abandons a Duel in progress and results in a loss. (See page 32 "Surrender")



Set

Places a Monster, Magic or Trap cards from the hand to the Field in the face-down Defense Position.



Flip Summon

Flips face-down Defense Position Monsters to the face-up Attack Position.



Atk Pos

Switches Defense Position Monsters on the Field to Attack Position.



Attack

Directs Attack Position Monsters on the Field to attack.

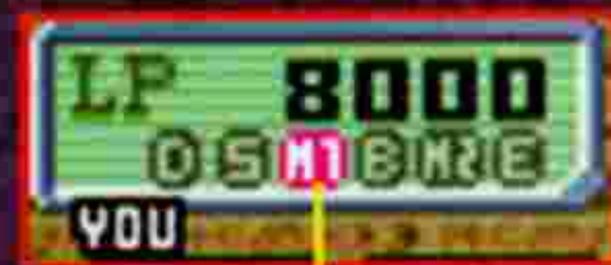


Draw

Draws one card from the deck during the Draw Phase.
(See Page 32 "Duel Play")

Information Window

A player's Life Points and current phase are displayed here. The player's info is on the left side of the screen and their opponent's info is on the right. The current phase lights up in red.



Current Phase

Phase Display

D: Draw Phase
B: Battle Phase

S: Standby Phase
M2: Main Phase 2

M1: Main Phase 1
E: End Phase

CARD LIST DISPLAY

GRAVEYARD/ ELIMINATED CARD ZONE/ FUSION DECK

Move the cursor to the GRAVEYARD, ELIMNATED CARD ZONE or FUSION DECK and press the A Button. The card list for that area will be displayed. The player can look at their Opponent's GRAVEYARD, ELIMINATED CARD ZONE and FUSION DECK.



Information

Players can move the cursor by pressing Up and Down on the Control Pad to scroll through the list. Players choose from the menu by pressing Left or Right on the Control Pad and enter the selection with the A Button. They can view detailed card data with "Card View". "Exit" returns a player to the Field.

Special Summon Monster List

When performing a Special Summon for Effect Monster Card, Magic Card and Trap Card effects such as "Elegant Egotist" and "Giant Rat", a list of target cards will be displayed. The list is controlled in the same way as other lists. Select the card to summon, choose "Decide" from the menu and press the A Button to effect the summon.

The icon displayed in Information - CARD STATUS in the List Screen shows the status of a card.



Targets for "Prohibition"



Fusion Material Cards



Cards in the Deck



Targets for "Lightforce Sword"



Cards that Cannot be Returned to the Field with "Monster Reborn"



Cards in Hand



Cards in the GRAVEYARD

SURRENDER

Players can end a Duel in progress by surrendering. However, they forfeit that Duel.

In any phase other than the Draw Phase, the Surrender Icon will be displayed when the cursor is on the Deck and the A Button is pressed. After pressing the A Button again, players will be asked if they really wish to surrender. Choose "YES" to surrender and press the A Button.



DUEL PLAY

This explains Duel Progression and the controls.

DUEL PROGRESSION

1. Draw Phase

A player presses the R Button to draw a card from the deck into his own hand. A player can also draw a card by highlighting the deck and pressing the A Button to display the Draw Icon. Pressing the A Button again will draw a card.



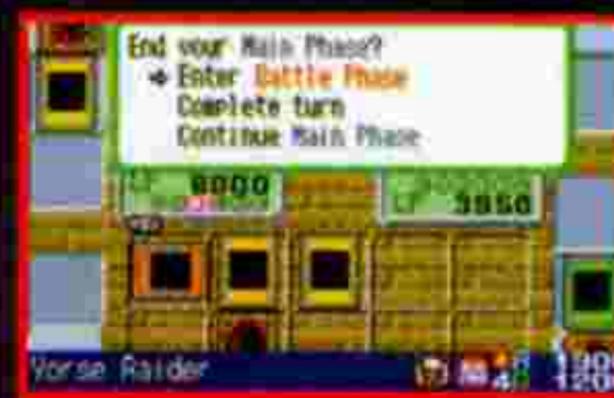
2. Standby Phase

If the cards on the Field have magic or effects that are activated in this phase, please follow the instructions that appear on the screen.

3. Main Phase 1

Players place Monster Cards, Magic Cards and Trap Cards on the Field and use them in this phase. To use a card, move the cursor to that card and press the A Button. The Command Icon will be displayed. Instructions will appear on the screen when a player activates magic or effects, or Summons a high-level monster. Please follow them.

Pressing the B Button displays the Phase End Menu. Players then choose an action and enter the selection with the A Button.



4. Battle Phase

Move the cursor to the attacking monster and enter the selection. Choose the Attack Icon and press the A Button. Next designate the target for the attack and press the A Button. Pressing the B Button displays the Phase End Menu. Players then choose an action and enter the selection with the A Button.



5. Main Phase 2

Players place Magic Cards and Trap Cards on the Field and can use them in this phase. Players who have not Summoned a monster in Main Phase 1 can summon one here. Perform the Summon as in Main Phase 1.

Pressing the B Button displays the Phase End Menu, and players can end their turn.

6. End Phase

If all of the actions that are required in the Main Phases 1 and 2 and the Battle Phase have been completed, the player presses the B Button, brings up the Phase End Menu and ends his turn.

Both players repeat steps 1 to 6 until the victor has been decided and the Duel ends.

SPECIAL CONTROLS

Special Summoning Method for Specific Monsters

"Metalzoa" and "Red-Eyes Black Metal Dragon" perform a Special Summon from the deck. Please be careful, if one of these is drawn into the Hand, it cannot be played on the Field. To Summon these cards, follow the instructions below.



First, "Zoa" or "Red-Eyes B. Dragon" must be equipped with the Equip Magic Card "Metalmorph" on the Field. If the above Special Summon Monster Cards are in the Deck, move the cursor to "Zoa" or "Red-Eyes B. Dragon" and press the A Button. The Command Icon will be displayed. Choose "Activate" and press the A Button one more time.



DUEL MONSTERS

The Yu-Gi-Oh! Trading Card Game rules have been adopted for the play of this game.

NOTE: The rules for the Official Yu-Gi-Oh! Trading Card Game are constantly being revised and the rules in this game may not be accurately reflected in the current tournament rules.



BASIC DUEL ITEMS

CARDS

There are 819 cards that can be used in the game! Their roles can be loosely divided into the following three categories.

Monster Cards (599 in all)

These cards are used to attack the opponent. Some of these cards are powerful cards with special effects and some must be Summoned by a special sequence.



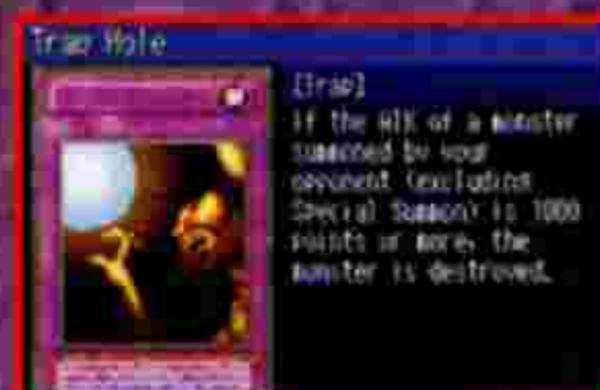
Magic Cards (148 in all)

The effects of these cards are numerous and varied. They can be used to improve monster abilities or to change the conditions of the Field. The proper use of these cards can determine the outcome of a Duel.



Trap Cards (72 in all)

These cards are used by placing them on the Field. They are activated by an opponent's attack or magic and can cancel out their effects.



DUEL FIELD

The Duel Field is where players place their own cards that they have played or thrown away during a battle. In battle, the Fields are arranged face-to-face as in the Fields shown in the diagram below. In addition, the designated areas for placing cards are outlined below.

MONSTER CARD ZONE

Monster Cards are placed here.

ELIMINATED CARD ZONE

Cards that have been removed from a Duel are placed here.

FIELD CARD ZONE

Field Magic Cards are placed here.

FUSION DECK ZONE

The Fusion Monster Card Deck is placed here.

Hand

These are the cards in the Hand. They can be played on the field.

MAGIC & TRAP CARD ZONE

Magic Cards and Trap Cards are placed here.

GRAVEYARD

Destroyed cards are placed here.

DECK ZONE

The Deck is placed here. Players draw one card from here during the Draw Phase.



BATTLING

Players battle an opponent in this card game.



Duel - A single head-to-head battle.

Match - A set of three Duels with a single opponent in which the first player to win two Duels wins the Match. If there is one win and two draws, the winner of the one Duel wins the match. If there is one win, one loss and one draw, or if there are three draws, the match becomes a draw.

*In the game, most battles are single Duels. Matches are held for Duel tournaments and such.

BUILDING A DECK

1. The group of cards that a player uses in a Duel is called the Main Deck. In this game, players make decks of 40 to 60 cards, not counting Fusion Monster Cards. Up to 20 Fusion Monster Cards can be included in the separate Fusion Deck.

*Duels can be held even if a player has no cards in the Fusion Deck.

2. Players can set up 15 backup cards in addition to the decks to be used in battle. These cards go into the Side Deck. It is possible to switch Side Deck cards with cards from the Main Deck in-between Duels during a match. Be sure to exchange them strategically. Make sure the number of cards in the Deck remains the same when switching cards.

*Side Decks are backup cards to be used in a match. Therefore, players can Duel without Side Decks.

3. All cards not in the Main Deck and Side Deck are kept in the Trunk. Cards are taken from the Trunk to build the Deck and Side Deck.

4. A maximum of three of the same card can be used in the Deck and Side Deck for a battle. However, certain cards are limited and are restricted to fewer than three of a kind in a hand. Only one "Limited Card" and two "Sub-limited Cards" can be used in a deck.

LIMITED CARDS

- Left Leg of the Forbidden One
- Right Leg of the Forbidden One
- Left Arm of the Forbidden One
- Right Arm of the Forbidden One
- Exodia the Forbidden One
- Dark Hole
- Raigeki
- Sinister Serpent
- Megamorph
- Harpie's Feather Duster
- Jinzo
- Monster Reborn
- Pot of Greed
- Change of Heart
- Mirror Force
- Snatch Steal
- Confiscation
- The Forceful Sentry
- Painful Choice
- Call of the Haunted
- Cyber Jar
- Ceasefire
- Imperial Order
- Magic Cylinder
- Limiter Removal
- United We Stand

SUB-LIMITED CARDS

- Sangan
- Swords of Revealing Light
- Witch of the Black Forest
- Bell of Destruction
- Graceful Charity
- Heavy Storm
- Delinquent Duo
- Backup Soldier
- Nobleman of Crossout
- Morphing Jar #2
- Riryoku

WIN REQUIREMENTS

Duel wins and losses are decided based on the following rules.

1. Both players have 8000 Life Points at the start of a Duel. Life Points decrease when players or monsters are attacked or fail to defend themselves. A player wins when his opponent's Life Points drop to 0 or loses when his own Life Points drop to 0.
2. The Duel results in a draw if the Life Points of both players drop to zero simultaneously.
3. The first player to exhaust his deck and not be able to draw another card from the deck loses at that time.
4. A player wins as soon as he collects all five cards from the "Exodia" series in his hand. In addition, a player who draws all five of these cards for a hand at the first draw of a Duel wins.



EXODIA SERIES

- Left Leg of the Forbidden
- Right Leg of the Forbidden
- Right Arm of the Forbidden
- Left Arm of the Forbidden
- Exodia the Forbidden



THE PROGRESSION OF A DUEL

Duels are based on rules and follow the following sequence.

1. DECK PREPARATION

Players put together their Decks beforehand. Confirm that a Deck consists of 40 to 60 cards and a Side Deck consists of 15 or fewer cards.



2. DECIDE THE ORDER OF TURNS

The winner of janken decides whether to take his turn first or last. However, in match play the loser of the preceding Duel has the right to choose.



3. DRAW A HAND

Five cards are automatically drawn from the top of the Deck. This will be the player's Hand at the start of the Duel.



4. DRAW PHASE

Players draw one card from the top of their Deck. The first player can draw a card on the very first turn.



5. STANDBY PHASE

In this phase, there are monsters that activate effects, Magic Cards and Trap Cards. If it is written on a card that something must be done during this phase, please follow those instructions.



6. MAIN PHASE 1

Monster Cards, Magic Cards and Trap Cards can be played and used in this phase. Each kind of card is played to an established area on the Duel Field.



In addition, a maximum of five Monster Cards and five Magic or Trap Cards (not including Field Magic Cards) can exist in a player's Field at any given time. A player cannot throw away a card on the Field and replace it with a new card if there are already five cards of a kind on the Field. In such a case, the player must find some other way to dispose of the card.

Monster Cards

Playing a Monster Card from a hand without relying on magic or effects is called a "Summon" or "Set". Place it face-up and vertically if it is in Attack Position (Summon). Place it face-down and horizontally if it is in Defense Position (Set). The position chosen when the monster is played cannot be changed until the next turn.

The position of a monster already played on the Field can be changed only once during this phase. A monster whose position has been changed once cannot have its position changed again in the same turn except under special circumstances. In addition, Effect Monster effects can be activated in this phase.

Magic Cards and Trap Cards

Magic Cards can be placed face-up or face-down on the Field. Basically, the effects of Magic Cards are limited to the time that they are turned face-up. After their effects have been activated, they are destroyed and sent to the GRAVEYARD. As an exception, Equip Magic Cards, Field Magic Cards and Continuous Magic Cards remain on the Field.

Trap Cards are played face-down. When a card is flipped face-up, the effects written on that card are activated. Trap Cards are also destroyed after activation, unless they are Continuous Trap Cards.

Fusion and Rituals are performed in the Main Phase.

7. BATTLE PHASE

Each face-up Attack Position Monster on the Field can attack the opponent once. However, the player to go first can play Monster Cards on the Field in the first turn, but cannot attack. The player to go second can attack on his first turn. Also, the Battle Phase does not have to take place every turn. Players can move from Main Phase 1 directly to the End Phase and end their turn.



Monster Cards

Any number of Attack Position Monsters played on the Field can participate in an attack. (Defense Position Monsters can attack after changing positions in the Main Phase.) If a player has attacked, any Monster Cards in the opponent's Field become subject to attack. (Basically, a player who has a monster in the opponent's Field cannot directly attack the player.)



Battle Phase Sequence

Players enter the Battle Phase. The attacking player can attack any of his opponent's monsters with any of his own. If there are no monsters in the opponent's Field, the subject of attack will be the opposing player. One monster can attack one opposing monster or player. In addition, a monster that has attacked once cannot attack again in the same turn. Once a monster has completed his attack, the attacking player chooses the next monster and attacks. This is repeated for all Attack Position Monsters on the Field. However, players do not have to attack with all available Attack Position Monsters. Please decide how to proceed according to the situation.

If a player attacks a face-down enemy monster, the card is then flipped face-up. Its effect is activated if it is a Flip Effect monster.

When a monster attacks, its position is set in the Attack Position. It cannot be changed to Defense Position in the attacking turn.

Monsters destroyed by an attack, Magic Card effects or Trap Card effects are sent to the GRAVEYARD.

Magic Cards and Trap Cards

Cards set in the MAGIC & TRAP CARD ZONE on the Field can be used, but generally, the effects of Magic Cards other than Quick-Play Magic Cards are not activated in this phase. Trap Cards can be activated. Please use them according to the situation.

Also, Magic Cards and Trap Cards that have been used are sent to the GRAVEYARD.

8. MAIN PHASE 2

Main Phase 2 begins after the Battle Phase ends. As in Main Phase 1, Fusions and Rituals can be performed, and Magic Cards and Trap Cards can be played on the Field and used.

If a player does not summon a Monster in Main Phase 1, he can Summon a monster now, if he chooses. In addition, monsters that have not attacked or changed positions in the current turn can change positions.

9. END PHASE

The player's turn ends. If a player holds more than six cards in their Hand at this time, they must choose cards to discard in order to reduce the number of cards to six. It is then the opponent's turn.



10. END DUEL

The player and opponent alternately repeat the steps from the Draw Phase to the End Phase. The Duel ends when one of the players fulfills the win requirements. For more information on win requirements, please refer to page 41 "Win Requirements".



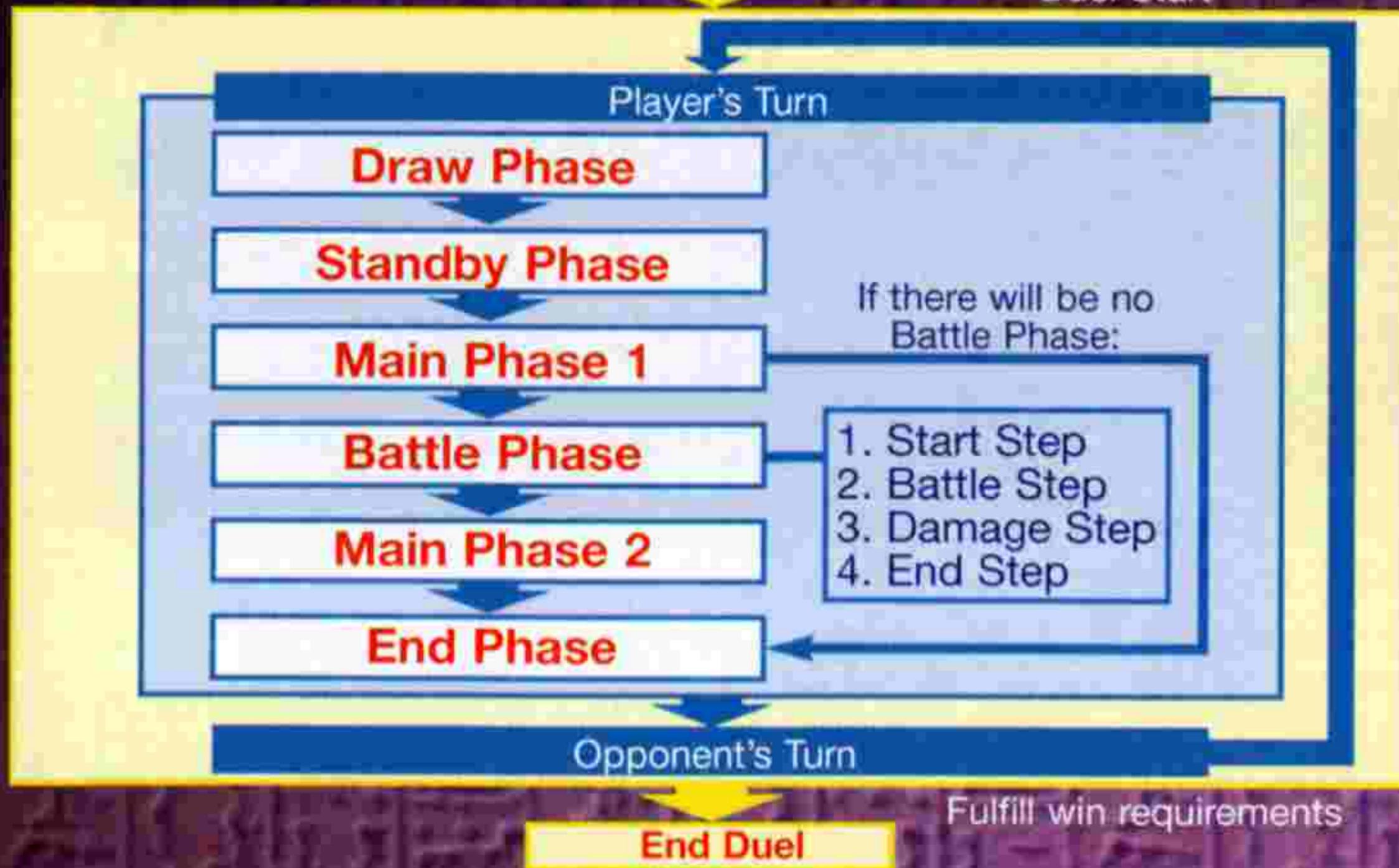
THE FLOW OF PHASES

OVERALL DUEL PHASE FLOW

One can chart the progression of a Duel as follows.

- Build the Deck
- Decide which player goes first
- Draw a Hand of five cards

Duel Start



THE FLOW OF THE BATTLE PHASE

The Battle Phase consists of the following four steps.

START STEP

Players enter the Battle Phase. Players can use Quick-Play Magic and Traps against each other in this step.

BATTLE STEP

Players choose one monster to attack and a target for the attack. Players can use Quick-Play Magic and Traps against each other in this step as well.

DAMAGE STEP

Damage amount is determined in battle. This is the last step where Monster Flip Effects and such are activated. However, effects cannot be applied to monsters that have been destroyed.

END STEP

After repeating the Battle Step and Damage Step as many times as possible, the battle ends as there is nothing left to be done. Players can use Quick-Play Magic and Traps in this step as well.

CARD VARIETIES

Cards used in the game can generally be divided into three varieties: Monster Cards, Magic Cards and Trap Cards. Moreover, the capabilities and uses of the cards are very different.

Attributes

This is the monster attribute icon. Magic Cards and Trap Cards are displayed here as  & 

Card Name

Big Shield Gardna

Level

This indicates the level of a monster. Magic Cards and Trap Cards are displayed here with their respective icons. For Example:  & 

Card Graphic



ATK/DEF

Only monster's ATK/DEF are displayed.

Type/Kind

This is monster type and kind (Ritual, Effect etc.). Magic Cards and Trap Cards are also displayed here by type and by kind (Equip, Continuous etc.).

Card Explanation

This is a detailed explanation of a card. For example, Fusion Materials are indicated for Fusion Monsters, and effect details and activation requirements are indicated for Effect Monsters, Magic Cards and Trap Cards.

MONSTER CARDS

Monster Cards are the basic cards used to attack the opposing player. Monster Cards have Types and Attributes. They consist of 20 Types and six Attributes. The differences between Types and Attributes affect how they receive the effects of Magic Cards and such. In addition, the level (# of stars) shows the overall strength of a monster.

Please refer to Pages 19-20 for a list of the Monster Types and Attributes.

There are many varieties of Monster Cards, such as "Fusion Monster Cards" and "Ritual Monster Cards", which require Special Summoning, or "Effect Monster Cards", which have special effects.

NORMAL MONSTER CARDS

Players can summon one monster per turn in the Main Phases. However, one or two monsters must be paid as a Tribute in order to play monsters that are level 5 and above.

For more information on Tribute Summon, please refer to page 61, "Tribute Summon".



Monster Cards
are yellow

FUSION MONSTER CARDS

Fusion Monster Cards are special Monster Cards that can be called forth with the Magic Card "Polymerization" and two or more Fusion Material Monsters. The basic capabilities do not differ from normal Monster Cards, but the procedure for playing them on the Field differs from normal Monster Cards.



Fusion Monster Cards are violet

For more information on Fusion, please refer to page 63, "Fusion".

Monsters made through Fusion are considered a Special Summon. Therefore, it is possible to Summon (or Tribute Summon) other monsters in the same turn. In addition, if Fusion Monsters are supposed to be "returned to the Hand" by Monster Effects etc., they actually return to the Fusion Deck instead of the Hand.



RITUAL MONSTER CARDS

Ritual Monster Cards are special Monster Cards that can be summoned onto the field only when you have a designated Ritual Magic Card and the Monster Cards required to fulfill the conditions described on the Ritual Magic Card as a Tribute. The basic capabilities do not differ from normal Monster Cards, but the procedure for playing them on the Field differs from normal Monster Cards. Please refer to the details written on each card for the appearance requirements.



Ritual Monster Cards are blue

For more information on the Ritual procedures, please refer to page 64, "Rituals".

Monsters that appear through Rituals are considered a Special Summon. It is still possible to summon other monsters in the same turn just like Fusion Monsters.



EFFECT MONSTER CARDS

Monster Cards that possess magical effects are referred to as Effect Monster Cards. The Summon method is the same as for normal Monster Cards.

Effects can be generally divided into the following five varieties, but these effects are different for each card.

For details, please refer to the card's data effect details.

Flip Effect

This effect is activated when the monster is flipped from face-down to face-up. The effect is also activated if the card is flipped face-up as a result of a Magic or Trap card, or another monster's attack.

For more information on the Flip Effect, please refer to page 68, "Flip Effect".

Continuous Effect

As long as this Monster Card is face-up on the field, its effect remains active. When the monster is turned face-down, its effect is no longer active.

Cost Effect

These effects require an action of discarding your hand or paying Life Points in order to be activated. Costs vary from card to card.



Effect Monster Cards are orange

Trigger Effect

These effects are activated as a result of inflicting Direct Damage to an opponent's Life Points, or when certain specific requirements are met. Requirements vary from card to card.

Multi-Trigger Effect

These are special effects that can be activated, even on your opponent's turn. An example of this kind of effect is "Kuriboh", whom is discarded from the Hand during your opponent's Battle Phase.

TOKENS

Tokens sometimes appear in the MONSTER CARD ZONE as a result of the effects of Effect Monster Cards or Magic Cards.

The tokens are not Monster Cards. They can change between Attack and Defense Positions and they can attack, but they cannot be used for a Tribute Summon. When they are destroyed, they do not go to the GRAVEYARD, instead they are eliminated from play.



MAGIC CARDS

There are many types of Magic Cards. They are usually used only in the Main Phases, with the exception of Quick-Play Magic Cards.

*There are other exceptions, such as "Curse of Fiend", which is used in the Standby Phase.



Magic Cards are
Green

NORMAL MAGIC CARDS

These are generally destroyed after activation as long as there is no "Continuous Icon". Many cards such as "Raigeki" possess powerful magic.

*There are also exceptions such as the "Swords of Revealing Light", which remains on the Field for three turns.

EQUIP MAGIC CARDS

These cards are "attached" to monsters. They remain on the Field and are destroyed when the monster they are equipped to is destroyed. It is possible to equip one monster with multiple cards.

For more information on the use of Equip Magic, please refer to page 67, "Equip Magic Cards".

FIELD MAGIC CARDS

These cards change the topography of the Field. This topography influences monster capabilities and changes ATK and DEF.

For more information on the use of Field Magic, please refer to page 67, "Field Magic Cards".

QUICK-PLAY MAGIC CARDS

These contain special magic that can also be used in the Battle Phase. They can be activated during an opponent's turn if they have been set on the Field.

FUSION CARDS

These cards are necessary in order to summon Fusion Monsters.

For more information on the Fusion procedure, please refer to page 63, "Fusion".

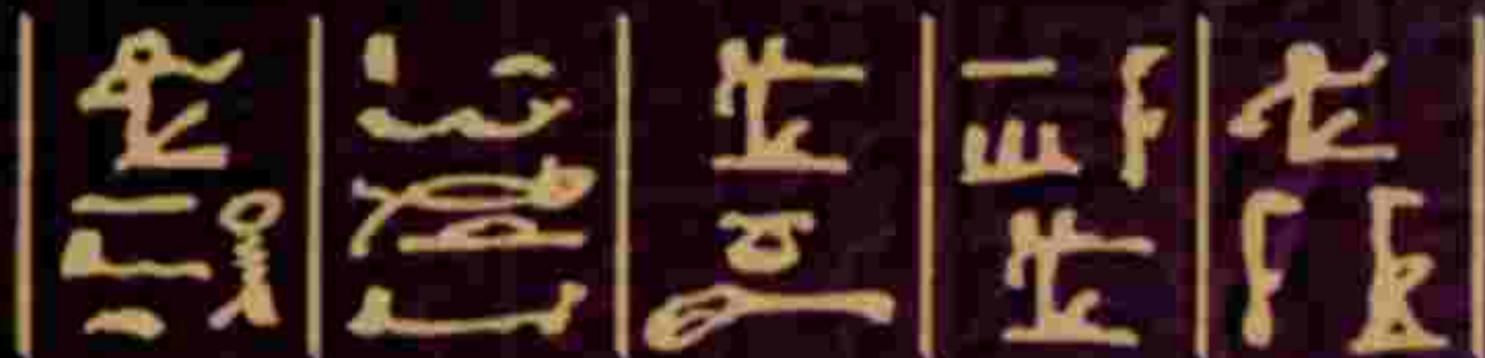
RITUAL MAGIC CARDS

These cards are necessary for the appearance of Ritual Monsters. The monsters that will appear are set for each Ritual.

For more information on Rituals, please refer to page 64, "Rituals".

TRAP CARDS

These cards can be activated starting with the opponent's next turn once they have been set on the Field.



Trap Cards are purple

NORMAL TRAPS

These cards are destroyed after activation as long as there is no "Continuous Icon". In addition, a player cannot use them in the turn in which they have been set.

COUNTER TRAPS

These traps are activated in response to an opponent's summon or magic. They will extinguish or "counter" the effects of the opponent's actions. They are accompanied by the "Counter Icon".



DUEL RULES

DETERMINING DAMAGE

Damage sustained by battling monsters is determined based on the following rules.

WHEN THE OPPONENT'S MONSTER IS IN ATTACK POSITION

The amount of damage inflicted is determined by both monster's ATK.

· Player's ATK > Opponent's ATK



If a player's attacking monster's ATK is greater than the ATK of the opponent's monster, the opponent's monster is destroyed. Also, the difference in ATK is subtracted from the opponent's Life Points.

· Player's ATK = Opponent's ATK



If a player's attacking monster's ATK is equal to the ATK of the opponent's monster, both the player's monster and the opponent's monster are destroyed. Neither player takes any damage and all Life Points are unaffected.

· Player's ATK < Opponent's ATK



If a player's attacking monster's ATK is less than the ATK of the opponent's monster, the attacking monster is destroyed. Also, the difference in ATK is subtracted from the player's Life Points.

WHEN THE OPPONENT'S MONSTER IS IN DEFENSE POSITION

The amount of damage inflicted is determined by the attacking monster's ATK and the opponent's monster's DEF.

· Player's **ATK** > Opponent's **DEF**



If a player's attacking monster's ATK is greater than the DEF of the opponent's monster, the opponent's monster is destroyed. Neither player takes any damage and all Life Points is unaffected.

· Player's **ATK** = Opponent's **DEF**



If a player's attacking monster's ATK is equal to the DEF of the opponent's monster, neither monster is destroyed and neither player's Life Points are affected.

· Player's **ATK** < Opponent's **DEF**



If a player's attacking monster's ATK is less than the DEF of the opponent's monster, neither monster is destroyed and the difference in the attacking monster's ATK and the opponent's monster's DEF is subtracted from the player's Life Points.

WHEN THERE IS NO OPPOSING MONSTER

When the opposing player has no monsters in the MONSTER CARD ZONE, the opponent takes direct damage. The attacking monster's ATK is subtracted from the opponent's Life Points.

SUMMONING MONSTERS

There are three varieties of summons. A "Normal Summon" calls forth monsters with face-up Attack Positions. A "Flip Summon" occurs when a face-down Defense Position monster is flipped into the face-up Attack Position. A "Special Summon" is called by using Magic Card Effects etc. Tribute Summoning is a rule that applies to Summoning high level monsters.

TRIBUTE SUMMON

It is necessary to pay a Tribute of monsters on the Field in order to Summon monsters of Level 5 and above. This is called a Tribute Summon.

Players must pay a tribute of one monster to summon a Level 5 or 6 monster, and a tribute of two monsters for a monster of Level 7 or higher. The monsters used for the Tribute are sent to the GRAVEYARD.

Tribute Summons are treated in the same way as Normal Summons. Therefore, a Tribute Summon cannot occur in a turn in which a monster has already been summoned. In addition, there is no need for a tribute when using "Monster Reborn" for monsters of Level 5 and above.

SPECIAL SUMMON

Calling forth monsters with Magic Card, Trap Card and Monster Effect Card effects such as "Fusion", "Ritual" and "Monster Reborn" is called a Special Summon.

A Special Summon can be performed as many times as possible in one turn. However, it is necessary to follow the procedure on the cards. In addition, a Special Summon is not considered a Normal Summon, so it is possible to do a Normal Summon (or Tribute Summon) in the same turn.



Fusion

Fusion is a rule that allows a player to call forth a new monster by using two or more of his own Monster Cards and one "Polymerization" Magic Card.



If two or more Monster Cards used for Fusion Material and the Magic Card "Polymerization" are on the Field or in the Hand, a Fusion Monster can be Summoned. Monsters used as Fusion Material are different from the actual Fusion Monster Card that is Summoned.

Fusion is performed according to the following procedure.

1. Monsters A and B, which are to be used as Fusion Material, are on the field or in hand. The "Polymerization" Magic Card is played in the MAGIC & TRAP CARD ZONE.
2. Fusion Monster C that results from the Fusion of Monsters A and B is played from the Fusion Deck to the MONSTER CARD ZONE.
3. Monsters A and B, and the "Polymerization" Card are sent to the Duel Field GRAVEYARD.



Rituals

Rituals call Ritual Monster Cards through a special procedure different from the Normal Summon.



A Ritual Monster Card can be called when the following are on the Field or in the Hand:

- (1) the Ritual Magic Card,
- (2) the specific Monsters required by the Ritual Magic Card, and
- (3) tribute monsters with a total number of levels (stars) equal to or greater than the Ritual Monster's level.

In addition, Ritual Monsters are treated as a Special Summon, so they cannot be subjected to "Trap Hole" etc.



The following explains the Ritual method using the appearance of the Ritual Monster "Dokurorider" (Level 6) as an example.

1. A player has the Ritual Monster Card "Dokurorider" in hand and tribute monsters with a total of at least 6 stars on the Field or in the Hand. The player uses the "Revival of Dokurorider" Ritual Magic Card by playing it in the Field MAGIC & TRAP CARD ZONE.
2. The player pays a tribute of Monsters from the Field or from hand that have a total number of stars equal to six or more.
3. "Revival of Dokurorider" and tribute Monster Cards are sent to the GRAVEYARD. "Dokurorider" descends onto the Field.

ABOUT THE NUMBER OF TRIBUTE STARS

When choosing the tribute monsters for Level 6 Ritual Monsters, a single monster that has enough stars cannot be chosen. In other words, a Level 1 monster and a Level 6 monster cannot be chosen.



Special Summon from the GRAVEYARD

By using the effects of Magic Cards such as "Monster Reborn" or "Premature Burial", players can bring monsters from the GRAVEYARD back onto the Field. In addition, these are treated as Special Summons, so they cannot be subjected to "Trap Hole" and such.



Special Summons such as those listed above cannot be used to call back Fusion Monsters or Ritual Monsters that have been sent from the Hand or Deck directly to the GRAVEYARD. Please be careful.

If Fusion Monsters and Ritual Monsters that have been summoned to the Field by the normal procedures are sent to the GRAVEYARD through battle or magic effects, they can be brought back onto the Field by using cards such as "Monster Reborn".



ABOUT MAGIC AND EFFECT MONSTER EFFECTS

EQUIP MAGIC CARDS

Equip Magic Cards, which strengthen monsters, can only be used for monsters that are designated on the cards. However, they cannot be used if the monster in question is not face-up. They continuously remain on the Field after being used. However, Equip Magic Cards are sent to the GRAVEYARD along with the monsters they protect if these monsters are destroyed.



Highlight the Equip Magic Card in use and their subject monster to show equipment combinations.

FIELD MAGIC CARDS

Players can change the topography of the Field. The topography of the Field has advantages and disadvantages to monsters according to their type and attributes. Their abilities will be affected accordingly.



Only one Field Magic Card can be played on the entire Field. When another Field Magic Card is played, the previously played Field Magic Card on the field is sent to the GRAVEYARD. In addition, the topography of the Field returns to its initial state when Field Magic Cards are destroyed.

FLIP EFFECT

Effect Monsters are monsters that have magical effects. There are a variety of such effects, among which are "Flip Effects" that have activation requirements.

Flip Effect Monster effects are activated whenever Field cards are flipped from face-down to face-up (regardless if the player does not want to activate the effect). A card may be flipped face-up due to an enemy attack or due to the power of magic or effects. (They are also activated by cards such as "Swords of Revealing Light". Cards are sometimes destroyed without being turned face-up by cards like "Raigeki". In these cases, the Flip Effects are not activated.)

A player can activate a Flip effect at will by following the procedure below.

1. Play a Flip Effect Monster in the face-down Defense Position.
2. Players cannot change positions of a card in the same turn in which the card was Summoned. So they must wait until the next turn or thereafter to flip the card and activate the Flip Effect.

Please refer to Page 54, "Effect Monster Cards" for additional information about effects.

ABOUT CARD DESTINATIONS

During a Duel, cards are sent to a variety of places due to battle, Magic or Trap Effects. Card type and circumstances determine the place to which they will be sent.

MONSTER CARDS

Monster Cards destroyed in battle are sent to the GRAVEYARD. Cards returned to the Hand or Deck go to their respective places. However, Fusion Monsters to be returned to the Hand or Deck go to the Fusion Deck.

If Removed from a Duel

Cards removed from a Duel due to the Effect Monster, Magic Card or Trap Card effects go to the ELIMINATED CARD ZONE, and basically cannot be used again in that Duel.

If Controlled by the Opposing Player

Cards that were originally a player's own, but have come under the opposing player's control through "Monster Reborn", "Snatch Steal" or "Change of Heart", go to a player's own GRAVEYARD when destroyed, his own Hand if they are to be returned to the Hand, or his own Deck if they are to be returned to the Deck.

MAGIC CARDS AND TRAP CARDS

Magic Cards and Trap Cards are sent to the GRAVEYARD as long as they are not Continuous Cards. They are sent to the GRAVEYARD if they are destroyed by Magic or Trap Effects as well. In addition, they go to a player's Hand if returned to the Hand and are sent to the ELIMINATED CARD ZONE if eliminated from a Duel.

CHAINS

WHAT IS A CHAIN?

A chain is a rule that was invented in order to simplify determining the outcome of a series of complicated Magic and Traps Cards.

PLAYING A CHAIN

First of all, let's assume that a player has played a Magic Card. The Magic Card is called "Chain Link 1". If the opposing player plays Magic or a Trap Card against it, it is called "Chain Link 2". Chain Links continue to pile up each time such a response occurs. When both players can no longer play, the effects of these Chain Links are processed from the highest number down to Chain Link 1.

In a game, chains are played as follows:

1. Let's say that the opposing player played magic. This becomes "Chain 1" and it becomes Chain Link 1.
2. If a player has a card that allows him to respond to that play, the player is given a chance to form a chain. To form a chain, the player chooses YES and uses a card. This becomes Chain Link 2.



3. Players continue by playing in response to each other. The effects are processed when neither player can play.



CHAIN MECHANISM

Chain Links pile up in the order of activated effects and are processed in order, starting with the newest effect on top.

Chain Links are formed as in the diagram below.



ABOUT MAGIC, TRAP AND EFFECT SPEEDS

Speeds are set for Magic and Traps Cards. You can only respond to a card and start a Chain by playing a card of equal or greater speed.

SPELL SPEED 1

This is the slowest spell speed. Spell Speed 1 cards cannot be used to create a chain, no matter whether it is a Magic, Trap or Effect card. These cards can be countered with Spell Speed 2 or 3 cards.

SPELL SPEED 1 CARDS

- Normal Magic
- Equip Magic
- Field Magic
- Effect Monsters (Continuous, Cost, Trigger, and Flip)

SPELL SPEED 2

These cards can be used to counter a card with a Spell Speed of 1 or 2.

SPELL SPEED 2 CARDS

- Quick-Play Magic
- Normal Trap
- Effect Monsters (Multi-Trigger)

SPELL SPEED 3

Players can use Spell Speed 3 to counter any speed. Only another Spell Speed 3 card can counter it.

SPELL SPEED 3 CARDS

· Counter-Traps

As long as the spell speeds correspond, chains can pile up to any number of links.

CHAIN EXCEPTIONS

The following cards cannot be used to counter the same kind of card in a chain because the effects would repeat without end.

CARDS THAT CANNOT CHAIN DUPLICATE CARDS

· Forced Requisition · Magic Jammer · Appropriate



CHAIN EXAMPLES

This explains how to process a chain.

CHAIN BUILDING AND PROCESSING

- 1) Player A uses "Raigeki" in an attempt to clean out the monsters on Player B's Field.
- 2) B responds by playing "Anti Raigeki".
- 3) A responds to this by playing "7 Tools of the Bandit".

As a result, the effect of "Anti Raigeki" is cancelled by "7 Tools of the Bandit". The effect of "Raigeki" remains applicable. Therefore, all of the monsters on B's Field are destroyed.



NOTES

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NOTES

1. The first part of the document discusses the importance of maintaining accurate records of all transactions.

2. It is essential to ensure that all data is entered correctly and consistently across all systems.

3. Regular audits should be conducted to verify the integrity and accuracy of the information.

4. The second section outlines the specific procedures for handling sensitive information.

5. All personnel must be trained on these protocols to ensure compliance and security.

6. The third part of the document details the reporting requirements for various departments.

7. It is crucial to maintain clear communication channels between all stakeholders.

8. The final section provides a summary of the key findings and recommendations.

9. These findings should be used to inform future strategic decisions and improvements.

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