Nintendo

GAME BOY COLOR

CGB-BY3E-USA

KONAMI®

Yu-Gi-Oh!

Dark Duel Stories™

INSTRUCTION BOOKLET

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INTRODUCTION

What is "Dark Duel Stories"?

Dark Duel Stories (or "DDS") is a card game. DDS lets you create original cards using "**Construction**" mode, allowing for over 10,000 different possible cards. Each card has its own Attack Rating and Defense Rating. Play your cards skillfully and reduce your opponent's LP (Life Points) to 0 to win!

Player's Objective

Fight your way through each of the stages in the campaign, defeat the final boss, and finally face off against the four Rulers of the Heavens, the keepers of the fabled Millenium Items. Create your own original cards, compete with your friends to collect their cards, and battle to become the most powerful mystic duelist in the universe!

DDS Rules

Basic Points

- Each duelist starts out with a total of 8000 Life Points.
- A duel is conducted on a turn-by-turn basis, and turns alternate between duelists.
- A duelist may only play one monster card per turn. There are no limits to the number of magic or trap cards that can be played.
- During a turn, it is not necessary to play a card or execute any action with the cards played on the field. A duelist can choose to end a turn without doing anything.
- At the start of each turn, duelists can draw one card to replenish their hand. If there are five cards in a duelist's hand, no card is drawn.
- When played, a monster card is placed facedown, and is turned face up when it executes a command. However, if the command is to "Defend", the card remains facedown.
- A facedown card will be turned face up when it is attacked. Once a card is turned face up, it remains that way until the duel is resolved.

Win/Lose Conditions

- The duelist who reduces an opponent's Life Points to "0" is declared the winner.
- The duelist who is out of cards and unable to replenish their hand at the start of a turn is declared the loser at that point.
- A duelist who has managed to collect the Exodia series (Card # 17 – 21) in their hand is declared the winner upon collecting the last card.

When you win a duel, you are awarded one card and one card-part. Losing does not result in any card loss.



Battle Outcomes

The outcome of an attack is decided according to the list below. (Duelist A's turn.)

A: Attack Attack Factor	>	B: Attack Attack Factor	➡	B's card is eliminated B's Life Points minus the difference in values
A: Attack Attack Factor	=	B: Attack Attack Factor	➡	A&B's cards are eliminated A&B's Life Points not affected
A: Attack Attack Factor	<	B: Attack Attack Factor	➡	A's card is eliminated A's Life Points minus the difference in values
A: Attack Attack Factor	>	B: Defense Defense Factor	➡	B's card is eliminated B's Life Points not affected
A: Attack Attack Factor	=	B: Defense Defense Factor	➡	No effect on either players' card or Life Points
A: Attack Attack Factor	<	B: Defense Defense Factor	➡	No effect on A's card A's Life Points minus the difference in values

The Controls

Control Pad

Used for moving the cursor, and for choosing commands and other selections.

SELECT

Used for making selections when the TITLE screen is displayed.



A Button

Used for entering commands, cards, and other selections.

B Button

Used for canceling commands and other selections, returning to previous screens, and switching screens during battle.

START

Used for switching between upper body 1 and lower body 1, and between upper body 2 and lower body 2.

Special Controls

CHEST Screen

START + Up/Down (Control Pad)
Change the order of the cards (Sort Type).

START + Left/Right (Control Pad)
Change 20 pages at a time (100 cards).

SELECT + Left/Right (Control Pad)
Allows cards to be moved between the **DECK** and the **CHEST** screen while keeping the **CHEST** screen on display.

DECK Screen

START + SELECT + A Button
Returns all the cards contained in a **DECK** to the player's **CHEST**.

How to Start

Starting a New Game

To begin a new game, select "**NEW GAME**" on the TITLE screen, and then press **START**. At this point, the TITLE screen will be replaced by the **DUEL NAME** input screen.



[WARNING]

If there is a previously saved game, choosing "NEW GAME" will erase the saved data.

Inputting a Duel Name

1. Move the cursor with the **Control Pad** to select a letter, and press the **A Button** to input the selected letter.
2. There are two ways to correct an inputted letter: (a) Select "BACK" to move the cursor to the desired position, and then input a new letter; or (b) Press the **B Button** to erase an inputted letter.





3. After inputting a desired name, select "END" and press the **A Button**. At this point, a prompt asking whether the inputted name is okay or not will be displayed on the screen. Choose "YES" if the name is okay. Choose "No" to go back and make corrections.



After starting a game, an inputted name can be changed by selecting "CHANGE NAME" on the MAIN MENU.

Continuing a Saved Game

This game is set up to automatically SAVE or LOAD a game in progress. During gameplay, saved data is overwritten whenever it is necessary to do so. To load saved data from a previous game, select "CONTINUE" on the TITLE screen which appears when the GAME BOY is switched on, and press the **A Button**.



The MAIN MENU

The **MAIN MENU** screen is displayed after a DUEL NAME is inputted following a "**NEW GAME**" selection, or after "**CONTINUE**" is selected to load a previous game. Use **Up/Down** on the **Control Pad** to select a mode, and press the **A Button** to enter the selection.



GAME MODES

You can select any of the following 7 modes:

CAMPAIGN: Duel against various characters. - **P.11**
CONSTRUCTION: Create original cards. - **P.34**
VERSUS: Duel against other players using the Game Boy® Color Game Link® Cable. - - **P.38**
TRADE: Trade cards with other players using the Game Boy® Color Game Link® Cable. - - **P.39**
RECORD: Review information such as your duel record and duelist level. - - **P.40**
CHANGE NAME: Enter this mode to change your Duel Name. - - - - - - - - **P.41**
PASSWORD: Obtain cards by inputting special passwords. - - - - - - - - - - **P.41**

CAMPAIGN

This mode allows you to duel with characters like JOEY and KAIBA. You are rewarded with one card and one card-part when you win a duel. However, you will not lose a card when you are defeated in a duel.



There are a number of locations on the map where duels are fought. You move on to another map by defeating each duelist on a map five times or more.

Tomino Town 1

YUGI / TRISTAN / JOEY / MAI / MAKO

Tomino Town 2

REX / WEEVIL / KAIBA / Esp Roba / Seeker / Pandora

Ancient Egypt

Paradox / P. Seto / Slysheen / Ishizu

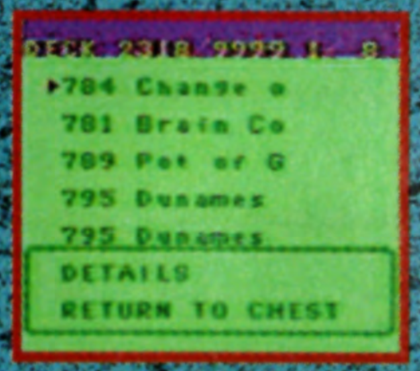
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Starting a Campaign

1. Select "**CAMPAIGN**" on the **MAIN MENU**. The characters that are currently available for a duel will be displayed on the screen. Use **Up/Down** on the **Control Pad** to select your opponent. Press the **A Button** to enter your selection. (When you have won the required number of duels to proceed to another map, you can switch between maps by pressing **Left/Right** on the **Control Pad**.)
2. Set up your own deck. The cards that you own are contained in your CHEST. Your DECK contains the cards that are used in a duel. By selecting a card in the CHEST and choosing "ADD TO DECK", you can move the selected card into your DECK. An unnecessary card in the DECK can be removed and returned to the CHEST by choosing "RETURN TO CHEST". By repeating the aforementioned, you can build your own DECK of 40 cards.
3. After building a DECK, select "**DUEL**" and commence gameplay.







Building a Deck

The **CHEST** contains all the cards that a player owns. You can select any 40 cards from your chest. These 40 cards represent your deck.

About the Screens

Decks are built prior to a duel. Selecting **CHEST** or **DECK** on the menu will display the respective screens.

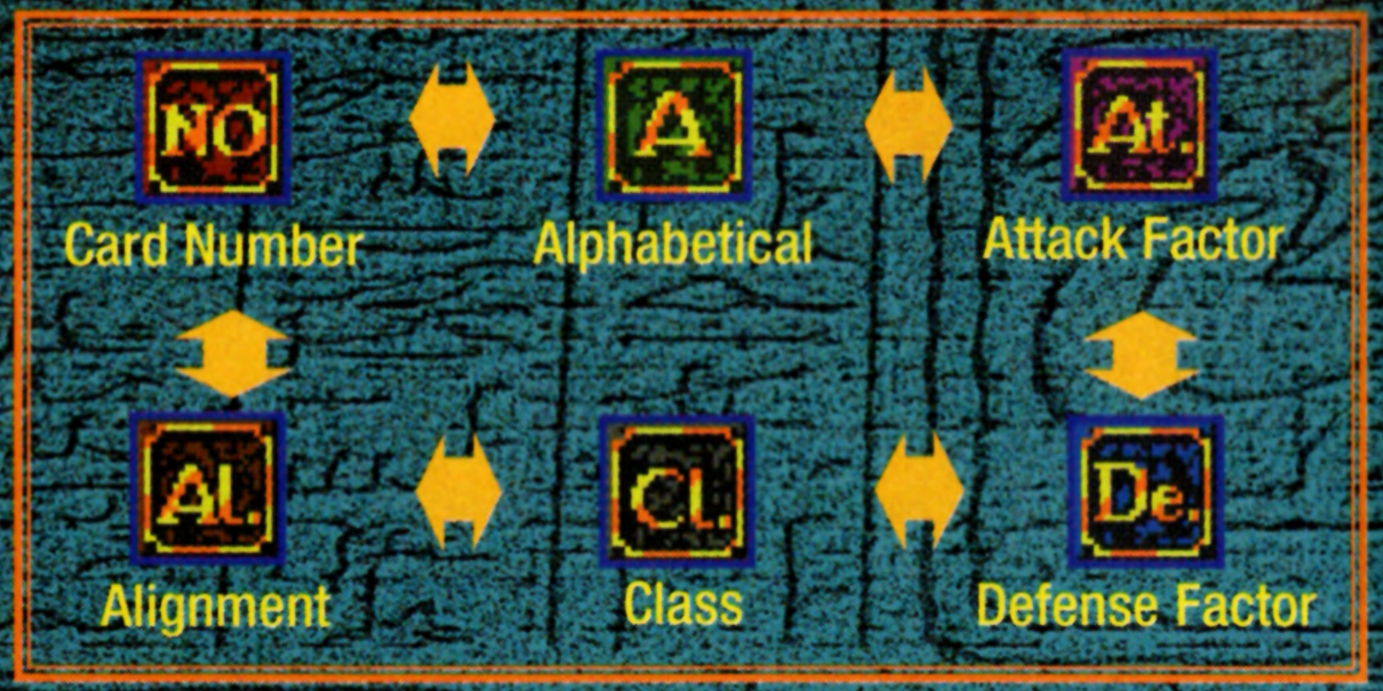


CHEST

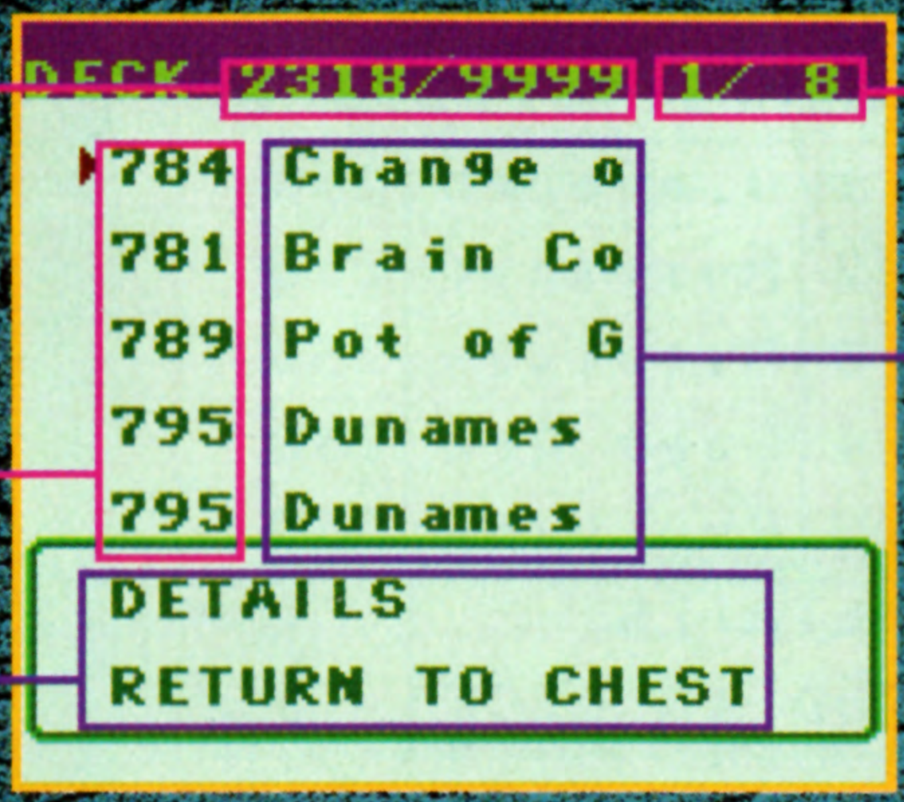


Sort Type

On the **CHEST** screen, you can change the way your cards are sorted by holding down **START** and pressing **Up/Down** on the **Control Pad**.



DECK



Total Cost of Current Deck/ Upper Limit of Deck Capacity

Current Page/Total Pages

Card Name

Card Number

DECK Menu

How to Build a Deck

1. On the **CHEST** screen, move the cursor to the card you wish to include in your deck and press the **A Button.**
2. The cursor will shift to the CHEST menu. You can select "**DETAILS**" to view information regarding the selected card. If you wish to add the card to your deck, select "ADD TO DECK" and press the **A Button**.
3. A card added to your deck can be viewed on the **DECK** screen. If you wish to return a card in your deck back to your chest, select the card, and choose "RETURN TO CHEST" in the **DECK** Menu.
4. Repeat steps 1 through 3 until you have a deck that contains 40 of your desired cards. When you are satisfied with the contents of your deck, select "**DUEL**" to commence a duel.









Notes on Deck Building

- You can only build a deck with cards where the respective Card Deck Costs are equal or lower than your Duelist Level.
- You can only have a maximum of three of the same cards in your deck. In addition, there are cards of which only one can be included in your deck.

List of Cards Limited to One-per-deck

17	R Leg of Forbidden	337	Raigeki
18	L Leg of Forbidden	348	Swords of Revealing Light
19	R Arm of Forbidden	657	Megamorph
20	L Arm of of Forbidden	781	Brain Control
21	Exod. of Forbidden	784	Change of Heart
336	Dark Hole	789	Pot of Greed

- Carefully choose 40 cards so that the total Deck Cost does not exceed the Deck Capacity. If your deck contains less than 40 cards, or your total Deck Cost is larger than the Deck Capacity, you won't be able to enter a duel.



The Cards

There are two main classes of cards: "Monster Cards" and "Special Cards".

Card Screen

This screen is displayed when the **DETAILS** command is selected.

Monster Card



Special Card



Monster Cards

Class

Dr	Dragon	Ma	Magic	Zo	Zombie
Wr	Warrior	BW	Beast Warrior	Be	Beast
WB	Winged-Beast	Fd	Fiend	Fa	Fairy
In	Insect	Di	Dinosaur	Re	Reptile
Fs	Fish	SD	Sea Dragon	Ma	Machine
Th	Thunder	Aq	Aqua	Py	Pyro
Ro	Rock	Pl	Plant		

There are 20 different classes of monster cards. Depending on class, the strengths and weaknesses of some monsters vary according to terrain, affecting their Attack and Defense factors (See Terrain Effects Table), referred to as terrain effects. When terrain is favorable, a monster's battle factors increase by 30%. If the terrain is unfavorable, the factors decrease by 30%.

Terrain Effects Table

✔ ••• Favorable ✖ ••• Unfavorable

Class	Dr	Ma	Zo	Wr	BW	Be	WB	Fd	Fa	In	Di	Re	Fs	SD	Ma	Th	Aq	Py	Ro	Pl
Forest					✔	✔				✔										✔
Wasteland			✔								✔								✔	
Mountains	✔						✔									✔				
Meadow				✔	✔															
Sea													✔	✔	✖	✔	✔	✖		
Dark		✔						✔	✖											

Alignment

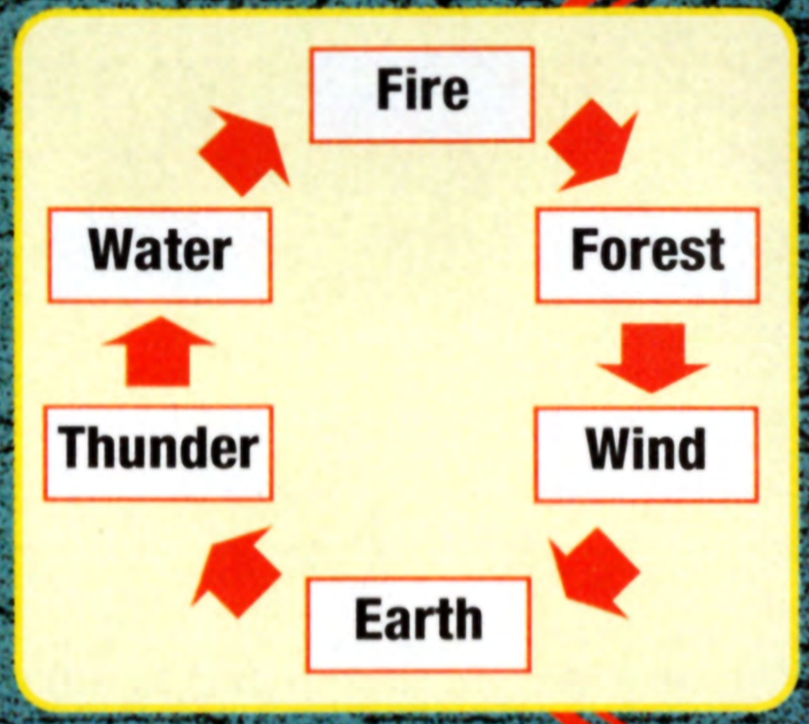
Monster cards are assigned an "Alignment" which indicates the type of summoned monster that they are superior to. Each Alignment has different statistics and can significantly affect the outcome of a duel. When a superior monster attacks an inferior one (or the other way around), the superior monster will always win despite their respective attack/defense factors.

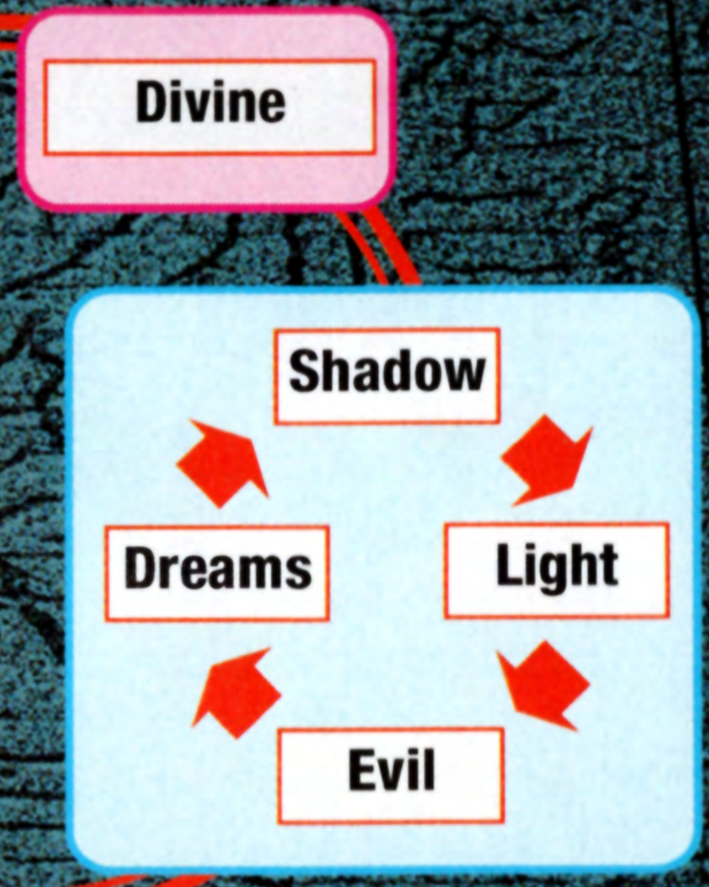
The Status Relationship of Summoned Monsters

*** Superiority/Inferiority only applies to the types connected by an arrow.**



Superiority or inferiority does not exist between the three groups.





Level

The level of a monster card varies according to strength and is indicated by the number of stars, which number from 1 to 8. Depending on the level of a monster card, one or two sacrifices may be required to bring the card into play.

Level of Monster to be played	Required Number of Sacrifices
★ 1~4	0
★ 5~6	1
★ 7~8	2

Sacrifice

Sacrifice "OFFR" refers to exchanging a monster card or cards in play for a stronger monster. After the sacrifice has been completed, the cards are returned to your deck.

An Example of Sacrifice

In order to bring "**15 Flame Swordsman**" (Level 5) into play, one monster needs to be sacrificed.

1. Select the monster card to be sacrificed and press the **A Button** to call up the command display. Select "OFFR" and enter the command with the **A Button**. The card selected for sacrifice will be eliminated.
2. Next, choose the "**Flame Swordsman**" card in your hand and bring it into play.





Special Monsters

Among the monster cards, there are cards that are capable of producing special effects. When viewed on the **DETAILS** screen, a special monster card is indicated with a darker background, and its effect is described in the Card Notes section.



Triggering a Special Monster

A special monster card's effect can be triggered when the card is brought into play from the facedown position.



An Example of Triggering a Special Monster

"**2 Mystical Elf**" is capable of boosting the power of "**1 B.eye White Dragon**".

1. First, "**B.eye White Dragon**" must be in play.
2. Bring the "**Mystical Elf**" into play, select "SPCL", and press the **A Button** to enter the command.
3. The card's effect comes into play, boosting the "**B.eye White Dragon**" card's attack and defense factors up by 500 points.



Fusion

By placing a monster card on top of another, two cards can be combined or fused to create a new monster card. (The two cards used to create a single card return to their original single-card state following a duel.)
Not only can you fuse cards that are in play, but also those cards that are part of your hand.

An Example of Fusion



1. A "**395 Dancing Elf**" card in the player's hand is selected and placed over "**635 Queen's Double**" which is currently in play.
2. The two cards are fused to form "**4 Elf Swordsman**".



With respect to this particular example, there are several other cards that can be fused to form "**Elf Swordsman**".

A Note on Fusion

A monster formed by fusion cannot attack or be re-positioned in the same turn. However, fusion is not considered to be a "Summon" move. Hence, another monster can be brought into play if the fusion is successful.

Special Cards

Magic Cards

There are three types of Magic cards: "Direct Magic" cards that affect players and cards; "Terrain" cards that change the conditions of the dueling field; and "Equip Magic" cards that boost the power of monsters. Magic cards go into effect the moment they are played.

Direct Magic Cards

These cards have various results such as recovering your Life Points, and destroying an opponent's cards.



341 Soul of the Pure

Angel offers own blood. Recovers 2000 Life Points.



337 Raigeki

Destroys all opposing monsters.

Terrain Cards

Changes the terrain condition of the dueling field. All monsters are affected by terrain conditions (See Page 18). These cards change the terrain conditions of the field, making it possible to create a favorable environment to turn the tide of battle.



330 Forest

Changes the field to a terrain that is more suitable for Beast Warrior, Insect, Plant, and Beast-type monsters.



334 Umi

Terrain condition that favors Water and Thunder-type monsters, but not suited for Fire-type monsters.

Equip Magic Cards

Boosts the power of monster cards. Certain Equipment cards must be used with specific monsters to boost their power.
Which Equip Magic card can boost which monster depends on each individual card. Certain cards can boost the power of certain monsters. An Equip Magic card is placed over a monster card in play to increase the monsters attack and defense factors by 500 points.



303 Dark Energy

Raises the factors of dark monster types such as Evil by 500 points.



657 Megamorph

Raises the level of one monster on the field by +1.

Trap Cards

Trap cards are automatically sprung when an opponent's attack satisfies a predetermined condition. Predetermined conditions and effects vary according to the trap cards in play. Trap cards are placed in the trap zone located on the left of the Player's hand. Once activated, the card disappears. If a trap card is not activated after being played, it will still disappear in the following turn.



685 Acid Trap Hole

If the opposing monster's attack factor is equal to or lower than 3000, the monster will fall in to the pit and be eliminated.



686 Widespread Ruin

Explodes when a monster attacks and blows it to oblivion.

Ritual Cards

You can create one powerful monster card by using a ritual card and sacrificing three monsters. Upon completion of a duel, the created monster reverts to the initial three monster cards and the ritual card. A ritual card can only be played from your hand if three monsters – one monster (stipulated by the ritual card) + two monsters of any type – are on the field of play.

NOTE: A ritual card is returned to the Player's deck after completion of the duel.

An Example of Ritual Play

1. "**38 Gaia the Fierce Knight**" is on the field. A second monster is selected for sacrifice. Once the card is selected, a press of the **A Button** calls up the command display. "OFFR" is selected and the **A Button** is pressed once again. The process is repeated to sacrifice a third monster. The selected cards are eliminated.



2. Next, "**670 Black Luster Ritual**" is selected from the player's hand, and placed on the field. Following the ritual play, "**Gaia the Fierce Knight**" is replaced by "**364 Black Luster Solder**".





670 Black Luster Ritual

Sacrifice Gaia the Fierce Knight and others to summon Black Luster Solder.



722 Dark Magic Ritual

Sacrifice B. Magician and others to summon Shadow Sorcerer.

Special Ritual Cards

Among the ritual cards are special cards that require three specific monsters for sacrifice.



675 Ultimate Dragon

Sacrifice three "1 B.eye White Dragon" to summon "380 B.eye Ultimate Dragon".



667 Gate Guardian Ritual

Sacrifice "371 Thunder Sanga", "372 Hyuga of the Wind", and "373 Suga of the Sea" to summon "274 Guardian Ritual".

A Note on Sacrifice

When using the two aforementioned cards, do not use the "Sacrifice" command. Simply placing the ritual card in play with the three required cards will automatically trigger the ritual results.

Duel

You commence a duel with the **DUEL** command. You will not be able to enter a duel unless you meet certain conditions, such as having 40 cards in your deck. Should this be the case, rebuild your deck (See Page 13).

About the Screen



Gameplay

1. After randomly deciding which duelist will lead off the game, the duel begins. A five-card hand is displayed, and the graphics and details for each card can be viewed by moving the cursor over a desired card. Pressing the **B Button** will switch from the **DUEL** screen to the Duel Menu.



Duel Menu

DETAILS

When the duel screen is displayed, you can review the details of a selected card by moving the cursor on to one of your cards – or one of your opponent's face-up cards – and pressing the **B Button**.



DISCARD

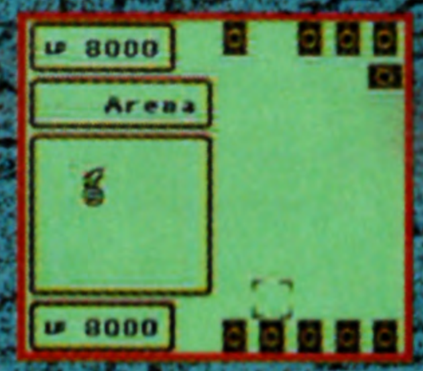
When the duel screen is displayed, you can discard one of your cards by moving the cursor over it and pressing the **B Button**.

END TURN

This command is used to end your turn.

* A turn will not end automatically even if all playable cards on the field have been issued commands. In addition, a duelist may choose to end a turn without issuing commands to any playable cards.

2. Select a card in your hand and press the **A Button** to play it. If you've selected a monster card, select the spot where you wish to place it and press the **A Button** (See "Fusion" on Page 22). If you've selected a special card, the effects attributed to that card come immediately into effect (See "Special Cards" on Page 23).
3. Issue a command to your monster card on the field. Do this by selecting the desired card and pressing the **A Button**. At this point, the **Card-in-play** Command Menu will be displayed. Select a command and press the **A Button** to enter the selection.



Card-in-play Command Menu

ATK Places the selected card in attack position.

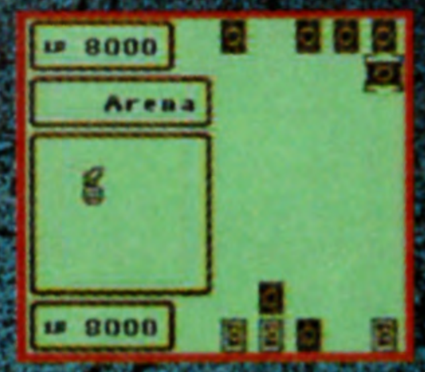
DFD Places the selected card in defense position.

OFFR (See Page 20)
Sacrifices selected card to bring a powerful monster into play. Sacrificed monsters are eliminated.

SPCL (See Page 21)
Triggers the powers of special monsters. This command can only be used on face down cards.



4. When the **ATK** command is issued, move the cursor over your opponent's monster card on the field and press the **A Button**. If there is no enemy card in play, an ATK command will reduce your opponent's Life Points.



The three moves: (a) playing a monster card; (b) triggering the powers of special monster cards; and (c) issuing commands to a monster card on the field, can be executed in any order. (However, there are moves such as the ritual command which must be issued in a specific order.)

5. After conducting all your moves, end your turn. Press the **B Button** to call up the Duel Menu and select **END TURN**. The turn will shift to your opponent who is now the attacker.



*** Repeat steps 1 through 5 until the duel ends with a victor (See "Win/Lose Conditions" on Page 4).**

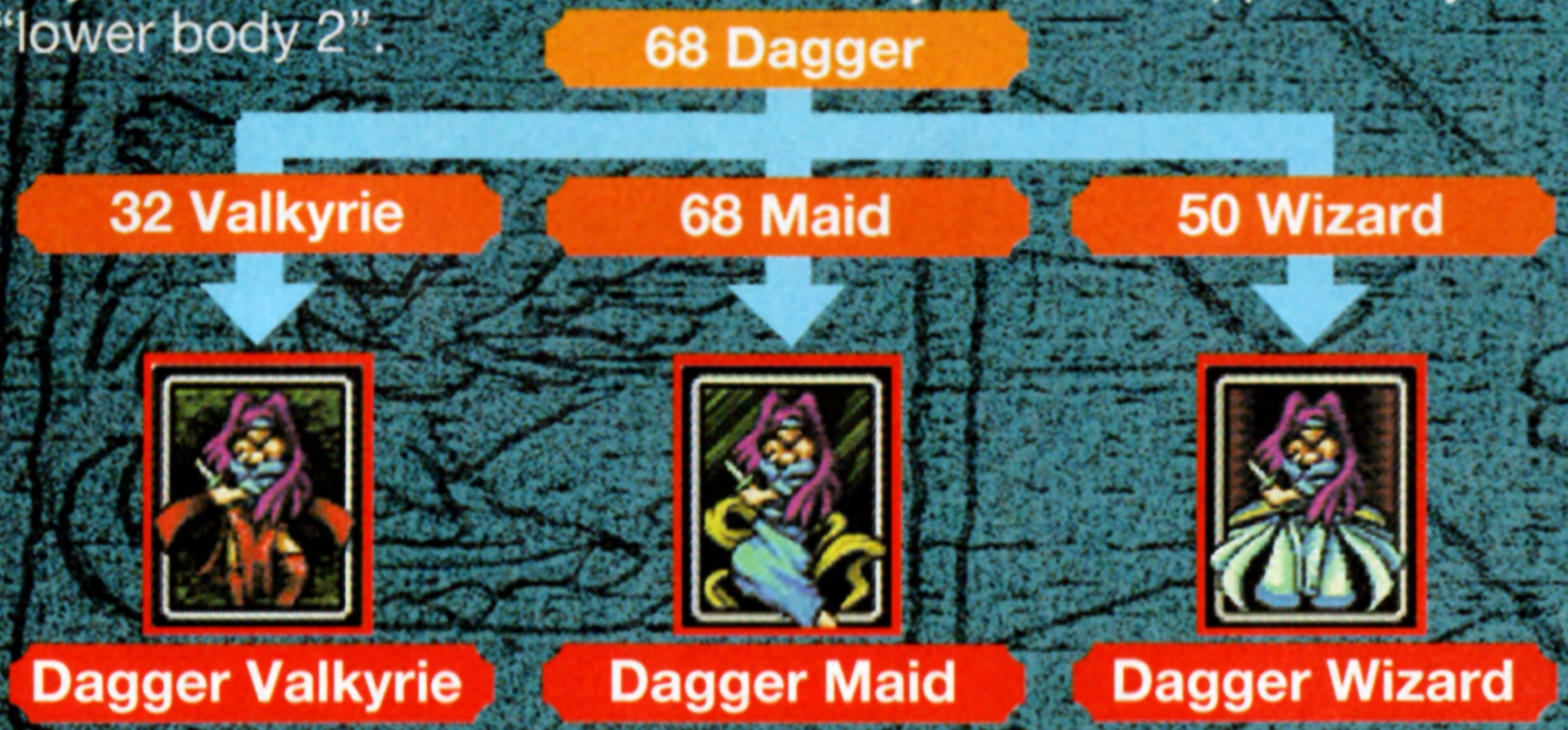
CONSTRUCTION

You can create original monster cards by combining top and bottom half card-parts. Cards created in this mode can be traded or used in duels.



Card-parts

There are four types of card-parts ("upper body 1"; "upper body 2", "lower body 1", and "lower body 2") and each type consists of 70 different parts. To create monster cards, "upper body 1" is combined with "lower body 1", and "upper body 2" is combined with "lower body 2".

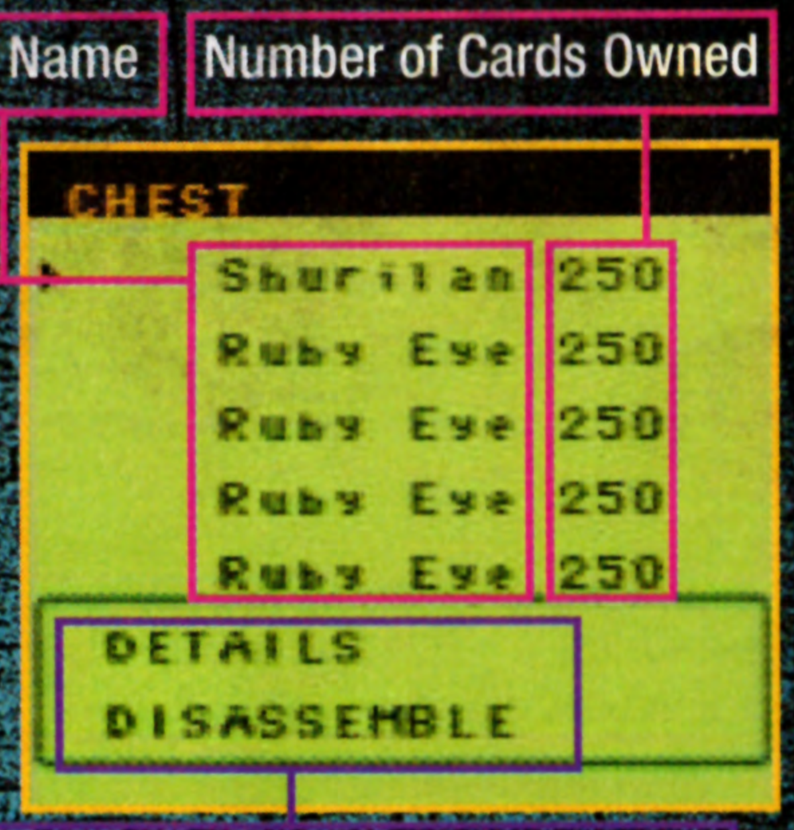


Simply using a single "upper body" and changing the "lower body" parts will result in the creation of cards with different capabilities.

How to Use the Construction Screens

CHEST

The cards created by construction are displayed here. By selecting a card and pressing the **A Button**, the cursor will shift to the **COMMAND** area. Select a command, and press the **A Button** to enter the selection.



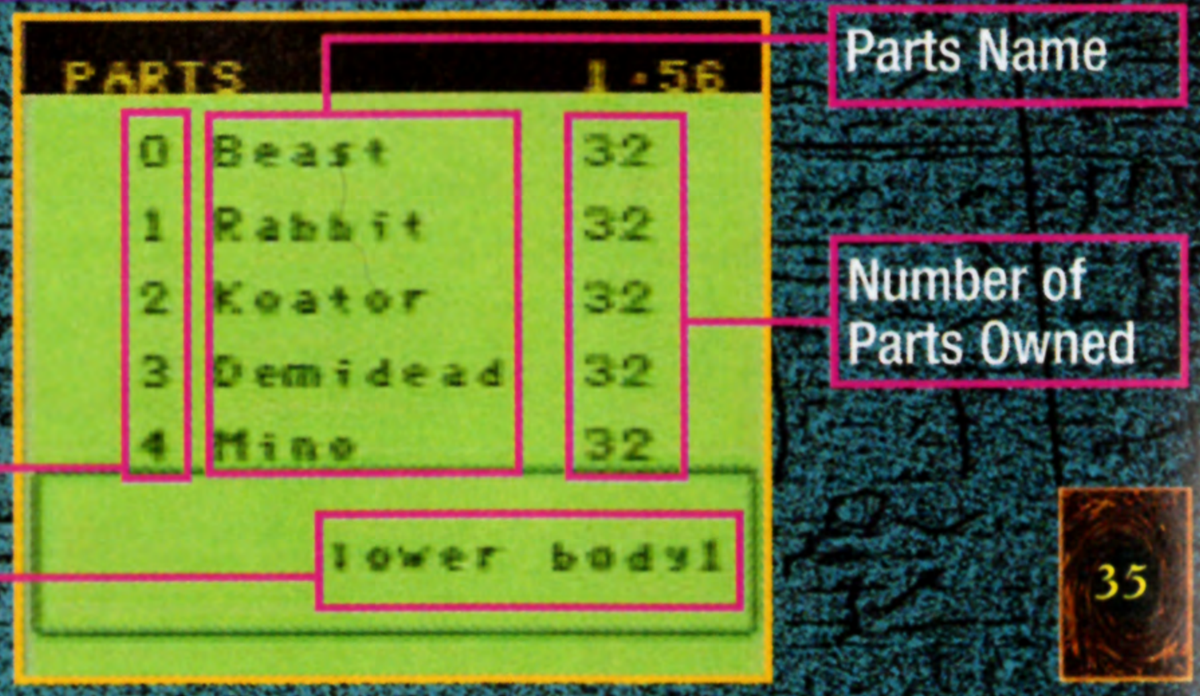
Commands

DETAILS ••••••• Use this command to view the details of a selected card.

DISASSEMBLE •• Use this command to disassemble a selected card and return the card-parts to the PARTS screen.

PARTS

The card-parts owned and their respective quantities can be verified here. (The card-parts already contained in a created card are not included in the count.) Use **Left/Right** on the **Control Pad** to switch pages.



CONSTRUCTION



- A "★" is displayed next to the card-part number indicating possession.

Cards are created by combining card-parts.

1. Select the type of card-part to be used. Use **START** to switch between the "upper body 1"/"lower body 1" and the "upper body 2"/"lower body 2" groups.
2. With the **Control Pad**, use **Up/Down** to change "upper body" parts, and **Left/Right** to change "lower body" parts. By holding down **SELECT** and pressing **Left/Right** on the **Control Pad**, you can switch both "upper & lower body" parts at the same time. Switching card-parts changes the graphics and capabilities of a card.
3. Once you have the desired combination for a card, press the **A Button** to enter the card. The constructed card will move into your **CHEST**.

LINK PLAY

Connecting the Game Boy® Color Game Link® Cable

• Requirements

2 x Game Boy® Color systems
2 x "YU-GI-OH! DARK DUEL STORIES" Game Paks
1 x Game Boy® Color Game Link® Cable

• Link Play Setup

1. Make sure the power is switched off on both Game Boy® Color systems and plug in the Game Paks.
2. Connect the two systems with the Game Boy® Color Game Link® Cable.
3. Switch on the power of both systems.

• Troubleshooting Link Play

If Link play is not operating properly, check the following:

- The Game Boy® Color Game Link® Cable is not properly connected to the two Game Boy® Color systems.
- The Game Boy® Color Game Link® Cable was not disconnected during gameplay.
- A compatible Game Boy® Color Game Link® Cable is being used.

After verifying the above, go through the steps described above in "Link Play Setup" once again.

*** See your GAME BOY operation manual for more detailed information.**

Versus

You can compete against another player using the Game Boy® Color Game Link® Cable. You can decide "Deck Capacity" (See Page 44) prior to competition. Link play competition is played in accordance with the standard duel rules. When you win a duel, you will be awarded one card and one card-part. You do not lose a card when you are defeated.



Conducting Link Play Competition

1. Prepare for Link play. (See Page 37.)
2. Select "**VERSUS**" on the **MAIN MENU**, and the **VERSUS** screen will be displayed. Similar to the **CAMPAIGN** mode, the **CHEST** and **DECK** screens are used to set up a DECK.
3. When both player DECKs are ready, decide the Deck Capacity setting. Select one of five settings – 500, 700, 1000, 2000, and 9999 – and press the **A Button**. When the Deck Capacity is entered, the duel will commence. At this point, if the total card cost of a DECK exceeds the selected Deck Capacity, or if you have selected a Deck Capacity that differs from that which was selected by your opponent, an error will occur and you will not be able to duel each other. In such cases, either rebuild your DECK or re-select the Deck Capacity.

TRADING

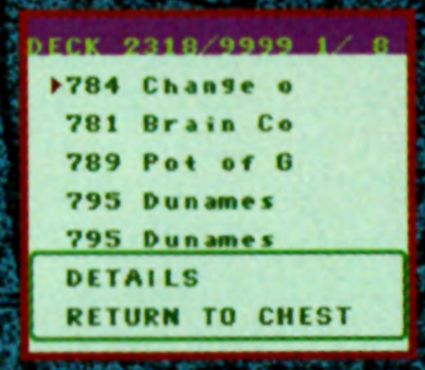
The **CHEST** must contain cards that can be used in a duel. In short, you cannot trade unless you have over 50 cards that are lower in Deck Cost value than your current Duelist Level (See Page 44).



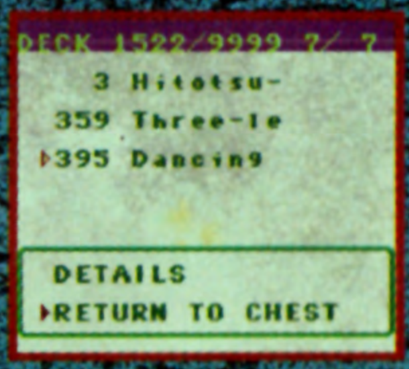
You can trade cards with YU-GI-OH! DDS. All cards including **CONSTRUCTION** created cards can be traded. However, CONSTRUCTION cards are traded over as two separate card-parts.

How to Trade

1. Select a card to be traded from the **CHEST**. After selecting a card and pressing the **A Button**, the cursor will shift to the **COMMAND** area where "**TO EXCHANGE**" can be selected and entered. Selecting "**DETAILS**" will provide information regarding a selected card. A maximum of 5 cards can be selected.



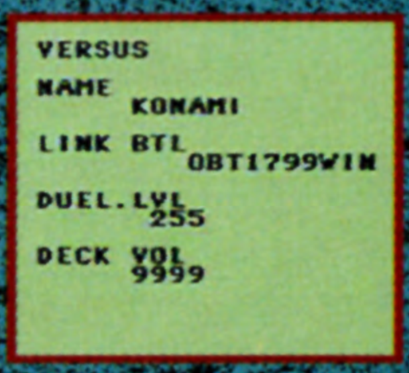
2. Confirmation of selected cards is conducted on the **CHECK CARD** screen. To cancel a card chosen for trade, select the card and press the **A Button**. This will shift the cursor to the COMMAND area where "**RETURN TO CHEST**" can be selected and entered.
3. If the current selection of cards are to be traded, select "**EXCHG. CARD**" to execute the trade.





RECORDS

The **Record** screen allows you to verify information such as your Duel Name, Duelist Level, and Deck Capacity. Also, you can switch between screens with **Left/Right** on the **Control Pad** to verify your Campaign perfomance.



CHANGE NAME

This screen allows you to change your Duel Name. See "Inputting a Duel Name" on Page 8.

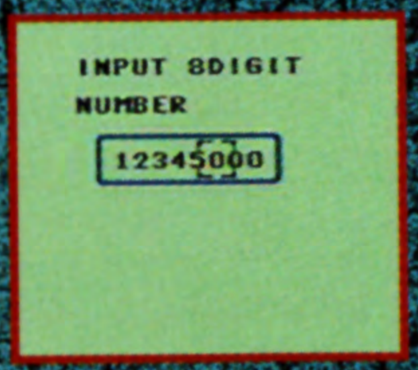


PASSWORD

There is an eight-digit password on the lower left of each card featured in the Official YU-GI-OH! Card Game. You can obtain these cards in DDS by inputting the password figures. Deck Capacity does not decrease in DDS.

Inputting a Password

1. Toggle between the first and last digits with **Left/Right** on the **Control Pad**, and use **Up/Down** to select the desired number.
2. After completing the password sequence of numbers, press the **A Button**. At this point a prompt verifying your input will appear on the screen. If the password is satisfactory, press the **A Button**. If the inputted sequence is correct, you will obtain the desired card.



TIPS

- **Summon powerful monsters and effectively use their attack and defense factors.**

  Deciding the status (Attack or Defense) of a monster is an important factor. In particular, the defense position of your monster is a vital key to improving your performance in DDS. Remember:

  - Even the elimination of your weakest monster means no damage to your Life Points as long as the monster is positioned on the field for defense.
  - A monster with a high defense factor positioned for defense on the field will provide you with a virtually impregnable wall against monster attacks.

  A good, solid defense – opposed to a blind series of attacks – could give you the edge in a duel.

- **Build a well-balanced deck of cards.**

  Building a balanced deck is a very important factor in winning a duel. Use the following as a guideline in composing your own deck.

  - Monster cards with stars ranging from 1 to 4 ••••25 cards
  - Monster cards with stars ranging from 5 to 8 ••••10 cards
  - Spell and other cards ••••••••••••••••••••••••5 cards

  Always remember that building a deck primarily consisting of monsters with several stars is seldom advantageous and will usually hinder you in battle.

- **A summoned monster of the Divine is a force to be reckoned with.**

  A summoned monster of the Divine is usually superior to monsters of other existing status categories. In addition, Immortals are said to have a deep relationship with rituals in general.

- **Take advantage of ritual cards.**
  - With a small exception, you have the choice of two monsters that you can select for sacrifice along with one designated monster.
  - Ritual cards are lost for the duration of the game. They are not lost permanently from the users deck.
  - Monsters summoned with ritual cards are always of the Immortals status, never lacking in terms of superiority to other status categories.

- **Turn the tide of battle with "Change of Heart" and "Brain Control" cards.**

  "781 Brain Control" and **"784 Change of Heart"** are spell cards that allow you to take over an opponent's most powerful summoned monster. These are cards that you definitely want in your deck. But remember... the same cards might be in your opponent's deck as well!

TERMS

Duelist Level (Maximum: 255)

This figure rates a player's level as a duelist. You can only use cards whose Deck Cost amount is lower than your Duelist Level. Hence, if you own a powerful card, you may not be able to use it if your Duelist Level is lower than its Deck Cost. Duelist Level increases in proportion to Deck Capacity.

Deck Capacity (Maximum: 9999)

This figure rates a player's capability for building a DECK. If the total Deck Cost of the 40 cards assembled in a DECK exceeds the Deck Capacity, you cannot engage in a duel. Deck Capacity increases in the following manner:

- **CAMPAIGN** ..... A 5-point increase whether you win or lose.
- **VERSUS** ..... A 20-point increase if you win, a 10-point increase if you lose.
- **TRADE** ..... A 2-point increase each time you trade.

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