SHONEN JUMP'S

Yu-Gi-Oh!
GX
TAG FORCE

EVERYONE

E

CONTENT RATED BY
ESRB

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KONAMI

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface
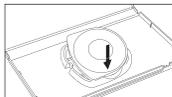
Ejecting the disc
Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.
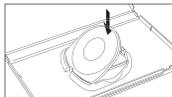
Storing the disc
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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TABLE OF CONTENTS

Greetings
Thank you for purchasing Yu-Gi-Oh! GX TAG FORCE. Please read this manual before playing for a more enjoyable gaming experience. We hope you play the game how it was meant to be played. Finally, we will not provide a replacement for this instruction manual, so we ask that you keep good care of it.

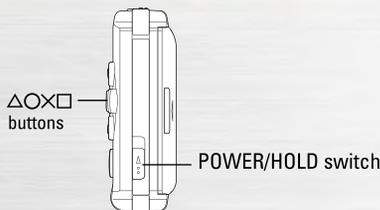**Notice**
Here at Konami Digital Entertainment, we are constantly making improvements in quality to provide our customers with safer and more enjoyable products. Due to this fact, a single product may differ slightly in certain areas depending on when it was purchased. Thank you for your understanding.
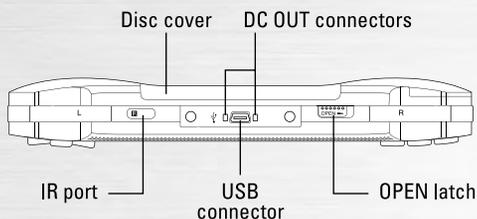
WARNING
The copyrights of this game belong to Konami Digital Entertainment Co., Ltd.

Right side view

△○✕□ buttons

POWER/HOLD switch

Front view

Disc cover   DC OUT connectors

IR port   USB connector   OPEN latch

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Yu-Gi-Oh! GX TAG FORCE UMD™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ✕ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™
Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

PSP® (PlayStation®Portable) system configuration

L button   LCD screen   R button

Directional buttons

△○✕□ buttons

MEMORY STICK DUO™ access indicator

WLAN access indicator

Volume

POWER indicator

HOLD indicator

Analog stick
Strap holder
Left speaker
HOME button

Right speaker
START button
SELECT button
Sound button
Display button
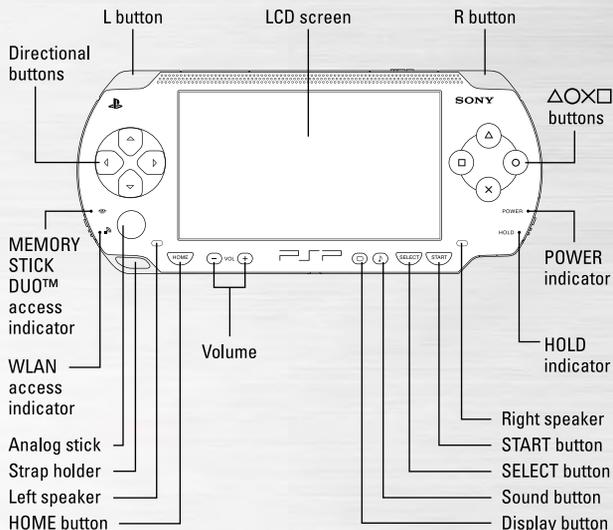
GAME CONTROLS

This is an explanation of the basic controls used at the Menu Screen, Deck Edit Screen, etc. Please look at each page for a detailed explanation of specific controls.

PSP® (PLAYSTATION®PORTABLE)

This is an explanation of PSP® system part names, and Menu Screen controls.

Directional buttons
Select Categories

L button

R button

⊚button

△button

⊚button
Confirm

⊗button
Cancel
Return to Previous Screen

HOME button

SELECT button

Analog stick

START button

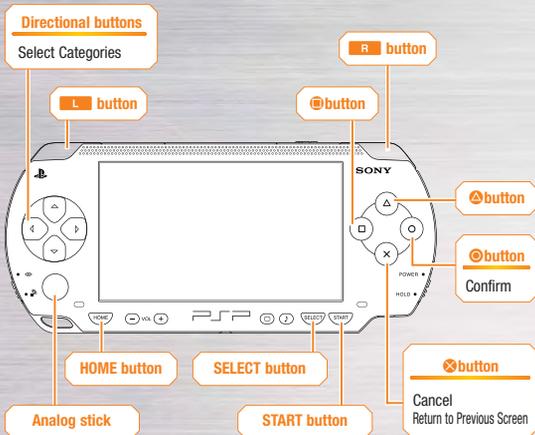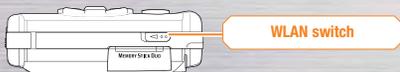### ◆ Left side view

WLAN switch

* Pressing the L button, R button, START button, and SELECT button simultaneously will reset the game and return you to the Title Screen.

* Pressing the HOME button allows you to exit this game at any time.

◆ "Field Screen" Controls

Directional buttons	Move / Select Category
Analog stick	Move
⊚ button	Display Command Menu / Confirm
⊗ button	Cancel / Run (with directional buttons or analog stick)
△ button	Talk
⊚ button	Display PDA Menu / Cancel

"Field Screen" Shortcut Controls

R button	(with ⊚ button) Talk
	(with ⊗ button) Access Map Screen
	(with △ button) Duel
	(with ⊚ button) Item

◆ "Map Screen" Controls

Directional buttons	Select Point
Analog stick	Select Point
⊚ button	Confirm
⊗ button	Move Cursor to Your Current Position
△ button	Move Cursor to Save Point

◆ "Edit Screen" Controls

Directional buttons	Move Cursor / Select Category
Analog stick	Scroll Card Explanation Text
⊚ button	Move Card / Confirm
⊗ button	Cancel / Exit Deck Edit
△ button	Display Deck Edit Menu
⊚ button	Change Tab
START button	Display Help Text
SELECT button	Change Card Layout

"Edit Screen" Shortcut Controls

L button	(with ⊚ button / ⊚ button) Scroll Through Lists by Page
	(with ⊗ button / △ button) Scroll Through Lists by Category
	(with SELECT button) Reset Narrow Search
R button	(with ⊚ button) Move Deck Cards to Trunk / Move Trunk Cards to Deck
	(with ⊗ button) Attach / Remove Label
	(with △ button) Narrow Search
	(with ⊚ button) Sort
	(with SELECT button) Return Previously Moved Card 1 Step Back

◆ "Duel Screen" Controls

Directional buttons	Move Cursor / Select Category
Analog stick	Scroll Card Explanation Text
◎ button	Display Command Menu / Confirm / (hold down) Confirm Activation
✖ button	Cancel / Display Phase Menu / Skip Effects) / (hold down) Skip Activation Confirmation
▲ button	Display Duel Menu / Sort Card List
R button	Draw / Toggle Cursor from Duel Field to Hand / Move Cursor to Highlighted Card
START button	Display Help Text
SELECT button	Toggle Number of Cards in Deck Display ON or OFF

"Duel Screen" Shortcut Controls

L button	(with up button) Move Cursor to Opponent's Duel Field
	(with down button) Move Cursor to Your Duel Field
	(with left button) Move Cursor to Your Field Spell
	(with right button) Move Cursor to Opponent's Field Spell
	(with ◎ button) Display List of Your Removed Cards
	(with ✖ button) Display List of Cards in Your Graveyard
	(with ▲ button) Display List of Cards in Opponent's Graveyard
	(with ◉ button) Display List of Opponent's Removed Cards

A Tip for Shortcut Controls

When at the Field Screen, Edit Screen, Duel Screen, etc., hold down the R button or L button, then press an additional button to easily have a conversation, reset a Narrow Search, etc.

The Title Screen will be displayed once the game has loaded. From there, press the START button to move on to the Title Menu.
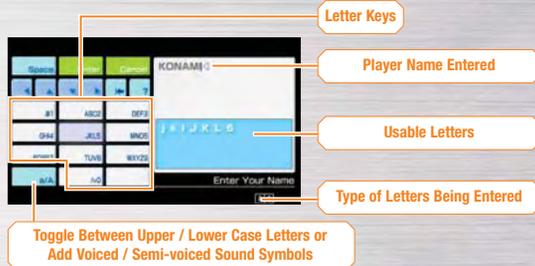
TITLE MENU

Use the up and down buttons to choose a category, then press the ◎ button to confirm your choice.

New Game

Create a new file and start the game. Choose a player name with up to 8 letters in it. Highlight the letters you want to use with the directional buttons, use the ◎ button to switch character sets, and press the START button to confirm. Once you have entered the desired name, press the START button once again to go on to the Main Menu (See pages 8-11).

Letter Keys

Player Name Entered

Usable Letters

Type of Letters Being Entered

Toggle Between Upper / Lower Case Letters or Add Voiced / Semi-voiced Sound Symbols

◆ "Text Input Screen" Controls

Directional buttons	Select a Letter
◎ button	Confirm Selection, Switch Character Sets
✖ button	Cancel Text Input ("Cancel")
▲ button	Input a Space ("Space")
◉ button	Delete a Letter ( )
L button/ R button	Move Cursor Position ( )
START button	Confirm / Confirm Letter ("Confirm")
SELECT button	Switch Input Mode

* Select the "?" key to view help text for these controls.

Continue

If you have a previously saved game file, you can go to the Main Menu and continue playing from where you left off.

MAIN MENU

The Main Menu is displayed after you choose a file. Select the mode you would like to play from among eight menus.

MAIN MENU SELECTION

Use the up and down buttons to choose, then press the ◉ button to confirm your choice.

MAIN MENU
- Story Mode
- Free Duel
- Deck Menu
- Database
- Network
- Options
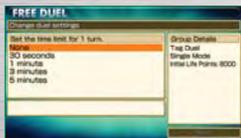- Save Data
- Language Settings

Story Mode

In this mode you will go through the story as a student enrolled at the Duel Academy.

Free Duel

This mode allows you to duel freely. Choose the number of players (Single Duel = 1 on 1, Tag Duel = 2 on 2), the number of duels (Single Mode = 1 duel, Match Mode = 3 duels), and who you will duel against.

After deciding on the number of players, number of duels, and detailed settings, select "Next."

Select each category to change your opponent or Deck. Once you are ready to start, select "Start Duel."

Saving Data

In order to save your duel win/loss record, Deck contents, etc., select "Save Data" (see page 11) from the Main Menu. Also, it is possible to save your progress in Story Mode at any Save Point on the Map Screen. A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 300KB of free space is required in order to save your data.

* An additional 32KB or more of free space is required to save data that was downloaded from the Yu-Gi-Oh! Website.

Deck Menu

Change the cards in your Deck with "Deck Edit", and use the "Recipe Viewer" to check the Recipes you have created so far.

Database

Use this to view character and card information.

◆ Database Categories

Duelist Title	Information on the characters you have met so far in Story Mode. Align the cursor with a character and press the ◉ button to open their detailed profile. Press the **L** button or **R** button to change the type of list.
Card Album	Check the cards you have collected so far. Press the **L** button or **R** button to turn through pages. Pages can also be turned by selecting each category on the "Page Controls" bar.
Tutorial	Allows you to check the rules, controls, etc.
Duel Rankings	A collection of various records. The amount of categories will increase as you go through the game.
Forbidden/ Limited Card List	View cards that are forbidden or limited during a duel. * Two types of Forbidden/Limited Card Lists can be selected in this game.
Access Yu-Gi-Oh! Website	The PSP® system's Wi-Fi function (Infrastructure Mode) allows you to connect to the internet and download card data, etc.
Download Data	Allows you to open card data downloaded from the Yu-Gi-Oh! Website.

Duelist Title

Story Mode Records

Win/Loss Record

Wins 🏆 Loses 💀 Draws 🔷

Level of Trust

Card Album

"Page Controls" Bar

| ← →	Turn Pages (Manual)
◄◄ ►►	Turn Pages (Auto)
▦ ▦	To First/Last Page

Network

Use the PSP® system Wi-Fi function (Ad Hoc Mode) for a 2-player duel. Make sure the WLAN switch (see page 4) is turned ON before starting this mode.

* In order to play in "Network," each player must have a PSP® system and his or her own copy of this game.
* This mode does not enable you to play an online battle via the internet.

Playing in Network

Selecting "Network" from the Main Menu will take you to the Group List Screen. This screen provides a list of players who are looking for an opponent.
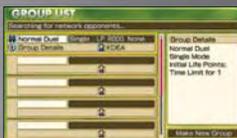
▶ Make New Group / Join Group

When selecting a group you would like to join at the Group List Screen, you will be taken to the Entry List Screen. Selecting "Make New Group" will allow you to create your own group and wait for an opponent. Once setup is complete, select "Exit Room Setup," to advance to the Entry List Screen, and wait for an opponent.
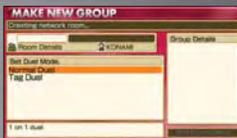
▶ Entry List Screen

Players who want to join a duel are listed here. If the host of a group aligns the cursor with one of those players and presses the ◉ button, that player is permitted to join the group.
If the host selects "Confirm Members" at this point, a connection is established and the duel can begin.
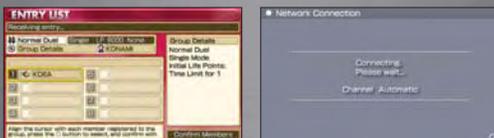
Options

You can change various game-related settings here. Once setup is complete, press the ◉ button and return to the Main Menu.
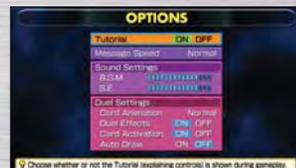
◆ Setup Categories

Tutorial	Set the tutorial shown during Story Mode to ON or OFF.
Message Speed	Select from three different speeds to determine how fast the message text is displayed in Story Mode.
Sound Settings	Adjust the volume of voices, background music, and sound effects played during the game.
Duel Settings	Adjust the card animation speed during duels, and turn the following features ON or OFF: graphical effects for duelists and monsters, card activation confirmation, and auto draw during the Draw Phase.

Save Data

This allows you to save duel results, network results, etc. Make sure you have a Memory Stick Duo™ or Memory Stick PRO Duo™ inserted with at least 300KB of free space.

STORY MODE / HOW TO ADVANCE

You are a new student at Duel Academy, a training school for duelists, with the ultimate goal of winning the Tag Duel Tournament being held in three months.

PLAYING THROUGH STORY MODE

First you should talk to various characters on campus and duel with them to increase your Level of Trust (see page 16). After establishing a high level of trust, look for someone to partner up with for Tag Duels.

Play together with your partner against various rivals at the Tag Duel Tournament. You are awarded "GX Medals" for winning duels. Collect a lot of them and you'll be able to advance to the finals, where your ultimate goal is to win the Championship Duel!

* If you aren't able to find a partner once three months have passed, it's game over.

Passing the Time

The time will pass as you move around on the Field, talk to characters, and trigger certain events. Various changes will occur depending on the time of day and what day it is.

* Time during the Tag Duel Tournament will only pass when certain events are triggered.

You can move around freely from 5:45 AM until 11:45 PM.
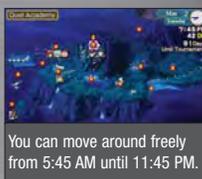
▶ **Classes**

Classes are held Monday to Saturday from 8 AM to 4 PM in classrooms until the Tag Duel Tournament starts. Occasionally you can get new cards in class.

GAME SCREENS

Your character can walk around the Duel Academy campus via Fields and Maps. The PDA Menu allows you to edit your Deck, check schedules, etc. The Command Menu allows you to perform various actions, and when you choose to duel with a character, you'll be taken to the Duel Screen.

Map (See page 15)

Once you go outside of the Field you will switch to a Map. The Map allows you to enter different Fields or save your game.

Field (See page 14)

This is the main screen in Story Mode. You can walk around on the Field, and purchase things from the School Store (see pages 18-19).

Command Menu (See page 16)

Press the ⊙ button when on the Field to access this menu. It allows you to talk to other characters, have duels, and perform various other actions.

PDA Menu (See page 17)

Access this menu by pressing the ⊙ button while on the Field. It allows you to edit your Deck (see pages 22-27), etc.

Duel (see pages 28-33)

You can use your own Deck to battle when challenging another character to a duel.

STORY MODE / VIEWING THE SCREEN

Your character can walk around on the Field when in Story Mode. When going outside of the Field, you are switched to a Map. From there you can move on to different areas.

FIELD SCREEN

Pressing the ◎ button at the Field Screen will open the Command Menu (see page 16), and pressing the ⬤ button will open the PDA Menu (see page 17).

During the Tag Duel Tournament, the number of GX Medals you have obtained will be shown in place of the time and number of days until the tournament.

Field Name

Current Date and Time

Current DP (See page 17)

Number of Days to the Tournament

PDA
If you have unread email (see page 17), a ✉ mark will be displayed along with a number.

Character Information
This will be displayed when approaching a character on the Field.

Character Information

Name

Duel Win/Loss/Draw Record

Deck Being Used

Story Mode Records

❤ Selectable as the main character's partner
🏆 Has won the Tag Duel Tournament together with the main character
💀 ? ? ?

MAP SCREEN

This Map is displayed when going outside of a Field. Enter various Fields throughout the Map by selecting a point you would like to go to.

Save Point
Select this point to save your progress (see page 6) in Story Mode.

Character
A face icon is displayed for the character(s) currently in this Field.

Your Room

You can check the Database (see page 9) by going to your room, standing in front of the computer, and pressing the ◎ button. Press the ◎ button in front of your bed to skip to the next day, or to skip to a designated time.

Computer

Bed

When checking the computer...

When checking your bed...

Open the Command Menu or PDA Menu at the Field Screen to perform various actions.

COMMAND MENU

You can open the Command Menu when on a Field by pressing the ◉ button. Press the ✕ button to exit this menu.

Talk	Allows you to talk to a character that is near you and their information is being displayed.
Duel	Allows you to challenge a character to a duel after approaching him or her (the character may turn you down depending on the situation).
Items	Allows you to check items and Sandwiches (see page 19) currently in your possession. You can also give items or Sandwiches to a character with this command after approaching him or her.
PDA	Opens the PDA Menu so you can edit your Deck or check your status.
To Map	Exit the current Field and switch to the Map (see page 15).

Level of Trust

When talking to certain characters, dueling with them, giving them items, etc., their "Level of Trust" will change in respect to you. This "Level of Trust" is extremely important when selecting a character to be your partner in the tournament (however, some characters will want to be your partner if you have fulfilled certain conditions - even if the Level of Trust has not gone up).

Get on friendly terms with a character, and something might happen to show that your Level of Trust has increased.

PDA MENU

Pressing the ◉ button when on a Field, or by selecting "PDA" at the Command Menu will open the PDA Menu. Exit the PDA Menu by pressing the ✕ button or the ◉ button.

Deck Menu	Changed the cards in your Deck with "Deck Edit" (see pages 22-27), or check the Recipes (page 23) you have made so far with the "Recipe Viewer."
Status	This option allows you to check the main character's Level and Experience Points as a duelist, the number of DP and GX Medals in possession, and Win Rate so far in the game.
Email	Emails sent to the main character are displayed in a new order. Use the up and down buttons to select an email, then press the ◉ button to open and read it.
Schedule	Check the main character's schedule. Press the ▣L▣ button or ▣R▣ button to cycle through each month.
Options	Change various game-related settings (see page 11).
Exit Game	Exit Story Mode and return to the Title Screen. If you have not saved your game at a Save Point (see page 15) on the Map Screen when selecting this option, your data will be lost, so be careful.

DP and Duelist Level

You will earn "Duel Points" (DP) when dueling with other characters. Use DP to purchase new cards or Sandwiches at the School Store (see pages 18 and 19).
You will get "Duel Points" whenever you win a duel. Once you have reached a certain amount of DP, your "Duelist Level" will increase. As your Level gets higher, you'll be able to purchase a wider variety of Card Pack types at the School Store.

STORY MODE / SCHOOL STORE

Use your DP (see page 17) at Duel Academy's School Store to purchase Card Packs and Sandwiches.

BUYING CARD PACKS

A certain amount of cards that can be used during duels are in each Card Pack (you won't know what's inside the Card Pack until it has been opened). When talking to the clerk selling Card Packs, you will be able to buy them in the order below.

Select a Type of Card Pack

Select the type of Card Pack you would like to purchase at the "Buy Card Pack" screen. Pressing the ⊗ button without buying anything will take you back to the Field Screen.

Currently Selected Card Pack

Current DP

DP needed to purchase Card Pack

Card Pack Information

1 Card Pack Name	4	Card Completion
2 The number of cards in 1 pack	5	Card Pack Explanation
3 The price of 1 pack		

Selecting a Card Pack

Use the directional buttons to highlight a Card Pack you want to buy in the case, press the ◉ button to spend your DP, and you will buy the Card Pack.

After you have finished selecting all the Card Packs you want, press the ⊗ button to return to the "Buy Card Pack" Screen.

Opening Card Packs

Press the ⊗ button at the "Buy Card Pack" Screen, and the Card Packs will be opened in order at the Open Screen. Pressing the ◉ button at this point will allow you to open all Card Packs at once, and pressing the ⊗ button will speed up the opening process.

Checking the Cards You Bought

After opening your Card Pack(s), a list of cards you bought will be shown. When pressing the ▲ button at this screen, you can view card details, attach Labels, or Sort (see page 26) the cards. Once you have checked over the cards, press the ⊗ button to return to the "Buy Card Pack" Screen.

Card Information

R Number of Rented (see page 20) cards

M9 Number of cards in possession

BUYING SANDWICHES

Sandwiches can be given to other characters by selecting "Items" (see page 16) from the Command Menu. Talk to the clerk selling Sandwiches to buy them. If you select "Yes" when asked if you want to buy a Sandwich, various types of Sandwiches will appear. Press the ◉ button at just the right time to stop on a Sandwich you want.

STORY MODE / THE LAB

You'll be able to get into the Lab once you have advanced far enough in the game. You can use various functions there with things such as the Password Machine and Rental Counter.

PASSWORD MACHINE

Enter the 8-digit password of a card from the "Yu-Gi-Oh! TRADING CARD GAME" series in the lower left corner. If the password is entered correctly, you'll be able to rent that card from the Rental Counter. Stand in front of the machine, press the ◉ button, then select "Password" from the Menu to start it up.

Entering a Password

Select numbers with the directional buttons, then press the ◉ button to confirm your choice. Select "ENTER" once the password has been entered. Use " ◀ " to delete a single number, and use " C " to delete all inputted numbers.

RENTAL COUNTER

Talk to the staff member standing at the Lab's Rental Counter and you can rent the card which you entered a password for at no charge.

Rented cards can be used during a duel, but a certain number of DP (see page 17) will be consumed whenever you use them.

* You can only rent up to 3 cards at once, but it's possible to rent up to 3 cards of the same Type.

Renting / Returning Cards

When talking to the staff member and selecting "Yes," a list of rentable cards will be displayed along with the "Rental" Tab (see page 23).

If you find a card you'd like to rent, select it with the directional buttons and press the ◉ button. Doing this will move the selected card into your Rental Tab. You can also select a card from your Rental Tab and return it to the Lab with the ◉ button.

CARD CONVERTER

Put 10 or more cards from your Trunk into this machine, and it will convert them into a card for you.

Stand in front of the Card Converter, press the ◉ button to open the menu, and select "Convert Cards." First select cards from your Trunk that you want to convert. Once you have selected all of them, press the ✖ button, and the cards will be converted.

* A single conversion will only give you 1 card, no matter how many cards you put into the machine.

DECK EDIT / HOW TO EDIT

Selecting "Deck Menu" → "Deck Edit" from the Main Menu (see page 8) or PDA Menu (see page 17) enables you to edit your Deck.

VIEWING THE EDIT SCREEN

In order to duel, you'll need a "Deck" made up of the cards in your possession. The Deck Edit Screen allows you to check cards within your Deck and Trunk, and also allows you to move those cards.

* This screen starts out at the initial settings. However, pressing the SELECT button or choosing "Change Screen Layout" (see page 27) from the Deck Edit Menu allows you to change the layout.

1 Deck Name / Number of Card Types in Your Possession
You can change the Deck Name at the "Deck & Recipe Menu" (see page 27).

2 Deck Information
The number of cards for each Type of card (denoted by frame color) in the current Deck.

3 Card Information

4 Card Explanation
Slide the analog stick up or down to scroll through longer explanations.

5 List Conditions
The Sort order and Narrow Search conditions for listed cards are shown here, along with the number of cards found with a Narrow Search.

Viewing Card Information

1 Card Illustrations
Each card's Type (see page 25) is indicated by the color of its frame.

2 Card Name

3 New / Forbidden / Limited Mark
Indicates if a card was newly acquired, Forbidden or Limited in use.
NEW New　Forbidden　Limited
Semi-Limited

4 Icons
These indicate the card's Attribute, Type, Effect, etc. (See page 25)

5 Level

6 ATK / DEF

7 Label (See page 26)

8 Number of cards in each tab

9 Cards being Rented (See page 20)

TABS

The Deck can be edited freely by swapping cards held in "tabs." Tabs are where cards have been stored. They are divided into two types of "Trunk" and three types of "Deck" for a total of 5 tab types.

Tab
Press the ● button to change tabs.

◆ The 5 Tab Types

Deck (40-80 cards)		This is the standard Deck used in duels. It includes all cards except for Fusion Cards.
Side Deck (0-15 cards)		When you choose to play a Match Duel (a best of three duel) in Free Duel (see page 8) or Network Mode (see page 10), cards from the Side Deck can be swapped with cards in your normal Deck for the second and third duels.
Fusion Deck (0-30 cards)		This Deck is entirely made up of Fusion Monster Cards.
Trunk		Cards which are not in your Deck are stored here. Newly acquired cards are also added to the Trunk.
Rented Cards		Cards borrowed from the Rental Counter (see page 20) are stored in this Trunk. It only appears when you are actually renting any cards. When cards are in this tab, an icon is not displayed to show that they are currently being rented (see page 22).

What's a Recipe?

When saving a combination of cards within the Deck, Side Deck, and Fusion Deck, it is called a "Recipe."
If you compile a Deck you like, just open the Deck Edit Menu's "Deck & Recipe Menu," then select "Save Recipe."
Once you have saved a Recipe, you can call it up at anytime by selecting "Load Recipe," and you can check it using the "Recipe Viewer."

EDITING STEPS

A Deck is edited by repeatedly going through the following steps.

Select a Tab

First of all, select a tab containing the card you are looking for. Press the ● button to change the tab being displayed.

View / Search for Cards

Press the ▲ button to open the Deck Edit Menu (see pages 26-27). Here you can do various things, such as viewing the details of a selected card, making your search easier by sorting cards into certain lists, and running a Narrow Search.

Move Cards

Use the directional buttons to select a card to move, then press the ● button.

Select a tab to move the card to with the right and left buttons, then press the ● button to confirm your choice.

Viewing Card Types and Icons

Frame colors and icons are used to indicate various kinds of card information, such as a card's Type, Effect, Attribute, etc.

Monster Card Types (by frame color)
Normal   Effect   Ritual   Fusion

Spell & Trap Card Types (by frame color)
Spell   Trap

Icons Showing Monster Card Types
Dragon   Zombie   Fiend   Pyro   Sea Serpent
Rock   Machine   Fish   Dinosaur   Insect
Beast   Beast-Warrior   Plant   Aqua   Warrior
Winged Beast   Fairy   Spellcaster   Thunder   Reptile

Monster Card Attribute Icons
LIGHT   DARK   WATER   FIRE   EARTH   WIND

Spell & Trap Card Attribute Icons
Spell   Trap
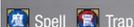
Spell & Trap Card Effect Icons
Field   Equip   Continuous   Quick-Play
Ritual   Counter   No Icon

Special Feature Icons
Remove card from play   Destroy Spell / Trap   Destroy monster
Deck destruction   Hand destruction   LV Monsters
Toon Monster   Spirit Monster   Union Monster
Fusion Material   Token   Flip Effect
Change card position   Get control   Cancel out Effect
Attribute   Type   Return Card
Increase draw   Search Deck   Recover cards from Graveyard
Increase / Decrease ATK / DEF   Pierce   Cannot be destroyed
Restrict Attack   Direct Attack   Multiple Attack
Reduce Life Points   Recover Life Points   Spell Counter
Gamble   Special Summon   Cannot Normal Summon
Game original   New card

DECK EDIT / DECK EDIT MENUS

Pressing the ⊘ button at the Deck Edit Screen will take you to the Deck Edit Menu. Here you can view detailed card explanations, sort cards into lists, etc.

SELECTING THE DECK EDIT MENU

"Card Details" and "Attach / Remove Label" can only be used for a card that is currently selected.

Card Details

Allows you to see detailed information about the currently selected card.

Special Features Icon (See page 25)

Attach / Remove Label

Allows you to attach or remove a Label from the currently selected card.
If a Label is attached to a card, you can choose to show or hide that card by selecting "Label Display Settings" from the Search Menu.

Search Menu

Allows you to search for specific cards or sort them into lists.

Sort	Sort cards into various different orders. Press the right directional button to switch back and forth between ascending and descending order.
Narrow Search	Run a search for cards fulfilling certain conditions. Your Narrow Search can be reset with the "Reset Narrow Search Results" command (see page 27).
Text Search	Allows you to search for certain cards containing a key word. Align the cursor with the space, press the ◉ button, and enter the desired text at the "Text Input Screen" (see page 7), then select "Run Search" to begin the search. If you align the cursor with the space, then press the down button, you are able to select from key words that were previously entered.
Space	
Label Display Settings	Choose to hide or show only those cards in your Trunk with Labels attached to them.

Deck & Recipe Menu

Perform various Deck & Recipe-related tasks such as changing the Deck Name, saving Recipes, etc. (See page 23)

Load Recipe	Load from Recipes saved up to this point, or the Recipe being used by a character.
Save Recipe	Save the current Deck as a Recipe.
Reset Deck	Return the Deck to how it was before it was edited.
Empty Deck	Return all the cards in your Deck to your Trunk.
Edit Deck Name	The Text Input Screen is displayed, and you are able to change the name of your Deck.

Change Screen Layout

Allows you to change the layout of the Deck Edit Screen.

Reset Narrow Search

If you have performed a Narrow Search for cards at the Search Menu, this function allows you to reset the conditions and display all cards again.

Undo Previous Move

Allows you to undo the previous card move and puts the card back in its original tab.

Challenge other characters to duels in Story Mode, or try dueling in Free Duel or Network Mode.

STARTING A DUEL

A game of Rock, Paper, Scissors is played to determine who attacks first. So you must select a Rock, Paper, or Scissors card. Once it has been determined who will go first, the first 5 cards are automatically drawn from the hand, and the duel starts.

Dueling Rules

Duels in this game follow the rules as explained in the "New Expert Rules" of Yu-Gi-Oh! Duel Monsters. For a detailed explanation of the rules, read the Help Text provided during a duel.

▶ **Help Text During a Duel**

Press the START button during a duel to access the Help Text. An explanation concerning the current phase, etc. will be displayed. Use the up and down buttons to scroll through the explanation text. Also, pressing the ⓐ button will display a Table of Contents, and you are able to choose from a list of topics for a more detailed explanation of the rules. Press the START button again to exit the Help Text.
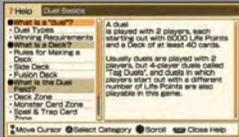
VIEWING THE DUEL SCREEN

This is the screen used during a duel. Your side of the field is shown at the bottom, and your opponent's side of the field is shown at the top.

1 Your Life Points	**7** Monster Card Zone
2 Current Turn Count	**8** Spell & Trap Card Zone
3 Opponent's Life Points	**9** Field Card Zone
4 Information Window	**10** Fusion Deck Area
5 Current Phase	**11** Area for Removed Cards
6 Your Hand	**12** Graveyard
	13 Deck Zone and Cards Left in Deck

Dueling Field

Information Window

Information is shown here for a card aligned with the cursor.

1 Card Illustration
The card's type is indicated by the color of its frame.

2 ATK and DEF

3 Icons
These icons indicate the card's Attribute, Type, Effect, etc. (See page 25)

4 Level

5 Card Explanation
Use the analog stick to scroll through this text.

FIEND KRAKEN

ATK/1200 DEF/1400
FIEND KRAKEN
[AQUA]
A giant squid that drags its enemies to a watery grave.

DUELING / DUEL CONTROLS

Open the Command Menu during a duel to perform various actions.

COMMAND MENU

Align the cursor with a card from your hand or on your side of the field, press the ◉ button, and the Command Menu will be displayed. Press the up and down buttons to select an option, then press the ◉ button to confirm your choice.

The menu displayed will differ depending on the selected card's Type, the current Phase, etc.

Command Menu

* When aligning the cursor with a card that offers a special Command Menu selection, such as Summon, Special Summon, Activate Effect, etc., an icon for that menu will be displayed.

	Draw	Draw 1 card from your Deck during the Draw Phase. You can press the R button to draw.
	Summon	Summon a Monster Card from your hand, then place it on the Monster Card Zone in face-up Attack Position.
	Special Summon	Use the effect of a Fusion Monster, Ritual Monster, Spell Card, Trap Card, or Effect Monster to place a monster on the Monster Card Zone.
	Flip Summon	Flip a face-down Defense Position monster to face-up Attack Position.
	Set	Set a card from your hand on your side of the field in face-down Defense Position if it's a Monster Card, or face-down if it's a Spell or Trap Card.
	Activate Effect	Activate Spell & Trap Cards on the field, or the effect of an Effect Monster. Also, when selecting a Spell Card from your hand, you can place that card face-up on the field and immediately activate its effect.
	Change to Face-Up Attack Position	Change a monster from face-up Defense Position to face-up Attack Position.
	Change to Face-Up Defense Position	Change a monster from face-up Attack Position to face-up Defense Position.

	Attacking	Attack with a monster during the Battle Phase (monsters which can be used for attacking will have an attack icon attached to them). If your opponent has monsters on his/her side of the field, select a target to attack.
	Show Details	Allows you to see detailed card information.
	Surrender	This option is shown when selecting the Deck Zone during your own turn. It allows you to forfeit the game - ending it partway through. However, the "Surrender" option can only be selected from your 10th turn and beyond.
	Display Card List	This option is shown when selecting your Graveyard, the Removed Cards area, or the Fusion Deck Zone. It allows you to see a list of the cards in the selected area at that time (See page 32).
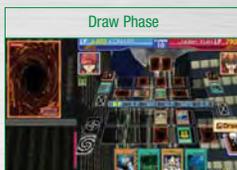
Draw Phase	Battle Phase

Attack Icon

DUEL MENU

Press the ▲ button to access the Duel Menu to proceed to the next phase or to change options.

Show Details	Allows you to see detailed card information.
Change Phase	Proceed to the next phase. When the Phase Menu is displayed, use the right button or left button to select a phase to move to, then press the ◉ button to confirm your choice. Also, pressing the ✖ button during a duel will display the Phase Menu, so you can also change phases like this.
Options	Allows you to change various game-related settings (See page 11).
Help	Displays Help Text (see page 28) for the duel.

VIEWING THE CARD LIST SCREEN

The Card List Screen is displayed when selecting "Show Card List" from the Command Menu, or when selecting a card with a Spell Card's, Trap Card's, or Effect Monster's effect.

* Initially, cards on a card list are displayed in the order they were sent to the Graveyard, Removed, or in the order they were set up in at the Deck Edit Screen for the Deck, Fusion Deck, etc.

Current Card Order

Press the ▲ button to sort the cards in a different order.

Card Condition Icons

These icons indicate the condition and current location of each card.

🔵 Graveyard	🔴 Removed	🔵 Fusion	🟢 Cannot Special Summon
✋ Hand	🔶 Deck	❌ Effect Negated	🟢 Fusion Material
🔵 Temporarily Removed Monster		🟡 Temporarily Removed Card	

Confirming an Activation

An activation confirmation message will be shown when it is possible to activate a Quick-Play Spell, Trap Card, etc. on the field. If there is a card on the field you would like to activate at this time, select "YES," select the card, and activate its effect.

Even if there isn't any card you can activate at this time, holding down the ◉ button at the end of your turn or during your opponent's turn will display the activation confirmation message. You can check the cards in your hand and on the field during that time.

* You can also hold down the ✕ button to skip the activation confirmation.

Tag Duels

Other than 1 on 1 "Single Duels," this game also offers 2 on 2 "Tag Duels." The rules are basically the same as those used in a Single Duel, but Tag Duels have 4 people using a single field, and players can change places in tag team fashion.

▶ Deck

Your Deck is used in both Single Duels and Tag Duels. Each player uses the Deck they compiled for dueling.

However, a player is allowed to use a card Set on the field by their partner during their own turn, and a player is also allowed to use a monster summoned to the field by their teammate as a Tribute or as Fusion Material.

▶ Turns and Players

Only one player per team is allowed to select the Command Menu, activate Traps in response to the opponent's actions, etc. during a single turn.

Once you and your opponent have each taken a single turn, and your opponent's turn has ended, your next turn will be controlled by the other player on your team. For example, when playing a Tag Duel with the combinations shown below, the players will switch as shown in the chart.

Team 1	Player A Player B	VS	Team 2	Player C Player D

Turn Count	Active Teams	Players on Team 1	Players on Team 2
1	Team 1	Player A	Player C
2	Team 2	Player A	Player D
3	Team 1	Player B	Player D
4	Team 2	Player B	Player C
5	Team 1	Player A	Player C
⋮	⋮	⋮	⋮

* Life Points are combined from each of the players on a team.
* If a card's effect happens to affect a hand or Deck during the duel, it will affect the player who is playing at that time.
* When using the PSP® Wi-Fi function (Ad-Hoc Mode) to play a tag duel with another player, the remaining players will be played by the CPU.

Yu-Gi-Oh! WEBSITE

Use the PSP® system's Wi-Fi function (Infrastructure Mode) to connect to the internet and download card data.

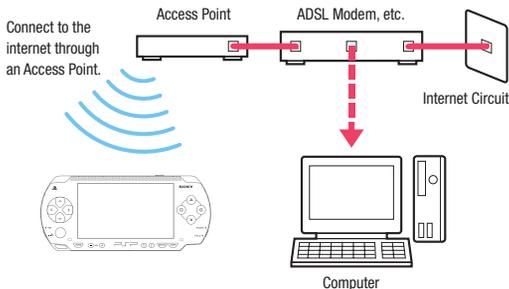* Refer to the PSP® system manual for more details on Infrastructure Mode.

DOWNLOADING PRECAUTIONS

Please note the following points before connecting to the internet and using the Yu-Gi-Oh! Website.

• Downloaded data can only be used with "Yu-Gi-Oh! Duel Monsters GX TAG FORCE."
• Before using the Yu-Gi-Oh! Website, make sure to turn the PSP® system's WLAN switch ON, and do not turn it OFF until finished.
• No user registration or fees are required to use the Yu-Gi-Oh! Website. However, a separate fee may have to be paid to your internet service provider when connecting to the network.
* Refer to the PSP® system manual for more details on Infrastructure Mode.

Examples of Network Connection

Connection and setup methods may differ depending on the network device being used.

Connect to the internet through an Access Point.

Access Point

ADSL Modem, etc.

Internet Circuit

Computer

REQUIRED DEVICES AND ENVIRONMENT

Other than a PSP® system and UMD™ of this game, the following devices and environment are required to use the Yu-Gi-Oh! Website. Please read the instruction manual for each device before use.

Memory Stick Duo™ or Memory Stick PRO Duo™

At least 300KB of free space is required to save game data. An additional 32KB or more of free space is required to save downloaded data.

Broadband Network Connection

ADSL, CATV, or FTTH network connection is required. A separate contract with your internet service provider is also required for connection.

Peripherals needed when connecting via broadband.

You'll need a network device such as an ADSL modem, along with the cable required for peripheral connection, etc.

WLAN Access Point

You'll need a WLAN access point that is compatible with the PSP® system's Wi-Fi capabilities. For security reasons, we recommend that you set the appropriate SSD and WEP keys.

Computer, etc.

At times you may need a computer when setting up the system's WLAN access point. Refer to the device attachment's instruction manual for details concerning how to set up a WLAN access point.
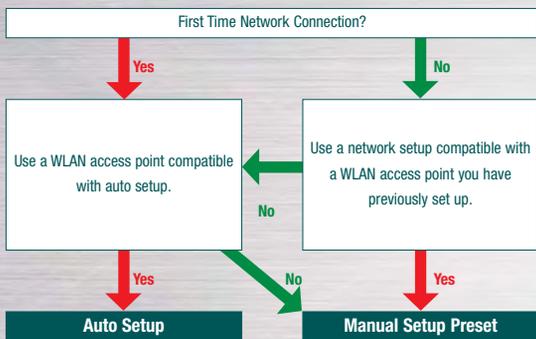
SETTING UP THE NETWORK

Turn the PSP® system's WLAN switch ON, then go to "Database" (see page 9) from the Main Menu and select "Yu-Gi-Oh! Website." You will then be taken to the "Network Setup Screen."

MAIN MENU

- List of Duelists
- Card Album
- Tutorial
- Duel Ranking
- Forbidden/Limited Card List
- Go to the Yu-Gi-Oh! website
- Download Data

You'll need different settings for each WLAN access point you plan to use. Use the chart below to decide which type of method you would like to use when setting up the network.

```
              First Time Network Connection?
                    |                    |
                  Yes                   No
                    |                    |
    ┌───────────────────────┐   ┌───────────────────────┐
    │ Use a WLAN access      │←──│ Use a network setup    │
    │ point compatible       │No │ compatible with a WLAN │
    │ with auto setup.       │   │ access point you have  │
    │                        │   │ previously set up.     │
    └───────────────────────┘   └───────────────────────┘
         |              No              |
        Yes              ↘             Yes
         |                 ↘            |
    ┌───────────┐     ┌──────────────────────┐
    │ Auto Setup│     │ Manual Setup Preset   │
    └───────────┘     └──────────────────────┘
```

* Auto setup is compatible with WLAN access points from BUFFALO INC. and NEC AccessTechnica, Ltd.
  Some compatible devices may require a WLAN access point firmware update before using auto connection.

Selecting Auto Setup

Select a type of Auto Setup that's compatible with the type of WLAN access point you are going to use, then follow the instructions on the screen.
After saving the settings, you will be taken to the Network Connection Screen. If too many settings are being saved, and you can't save anything new as a result, return to the previous screen, select "Manual Setup / Preset," and delete any unnecessary settings.

* AOSS™ (AirStation One-Touch Secure System) is an auto setup system developed by BUFFALO INC. which allows you to easily perform WLAN setup and security with the touch of a button.
* AOSS™ is a trademark of BUFFALO INC.

* RakuRaku Musen Start® is a function developed by NEC AccessTechnica, Ltd. You can easily perform WLAN connection setup (SSID, encryption key, etc.) by pressing the wireless access point "RakuRaku START button" (on the main unit).
* "Aterm" is a registered trademark of NEC Corporation.
* "RakuRaku Musen Start" is a registered trademark of NEC AccessTechnica, Ltd.

Selecting Manual Setup

You are able to perform network setup manually when selecting "Establish New Connection." Please refer to the "Network Setup" page in the PSP® system instruction manual for setup-related information.
Once you have saved the settings, you will be taken to the Network Connection Screen.

Using Preset

Please select a network setup compatible with your own WLAN access point when using previously created network settings.

CONNECTING TO THE NETWORK

Select network settings to use for connection. If you are able to successfully connect to the network, the Download Menu (see page 38) will be displayed. If confirmation is required via ID or password when connecting, the Confirmation Screen will be displayed.

DOWNLOAD MENU

You can download Recipes, Forbidden / Limited Card lists, and cards via the Download Menu.

Recipes / Forbidden / Limited Card Lists

Follow the instructions on screen, select a list or Recipe you would like to download, then press the ⊙ button to confirm your choice.
Recipes or lists you have downloaded will automatically be added to the game data.

Cards

Follow the instructions on screen, select the card(s) you would like to download, then press the ⊙ button to confirm your choice.
In order to use the card(s) once downloaded, you must go back to the Main Menu and open it.

Opening Downloaded Cards

Downloaded card data can be opened via "Download Data" from the Main Menu's "Database" (See page 9).
Use the up and down buttons to align the cursor with card data that has not been opened yet, press the ⊙ button, and the card(s) will be added to your Trunk (See page 23).

◆ **Looking at the Icons**

✓ Opened NEW Unopened ✗ Corrupt Data

UNABLE TO CONNECT?

If you are unable access the website, run a connection test to see whether or not you have successfully connected to the network. To do this, go to "Settings" from the PSP® system's home menu, select "Network Settings," then select "Infrastructure Mode." Align the cursor with the network setting currently in use, then press the ❍ button. Finally, select "Connection Test" and perform the test.

Connection Test Results

If you are still unable to access the website after a successful connection has been confirmed, service may be temporarily down, or may have ended. Please check the official website (http://www.konami.jp/yugioh/) to confirm the service situation. If the test results show you have not established a connection, please review the following points.

• **Check the content of your network settings.**
Thoroughly look over the content of your network settings (see pages 36-37).

• **Check device settings**
Check over your WLAN access point and network device settings. In some cases a MAC Address and port settings may be required. The PSP® system's MAC Address can be found by going to "Settings" from the PSP® system's home menu, then selecting "System Settings," and "System Information."
A "TCP: 80" port is used for this game.

• **Move to an area with strong reception**
If positioned too far away from the WLAN access point, or an obstacle is blocking reception, you may not be able to establish connection.

• **Change Power Save Settings**
If you are frequently disconnected from the network, select "Settings" from the PSP® system's home menu, select "Power Save Settings," and change "WLAN Power Save" to OFF.

* If you are still unable to connect after confirming the points above, please send an inquiry to our Customer Service Department. Make sure to include the condition, device being used, setup contents, any error messages, etc. in your inquiry in order to thoroughly inform us of the symptoms.

◆ FULL-LENGTH FEATURE FILM ◆

Yu-Gi-Oh!
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CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry!
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Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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