GAME BOY ADVANCE

AGB-BD6E-USA

DUEL MASTERS

KAIJUDO SHOWDOWN

INSTRUCTION BOOKLET

ATARI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes 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 or eyes 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.

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



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.



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GETTING STARTED

1. Turn OFF the POWER switch on your Nintendo® Game Boy® Advance system. Never insert or remove a Game Pak when the power is ON.
2. Insert the *DUEL MASTERS™: Kaijudo Showdown™* Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place.
3. Turn ON the power switch. The main Start-up Screen will appear (if not, begin again at step 1).
4. Press **START** to proceed to the Main Menu.
5. Use the **+Control Pad** to highlight New Game, Continue, Credits or Duel Room and press the **A Button** to confirm. Select New Game to begin a new game. Select Continue to continue a saved game. Select Credits to view the game credits. **Note:** You must unlock Duel Room before you can select this option (see "Duel Room" on page 34).

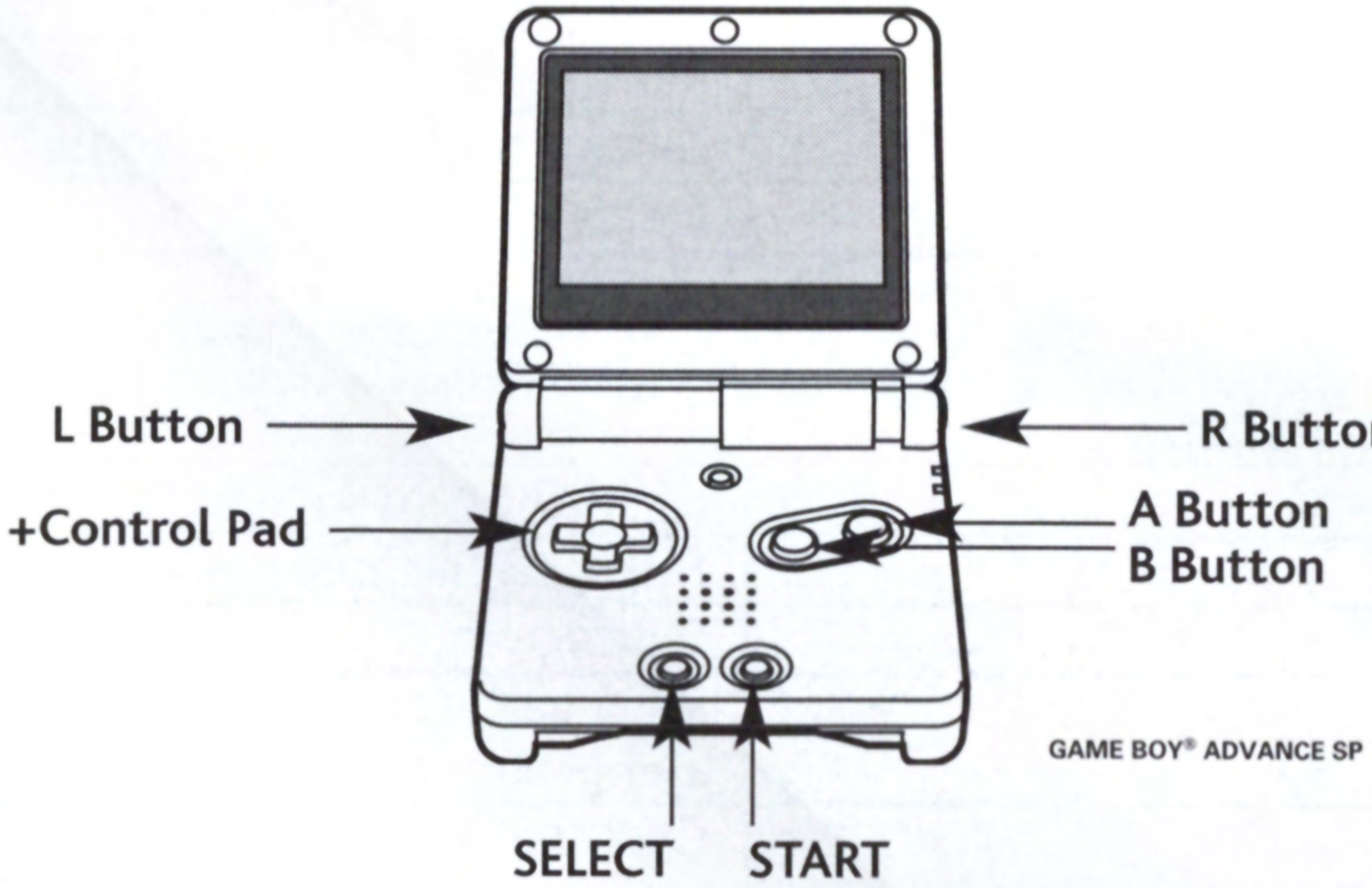
SAVING AND LOADING

You can save one game on your *DUEL MASTERS™: Kaijudo Showdown™* Game Pak. Start a new game by selecting New Game from the Main Menu.

To save your progress, press **START** to open your Pocket Gizmo, press the **+Control Pad ▲ ▼** to select Save/Quit and press the **A Button**. Choose Save and Continue to save your game and keep playing or choose Save and Quit to save and return to the Main Menu.

To load your current game, select Continue from the Main Menu.

GAME CONTROLS



GAME BOY® ADVANCE SP

MENU NAVIGATION	
CONTROL	**ACTION**
+Control Pad	Highlight menu selection
A Button	Confirm selection
B Button	Return to previous menu

CHARACTER CONTROLS	
CONTROL	**ACTION**
+Control Pad	Walk / Select interaction mode
B Button	Run
A Button	Talk / Advance text / Trade / Duel
START	Display Pocket Gizmo

DUEL CONTROLS	
CONTROL	**ACTION**
+Control Pad	Highlight card / creature
A Button	Select highlighted card / creature
B Button	Cancel
L Button	View battle zone, hands, mana and graveyard
R Button	Cast spell / Summon creature / Skip or end phase
SELECT	View card or creature details
START	Options Menu / Surrender

DECK MANAGEMENT CONTROLS	
CONTROL	**ACTION**
+Control Pad ▲ ▼	Highlight card
+Control Pad ▶	Add card to deck
+Control Pad ◀	Remove card from deck
A Button	View card detail
B Button	Return to previous screen
L Button	Page down
R Button	Page up
SELECT	View help screen
START	Sort and filter options

SELLING CONTROLS	
CONTROL	**ACTION**
+Control Pad ▲ ▼	Highlight card
+Control Pad ▶	Add card to cart
+Control Pad ◀	Remove card from cart
A Button	Check out
B Button	Cancel
L Button	Page up
R Button	Page down
SELECT	View card detail
START	Sort and filter options

WELCOME TO DUEL MASTERS™: KAIJUDO SHOWDOWN™

You are a rising star in the DUEL MASTERS™ tournament circuit. All is well — fans adore you, magazines write about you, and celebrities are impressed with your style — or is it? Can you duel your way to the top and solve the mystery of the missing artifacts before it's too late?

MAIN MENU



Press **START** at the Start-up Screen to display the Main Menu. Use the **+Control Pad** to highlight an option and press the **A Button** to confirm.

New Game

Begin a new game. Use the **+Control Pad** to highlight a letter and press the **A Button** to add it to your name. Press the **B Button** to erase a letter. Press the **L Button** or the **R Button** to change the appearance of your character. Press **START** to begin your adventure. **Warning!** Starting a new game will overwrite your previously saved game.

Continue

Continue a saved game.

Credits

View the game credits.

Duel Room

Duel a variety of opponents using any of the 300 cards in the game. You must unlock Duel Room before you can select this option (see "Duel Room" on page 34).

POCKET GIZMO



At the beginning of this adventure, you will receive your very own Pocket Gizmo. This device is actually a small personal computer you can use to communicate with other characters in the game and prepare for the many DUEL MASTERS™ challenges you will face in the game. You can display your Pocket Gizmo at any time while playing by pressing **START**.

Then, press the **+Control Pad ▲ ▼** to highlight an option and press the **A Button** to select that option. Press the **B Button** to return to the previous screen. The Pocket Gizmo Menu contains the following options:

Stats

View your current card count, number of shop tournament passes, win/loss record, time played, and the number of special items that you have collected.

Deck Management

View your card collection and customize your deck (see "Deck Management" on page 31).

Cool Stuff

Access your Gizmo mail, read G-books, view articles on the Duelist Weekly Giz-site and play special DUEL MASTERS™ mini-games (see next page).

Link

Link with another Game Boy Advance for head-to-head dueling and trading with a friend (see "Multiplayer" on page 33 for more information).

Options

Change game options (see "Options" on page 12).

Save

Save your current progress (see "Saving and Loading" on page 4).

COOL STUFF



The Cool Stuff section of your Pocket Gizmo contains strategy articles, Gizmo mail communications, DUEL MASTERS™ mini-games, and more. Press **START** to access to your Pocket Gizmo. Press the **+Control Pad** to highlight Cool Stuff and then press the **A Button**. Press the **B Button** to exit Cool Stuff.

Gizmo Mail

Certain characters in the game will send you messages to keep informed about what's happening. To read a Gizmo mail, select it using the **+Control Pad** and then press the **A Button** to read it. Press the **A Button** to advance through the message. Press the **B Button** to stop reading.

G-books

Here you'll find advanced rules, civilization information and strategy articles. Use the **+Control Pad** to select a category and press the **A Button** to display the articles in that category. Select an article and press the **A Button** to read it. Press the **B Button** to return to the previous menu.

Giz-site

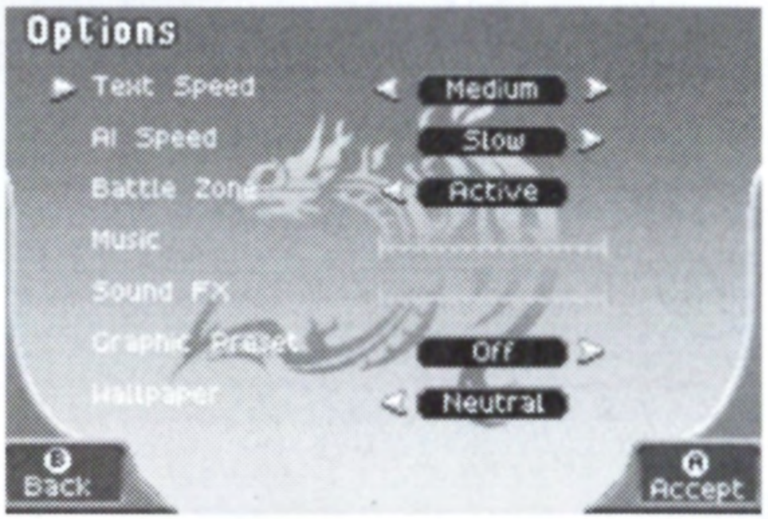
Select Giz-site to visit the Duelist Weekly Giz-site and read strategy articles. You will unlock more strategy articles as you advance through the game. Press the **A Button** to read an article. Press the **B Button** to return to the previous menu.

Games

As you progress through your adventure, you will unlock a total of five DUEL MASTERS™ mini-games. To play a game on your Gizmo, select it using the **+Control Pad** and then press the **A Button**. Rules for the game will appear onscreen.

The games can also be found in the card shops in each of the outlying towns that you visit. (See "Card Shop" on page 16.)

OPTIONS



Press **START** while dueling or select Options from the Pocket Gizmo to change your game options. Press the **+Control Pad** to highlight and change options. Press the **A Button** to Save or the **B Button** to Cancel.

Text Speed

Sets the speed at which text scrolls.

AI Speed

Sets the speed at which computer opponents play. You can use this feature to slow AI speed down before you watch two computer players duel. (This has no effect on how well AI opponents play.)

Battle Zone

Select Active to show creature battle animations. Select Inactive to skip battle animations.

Music
Adjust the volume of in-game music.

Sound FX
Adjust the volume of in-game sound effects.

Graphic Preset
Choose one of three brightness-enhancing options: OFF, GBA or GBA SP.

Wallpaper
Choose a wallpaper design to decorate your Pocket Gizmo.

THE CIVILIZATIONS



Fire

Fire creatures are fast, relentless attackers that can quickly overwhelm an unprepared opponent. Fire also has spells that destroy other creatures. There are no blockers in this civilization, so attacking quickly is key. Fire and Nature make a powerful deck.



Darkness

Darkness creatures can be more expensive to summon, but they create a terrifying army once in the battle zone. Darkness can destroy the most powerful creatures with a single spell or "slayer" creature, and has the annoying ability to make an opponent discard. The Darkness civilization has its share of blockers, although they are a bit more expensive than those from Water and Light. Darkness is good on its own, or combined with a fast civilization like Fire or Nature.



Nature

Nature creatures are very powerful, but also can be expensive to cast. For this reason, Nature has many spells that can quickly increase the size of your mana pool. Nature provides needed speed to both Fire and Darkness decks.



Light

Light creatures are slow but powerful, and its spells are designed to manipulate the battle zone to Light's favor. The Light civilization contains an array of powerful blockers and simple, trustworthy attackers. Light cards are great for any deck that might need a few turns to show its strength.



Water

Water creatures are sly — many cannot be blocked — and Water spells, such as Teleportation, can quickly change the shape of the battle zone. The Water civilization contains many blockers, and so provides a good complement to any deck strategy.

CARD SHOP

Each town you visit contains a card shop, where you can buy and sell cards, play games, enter shop tournaments and more.

Buy Cards



You start the game with a small collection of cards that you inherit from your brother, but you'll need to buy more cards and build better decks if you hope to compete against the strongest duelists in the game.

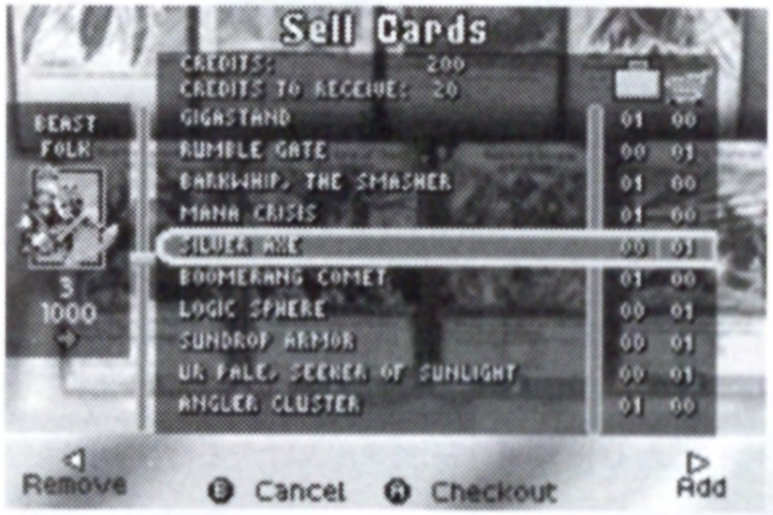
Approach the shop owner behind the counter and press the **A Button** to talk. Select Buy from the dialog choices to buy DUEL MASTERS™ cards.

You can buy Starter Decks, which are complete, ready-to-use 40-card theme decks, or you can buy Booster Packs, which contain 10 random cards each. At the beginning of the game, there are three types of Booster Packs available. You will unlock a fourth type of Booster Pack once you place in your second regional tournament.

Press the **+Control Pad** to select Starter Decks or Booster Packs and press the **A Button**. Then, select a Starter Deck or Booster Pack type and press the **A Button** to purchase it.
Press the **B Button** to return to the previous screen.

Note: If you do not have enough store credits to purchase cards, you can sell some of your extra cards (see next page).

Sell Cards

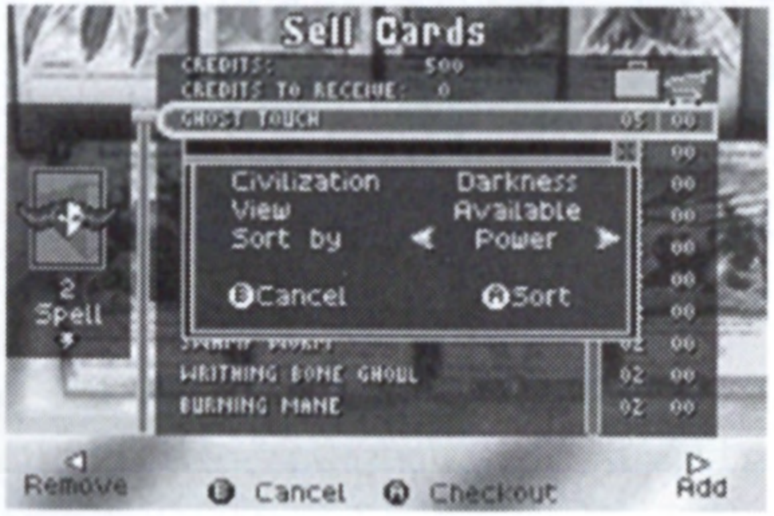


If you need more credits to buy cards and tournament passes, you can sell your extra cards at any shop. Talk to the shop owner and select Sell from the dialog choices.

To sell a card, you need to move it to your Cart. Press the **+Control Pad ▲ ▼** to select a card, then press the **+Control Pad ▶** to add it to your Cart. The amount of Store Credits that the shop owner will pay is displayed at the top of the screen. Press the **+Control Pad ◀** to remove a card from your Cart. Press the **A Button** to confirm the sale and receive store credits for your cards. Press the **B Button** to cancel the sale.

Sort and Filter

In both Sell mode and Deck Management, you can sort and filter your cards to make it easier to find the ones you want to sell/add to your deck. Press **SELECT** to bring up the Sort/Filter menu. You can filter your cards by civilization, for example, to display only cards from the Fire civilization. Press the **+Control Pad ▲ ▼** to select a filter criteria and press the **+Control Pad ◀ ▶** to change.



Sort/filter criteria are:

Civilization: Choose one of the five civilizations or select "All" to show all civilizations

View: When selling cards, you can only view those available to sell. When managing a deck, you have three View choices: Deck shows only cards in your currently selected deck; Trunk shows all cards that are available to add to your deck; Collection shows all DUEL MASTERS™ cards available in the game (including those you don't own)

Sort by: Number sorts your cards by the set and card number; Power sorts by creature power; Rarity sorts by card rarity; Race sorts by creature race; and Cost sorts by casting cost.

Card values

Cards have a preset value based on rarity. All card shops pay the same prices for cards.

- Common = 1 credit
- Uncommon = 2 credits
- Rare = 10 credits
- Very Rare = 25 credits
- Super Rare = 50 credits

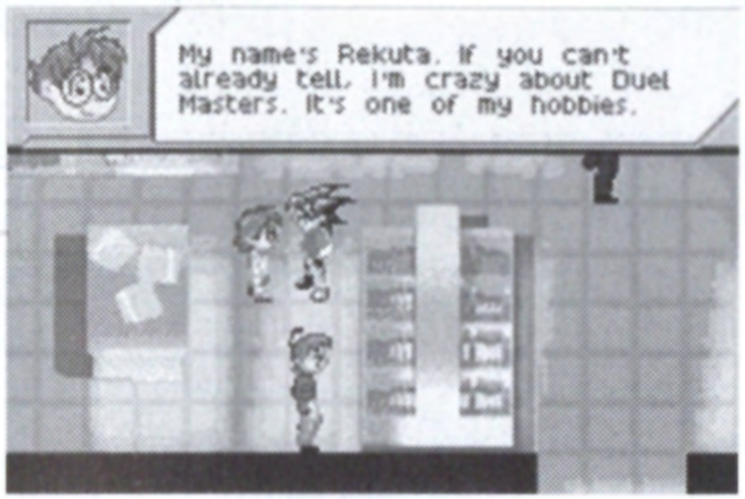
Note: You can determine a card's rarity by its rarity symbol. Check the "Rarity Symbol" G-book in your Pocket Gizmo for a picture of all of the card rarity symbols.

Tutorial



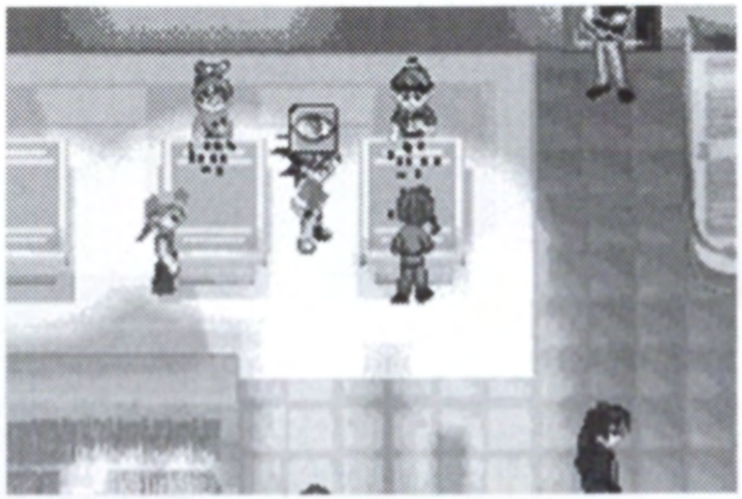
Your hometown, Larkwell, contains a world-famous card shop often frequented by DUEL MASTERS™ dignitaries. One of these celebrities is Knight, a DUEL MASTERS™ expert who is always willing to help others get into the game. Talk to Knight and ask him to explain the rules to run the in-game tutorial.

Trading



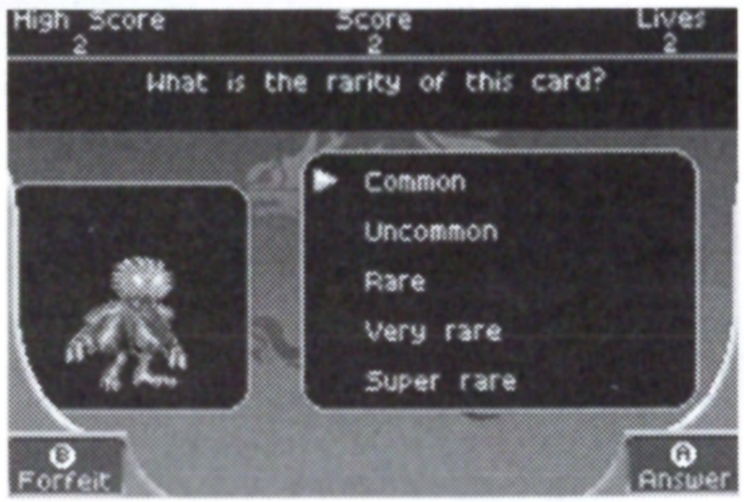
Rekuta is another DUEL MASTERS™ devotee who is always willing to help. Talk to him to receive important information before you begin trading cards with other characters in the game.

Gaming Tables



There are always kids playing DUEL MASTERS™ in the card shops. You will find them sitting at the gaming tables in the shop. If a table has only one character sitting at it, you can walk up to that table and press the **A Button** to duel with that character. If a table has two characters, you can walk up to that table and press the **A Button** to watch the duel. You can sit at the empty table at the Duel Purpose Card Shop if you want to duel against a friend (see "Multiplayer" on page 33).

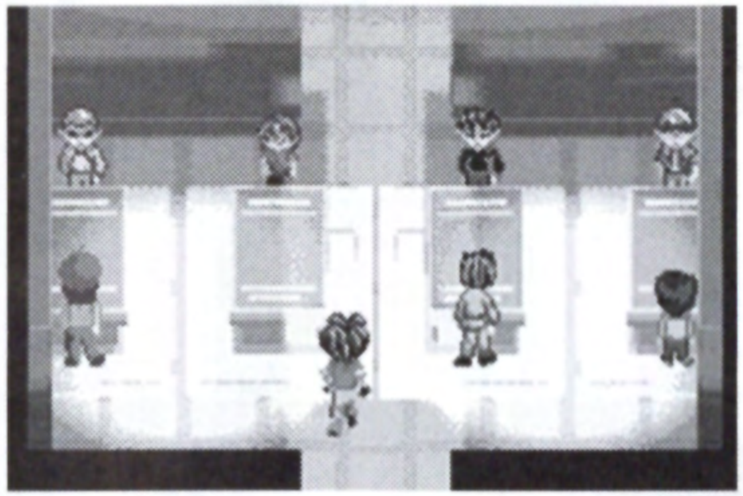
Arcade Games



Most of the card shops contain video arcade machines, where you can play the latest DUEL MASTERS™ video games. To play a game, walk up to the game console in a shop and press the **A Button**.

The shop video games are the same games that are available in your Pocket Gizmo with one difference: When you play a game in the shop and receive the high score, you are awarded with store credits!

Shop Tournaments



Shop tournaments are a great way to earn extra store credits so that you can buy new cards and build new decks. To enter a shop tournament, walk up to the tournament director at the back of the shop and press the **A Button**. If you have a Tournament Pass, you can use that to enter. Otherwise, you'll need to pay 50 store credits.

If you want information about how tournaments work, reply "Yes" when asked by the tournament director.

Note: Entering shop tournaments in your hometown of Larkwell is especially important, as you must show your dueling skills at these events in order to become sponsored by the shop. You must become sponsored in order to earn bus passes and travel to other towns and regional tournaments.

INTERACTING WITH OTHER CHARACTERS

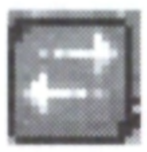
You will find a number of fellow duelists throughout the locations you visit in the game. You can talk to, trade with, or duel with most any character you meet. When you walk up to a character with whom you can interact, an A icon will appear over your head.



Press the **A Button** to interact with that character. Some characters, such as card shop owners, will simply speak to you. Most characters, however, will present you with three choices:



Talk: Speak with the character.



Trade: Trade with the character (see "Trading" on next page).



Duel: Duel with the character (see "Dueling with NPCs" on next page).

Press the **+Control Pad** ◄ ► to choose an interaction and then press the **A Button**.

Note: You can also interact with some objects in the game. For example, if you walk up to a video game machine in a card shop, the A icon will appear. Push the **A Button** to play the game. You can also watch duels in a card shop by walking up to a dueling table and pressing the **A Button** when you see the A icon.

Dueling with the Locals

Dueling with a wandering kid is a good way to test out new deck ideas without investing in a shop tournament. Not only that, if you win you'll be awarded with a random booster pack!

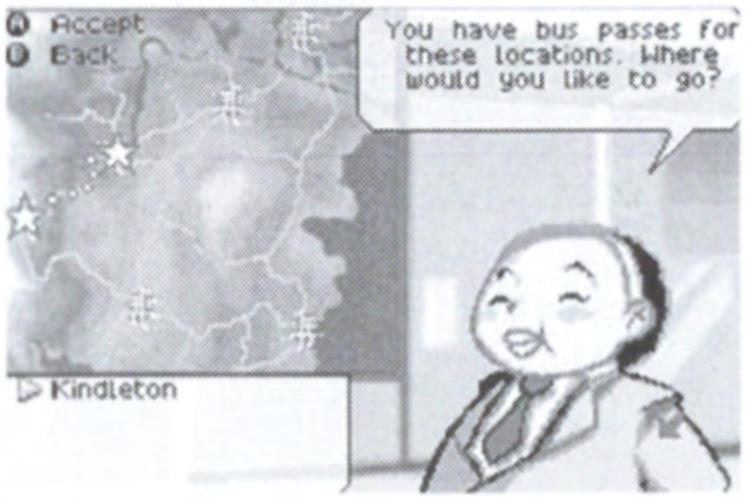
Trading

When you interact with a character and select Trade, the character will show you three cards. Select a card and press the **A Button**. The game will then display up to three of your cards. Choose the card that you are willing to trade and press the **A Button** to complete the trade. Press the **B Button** to cancel the trade.

If you are unsure about a trade, you can press the **R Button** and ask Rekuta for advice.

REGIONAL TOURNAMENTS

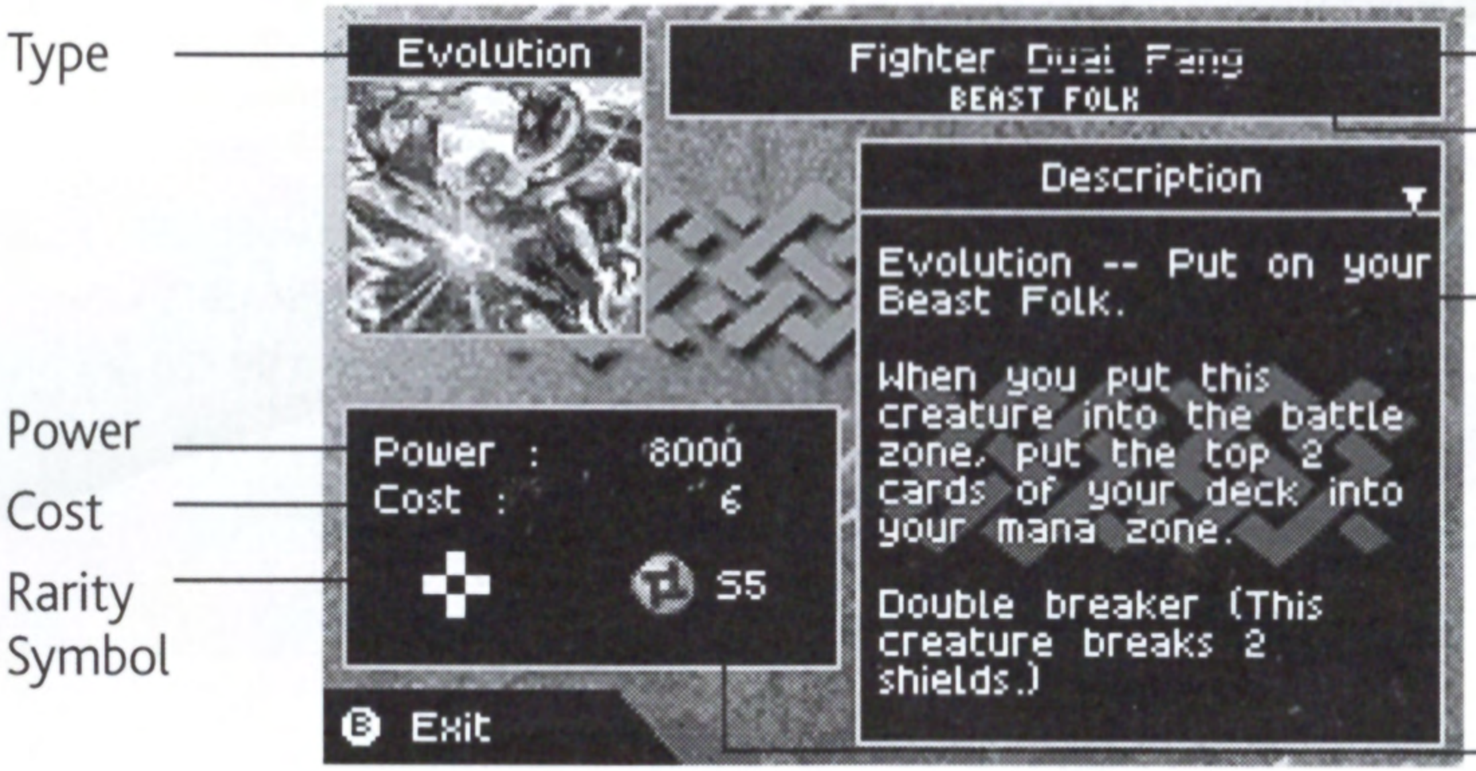
Once you become sponsored, you can travel to new towns and enter regional tournaments. Mr. Dabba, the owner of the Duel Purpose Card Shop, will give you a bus pass to the first tournament as soon as he sponsors you. Once you place in that tournament, return to your hometown (Larkwell), and he will give you a pass to the next event.



Walk into the bus station and speak to the ticket agent. The agent will display a map showing towns to which you have passes. Use the **+Control Pad** to select a town and press the **A Button**. You will be dropped off at the bus station in that town.

Regional tournaments take place in the dome-shaped arenas in each town.

THE CARDS



Keyword Definitions

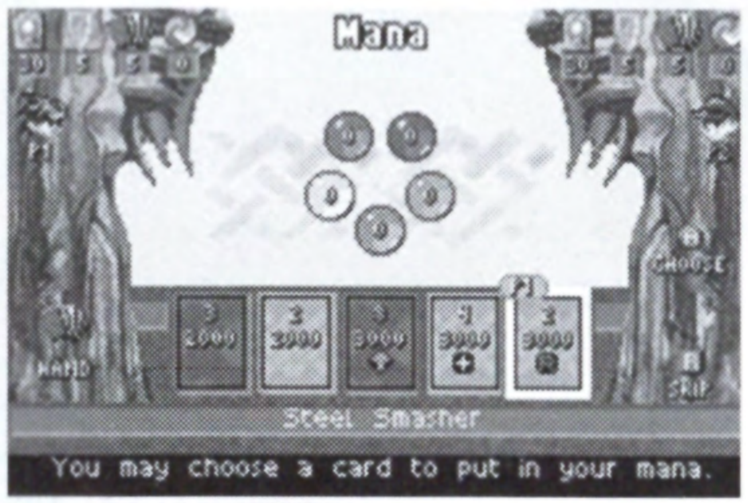
Some cards contain "keywords," which describe special abilities. See "Glossary" on page 35, or read the "Glossary" and "Special Ability" G-books in your Pocket Gizmo for more information.

HOW TO DUEL

Object of the Game

Use mana to cast spells and summon creatures into the battle zone. Attack your opponent with your creatures — if a creature isn't blocked, it breaks a shield. Break all of your opponent's shields and then attack him one more time to win the duel!

Duel Screens



Drawing cards, putting cards into your mana zone and playing cards from your hand all take place at the Summoning screen. Creature battles take place in the battle zone.

Setup

There are a few things that happen before you start a DUEL MASTERS™ duel. In *DUEL MASTERS™: Kaijudo Showdown™*, most of the details are taken care of by the game.

1. Flip a coin. If it lands in your favor, you choose whether to play first.
2. Shuffle your deck.*
3. Place the top five cards from your deck face-down in front of you.* These cards are your shields.
4. Draw 5 cards from the top of your deck.* These cards are your hand.

**The game automatically does this step for you.*

Turn Order Summary

1. Start your turn.
2. Draw a card.
3. Put one card into your mana zone (optional).
4. Summon creatures and cast spells (optional).
5. Attack (optional).
6. End your turn.

Start your turn

The first thing the game does is untap any tapped creatures and mana cards. This makes those cards available to use on the turn. (See "Glossary" on page 35 for more information about tapping and untapping.)

Draw a card

The game will automatically draw a card from the top of the deck and put it into your hand. If you run out of cards in your deck, you lose.

Important! The person who plays first skips drawing a card on his first turn.

Put one card into your mana zone

Cards in your mana zone generate mana for you when you tap them. Mana is like money that you use to pay for creatures and spells. Each mana card generates one mana per turn.

You can add only one card (of any type) into your mana zone from your hand on each turn, unless a spell or effect allows you to add more. (See "Glossary" on page 35 for more information about mana.)

To put a card into your mana zone, select it using the **+Control Pad** and press the **A Button**. The game will automatically move to the next step.

You don't have to put a card into your mana zone if you don't want to (but it's a good idea for the first several turns). To skip this step, press the **R Button**.

Summon creatures and cast spells



You can summon any number of creatures and cast any number of spells during this step, as long as you have enough mana to pay for them. You can do these things in any order.

To cast a spell or summon a creature, select the card in your hand using the **+Control Pad** and press the **A Button**. The cost for a spell is displayed on top of the card in your hand, and in the lower-left corner of a detailed card view. To skip this step and go straight to battle, press the **R Button**.

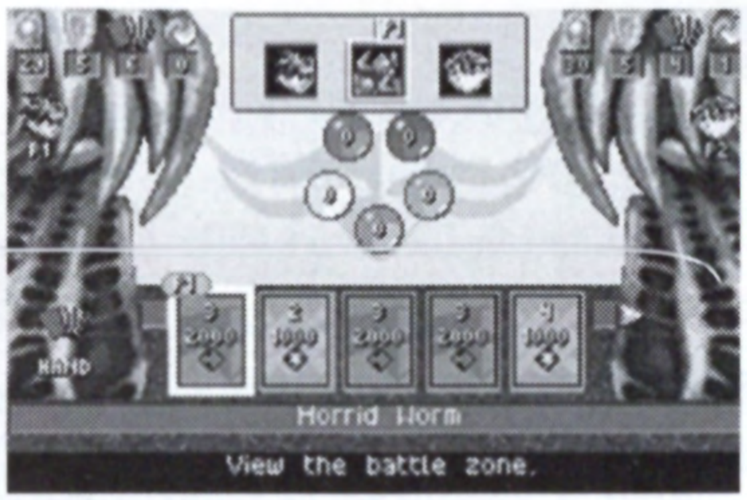
Once you select a card, the game will switch to your mana zone. Use the **+Control Pad** to select the mana card you want to tap and press the **A Button** to tap it. Press the **B Button** to cancel casting or summoning and return to your hand. At least one of the mana cards you tap must be the same civilization as the spell or creature. If you can't pay the cost, you can't play the card.

You can cast a spell only if you can do everything it says. After you pay for a spell, the game will prompt you to take action, such as selecting a creature, drawing a card, etc. The spell is then put into your graveyard. After you pay for a creature, it is put into the battle zone.

Important! Most creatures can't attack on the turn that you summon them because they

have summoning sickness. (Evolution creatures do not get summoning sickness. See "Glossary" on page 35 for more information.) They will be able to attack on your next turn. Creatures with summoning sickness can still block, providing they have that ability.

View Cards / Graveyard



You can press the **L Button** at any time to view details about your mana zone and graveyard, your opponent's mana zone or graveyard, or the battle zone. Use the **+Control Pad** to choose Player 1 (you), Battle Zone or Player 2 (your opponent) and then press the **A Button**. Highlight a card and press **SELECT** for details. Press the **L Button** again when you are done.

Attack

You can attack with as many of your creatures as you want each turn, providing they don't have attack limitations (for example, if the card says, "This creature can't attack players" and your opponent has no tapped creatures in the battle zone). You can't attack with creatures that have summoning sickness.

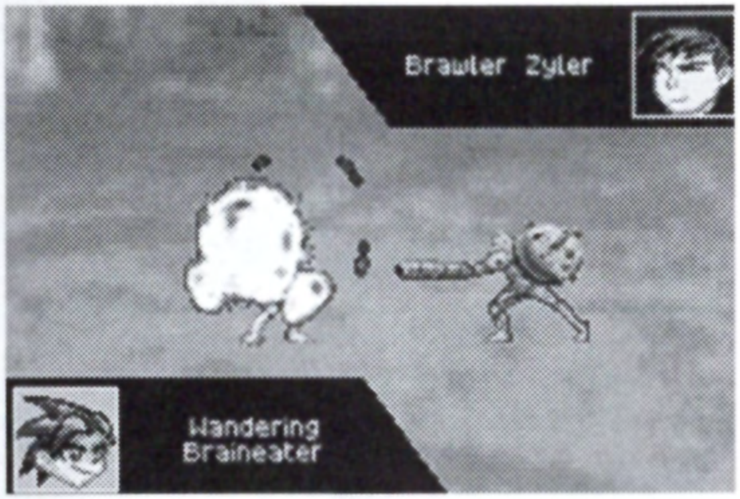
Select a creature using the **+Control Pad** and press the **A Button** to make it attack. Then, use the **+Control Pad** to select one of your opponent's tapped creatures or your opponent. Press the **A Button** to make your creature attack. Press the **B Button** to cancel the attack.

Attacking your opponent

When one of your creatures attacks your opponent and it isn't blocked, you choose a shield to break. That shield goes into your opponent's hand. If the shield he puts in his hand has the Shield Trigger ability, your opponent has the option of immediately casting the spell on that card (see "Glossary" on page 35).

When your opponent has no shields left, and if your creature is not blocked, you win the game.

Creatures with the "double breaker" ability can break two shields in a single attack (see "Glossary" on page 35). **Important!** If your opponent has fewer shields than your attacking creature can break, your creature doesn't knock out your opponent, it just breaks any remaining shields.



Attacking a tapped creature

When one of your creatures attacks one of your opponent's tapped creatures in the battle zone and it isn't blocked, then the creatures battle.

Each creature has a power number displayed beneath it in the battle zone. (You can also find a creature's power in the lower-left corner of the detailed card view.)

The creature with the higher power wins the battle.
The losing creature goes into his owner's graveyard (unless the card says otherwise). If the creatures have the same power, then both creatures go to their owners' graveyards. Some creatures have the "power attacker" ability. This means that the creature's power increases when it attacks (see "Glossary" on page 35). Make sure to read what each card says!

The power of the attacking creature is shown in the upper-left corner of the screen. That creature's target is outlined with a crosshair. If the defending player has any blockers in the battle zone, the game will pause to allow that player to choose a blocker.

Blocking

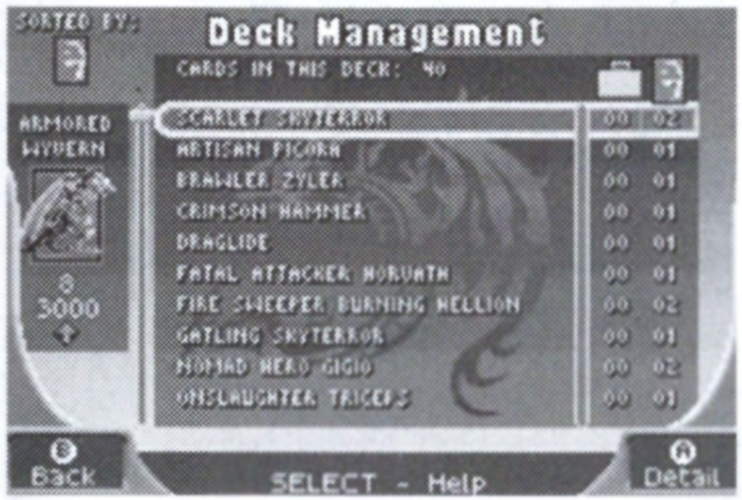
Only creatures with the "blocker" ability can get in the way of an attacking creature. When a creature blocks, it is tapped, and cannot block again until it becomes untapped. Summoning sickness doesn't stop a creature from being able to block.

When a creature blocks, that blocker and the attacking creature battle. The attacking creature stops attacking what it had been attacking (a player or another creature), and battles the blocker instead.

Ending Your Turn

After you're done attacking, your turn ends. You don't have to attack with any creatures if you don't want to. To stop attacking and skip to the end of your turn, press the **R Button**.

DECK MANAGEMENT



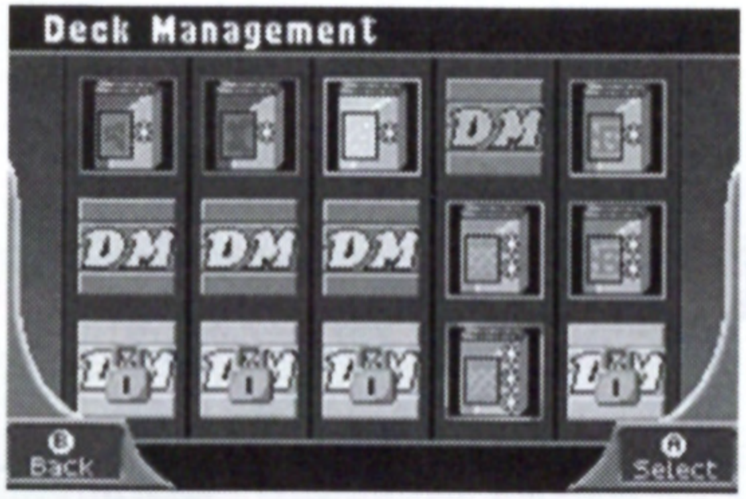
You begin your *DUEL MASTERS™: Kaijudo Showdown™* career with two 40-card decks composed of two civilizations. These decks will contain mostly common and uncommon cards, along with a few rares, and maybe a super rare. As you win duels and tournaments, you will receive booster packs or store credits, which you can use to buy new cards. You can use these new cards to customize your initial deck or create a new one.

To customize your deck and view your card collection, select Deck Management on your Pocket Gizmo (see page 9) and press the **A Button**. First, choose a deck to manage using the **+Control Pad** and press the **A Button**. Then, press the **A Button** to set the selected deck as your main deck (the one you will use in duels) or press the **B Button** to manage the selected deck.

There are two columns of numbers next to the card names shown. The column on the left shows the cards available to add to your deck and the column on the right shows cards in your deck. Press the **+Control Pad ▲ ▼** to highlight a card. Press the **A Button** to view details about the selected card. Press the **+Control Pad ▶** to move the highlighted card from your trunk to your deck. Press the **+Control Pad ◀** to remove the selected card from your deck. Press **START** to sort/filter the cards shown. Sorting cards in Deck Management works the same as when you sell cards (see "Sort and Filter" on page 17).

Press the **B Button** to return to the Choose Deck screen. **Note:** You must have exactly 40 cards in your deck in order for it to be a legal dueling deck. If you do not have 40 cards in your deck, you will be unable to use it in a duel.

Special Decks



Each card shop sells starter decks that are special in several ways:

You cannot change the cards in them, but you can look at the cards in them.

You can trade, sell and make other decks using the cards in special decks, and the special decks will always be available.

You can unlock other special decks — there are 15 total.

To play using a special deck, select the Special Deck icon on the Deck Select screen and press the **A Button**.

Press the **B Button** to open the list of special decks. Use the **+Control Pad** to select an unlocked deck and press the **A Button**. Press the **A Button** again to select that deck or press the **B Button** to view the cards in it (you won't be able to change the cards).

MULTIPLAYER



Multiplayer games require two Game Boy® Advance systems, one *DUEL MASTERS™: Kaijudo Showdown™* Game Pak per player and a Game Boy® Advance Game Link® cable (sold separately). Before linking the Game Link cable, all Game Boy Advance systems must be switched OFF. Link the Game Link cable to each of the systems. Insert a *DUEL MASTERS™: Kaijudo Showdown™* Game Pak into each system. Switch the systems ON.

Both players open the Pocket Gizmo by pressing **START** and select the Link option. You will be able to trade or duel.

You also can play in Link mode by sitting at the empty table in the Duel Purpose Card Shop in Larkwell. Stand next to the table so that the A icon appears and then press the **A Button** to enter Link mode.

Trade

Both players are taken to their Trunk list, where they can select up to four cards to exchange with the other player. Select a card you want to trade and press the **+Control Pad ▶** to add it to the trade. When you have selected up to four cards, press the **A Button** to confirm the trade. Press the **B Button** to cancel the trade.

After both players have pressed the **A Button** to confirm the trade, you are taken to the Trade screen, where you can view the card(s) you're receiving. Highlight a card and press **SELECT** to view details. Press the **A Button** to agree to the deal. Press the **B Button** to cancel.

Duel

Duel lets you play against a friend using your current deck.

To exit Link mode, press the **B Button**, and then press the **A Button** from the Link mode menu.

DUEL ROOM



Once you complete your quest, you will unlock the Duel Room, where you can practice dueling against your choice of decks and opponents. You will have access to all of the cards and preset decks that you unlocked during your adventure. The Duel Room is available at the Main Menu.

Select Duel Room and then set the duel options. Alternate between players by pressing **SELECT**. To choose an opponent, Select "Name" and then press the **+Control Pad◀ ▶** to alternate between characters. Select "Deck" and then press the **+Control Pad ◀ ▶** to alternate between decks. You can manage a selected deck by pressing the **A Button**. Once you're done, if you modified the deck, its name will appear as "Custom."

Set your opponent's skill level by selecting "Player" and then pressing the **+Control Pad ◀ ▶** to choose Weak, Average or Strong. You can make the game play both sides of the duel by selecting Player for both duelists and setting a difficulty level for each. If you want to be one of the duelists, be sure and choose "You" as one of the players. Once your options are set, press **START** to duel. When the duel ends, you will return to the Duel Room. Set up another duel or press the **B Button** to return to the Main Menu.

Note: The decks you create in the Duel Room are not saved after you leave the room.

GLOSSARY

Attack

Your creatures in the battle zone can attack either your opponent or his tapped creatures. When a creature attacks another creature, they battle, and the creature with the highest power wins. The loser goes to its owner's graveyard. If the powers are the same, both creatures go to their owners' graveyards. When a creature attacks and isn't blocked, it breaks one of your opponent's shields, which goes into his hand. If your creature successfully attacks your opponent while he has no shields, you win the game!

Battle Zone

This is the area of the table between your shields and your opponent's shields. Only creatures in the battle zone may attack. To view the battle zone while dueling, press the **L Button**. Select a creature and press **SELECT** to view details about that creature. Press the **L Button** again to return to the duel.

Blocker

A creature labeled "blocker" can stop the attacks of your opponent's creatures, as long as the blocker is untapped.

Deck

DUEL MASTERS™ decks must contain exactly 40 cards, and can contain up to a maximum 4 copies of any single card.

Discard

Discarding a card from your hand means putting it from your hand into your graveyard.

Double Breaker

A creature labeled "double breaker" breaks two shields (one at a time) when it attacks an opponent and isn't blocked. If only one shield remains, it breaks only that shield.

Evolution Creature

A creature labeled "evolution" can transform a creature already in the battle zone, if the two creatures are the same type. Once you summon an evolution creature, it is put on top of the creature that it "evolves" from. Evolution creatures don't get summoning sickness — they can attack on the same turn that you summon them.

If an evolution creature is moved from the battle zone to anywhere else, then all cards in the pile move, not just the evolution creature on top. If a spell makes you put your evolution creature into your mana zone, for example, you get that many separate cards in your mana zone.

Graveyard

This is your discard pile.

Mana

Mana is a type of magical energy. You use the energy to pay for creatures and spells. You get mana by tapping cards in your mana zone. Each card you tap gives you one mana of that card's civilization. To pay for a creature or spell, you must use at least one

mana that is the same civilization as that creature or spell.

Mana Zone

This is the area of the table between you and your shields. You can put only one card into your mana zone each turn, unless a spell or effect tells you otherwise, but it's not required. Cards in the mana zone don't have any abilities except being able to tap for mana. (Ignore everything they say.)

Power

This number — in the lower-left corner of a creature card and below a creature in the battle zone — shows how well that creature battles.

Power Attacker

A creature labeled "power attacker" gets more powerful during its attacks. For example, a creature with power 3000 and "power attacker 2000+" has 5000 power during attacks.

Shield

You begin the game by putting five cards (shields) face down in front of you. When a creature attacks a player and isn't blocked, that creature breaks a shield. Each time a player's shield is broken, the player puts the shield into his hand.

Shield Trigger

As soon as you put a card labeled "shield trigger" from the shield zone into your hand, you may cast it or summon it without paying its cost. You can also choose to keep the spell or creature in your hand, and use it normally during a later turn.

Slayer

When a slayer creature battles another creature, the other creature is put into its owner's graveyard whether it wins the battle or not.

Spell

Spells are cards that do something, such as tap a creature in the battle zone. Unless it says otherwise, a spell goes to your graveyard after you cast it.

Summon

To summon a creature means to take it from your hand, pay its cost, and then put it into the battle zone.

Summoning Sickness

Most creatures have summoning sickness on the turn you summon them, and can't attack until your next turn. Summoning sickness doesn't stop a creature from blocking. Creatures are shown with swirls over their heads to indicate that they have summoning sickness.

Tap

When you use mana to summon a creature or cast a spell, you have to "tap" that card to show that you've used it during that turn. Creatures that attack or block also tap. Cards are grayed out to indicate that they are tapped.

Untap

At the beginning of your turn, the game "untaps" all of your tapped cards to show that they are available to use on that turn.

NOTES:

NOTES:

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