GAME BOY ADVANCE

AGB-AYWE-USA

KONAMI

遊戯王 Yu-Gi-Oh!

Worldwide Edition

Stairway to the Destined Duel

INSTRUCTION BOOKLET

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

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

⚠ WARNING - Seizures

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

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

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

Convulsions	**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

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

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

⚠ WARNING - Battery Leakage

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

To avoid battery leakage:

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



EVERYONE
MILD VIOLENCE

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

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

CONTENTS

GAME Introduction to Game Screens and Controls

Game Controls 04
Starting a Game 05
New Game 05
Continue 07
Game Flow 08
Map Screen 08
Actions on The Map Screen 11
Duels 12
Head-to-Head Games 14
Trades 15
Passwords 18
Deck & Trunk 19
Deck & Trunk Screen 19
Card Filtering 23
Customize Deck 24
Duels 25
Duel Screen 25
Duel Play 30

RULES "Yu-Gi-Oh! TRADING CARD GAME" Official Rules and Game Play

How to DUEL 33
Duel Basics 33
Duels & Matches 35
Creating a Main Deck 35
Victory Conditions 37
Duel Flow 38
Phase Flow 43
Card Classes 45
Monster Cards 46
Magic Cards 50
Trap Cards 51
Duel Rules 52
Determining Damage 52
Summoning Monsters 54
Magic & Effect Monsters 58
Card Destinations 60
Chains 61
Introduction to Chains 61
Magic, Trap & Effect Speeds 63
Example Chain 65

GAME_01 GAME CONTROLS

The following figure outlines the basic game controls. Refer to pages on individual controls for more details.

L Button

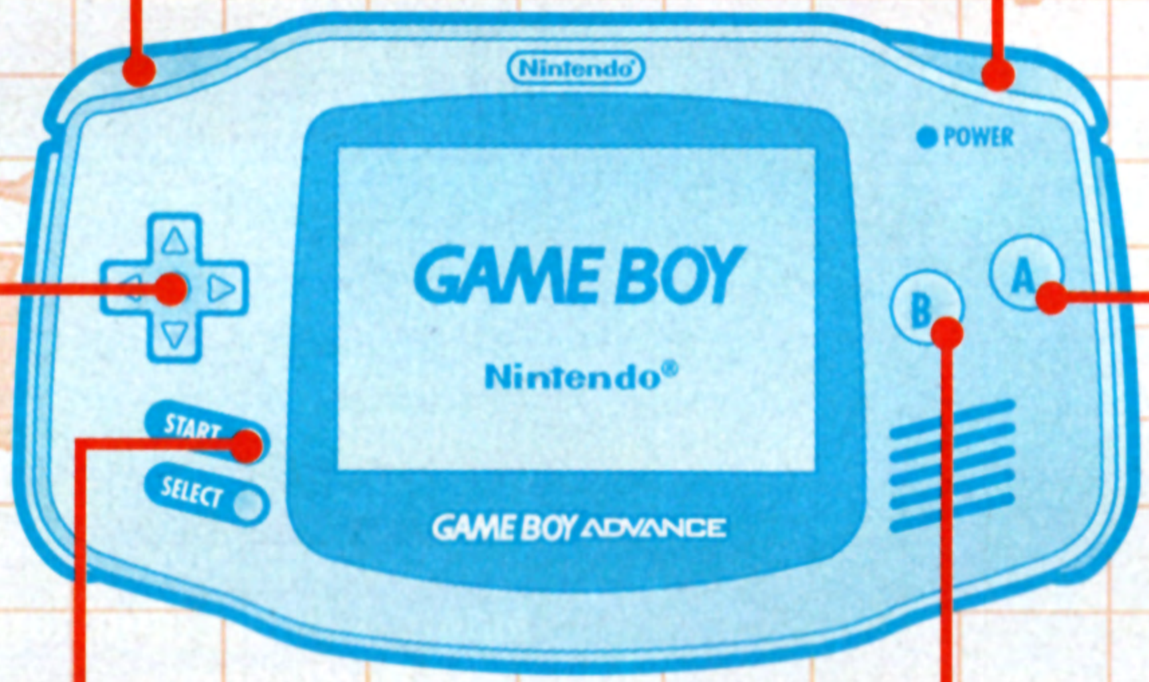
- Toggle Main Deck/Trunk/Side Deck on the Deck & Trunk Screen.

R Button

- Toggle Main Deck/Trunk/Side Deck on the Deck & Trunk Screen.
- Toggle Sub-Menu on/off on the Map Screen.
- Draw a card during the Draw Phase of a duel.

Control Pad

- Move the cursor to select menus, commands and cards.



A Button

- Select menus, commands or cards and display continuing messages.

START

- Display the Language Selection Screen on the Map and Duel Screens.

B Button

- Cancel commands or return to previous screens.
- Shift phases during a duel.

GAME_02 STARTING A GAME

Insert the Game Pak into the Game Boy® Advance and turn the power ON.
Select "NEW GAME" the first time you play or when you want to play a new game from the beginning. Select "CONTINUE" to start playing where you stop playing a previous game.
Press LEFT/RIGHT on the Control Pad to select a menu item and then press the A Button to enter your selection.



NEW GAME

Start a new game from the beginning. Listen to the game explanation and get your Main Deck.



Select Your Main Deck

The Main Deck Selection Screen is displayed during the game explanation. Select one of the decks. This is your Main Deck.
The three decks each have a different number of Monster, Magic and Trap Cards. Press LEFT/RIGHT on the Control Pad to select a deck and then press the A Button to enter your selection.



Initializing Data

The screen shown at the right is displayed if you have data saved from a previous game and select "NEW GAME". If you press START when you see this screen, the game will erase all of your previous data and you will have to play from the very beginning. To keep your saved data, press the B Button. You will be returned to the Title Screen.



CONTINUE

Continue playing a previous game.

Save/Load

The game system automatically saves and loads your game status. As you play, the system constantly updates your saved status.
When you turn the power ON, your saved status is automatically loaded, so you can continue playing where you last left the game.

The Battle City Map is displayed after the game explanation and deck selection steps of a "NEW GAME". When you select "CONTINUE", the Battle City Map is displayed immediately after you make your selection.
The Battle City Map is the Main Screen. From here, you can take actions and switch to other screens.



GAME_03 GAME FLOW

As a duelist, you will travel on the map and fight duels. Press the R Button to display the Sub-menu Screen. This menu allows you to play Head-to-Head games or trade cards with other friends.

MAP SCREEN

Map Screen

Battle City is comprised of 14 areas. You will encounter other duelists and passengers moving around in different areas daily.

Current Area and Neighboring Area
Your current area is displayed in orange. The highlighted areas next to your current position show the neighboring areas to which you can travel.

Icons on the Map
Icons are used to represent each duelist and passenger on the map.

- Passenger
- Duelist
- Duel Tournament



Neighboring Area Selection Cursor

Day of the Week
For every duel you fight or conversation you have with a passenger, one day passes. Weeks begin on Sunday and end on Saturday.

Area Information

- Passenger
- Duelist You Haven't Faced Yet (Face hidden)
- Duel Tournament
- Duelist You Have Already Faced (Face Shown)

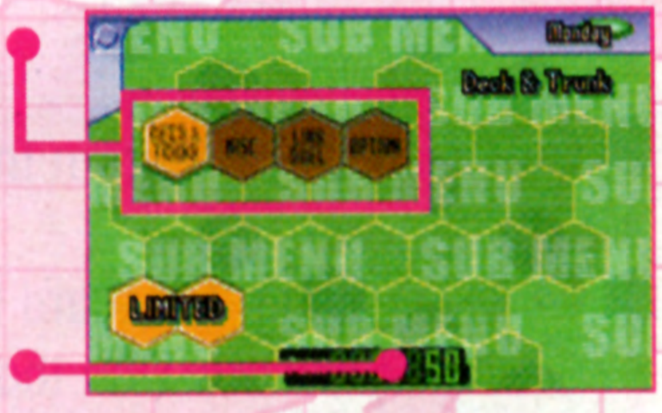
■ Language Selection Screen

Press START on the Map Screen to display the Language Selection Screen. Select a language with the Control Pad and press the A Button to enter your selection.



■ Sub-menu Screen

Press the R Button on the Map Screen to display the Sub-menu Screen. Press the R Button again or the B Button to return to the Map Screen.
The currently selected menu item will be highlighted and raised. Select menu items with the Control Pad and press the A Button to enter your selection.



▼ DECK & TRUNK

Use this to view your cards or construct a Main Deck for your next duel.

* Make sure you construct your Main Deck before starting a duel since you won't be able to do so once the duel starts.

Main Deck Construction → P.19 "Deck & Trunk"

▼ MISC(Miscellaneous)

Use this to trade cards with friends or gather additional cards using the 8-digit passwords.

Trading Cards → P.15 "Trades"
8-Digit Password → P.18 "Passwords"

▼ LINK DUEL

Use this to duel with friends with the Game Boy® Advance Game Link® Cable.

Duel With Friends →P.14 "Head-to-Head Games"

▼ OPTION

Use this to turn the Card Limit Rules ON or OFF.

* Card Limit Rules are ON when you first start a game. After you clear certain conditions, you will be able to change this option.

Card Limit → P.35 "Creating a Main Deck"

❶ Select "OPTION" from the Sub-menu and then "CARD LIMIT".

❷ Select either "ON (Card Limits)" or "OFF (No Card Limits)". Select an option with LEFT/RIGHT on the Control Pad and press the A Button to enter your selection.



DUEL POINTS

You will receive Duel Points every time you win a duel. When you lose a duel, these points are subtracted from your total. Depending on the number of points you've earned, the number of different types of card packs available after you win a duel also increases.

POINT TYPES	WIN	LOSS	DRAW
DUEL	+50	-30	+20
MATCH	+150	-50	-30

* Win 2 matches in a row and earn 300 points for the second match!

ACTIONS ON THE MAP SCREEN

Actions and Traveling on the Map Screen

❶ Your current area (dark orange) and the neighboring areas are the only areas where you can take some kind of action during a day. First, decide where you want to go. Move the cursor (light orange) with the Control Pad and press the A Button to select an area.

❷ Select the action you want to take. Select a menu icon with the Control Pad and press the A Button to enter your selection. Select a passenger to talk to him/her. Select a Duelist to enter a duel. Press the B Button to return to the area selection step.



You can't move to a neighboring area unless someone else is already in that area.



Information about the selected icon is displayed in the bottom right of the screen.

■ Events

Various events happen during the game. There are many more than the small number listed below.

▼ Delivery of the "Duelist Weekly"

A copy of "Duelist Weekly" is delivered every Monday along with a Special Pack (5 cards).



▼ Duel Tournaments

Duel Tournaments are held each Saturday in one of the areas. Tournaments are conducted in Match Battles. If you find a tournament, try to participate and see how you stack up against the competition.



DUELS

You can challenge any other duelist on the map to a duel. You will earn one pack (5 cards) for every duel you win.

■ Duel Flow

❶ Select a duelist in your current area with the Control Pad and press the A Button to enter your selection. Press the A Button again after the picture of the duelist is displayed.



❷ When you see the Rock/Paper/Scissors screen, select a hand signal with LEFT/RIGHT on the Control Pad and press the A Button. If you win, press the A Button to select who should be the Starting Player. After the attack order is determined, 5 cards are automatically drawn from your Main Deck and the duel begins.

Duel Flow and Controls → P.25 "Duels"



If you lose at Rock/Paper/Scissors, you will only see the attack order.

❸ The winner of the duel receives a pack of cards. Select a pack with LEFT/RIGHT on the Control Pad and press the A Button to enter your selection. After making your selection, you'll see the cards in your pack on the screen. Use UP/DOWN on the Control Pad to select a card with the cursor and press the A Button to view detailed information about that card.



A Word About Victory Card Packs

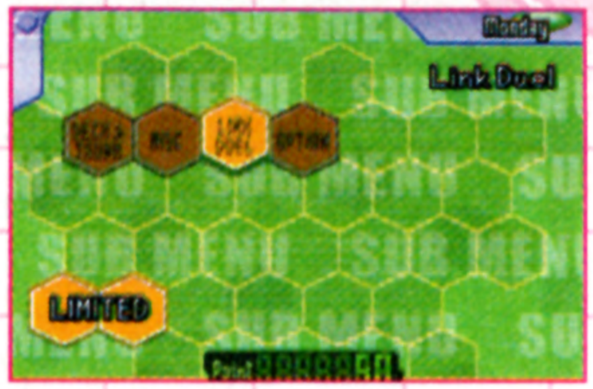
You'll notice that the more you play the game, the number of different types of card packs available to the winner increases.

HEAD-TO-HEAD GAMES

You can play against friends by connecting 2 Game Boy® Advance systems with a Game Boy® Advance Game Link® Cable. Unlike individual games against the computer, packs and duel points are not awarded.

Game Boy® Advance Game Link® Cable and Head-to-Head Game Notes
→ P.16 "Connecting the Game Boy® Advance Game Link® Cable"

Head-to-Head Game Flow



❶ Connect the Game Boy® Advance systems and turn the power ON to start the game. Select "LINK DUEL" from the Sub-menu and press the A Button.

❷ When you see the Rock/Paper/Scissors screen, select a hand signal option with LEFT/RIGHT on the Control Pad and press the A Button. If you win, press the A Button to select who should be the Starting Player. After the attack order is determined, 5 cards are automatically drawn from your Main Deck and the duel begins.

Duel Flow and Controls → P.25 "Duels"

TRADES

If you and a friend both have Game Boy® Advance systems, you can connect them with the Game Boy® Advance Game Link® Cable and trade cards. Both players select a single card that is then traded.

Game Boy® Advance Game Link® Cable and Head-to-Head Game Notes
→ P.16 "Connecting the Game Boy® Advance Game Link® Cable"

Trade Flow

❶ Connect the Game Boy® Advance systems and turn the power ON to start the game. Select "TRADE" from "MISC" in the Sub-menu and press the A Button.

* You can only trade the cards in your trunk, so you might want to organize your Main Deck beforehand.

❷ You will see the Trade Screen. Start by selecting "Select a Card" and press the A Button. You will see the Trunk Screen where you can select possible cards for trade.
Move the cursor to a card with the Control Pad and press the A Button to display the menu icons. Use the "Card View" command to view the card data. When you have decided on a card, use the "Decide" command to return to the Trade Screen. To select a different card, use the "Select a Card" command again.





❸ When both players have completed selecting a card, select the "Trade it Now" command and press the A Button. The cards that each player selected are then traded.

A Word About Trades

If a trade will result in either player having less than 40 cards (not including Fusion Monster Cards), the trade is cancelled.

Connecting the Game Boy® Advance Game Link® Cable

Follow the instructions below when connecting two Game Boy® Advance systems with the Game Boy® Advance Game Link® Cable.

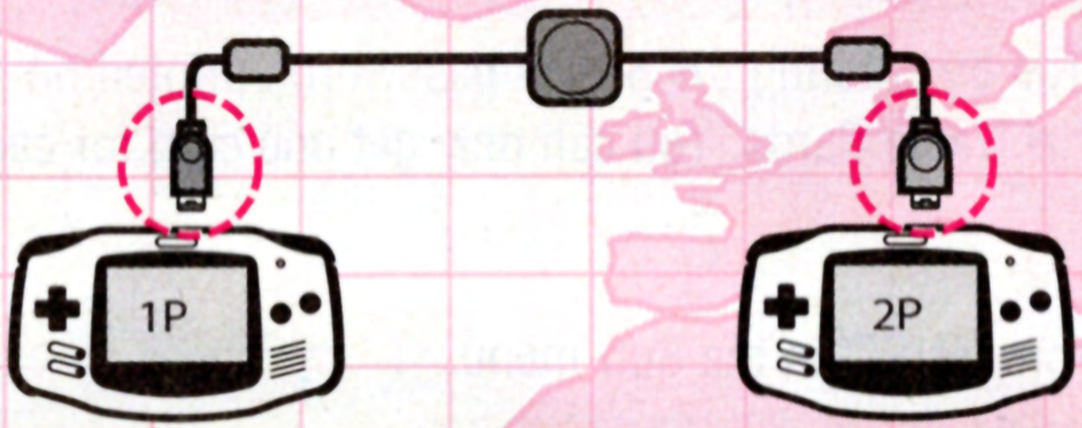
▼ What You'll Need

- Game Boy® Advance system 2
- "Yu-Gi-Oh! Worldwide Edition – Stairway to the Destined Duel" Game Pak 2
- Game Boy® Advance Game Link® Cable 1

▼ Connecting the GBA Systems

1. Make sure that the power if OFF on all systems. Insert a Game Pak into each Game Boy® Advance system.
2. Connect the Game Link cable into the External Extension Connector (EXT) on the top of the Game Boy® Advance systems. Be sure the plug is fully inserted.
3. Slide the power switches on both systems to ON.
4. Refer to pages 14 & 15 for available game controls after completing the above steps.

* The system with the smaller connector plug is Player 1.



▼ A Word About Head-to-Head Games

Trouble with Head-to-Head games may be caused by any of the following:

- Systems are connected with something other than the Game Boy® Advance Game Link® Cable.
- The Game Boy® Advance Game Link® Cable is not inserted completely into the connector.
- The Game Boy® Advance Game Link® Cable is disconnected during play.
- The Game Boy® Advance Game Link® Cable is connected to the Connection Box.
- 3 or more systems are connected.

PASSWORDS

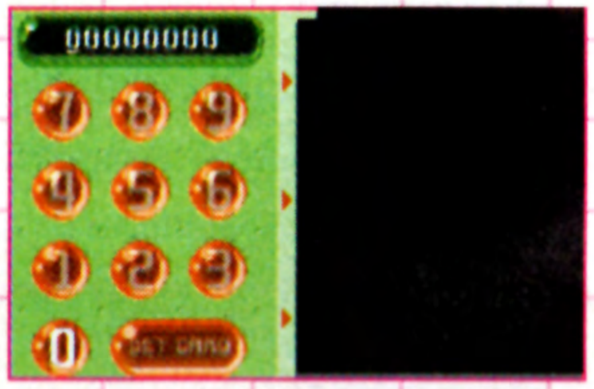
You can gather additional cards by entering the 8-digit passwords printed on the bottom left of "Yu-Gi-Oh! TRADING CARD GAME" official Game Cards. You can only get one card for each password you enter.

■ Entering Passwords

❶ Select "PASSWORD" from "MISC" in the Sub-menu.



❷ Select numbers with the Control Pad and press the A Button to enter each number. To make changes, use the L/R Buttons to move the cursor.



❸ When you have finished entering all 8 numbers, select "GET CARD" and press the A Button. If the password you entered is correct, you will get the card.



GAME_04 DECK & TRUNK

The Deck and Trunk screen allows you to view the cards in your possession. You can also organize your Main Deck here. Main decks must consist of at least 40, but no more than 60 cards. Side Decks can contain up to 15 cards, but you don't need a Side Deck in order to duel.

DECK & TRUNK SCREEN

■ Customize Deck Screen

Press UP/DOWN on the Control Pad to scroll through the card list one card at a time or LEFT/RIGHT on the Control Pad to scroll in groups of 5 cards. Press the A Button to display the command icons at the top of the screen. Press the B Button to return to the Sub-menu Screen.

Card Cursor
Information is displayed for the card the cursor is highlighting.

Card List Cursor
Press the L/R Buttons to select a card list from the "Trunk/Main Deck/Side Deck".



Card Illustration
This is a picture representing the selected card.

Deck & Trunk Information
Displays information about the "Trunk/Main Deck/Side Deck".

▼ Card Information

Here's how to read the information displayed in the Card Cursor.

Card Class

Monster



Normal Fusion Ritual Effect

Magic



Trap



Card Name



Defense Attack Level

Icons

Monster/Type



Monster/Attribute



Monster/Class



MAGIC



TRAP



Magic & Trap/ By Effect



▼ Command Icons

Press the A Button in the Customize Deck Screen to display the menu icons. Press LEFT/RIGHT on the Control Pad to select an icon and then the A Button to enter the selection. Press UP/DOWN on the Control Pad to scroll through the card list one card at a time.



Card Order

Card Class of Searched Card

Menu Icons



Card View

View detailed information about the selected card.

Viewing Detailed Data → P.45 "Card Classes"

To Trunk

Move the selected card to the Trunk.

To Main Deck

Move the selected card to the Main Deck.

To Side Deck

Move the selected card to the Side Deck

List Filter

Search for and sort cards by class in selected Trunk, Main Deck or Side Deck.





Statistics

Display information about the ratio of card classes inside the selected Trunk, Main Deck or Side Deck.



Exit

End Customize Deck and return to the Sub-menu.



▼Deck & Trunk Information

This section covers the information about cards in the Trunk, Main Deck or Side Deck.

Trunk

This number shows how many copies of the card selected are in the Trunk.

Main Deck

The top number shows how many copies of the card selected are in the Main Deck. The bottom number shows the total number of cards in the decks (including the Fusion Deck).



Side Deck

The top number shows how many copies of the card selected are in the Side Deck. The bottom number shows the total number of cards in the Side Deck.

STATEMENT

This is information about the cards in the selected Trunk, Main Deck or Side Deck.
Trunk selected : Total number of cards in your possession.
Main Deck selected : Total number of cards in the Main Deck and total number in the Fusion Deck.
Side Deck selected : Total number of Monster Cards in the Side Deck and total number of other cards in the Side Deck.

CARD FILTERING

Use the "List Filter" command icon to easily locate cards.

■ Searching for Cards

The following example shows how to search for only the Effect Monster Cards in the Trunk and sort them by ATTACK.

❶ Press the L/R Button to select "Trunk" and display the card list. Select the "List Filter" command icon and press the A Button to start the search.

❷ When the Card Search Screen is displayed, use the Control Pad to select "Effect Monsters" and then press the A Button.



❸ Select "ATK" and press the A Button. This will list only Effect Monsters and sort them by ATK.

* Magic cards and Trap cards are automatically sorted by name.



CUSTOMIZE DECK

Move cards to and from the Trunk, Main Deck and Side Deck to customize a Main Deck for use in a duel. There are limits to the total number of cards and the number of copies of each card allowed in a Main Deck.

Notes about Customizing Decks → P.35 "Creating a Main Deck"

■ Creating a Main Deck

The following steps detail how to move a card from the Trunk to the Main Deck.

❶ Press the L/R Button to select "Trunk" and display the list of cards in the Trunk.

❷ Use either the "List Filter" command icon or the Control Pad and scroll through the card list, then select a card to move to the Main Deck with the Card Cursor.

❸ When you finish selecting a card, select the "To Main Deck" command icon and press the A Button.
Repeat the steps above to move cards and customize your main Deck.



GAME_05 DUELS

The following section outlines the Duel Screen and the duel controls. Duel rules are based on the "Yu-Gi-Oh! TRADING CARD GAME".

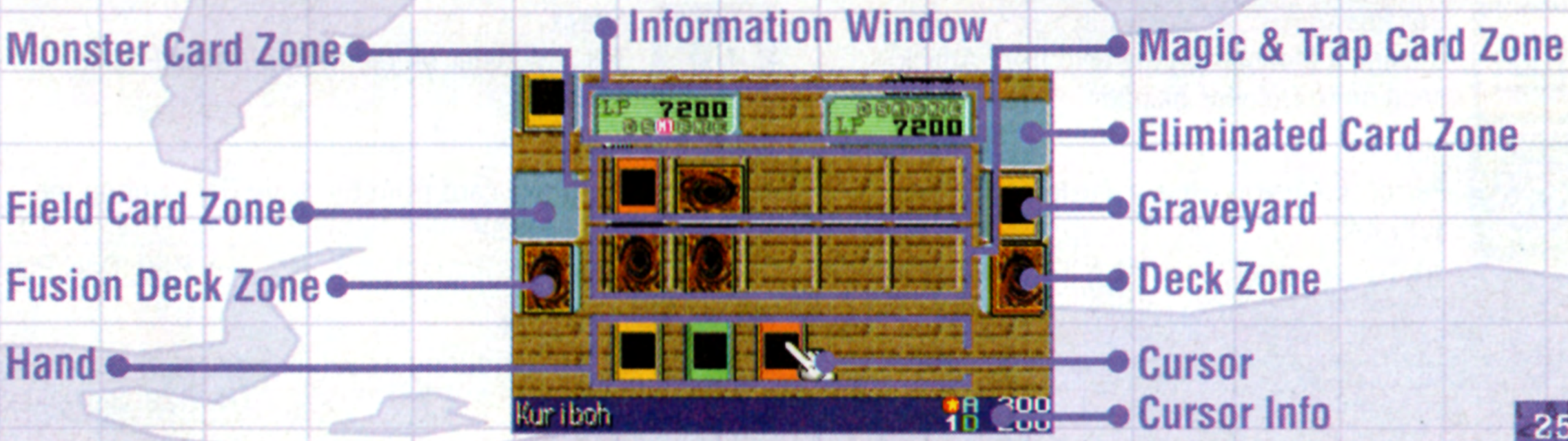
Duel Rules → P.33 "How To Duel"

DUEL SCREEN

Duel Screen

Move the cursor with the Control Pad. Move the cursor over an item on the screen to display information about it at the bottom of the screen.
Move the cursor over a card and press the A Button to display the Command Icons. Move the cursor over the Graveyard, Fusion Deck Zone, etc. and press the A Button to display the cards there.
Press START to enter the Language Selection Screen.

Language Selection → P.09 "Language Selection Screen"



▼ Command Icon

Different commands are displayed depending on which zone the cursor is over as well as the duel conditions. Press LEFT/RIGHT on the Control Pad to select a Command Icon and press the A Button to execute the command. Press the B Button to return to card selection.



Card View

View detailed data about a card or detailed information about an item the cursor is over.



Summon/SP Summon

Take a Monster Card from your hand and place it on the field in Face-Up Attack position.



Activate

Activate the effect of an Effect Monster Card or a Magic/Trap Card.



Def Pos

Change a Monster on the field from Attack position to Defense position.



Fusion

Perform a fusion while a "Fusion Gate" is activated.

→ P.32 "Special Controls"



Set

Place a Monster Card in Face-Down Defense position or a Magic/Trap Card in Face-Down position from your hand on the field.



Flip

Turn a Monster on the field from Face-Down Defense position to Face-Up Attack position.



Atk Pos

Change a Monster on the field from Defense position to Attack position.



Attack

Tell a Monster on the field in Attack Position to Attack.



Draw

Draw one card from the Main Deck during the Draw Phase.

→ P.30 "Duel Play"



Surrender

Surrender during a duel and accept defeat.

→ P.29 "Surrender"

▼ Information Window

Player LP (life points) and the current phase are displayed in this window. The window in the upper left of the screen shows your information and the one in the upper right shows that of your opponent. The current phase is highlighted in red.



Phase Display

D : Draw Phase
S : Standby Phase
M1 : Main Phase 1
B : Battle Phase
M2 : Main Phase 2
E : End Phase

■ Displaying Card Lists

▼ Graveyard - Eliminated Card Zone - Fusion Deck

Move the cursor over the Graveyard or Eliminated Card Zone and press the A Button to display the card lists there. Move the cursor over the Fusion Deck and press the A Button to display the "Card View" icon. Press the A Button again to display the card list in the Fusion Deck Zone.

Press UP/DOWN on the Control Pad to move the cursor and select cards in card lists. Press LEFT/RIGHT on the Control Pad to select a command icon from the menu and press the A Button to execute the command. View detailed card data with the "Card View" command. Use the "Exit" command to return to the field.



▼ Special Summon Monster List



When performing a Special Summon, either with Magic/Trap Cards such as "Elegant Egotist" or "Sangan" or with the effect of an Effect Monster, a card list of monsters for the Special Summon is displayed. Navigate through this list in the same manner as other lists. Select a card to summon, then select the "Decide" command and press the A Button to summon the monster.

The following icons appear in the INFORMATION section of the Card List Screen and indicate the CARD STATUS.


Card is the target of "Dimensionhole".


Card is the target of "Lightforce Sword".


Card is the target of "Prohibition".


Card cannot be returned to the field with effects such as "Monster Reborn".


Card that is Fusion-Material.


Card is in player's hand.


Card is in the Main Deck.


Card is in the Graveyard.

Surrender

You can chose to surrender in the middle of a duel, but you will lose the duel. During any phase other than the Draw Phase, move the cursor over the Main Deck and press the A Button to display the "Surrender" icon. Pressing the A Button again displays a confirmation message. Select "YES" and press the A Button to surrender the duel.



DUEL PLAY

This section outlines the flow of duel play and the game controls.

Duel Flow

❶ Draw Phase



Press the R Button to draw a card from the top of the Main Deck to your Hand. Another way to draw cards is to move the cursor over the Main Deck and press the A Button to display the "Draw" icon. Press the A Button again to draw a card from the Main Deck to your Hand.

❷ Standby Phase

If there are any Magic Cards or cards with effects on the field that have been activated during this phase, follow the on-screen instructions that are displayed.

❸ Main Phase 1

Set or play Monster or Magic/Trap Cards on the field. Move the cursor over the card and press the A Button to display the Command Icons and give instructions to the cards. Follow the on-screen instructions that are displayed when activating Magic or Effects and summoning high level Monsters. Press the B Button to display the Phase End Menu. Select a command and press the A Button to execute.



❹ Battle Phase



Move the cursor over the Monster you want to have attack and press the A Button to display the "Attack" Icon. Press the A Button again to order an attack. Select an attack target with the cursor and press the A Button to execute the attack.

Press the B Button to display the Phase End Menu. Select a command and press the A Button to execute.

❺ Main Phase 2

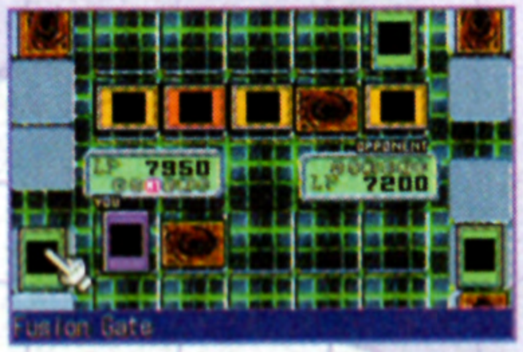
Set of play Magic/Trap Cards on the field. You can also summon monsters that were not summoned during Main Phase 1. The game controls are identical to those in Main Phase 1 outlined in step 3. Press the B Button to display the Phase End Menu. You may also decide to end your turn.

❻ End Phase

After completing all actions for Main Phase 1, Main Phase 2 and the Battle Phase, press the B Button to display the Phase End menu and end the turn.

Special Controls

▼ Fusion with "Fusion Gate"



It's possible to place a Fusion Monster Card on the field without using "Polymerization" when the Field Magic Card "Fusion Gate" is activated. The following steps outline how to perform this type of fusion.

Move the cursor over the Fusion Deck and press the A Button to display the "Fusion" icon. Select the icon and press the A Button. Follow the normal procedure for performing fusion to complete the process.

▼ Special Method for Summoning Certain Monsters



Both "Metalzoa" and "Red-Eyes Black Metal Dragon" are summoned with a Special Summon from your Main Deck only. Neither of these cards can be placed on the field if they are in your Hand. The following steps outline how to summon these monsters.

The cards mentioned above must be in your Main Deck. Move the cursor over either a "Zoa" or "Red-Eyes B. Dragon" equipped with "Metalmorph" and press the A Button to display the command icons. Select either "Set" or "Activate" from the menu and press the A Button.

RULES_01 HOW TO DUEL

Game play and rules are based on the "Yu-Gi-Oh! TRADING CARD GAME".

DUEL BASICS

Cards

The game contains over 1000 different cards. These cards can be separated into 3 main categories based on their usage.



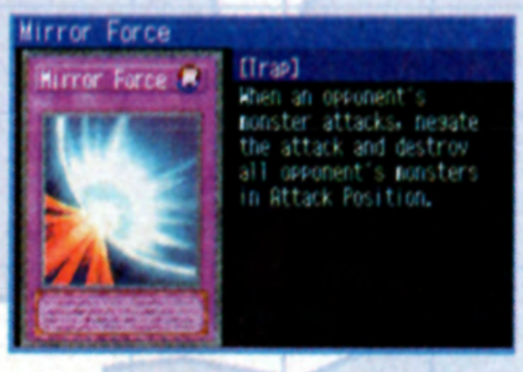
Monster Cards

Monster Cards are used to attack your opponent. There are some extremely powerful cards that must be summoned in a special way and some that have special effects.



Magic Cards

Magic Cards have many various effects such as strengthening monster abilities and changing the field terrain. Use of these cards strongly affects the outcome of a duel.



Trap Cards

Set Trap Cards on the field to use them. They are activated in response to an opponent's monster attack or magic and they neutralize the effects of the attack or magic.

Duel Field

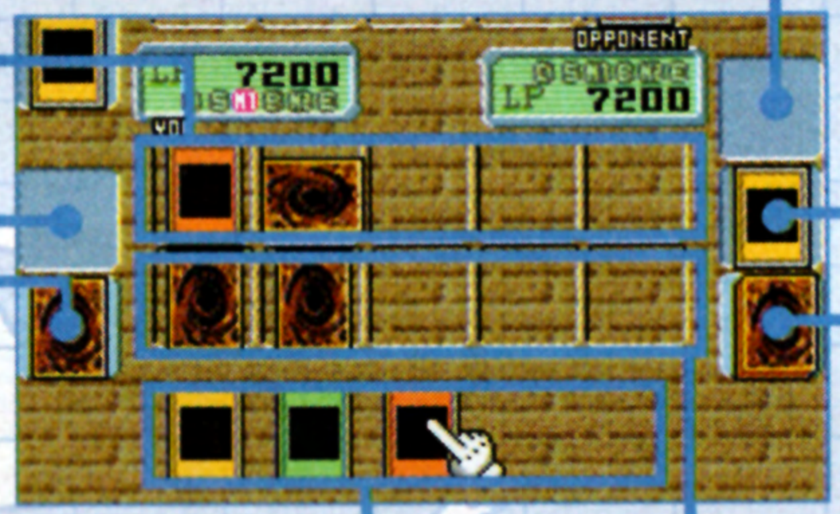
The Duel Field is where you and your opponent set and throw away cards during a duel. Each duelist has a field like the one shown in the figure below. The two fields are positioned opposite one another. Cards can be placed in the following areas on the field.

FIELD CARD ZONE
Field Magic Cards are placed here.

MONSTER CARD ZONE
Monster Cards are placed here.

FUSION DECK ZONE
Fusion Monster Card deck is placed here.

HAND
Cards in your hand are placed here. These can be set on the field.



ELIMINATED CARD ZONE
Cards eliminated during a duel are placed here.

GRAVEYARD
Cards that have been destroyed are placed here.

DECK ZONE
Your Main Deck is placed here. 1 card can be drawn from this deck during the Draw Phase.

MAGIC & TRAP CARD ZONE
Magic/Trap Cards are placed here.

DUELS & MATCHES

1. Each card battle against an opponent in which one duelist wins or loses is called a Duel.
2. A Match consists of 3 Duels. The first player to win 2 Duels wins the Match. If 2 Duels result in a draw, the player that won 1 Duel is declared the winner. If all the Duels end in a draw or each player wins 1, draws 1 and loses 1, the Match is declared a draw.

* Most battles in this game are one-time Duels. Duel Tournaments are conducted in Matches.

CREATING A MAIN DECK

1. The cards used in duels owned by a player are called a Main Deck. In this game, a Main Deck must contain at least 40 but no more than 60 non-Fusion Monster Cards. The Fusion Deck is made up of Fusion Monster Cards and may contain no more than 20 cards.

* You don't need a Fusion Deck to duel.

2. In addition to the Main Deck, players may keep an additional 15 spare cards. This is called a Side Deck. During Matches, players may exchange cards from the Side Deck with cards in the Main Deck between each Duel as their duel strategy dictates. When making exchanges, the Main Deck must contain the same number of cards as it did when the Match started.

* You can duel without a Side Deck. It is only a group of spare cards for use in a Match.

3. Player cards that are not in the Main Deck or the Side Deck are stored in the Trunk. Move cards to and from the Trunk to make a Main Deck and/or Side Deck.

4. Players cannot have more than 3 copies of the same card in their Main Deck and Side Deck. Players can only have 1 copy of Limited cards and 2 copies of Semi-Limited cards in their decks at any time.

Limited Cards

- Delinquent Duo
- Painful Choice
- Pot of Greed
- Card Destruction
- Premature Burial
- Mage Power
- Raigeki
- Jinzo
- Left Leg of the Forbidden One
- Exodia the Forbidden One
- Mirror Force
- Magic Cylinder
- Confiscation
- The Forceful Sentry
- Change of Heart
- Upstart Goblin
- Swords of Revealing Light
- Limiter Removal
- Witch of the Black Forest
- Slate Warrior
- Right Arm of the Forbidden One
- Morphing Jar
- Ceasefire
- Call Of The Haunted
- Heavy Storm
- Snatch Steal
- Monster Reborn
- Harpie's Feather Duster
- Dark Hole
- United We Stand
- Cyber Jar
- Right Leg of the Forbidden One
- Left Arm of the Forbidden One
- Imperial Order
- Bell of Destruction

Semi-Limited Cards

- Graceful Charity
- Backup Soldier
- Nobleman of Crossout
- Morphing Jar #2
- Sangan

VICTORY CONDITIONS

Duel outcomes are decided according to the following rules.

1. Each player starts a Duel with 8000 Life Points (LP). Life Points are subtracted when a player or player monster is attacked and unable to fend off the attack adequately. When your opponent's Life Points reaches 0, you are declared the winner. If your Life Points reach 0, you lose.
2. If both duelists' Life Points reach 0 at the same time, the Duel is declared a draw.
3. If either player's Main Deck runs out of cards, the first player unable to draw a card is declared the loser.
4. When a player's Hand contains all 5 of the "Exodia" series cards, that player is declared the winner. If a player holds these cards as a result of the initial draw at the beginning of a Duel, the player is declared the winner at the start of the Duel.
5. When a player has the "Destiny Board" and all 4 "Spirit Messages" on his/her field, that player is declared the winner.

Exodia Series

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



Destiny Board

- Destiny Board
- Spirit Message "I"
- Spirit Message "N"
- Spirit Message "A"
- Spirit Message "L"



DUEL FLOW

Duels are played in accordance with the rules and in the following order.

1 Main Deck Preparation

Get the Main Deck organized before the start of the Duel. Make sure that the Main Deck contains at least 40 and no more than 60 cards and that the Side Deck contains no more than 15.



2 Set the Attack Order

Decide which player is the Starting Player that attacks first. The winner of the Rock/Paper/Scissors game makes this decision. During Match play, the loser of the previous Duel decides the order.



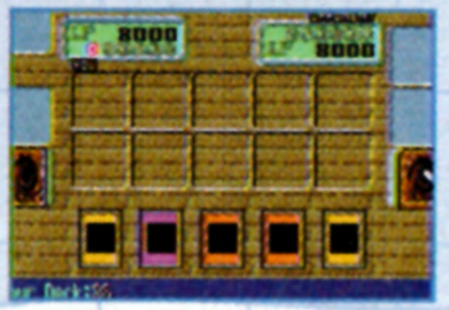
3 Draw a Hand

5 cards are drawn from the top of the Main Deck automatically. This becomes the initial player Hand at the start of the Duel.



4 Draw Phase

Players draw 1 card from the top of the Main Deck. The Starting Player can draw cards immediately after the start of the Duel.



5 Standby Phase



The effects of some Monster and Magic/Trap Cards are activated during this phase. Follow the instructions on cards that indicate actions to be taken during this phase.

6 Main Phase 1



You may set or play Monster and Magic/Trap Cards during this phase. Each card is placed in the appropriate place on the Duel Field. Each duelist may only have 5 Monster and Magic/Trap Cards (not including Field Magic Cards) on the field at one time. Duelists with 5 cards on the field may not discard one of the cards on the field and replace it with a new card. Duelists must find a way to destroy the cards on the field before placing new ones.

▼ Monster Cards

Summoning is the act of placing a Monster Card from your Hand without the use of magic or any other effects. When you summon a monster, you must also indicate a Position for the card. Position the card face-up vertically to indicate Attack Position or face-down horizontally to indicate Defense Position. During a turn in which a monster is summoned, you may not change the position of the card, so think well before choosing. You may change the position of Monster Cards already on the field only once during this phase. Aside from some very special cases, once the position of a card is changed, you may not change it again during the same turn. You may activate the effects of Effect Monsters during this phase.

▼ Magic/Trap Cards

Magic Cards may be set either face-up or face-down. Trap Cards must be set face-down. You may activate the effects listed on the card by positioning the card face-up. Magic Card effects are usually activated when the card is positioned face up and only last for one turn. The card is then destroyed and sent to the Graveyard. Exceptions to this rule include Equip Magic Cards that strengthen Monsters, Field Magic Cards and Continuous Magic Cards. Trap Cards, if they are not continuous, are also destroyed after being activated. You may also perform Ritual Summons and Monster Fusions during the Main Phase.

7 Battle Phase

Each Monster that is face-up and in attack position on the field can be used one time to attack your opponent. The starting player may set cards on the field during the first turn, but cannot attack. The next player may attack during the first turn. You are not required to enter the Battle Phase. You may move directly from the Main Phase to the End Phase and end your turn.

▼ Monster Cards

You can have any number of Monsters on the field participate in an attack as long as they are in Attack Position (change monsters from Defense Position to Attack Position during the Main Phase before attacking). Attacking monsters will target your opponent's monsters if there are any on the field. (Players cannot normally be attacked directly if there are monsters on the field.)

Here's the procedure for attacking monsters. Upon entering the Battle Phase, you (attacker) select a monster to execute an attack and designate one of your opponent's monsters as a target. If there are no monsters on your opponent's field, your opponent becomes the target. Each monster can only attack one of your opponent's monsters or your opponent, and may only attack once during that turn. After the attack of the first monster you selected is complete, you then select another monster to execute an attack. This procedure is repeated for all monsters on the field in Attack Position, but you are not required to have all of your monsters in Attack Position attack. You should decide when and which monsters to use in an attack based on the situation.

When your opponent's monster in the face-down position is attacked, the Monster Card is flipped face-up. If that monster happens to be a Flip Effect Monster, its effect is activated at that time.

Once a monster is attacked, it is in Attack Position. These monsters are treated just as if they had been placed in that position and cannot be changed to Defense Position during the turn.

Monsters destroyed in an attack or by the effects of a Magic/Trap Card are sent to the field Graveyard.

▼ Magic/Trap Cards

You may use Magic/Trap Cards that are set in the Magic & Trap Card Zone, but normally you can only play Quick Play Magic Cards. You can also play Trap Cards. Use the cards that best fit the situation.

Any Magic/Trap Cards that you play are sent to the field Graveyard.

8 Main Phase 2

This phase starts after the Battle Phase ends. Just like Main Phase 1, you can perform Fusion and Ritual Summons as well as set and play Magic/Trap Cards.
You may also summon Monsters that were not summoned during Main Phase 1. You can change the position of monsters if they did not change the position during Main Phase 1 and if the monster did not attack during the Battle Phase.

9 End Phase

You announce the end of your turn during this phase. If your hand contains more than 6 cards at this point, you must send cards to the Graveyard until you have no more than 6 cards in your hand. Your opponent's turn then begins.



10 Duel End

You and your opponent alternate turns starting with the Draw Phase and continuing through the End Phase. The Duel ends when either you or your opponent satisfies the victory conditions.

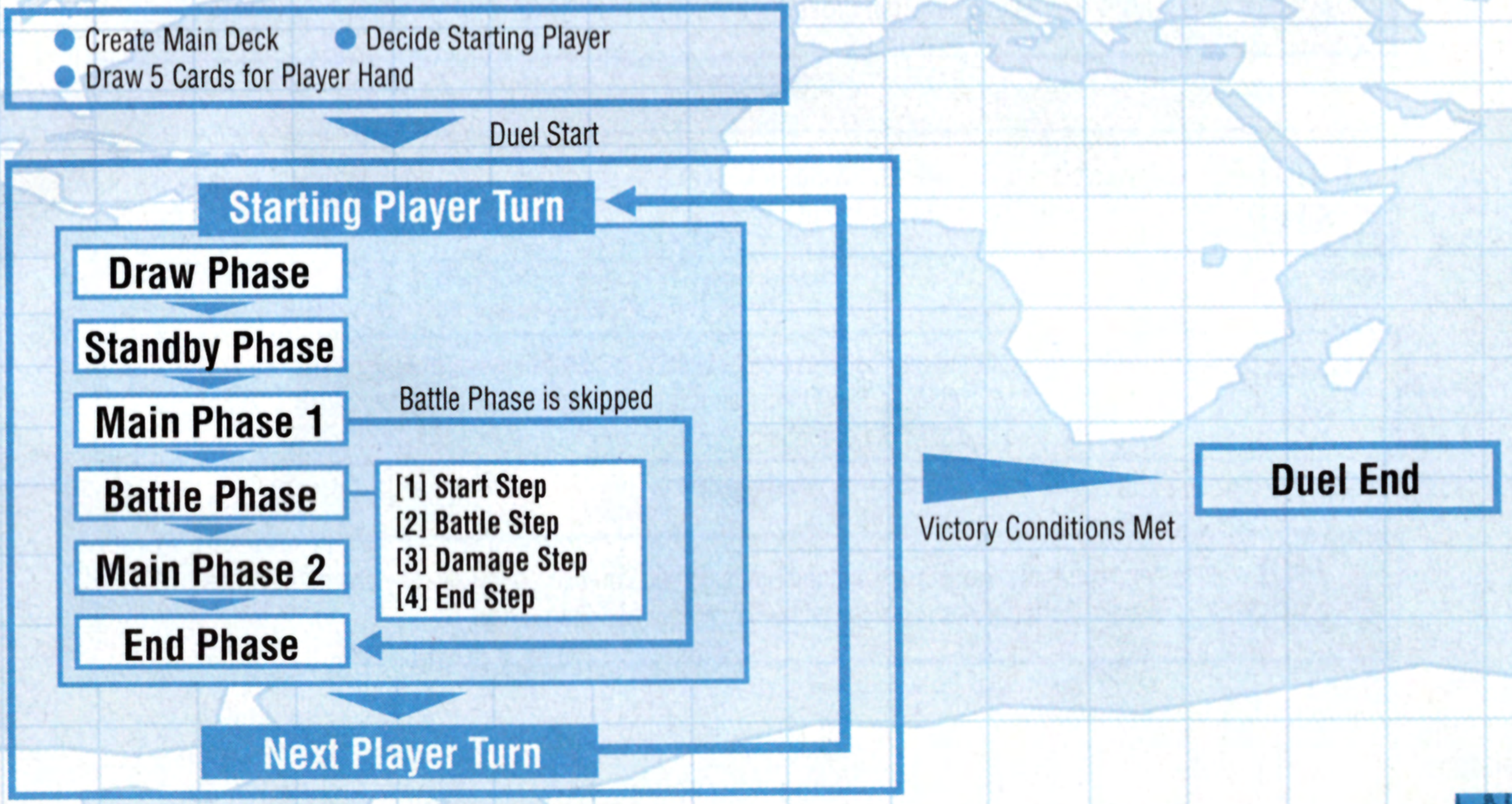
Victory Conditions → P.37 "Victory Conditions"



PHASE FLOW

Phase Flow of the Entire Duel

The following figure illustrates the progression of duels.



Battle Phase Flow

The Battle Phase is made up of the following 4 steps.

START STEP	Enter the Battle Phase. Both players can use Quick-Play Magic and Trap Cards.
BATTLE STEP	You select one monster to execute an attack and designate one of your opponent's monsters as the target. Both players can use Quick-Play Magic and Trap Cards.
DAMAGE STEP	Attacks are executed and damages calculated. The Flip Effects of monsters are revealed at the end of this step. However, Flip Effects do not affect any monster that has already been destroyed as a result of the damage calculation.
END STEP	You repeat the Battle and Damage Steps. When you can no longer take any actions, the battle is over. Both players can use Quick-Play Magic and Trap Cards.

RULES_02 CARD CLASSES

The cards used in this game can be separated into the following 3 categories: Monster, Magic and Trap.
The usage and capabilities of each card vary widely.
Use the "Card View" icon during the game to view detailed information about a card.



LEVEL
Monster level. Magic/Trap Cards show Class icons (or).

ATTRIBUTE
Monster Attribute icon. Magic/Trap Cards identify cards as either (Magic) or (Trap).

CARD NAME

TYPE
Monster Type and Class (Ritual, Effect, etc.). Magic/Trap Cards show Type and Effect (Equip, Continuous, etc.).

CARD ILLUSTRATION

CARD DESCRIPTION
Detailed description of the card. For example, Fusion Monster Cards will explain the Fusion Material, Effect Monsters and Magic/Trap Cards explain the details of the effect and how it's activated.

ATTACK/DEFENSE
ATTACK and DEFENSE strengths of monsters.

MONSTER CARDS

Monster Cards are the basic cards used to attack an opponent.
Monster Cards are categorized by Type and Attribute. There are 20 different Types and 6 different Attributes. The difference between Type and Attribute influences how the effects of Magic Cards affect the monster. Level (stars) indicates the overall strength of the monster.

TYPE

DRAGON	BEAST	DINOSAUR	THUNDER
SPELLCASTER	WINGED-BEAST	REPTILE	AQUA
ZOMBIE	FIEND	FISH	PYRO
WARRIOR	FAIRY	SEA SERPENT	ROCK
BEAST-WARRIOR	INSECT	MACHINE	PLANT

ATTRIBUTE

EARTH	WIND
WATER	LIGHT
FIRE	DARK

There are several different Classes of Monster Card. Both "Fusion Monster Cards" and "Ritual Monster Cards" must be summoned in a special way and "Effect Monster Cards" have unique effects.

■ Normal Monster Cards

One Normal Monster can be summoned during the Main Phase each turn. Level 5 or higher monsters can only be summoned by offering either 1 or 2 other monsters as tributes.

Tribute Summon → P.54 "Tribute Summon"



Card color is DARK-YELLOW

Fusion Monster Cards



Card color is BLUE-VIOLET

Fusion Monster Cards are special cards that are summoned with 2 or more Fusion-Material Monsters and the Magic Card "Polymerization". The basic abilities of Fusion Monster Cards are no different from those of Normal Monster Cards, but the method used to summon them to the field is different.

Fusion Process → P.55 "Fusion"

Since Fusion Monsters are summoned with a Special Summon, you can use a Normal Summon (or Tribute Summon) to summon another monster during the same turn. Also, when these cards are forced to return to your Main Deck as a result of a Monster Effect, they are returned to the Fusion Deck and not your Hand.

Ritual Monster Cards



Card color is BLUE

Ritual Monster Cards are special cards that can only be summoned with the Ritual Magic Card for a particular Ritual Monster, and enough Monsters for tribute to satisfy a fixed set of conditions. The basic abilities of Ritual Monsters are no different from those of Normal Monsters, but the method used to summon them to the field is different. Read the fixed set of conditions and then follow the instructions outlined on the each card.

Ritual Process → P.56 "Rituals"

Like Fusion Monsters, since Ritual Monsters are summoned with a Special Summon, you can summon another monster during the same turn with a Normal Summon.

Effect Monster Cards



Card color is ORANGE

Effect Monster Cards are Monster Cards that have special effects. They are summoned just like Normal Monster Cards. The effects can be broken down into the 5 main categories, but the effects vary widely depending on the card. For details, view the detailed information on each card.

▼ Flip Effects

The monster's effect is activated when the card is flipped from face-down to face-up. The effect is also activated if the card is flipped in response to an attack or the effects of magic.

Flip Effects → P.59 "Flip Effects"

▼ Continuous Effect

This type of effect remains active for as long as the card is face-up on the field. The effect stops as soon as the card is changed from face-up to face-down.

▼ Cost Effect

This type of effect is activated by discarding your Hand or by paying Life Points (LP). Associated costs vary with each card.

▼ Trigger Effect

This type of effect is activated when direct damage is inflicted on your opponent or when some other specific requirement indicated on the card is satisfied.

▼ Multi-Trigger Effect

This type of effect can be activated during an opponent's turn. Discarding the card from your hand during the Battle Phase activates the effect. "Kuriboh" is an example of this type of card.

Tokens

Effect Monsters and Magic Card effects can cause "Tokens" to appear in the Monster Card Zone. These Tokens are not Monster Cards. You can set Attack/Defense positions for and attack these Tokens, but Tokens cannot be used as offerings for summoning monsters. Tokens disappear when they are destroyed. They are not sent to the Graveyard.



MAGIC CARDS

There are many different types of Magic Cards. With the exception of Quick-Play Magic Cards, you can only use Magic Cards during the Main Phase of your own turn.

* There are exceptions to the rule; "Curse of Fiend" can be used during the Standby Phase.



Card color is GREEN

Normal Magic

As long as the card does not have a "Continuous Icon", it is destroyed immediately after it is activated. "Raigeki" is one example of a powerful Magic Card, but there are many other powerful cards.

* There are exceptions to the rule: "Swords of Revealing Light" remains on the field for 3 turns.

Equip Magic

These cards are used to equip monsters. They remain on the field continuously, but are destroyed when the monster equipped by the card is destroyed. It is possible to equip a monster with more than one Equip Magic Card.

Using Equip Magic → P.58 "Equip Magic Cards"

Field Magic

These cards are used to change the terrain of field. The field terrain affects the abilities of the monsters on the field, altering the ATTACK and DEFENSE strengths.

Using Field Magic → P.58 "Field Magic Cards"

Quick-Play Magic

These special cards can also be played during the Battle Phase. As long as the card has been set on the field, you can activate it during your opponent's turn.

Polymerization

These cards are required to summon Fusion Monsters.

Fusion Process → P.55 "Fusion"

Ritual Magic

These cards are required to summon Ritual Monsters. Each card can only be used to summon the monster indicated on the card.

Ritual Process → P.56 "Rituals"

TRAP CARDS

Once set on the field, these cards can be activated at any time after the start of your opponent's next turn.

Normal Traps

As long as the card does not have a "Continuous Icon", it is destroyed immediately after it is activated. It cannot be played during the same turn in which it was set.



Card color is PURPLE

Counter Traps

This type of trap is activated as a counter move to an opponent's summon or magic and cancels out the effect of the summon or magic.

DUEL RULES

DETERMINING DAMAGE

The following rules are used to determine the amount of damage inflicted on a monster during a duel.

Your Opponent's Monster is in Attack Position

When you attack a monster that is in Attack Position, damage is determined by comparing the ATK(Attack) Points of both monsters.

Your ATK Points > Opponent's ATK Points

When the ATK Points of your monster are greater than those of the monster you're attacking, the monster you're attacking is destroyed. The difference in ATK Points is subtracted from your opponent's Life Points.

Your ATK Points = Opponent's ATK Points

When the ATK Points of your monster are equal to those of the monster you're attacking, both monsters are destroyed. There is no effect on the Life Points of you or your opponent.

Your ATK Points < Opponent's ATK Points

When the ATK Points of your monster are less than those of the monster you're attacking, your monster is destroyed. The difference in ATK Points is subtracted from your Life Points.

Your Opponent's Monster is in Defense Position

When you attack a monster that is in Defense Position, damage is determined by comparing the ATK Points of your monster and the DEF(Defense) Points of the monster being attacked.

Your ATK Points > Opponent's DEF Points

When the ATK Points of your monster are greater than the DEF Points of the monster you're attacking, the monster you're attacking is destroyed. There is no effect on the Life Points of you or your opponent.

Your ATK Points = Opponent's DEF Points

When the ATK Points of your monster are equal to the DEF Points of the monster you're attacking, neither monster is affected. There is no effect on the Life Points of you or your opponent.

Your ATK Points < Opponent's DEF Points

When the ATK Points of your monster are less than the DEF Points of the monster you're attacking, neither monster is affected. However, the difference between the ATTACK and DEF Points is subtracted from your Life Points.

Opponent Has No Monsters

When your opponent has no monsters in the Monster Card Zone, your monster attacks your opponent directly. The ATK Points of your attacking monster are subtracted from the Life Points of your opponent.

SUMMONING MONSTERS

You can summon monsters in 3 different ways: Normal Summon in which the monster is summoned in ATTACK position, Flip Summon in which a monster face-down in DEFENSE position is flipped face-up to ATTACK position and Special Summon in which the monster is summoned with the effects of a Magic Card. High-level monsters are summoned in accordance with the Tribute Summon rules.

Tribute Summon

In order to summon a monster that is level 5 or higher, you must offer (send to the Graveyard) one or more monsters on the field. This is referred to as a Tribute Summon.

Level 5 or 6 monsters require offering 1 monster as tribute. Level 7 or higher monsters require offering 2 monsters.

A Tribute Summon is treated just like a Normal Summon, so you cannot use a Tribute Summon if you have already summoned a monster to the field during a turn. You do not need to offer any monsters to bring back a level 5 or higher monster with "Monster Reborn".

Special Summon

Special Summon refers to the summoning of monsters with Magic Cards like Fusion, Ritual and "Monster Reborn" as well as with Effect Monsters.

As long as you meet the fixed conditions for a specific monster, you can use Special Summon as many times as you want during the same turn. A Special Summon isn't treated the same way as a Normal Summon, so you can also use a Normal Summon (or Tribute Summon) during the same turn.

▼ Fusion



The Fusion rule allows you to summon a monster using 2 or more of your Monster Cards and the Magic Card "Polymerization". Fusion is successful if 2 or more of the required Fusion-Material monsters are on the field or in your hand when you use "Polymerization". The monsters required as fusion material are listed on each of the Fusion Monster Cards.

Fusion monsters come from the Fusion Deck, go to the Graveyard when destroyed and return to the Fusion Deck if returned to your hand. Since Fusion monsters are summoned with a Special Summon, traps like "Trap Hole" have no effect on them.

The following steps outline how to perform Fusion.

1. With the Fusion-Material monsters A and B either on the field or in your hand, play the Magic Card "Polymerization" in the Magic & Trap Card Zone.
2. The Fusion Monster C, created from the Fusion-Material monsters A and B, is placed in the Monster Card Zone from the Fusion Deck. The Fusion Deck, which consists of only Fusion Monsters, is separate from the Main Deck and is placed in the Fusion Deck Zone on the field.
3. Monsters A and B, those that were used in the fusion, and the Magic Card "Polymerization" are all sent to the Graveyard.

▼ Rituals



Unlike the Normal Summon used to summon Normal Monsters, Ritual Monster Cards are summoned with a special process.
To summon a Ritual Monster you will need the designated Ritual Magic Card for that monster and monsters to offer. The sum of the stars (level) on the Monster Cards you offer for tribute must equal the number of stars on the Ritual Monster Card.
Since Ritual monsters are summoned with a Special Summon, traps like "Trap Hole" have no effect on them.
The following steps outline how to perform a Ritual Summon using "Dokurorider" (Level 6) as the example.

1. With the "Dokurorider" card in your hand and enough monsters for tribute on the field or in your hand to meet the 6 stars sum (see above), play the "Revival of Dokurorider" Magic Card in the Magic & Trap Zone on the field.
2. Sacrifice as many monsters on the field or in your hand as needed to reach a sum of 6 or more stars.
3. The "Revival of Dokurorider" card and the monsters you offered are all sent to the Graveyard and the "Dokurorider" is placed on the field.

Selecting Monsters for Ritual Tributes

Note: You cannot select a level 1 and then a level 6 monster when selecting monsters to offer for a level 6 Ritual Monster. For the second monster being offered, you cannot offer a monster that already has enough stars to meet the requirements.

▼ Special Summon from the Graveyard



Monsters in the Graveyard can be brought back to the field using the effects of Magic Cards like "Monster Reborn" and "Premature Burial". Since these monsters are summoned with a Special Summon, traps like "Trap Hole" have no effect on them.

Fusion and Ritual Monsters that were sent directly from your hand or your Main Deck to the Graveyard cannot be summoned with the types of Magic Cards mentioned above. However, this does not apply to Fusion and Ritual monsters that were properly summoned to the field before being sent to the Graveyard after an attack or through some magic effect. They can be brought back with a card like "Monster Reborn".

MAGIC & EFFECT MONSTERS

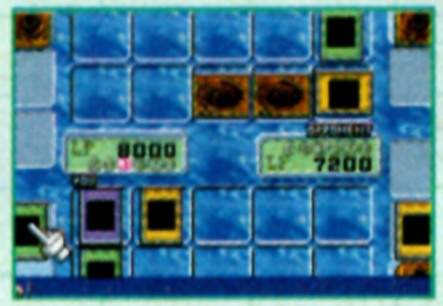
Equip Magic Cards



Equip Magic Cards, which make monsters stronger, can only be used with the monster designated on the card. The cards can only be used when the monster is face-up in ATTACK position. The card remains on the field after use, but if the monster equipped by the card is destroyed, the Equip Magic Card is sent to the Graveyard.

Move the cursor over the Equip Magic Card(s) or the Monster Card being equipped to display the equipment for that monster.

Field Magic Cards



These cards can change the terrain of the field. Depending on the type and attribute of a monster, the new terrain may put the monster at an advantage or at a disadvantage. This is how changes in the terrain can affect a monster's abilities.

There can only be one Field Magic Card on the entire duel field in play at a time. When another Field Magic Card is played, its effect is activated immediately. The previous Field Magic Card is sent to the Graveyard. If a Field Magic Card in play is destroyed, the terrain returns to the way it was at the start of the game.

Flip Effects

Effect Monsters are monsters that have magic-like effects. There are various types of effects, but the "Flip Effect' can only be activated in certain conditions.
The effects of a Flip Effect Monster are activated when a card placed face-down on the field is flipped face-up through some indirect action. For instance, a monster is flipped when attacked or as a result of magic or some other effect (flip-effects would be activated with a card like "Swords of Revealing Light", but not with "Raigeki" since the Monster Card is destroyed without being flipped over).

You can also activate Flip Effects in the following way:

1. Set the Flip Effect Monster on the field in face-down DEFENSE position.
2. Since you can't change the position of a card in the same turn you summoned it, perform a Flip Summon during your next turn to activate the effect.

CARD DESTINATIONS

Battles and the effects of magic or traps send cards to various destinations during a duel. The card type and the duel event influence the final destination where the card is sent.

Monster Cards

Monster Cards destroyed in battle are sent to the Graveyard. When sent to your hand or Main Deck, Monster Cards are returned to your hand or Main Deck respectively. When Fusion Monster Cards are sent to your hand, they are returned to the Fusion Deck and not your hand.

▼ Eliminated from the Duel

When the effects of magic or Trap Cards eliminate a Monster Card from a duel, the card is sent to the Eliminated Card Zone and can no longer be used in the duel.

▼ Controlled by Opponent

If your opponent takes control of one of your Monster Cards with "Monster Reborn" or "Change of Heart" and it is destroyed, the card is sent to your Graveyard. If the card is sent to your hand or Main Deck, it is returned to your hand or Main Deck respectively.

Magic/Trap Cards

If the card is not a continuous card, it is sent to the Graveyard after its effect is activated. If the card is destroyed through the effects of a Magic or Trap Card, it is sent to the Graveyard. If the card is sent to your hand, it is returned to your hand. If eliminated from the duel, it is sent to the Eliminated Card Zone.

CHAINS

INTRODUCTION TO CHAINS

It can be very difficult to determine the outcome of a complicated battle when several Magic or Trap Cards are played. The Chain rule was developed to make it easier to determine the outcomes of such battles.

Chain Play

Let's assume that Duelist 1 plays a Magic Card. That magic is placed in a BLOCK called CHAIN 1. If Duelist 2 plays a Magic or Trap Card in response to the initial Magic, it is then placed in the CHAIN 2 BLOCK. As the Duelists respond to the other's plays, the BLOCKS are stacked on top of one another. When both Duelists are unable to play any further cards, the effects of the Magic and Trap Cards are sorted out beginning with the top BLOCK or the final CHAIN.

Here's how it would work in an actual game.

1. Your opponent plays a Magic Card. This becomes "CHAIN 1" and is placed in BLOCK 1.
2. If you have a card that can be played in response to your opponent's Magic Card, the message "Resolve it as part of a chain?" is displayed on the screen. Select "YES" to start a CHAIN and play your card. This card becomes "CHAIN 2" and is placed in BLOCK 2. The CHAIN is displayed on the screen so that both you and your opponent can see the cards in the CHAIN.

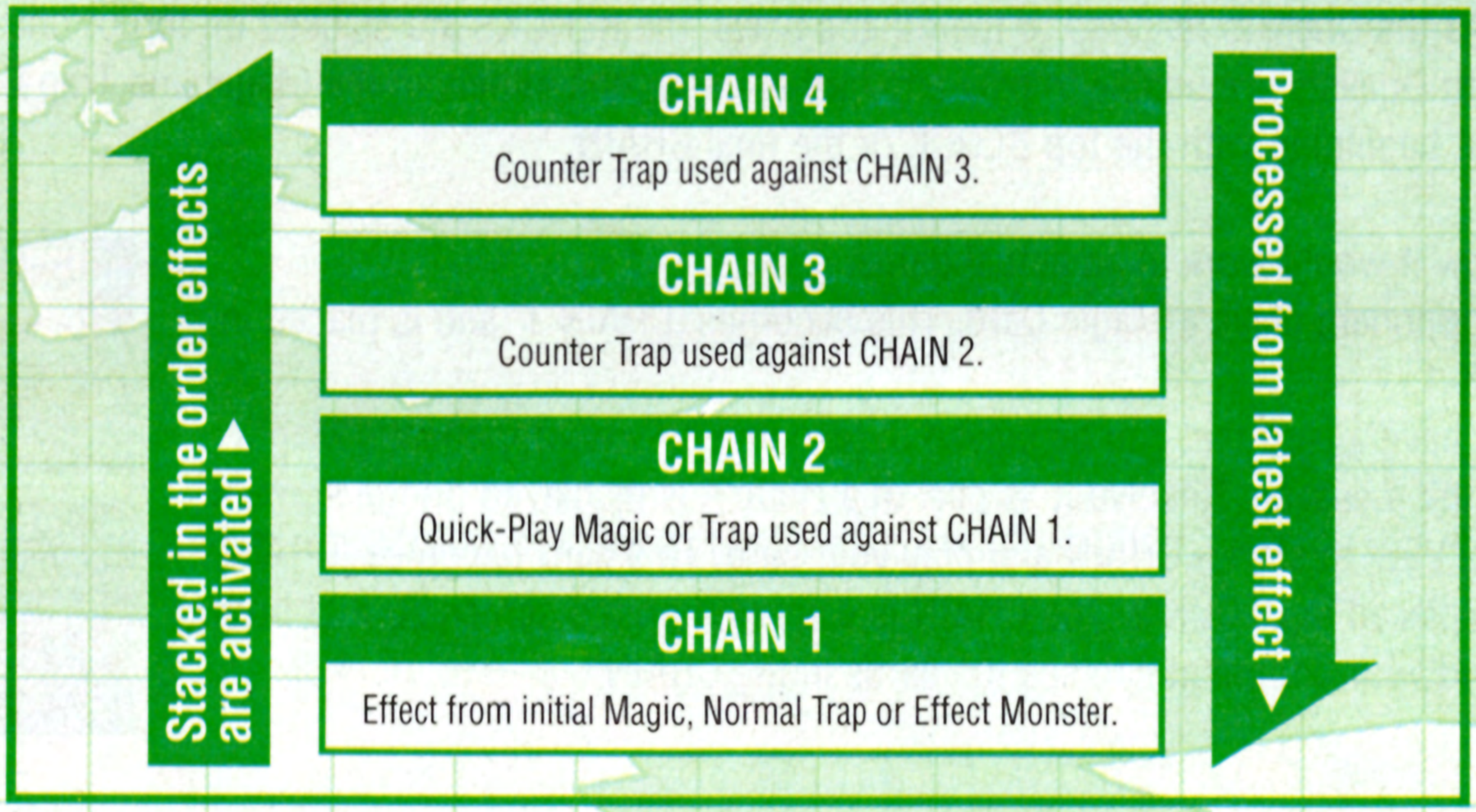




❸ Both you and your opponent continue to play in response to each other's cards until neither of you is able to continue. The effects of the Magic and Trap Cards are then processed starting with the last card played.

Chain Structure

Blocks are stacked in the order in which the effects are activated. The game processes the effects of the cards starting with those from the last card played.
Chains are comprised of BLOCKS like those shown in the figure below.



MAGIC, TRAP & EFFECT SPEEDS

Magic, Trap and Effect Monster Cards all have speed settings. To create or continue a Chain, the card must have a speed setting greater than the previous card played.

Spell Speed 1

Spell speed 1 cards are the slowest. These cards can never be played in BLOCK 2 of a chain. They are the only cards that cannot be played in response to a Magic, Trap or Effect Monster Card of the same speed.

Spell Speed 1 Cards

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

Spell Speed 2

Spell speed 2 cards can be played in response to spell speed 1 and 2 cards.

Spell Speed 2 Cards

- Quick-Play Magic
- Normal Trap
- Effects Monster (Trigger, Multi-Trigger)

Spell Speed 3

Spell speed 3 cards can be played in response to cards of any spell speed. The only cards that can be played in response to these cards are other spell speed 3 cards.

Spell Speed 3 Cards

- Counter Trap

Blocks in a chain can be stacked as long as the duelists can play cards with the necessary spell speed.

Chain Exceptions

Two copies of the following cards cannot be stacked together in a chain since their effects would loop endlessly.

Cards that Cannot Be Stacked in Chains

- Forced Requisition
- Jam Defender
- Appropriate
- Ultimate Offering

EXAMPLE CHAIN

Let's take a look at how the outcome of an actual chain is determined.

Chain Stacking and Processing

Duelist A tries to destroy all his opponent's monsters on the field by playing "Raigeki". In response, Duelist B plays "Anti Raigeki". Duelist A then counters by playing "Seven Tools of the Bandit". The end result of this chain is that all of Duelist B's monsters on the field are destroyed. Here's why. The effect of "Seven Tools of the Bandit" nullifies the effects of "Anti Raigeki". Since "Anti Raigeki" was never activated, "Raigeki" is activated thus destroying all of Duelist B's monsters on the field.

Attempt to stop "Anti Raigeki" from activating.	**CHAIN 3** **Seven Tools of the Bandit**	Neutralizes effects of "Anti Raigeki".
Try to turn back effect of "Raigeki" on Duelist A.	**CHAIN 2** **Anti Raigeki**	Effects are neutralized, so no effect.
Try to destroy all of Duelist B's monsters on the field.	**CHAIN 1** **Raigeki**	Destroys all Duelist B's monsters on the field.

NOTES

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