

GAME BOY ADVANCE

KONAMI

AGB-BY7E-USA

SHONEN JUMP'S
Yu-Gi-Oh!
7 Trials to Glory

World Championship Tournament 2005

INSTRUCTION BOOKLET

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

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

 WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

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

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

WARNING - Repetitive Motion Injuries and Eyestrain

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

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

WARNING - Battery Leakage

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

To avoid battery leakage:

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

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



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



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

EVERYONE



Visit www.esrb.org for more ratings information.

ESRB CONTENT RATING

www.esrb.org

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Rev-D(L)

CONTENTS

GAME

This section provides an overview of the game screens and controls.

GAME BOY® ADVANCE GAME LINK® CABLE CONNECTION . . .	02
GAME CONTROLS	04
STARTING A GAME	06
PLAYING THE GAME	08
FIELD SCREEN	10
Screen and Controls	10
Submenus	12
Card Shop	16
My Home	21
Duel Arena	22
EDITING DECKS	24
Steps to Edit a Deck	24
Select Deck Screen	26
Edit Deck Screen	28
HOW TO DUEL	36
Battle Screen & Rules	36
Battle Controls	38

RULES

New players should read this introduction to the rules before playing.

DUEL MONSTERS	43
Duel Basics	43
Card Battles	45
Creating Decks	45
Victory Conditions	46
Duel Flow	47
Phase Flow	52
DUEL CARD	54
Monster Cards	55
Spell Cards	58
Trap Cards	59
DUEL RULES	60
Determining Damage	60
Summoning Monsters	62
Spell and Effect Monsters	65
Card Destinations	67
CHAINS	68
Introduction to Chains	68
Spell, Trap, and Effect Speeds	70
Chain Example	71

GAME BOY® ADVANCE GAME LINK® CABLE CONNECTION

Below is an explanation of how to link to another Game Boy® Advance using the Game Boy® Advance Game Link® Cable.

Connecting the Game Boy® Advance Game Link® Cable

Follow the instructions below to connect two Game Boy® Advance systems using a Game Boy® Advance Game Link® Cable.

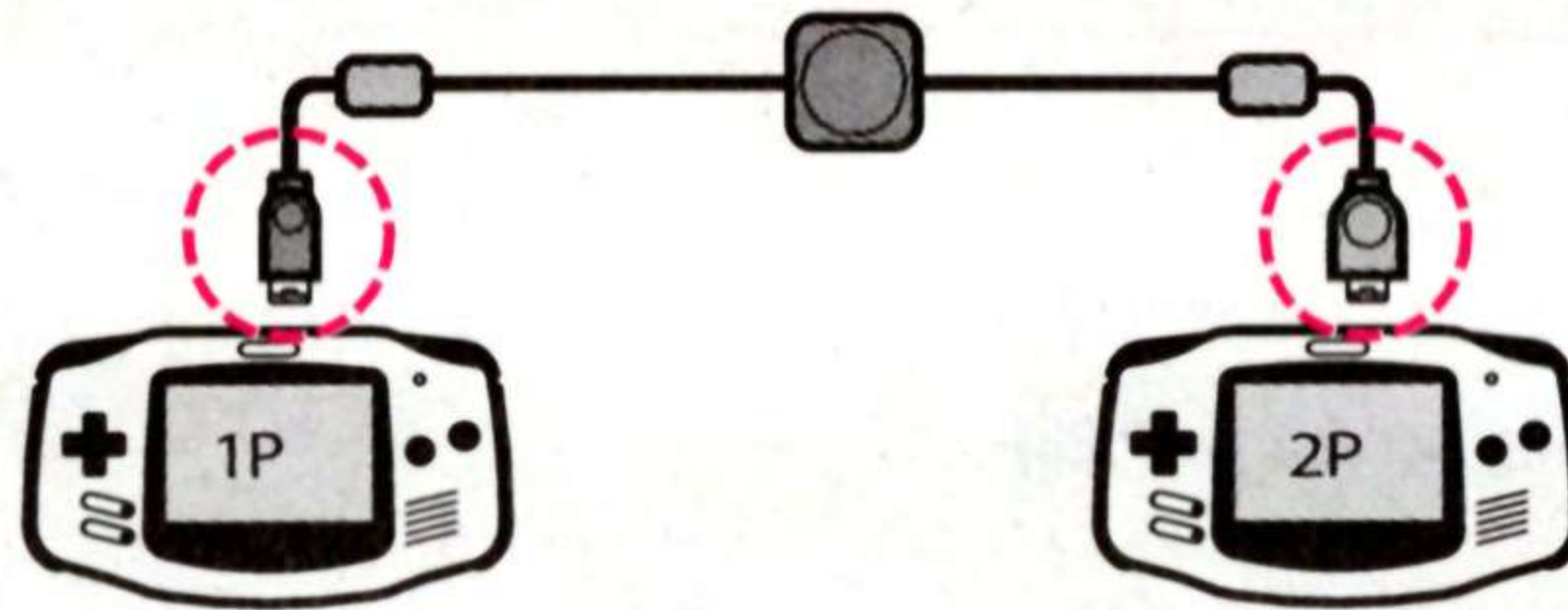
You will need:

- Game Boy® Advance or Game Boy® Advance SP2
- “Yu-Gi-Oh! World Championship Tournament 2005” Game Pak2
- Game Boy® Advance Game Link® Cable1

▶ Connecting the Game Boy® Advance Game Link® Cable

- 1.** Make sure that each Game Boy® Advance system’s power switch is set to OFF before inserting a “Yu-Gi-Oh! World Championship Tournament 2005” Game Pak into each Game Boy® Advance system.
- 2.** Connect the Game Link® Cable to each Game Boy® Advance system’s external expansion connector.
- 3.** Turn each Game Boy® Advance system’s power switch ON.
- 4.** Follow the instructions for link play on P.14.

* The player whose system is connected to the small plug becomes Player 1.



► Link Play Warnings

The following can cause Game Boy® Advance systems to fail to link properly or malfunction:

- Using a cable other than the Game Boy® Advance Game Link® Cable.
- Failing to insert the Game Link® Cable completely.
- Removing the Game Link® Cable while linked.
- Failing to connect the Game Link® Cable / Game Boy® Advance systems properly.
- Connecting three or more Game Boy® Advance systems.



GAME CONTROLS

The following figure illustrates the basic controls for “Yu-Gi-Oh! World Championship Tournament 2005.”

Password Screen (→P.20)

Back 1 digit..... L Button
Forward 1 digit..... R Button

Forbidden / Limited Card Warning Screen (→P.23)

Switch lists..... L Button, R Button

Activation Timing Messages (→P.40)

Set all items to “Confirmed”..... R Button
Set all items to “Unconfirmed”..... L Button

+Control Pad

Switch items, move the cursor, and scroll text.
[Field Screen] Movement.

START

[Duel Screen] Show Options menu.

SELECT

[Edit Deck Screen] Switch between the Main Deck and the Side Deck.

R Button

[Field Screen] Battle.
[Duel Screen] Read card information, draw card during Draw Phase.
[Edit Deck Screen] Add 1 card.

L Button

[Edit Deck Screen] Remove 1 card.



A Button

Confirm, open menu, send message.
[Field Screen] Show submenu, talk, examine.

B Button

Cancel, return to previous screen.
[Duel Screen] Show phase completion menu.



GAME

STARTING A GAME

Insert the Game Pak into the Game Boy® Advance and turn the power ON. The Title Screen will be displayed.

Title Screen

Use the +Control Pad to select “New Game” or “Continue” and press the A Button. Initially only “New Game” can be selected.



New Game

Start a new game from the beginning.

Initializing Data



A confirmation screen is displayed if you have data saved from a previous game and select “New Game.” If you press START at this screen, the game will erase all of your previous play data and you will have to play from the beginning. Press the B Button to cancel data initialization.



Obtaining a Deck

After proceeding through the game dialogue, you will come to the Shop Screen, where you can exchange duelist points for card packs. There are many kinds of packs available, but on your first visit, you should obtain a "Starter Deck."



* You can exchange duelist points for card packs at the shop. Duelist points are also required for Password Machines. You start the game with 3000 duelist points.

Shop Screen → P.16-19 "Exchanging Duelist Points for Card Packs"

Continue

Select "Continue" to continue playing from where you stopped playing a previous game.

* This game system automatically saves and loads your game status. As you play, the system constantly updates your saved data.



About Starter Decks



The card packs "Yugi Standard," "Seto Standard," and "Joey Standard" are Starter Decks composed of a preset selection of cards. If you obtain one of these packs and Set it, it can be used immediately as a Deck.





GAME

PLAYING THE GAME

As one of the duelists gathered in Battle City, you proceed through the game by dueling and strengthening your Decks.

1



Find a battle opponent and begin dueling!

Navigate the field and challenge other duelists.

About the Field Screen ➡ P.10-23 "Field Screen"

2



Defeat your opponent in a card game!

The battle rules are the same as "Yu-Gi-Oh! TRADING CARD GAME." Use your card collection effectively to reach victory!

Battles ➡ P.36-42 "How to Duel"

3



Win battles and earn duelist points

The victor of a battle will earn duelist points. The number of duelist points earned depends upon various battle factors.

4



Exchange for new card packs at the Card Shop

Exchange duelist points for new card packs and expand your card collection.

Obtaining card packs → P.16-19 “Exchanging Duelist Points for Card Packs”

5



Strengthen your Deck with new cards

Strengthen your Deck by obtaining new cards in preparation for your next battle.

Editing Decks → P.24-35 “Editing Decks”

To the next duel



GAME

FIELD SCREEN

~Screen and Controls~

The game unfolds on the Field Screen. Talk to other duelists and challenge them to battles.

Field Screen

Move within the screen using the +Control Pad.

Day of the week

Different events occur on the Field Screen on different days of the week.

Friday

I'm in the "Hometown" no

Message

Various messages are displayed here.

Other duelists



Map Screen



When navigating to the edge of the Field Screen, a map screen will be displayed, and a new area can be selected. Choose an area to enter using the +Control Pad and press the A Button to confirm.





Actions on the Field Screen

The following actions can be carried out on the Field Screen.

Talk / Examine [A Button]

By pressing the A Button, you can talk to a duelist in front of you, or check machines or cabinets in town.



Battle [R Button]

Press the R Button to battle the duelist directly in front of you. Fight a single battle, and if you are victorious, you will win a certain number of duelist points, determined by various battle factors.



Dueling → P.36 "Beginning a Battle"

Show Submenu [A Button]

Press the A Button with nothing in front of you to open the submenu and select various actions.



Submenu → P.12-15 "Submenus"

Use Facilities

Within the field, there is a Card Shop, your house, and two duel arenas. To find out how to use these facilities, please see P.16-23.



You can check your status, edit your Deck and take part in Link Duels from the submenu screen.



Home / Rest In Bed

By selecting "Home," you can immediately return to your house, without having to travel across the map screen. Once inside your house, select "Rest in bed" from the submenu to sleep until the next day. After selecting "Rest in bed," your duel results for the day will be saved automatically. Do not turn off the power while the save process is taking place.

Passage of Time → P.21 "Passing Time"



Options

You can change various game settings here. Use the +Control Pad to select an option to edit, and press Left or Right on the +Control Pad to change the setting. Press the A Button to enable changes.



Animation Speed	Select one of four animation speeds.
Activation Timing	Set this to "Manual" to set the activation timing of a Quick Spell Card or Trap Card by hand.
Language Selection	You can choose between English, German, French, Italian, Spanish, or Japanese for messages and dialogue.



Edit Deck

Switch to the Deck Selection screen and edit your Deck.



Editing your Deck → P.24-35 “Editing Decks”



Status

View your status.



Duelist Point	Your current duelist points.
Schedule	View details about any tournaments you are registered for. Press the A Button to view details of Forbidden / Limited cards for tournaments with restrictions.
Total Record	View your wins / losses / ties.
Complete	View how many of the total available cards you have collected.

Tournament Registration → P.22 “Register for a Tournament”

Warning Screen → P.23 “Weekly Restrictions”



Link Duels

You can play against friends by linking two Game Boy® Advance systems with a Game Boy® Advance Game Link® Cable.

Connecting Game Link® Cable → see P.2 “GAME BOY® ADVANCE GAME LINK® CABLE CONNECTION”

Link Duel

Select “Link Duel” and the connection process will start. Once a connection is established, Player 1 presses the A Button.

Select Battle Type

Player 1 selects the type of battle. Select from Single Battle or Match Battle by pressing the +Control Pad Left or Right and then confirm with the A Button.

Select Time Limit and Begin

Player 1 sets the time limit to None, 10, 20, or 30 minutes. Player 1 then selects “Start Duel!” and presses the A Button. The battle begins after the Attack Order has been determined.



Dueling → P.36-42 “How to Duel”

Link Duels



A Link Duel differs from a normal duel: Winners of a Link Duel do not receive duelist points, and players are unable to surrender during a Link Duel.



Card Trade

If you connect two Game Boy® Advance systems using the Game Boy® Advance Game Link® Cable, you and a friend can trade cards. Each player selects one card for trade. Select “Card Trade” from the Options menu and press the A Button. When the Trade Screen is displayed, select “Select a card” and press the A Button.



Connection → P.2 “GAME BOY® ADVANCE GAME LINK® CABLE CONNECTION”

Selecting a Card

The screen and controls used when selecting a card to trade are identical to those on the “Edit Deck” screen. After selecting a card and pressing the A Button, a confirmation menu will be displayed. To confirm, select “OK.”



Edit Deck Screen → P.28-35 “Edit Deck Screen”

Trade

Once both players have selected a card to trade, both players press their A Button to begin the trade. The connection will be tested, and a connection screen (see right screenshot) will be displayed. To trade cards, both players select “YES.” When the trade is finished, select “Exit Trading” to return to the Field Screen.



Caution



Cards currently in the Deck cannot be traded. To trade a card, first remove it from the Deck and then select “Card Trade.”

You can purchase new cards at the Card Shop using duelist points.

Exchanging Duelist Points for Card Packs

Enter the Card Shop and speak with Trusdale. The Shop Screen will be displayed, and you can exchange duelist points for new packs. If you wish to leave the shop, press the B Button to return to the Field Screen.

Your duelist points

Total duelist point cost of items in your shopping basket

Menu Icons

Pack information

Select Packs

Use the +Control Pad Up or Down to select packs.

Total number of cards in shopping basket

You can purchase up to 300 cards at once.

Selected pack / icon descriptions





Pack Descriptions

A description of the selected card pack is displayed.

Number of cards inside pack

Number of packs inside box





You can trade duelist points for boxes containing 20 to 40 packs.



**Duelist point cost /
remaining packs in stock**

Menu Icons

Press Left or Right on the +Control Pad to select a menu and press the A Button to confirm.

-  Add selected pack to basket.
-  Check the packs inside the basket.
-  See a description of the selected pack. You can see which cards are contained inside particular Starter Decks.
-  Use duelist points to buy packs from the basket.



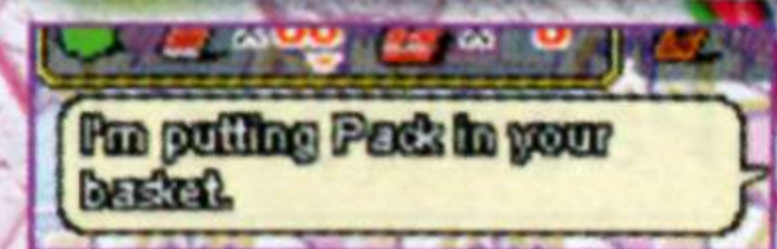
Selecting Packs

Press Up or Down on the +Control Pad to select a pack, and Left or Right on the +Control Pad to highlight the “Add to Basket” icon, then press the A Button. Use the +Control Pad to select the number of packs / boxes and press the A Button to confirm.

Highlight the “Exchange basket contents” icon and press the A Button to display the pack inside. Press the A Button once more and choose “YES” to exchange duelist points for the pack.



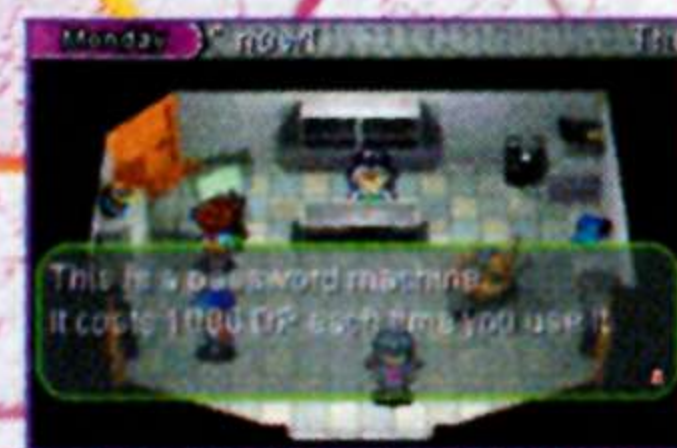
Press the A Button while the screen on the right is displayed to open the pack you purchased. If you obtain more than one pack at a time, you can select different packs by pressing Left or Right on the +Control Pad. Pressing the A Button with a card highlighted will bring up the menu screen.



The Menu Screen → P.27 “Displaying the Deck Menu”

Password Machine

By entering the 8-digit password recorded on the bottom left of “Yu-Gi-Oh! TRADING CARD GAME” cards, you can obtain that card. Each use of the password machine costs 1000 duelist points and, if the correct password is entered, will yield one card. To display the password screen, face the password machine and press the R Button. Answer “Yes” when prompted with “Do you want to hear how to use it?” You will be taken to the password screen.



Entering Passwords

Use the +Control Pad to select the numbers and press the A Button. To alter numbers already entered, press the L Button or B Button to go back one digit, and the R Button to go forward one digit. When you are finished entering the password, highlight the “OK” icon and press the A Button to enter the password. If the password is correct, you will receive one card.



A word about using the password machine:



Once you obtain a card using the password machine, you cannot obtain the same card again. Additionally, if you enter an incorrect password, the duelist points spent to use the password machine will not be refunded.



When you are finished with activities for one day, you can go home and rest until the next day.

Passing Time

By selecting the submenu screen inside your house and selecting "Rest in bed," you can rest until the next day. You can use this method to skip forward to a date when an event is scheduled.



View Trophies

You can view the trophies you have won from tournaments by standing in front of the red cabinet and pressing the A Button. Select a trophy using the +Control Pad and press the A Button to view the selected trophy.



Days of the Week



Duelists move to different locations on different days, and some events only take place on certain days of the week, so keep an eye on the calendar!



There are two duel arenas in Battle City: K.C. Tower and Coliseum. A variety of tournaments are held at these duel arenas.

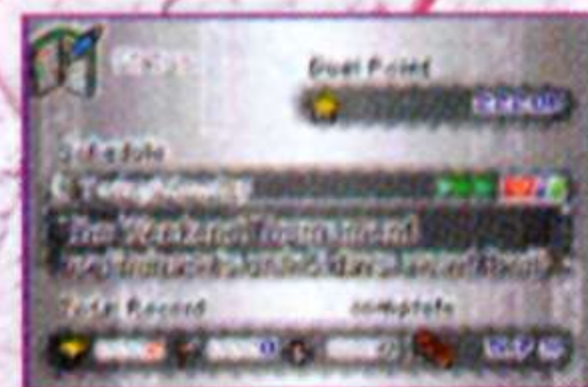
Register for a Tournament

You can find out about, and register for, tournaments with open registration by speaking to a receptionist in front of a duel arena.

Tournaments

After completing registration for a tournament, you can view the tournament schedule by opening the submenu screen, selecting "Status," then selecting "Schedule." You can also view special tournament-specific rules, and coordinate your Deck accordingly.

▼ ▼ ▼
The tournament will begin once you leave your home on the day of the tournament. You can obtain duelist points and trophies by winning in tournaments. Good luck!



Tournament rule infractions



If you try to battle using a Deck that conflicts with tournament rules, a warning will be displayed. Select "Reconstruct my Deck" to proceed to the information screen and modify your Deck so that it does not conflict with tournament rules.





Weekly Restrictions

Every week, new cards will be selected as Prohibited Cards (none allowed), Limited Cards (only 1 allowed per Deck), and Semi-Limited Cards (up to 2 allowed per Deck). You can check which cards have been selected as this week's Prohibited and Limited Cards by standing in front of the machine in front of the duel arena and pressing the A Button.



* Sometimes tournaments with special rules will have extra Prohibited and / or Limited Cards in addition to those displayed on the warning screen.

Deck Creation Rules → P.45 "Creating Decks"

The Warning Screen

Switch between Prohibited, Limited, and Semi-Limited Cards by pressing the L Button and R Button. Press the +Control Pad Up or Down to scroll the cards one at a time, or press left or right to scroll the cards 8 at a time. After selecting a card, press the A Button to display the following menu:



Number of cards inside
Deck in use.

	Detail	Display detailed information about the selected card.
	Edit Deck	Switch to the Select Deck screen and edit your Deck.
	Remove	Remove the selected card to conform to current Prohibited, Limited, and Semi-Limited Card restrictions.
	Exit	Close the Warning screen.

Select Deck Screen → P.26 "Select Deck Screen"



GAME

EDITING DECKS ~Steps to Edit a Deck~

Select “Edit Deck” from the submenu to open the Select Deck screen, where you can edit Decks or create new ones.

Editing a Deck

To duel, you will need to build a Deck with the cards in your possession. You can edit or create a new Deck containing at least 40 cards and up to 99 cards (excluding Fusion Cards), and also edit and create a Side Deck (up to 15 cards) for use in a Match battle.

Rules for Creating a Deck → P.45 “Creating Decks”

Select Deck Screen

You can view a list of your Decks on the Select Deck screen. Select a Deck to edit here.



Select Deck Controls → P.26 “Select Deck Screen”

Choosing a Deck to Edit

Press +Control Pad Up or Down to select the Deck you wish to edit, and press the A Button to open the menu. Select “Edit Deck” and press the A Button to switch to the Edit Deck Screen.



Deck Menu → P.27 “Displaying the Deck Menu”

Edit Deck Screen

You can add to or remove cards from your Deck on the Edit Deck screen.



Edit Deck Controls → P.28-35 "Edit Deck Screen"

Check Your Deck

Use the +Control Pad Up and Down to scroll cards one at a time, and Left or Right to scroll four at a time. Highlight a card and press the A Button to show the menu.



Search For Cards to Add to Your Deck

Move the cursor over a card's details and press the A Button to display the menu. Select "Filter" to change the card search conditions.



Add / Remove Cards

Place the cursor on the card you wish to add to your Deck and press the R Button to add it. Press the L Button to remove a card from the Deck.

GAME EDITING DECKS

~Select Deck Screen~

You can manage up to 20 original Decks (plus Side Decks) on the Select Deck screen.

Interpreting the Select Deck Screen

Select a Deck to view by pressing +Control Pad Up or Down, and switch between the Deck list and the card list by pressing +Control Pad left or right.

Filter Settings

Deck List

The Deck in use will be displayed using yellow letters.



Deck Information

List Ordered By

Cards Found / Total Cards

Card List for selected Deck

Viewing Deck Information

Detailed information about the selected Deck will be displayed.

Number of Decks / Number of Fusion Decks

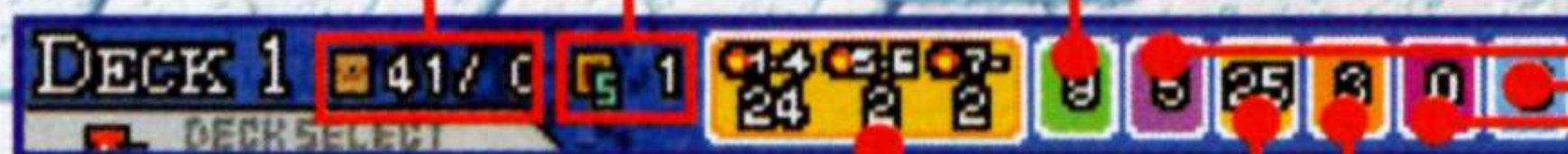
Number of Side Decks

Spell

Trap

Ritual

Fusion








Number of Normal / Effect Monsters by Level

Normal

Effect






Displaying the Deck Menu

Use the cursor to highlight a Deck and press the A Button to display the menu.

	Edit Deck	Switch to the Edit Deck screen to edit the Deck.
	Deck in Use	Make this Deck your active Deck. You may also press SELECT when highlighting a Deck to make it your active Deck.
	Copy	Copies a Deck. Use the +Control Pad to select the Deck number to copy to and press the A Button.
	Clear	Empties the selected Deck.
	Exit	Exits the Edit Deck screen.

Displaying the Card Menu

Use the cursor to highlight a card and press the A Button to open a menu.

	Detail	Displays detailed information about the card.
	Edit Deck	Switches to the Edit Deck screen to edit the Deck.
	Select Deck	Returns the cursor to the Select Deck screen.
	Filter	Change filter settings for the card list. Refer to P.34 for more.
	Sort	Change list ordering settings for the card list. Refer to P.34 for more.



GAME

EDITING DECKS

~Edit Deck Screen - 1~

After selecting a Deck to edit on the Select Deck screen, switch to the Edit Deck screen to modify cards in a Deck.

Interpreting the Edit Deck Screen

Press +Control Pad Up or Down to scroll cards one at a time, or Left or Right to scroll them four at a time. Press +Control Pad Up when at the top of the list to move the cursor to Deck information.

Current Mode Shows whether you are editing a Deck, a Side Deck, or one of your Favorites.



Deck Information

Card List

Deck Information → P.26 "Viewing Deck Information"

Card Details

Details about cards are shown in the card list.

Card Name Prohibited Cards are displayed in red, Limited Cards are displayed in yellow, and Semi-Limited Cards are displayed in green.

Level

ATK

DEF

Deck Registration

Card Type The number represents the card number.

Total Cards in Decks and Side Decks

Total Cards

Icon



Card Types

Monster Card



Normal



Fusion



Ritual



Effect

Spell Card



Trap Card



Monster / Types



Dragon



Spellcaster



Undead



Warrior



Beast-Warrior



Beast



Winged Beast



Fiend



Fairy



Insect



Dinosaur



Reptile



Fish



Sea Serpent



Machine



Thunder



Aqua



Pyro



Rock



Plant

Monster / Attribute



EARTH



WATER



FIRE



WIND



LIGHT



DARK

Spell



Trap



Spell-Trap / Effect



Equip



Quick



Continuous



Ritual



Field



Counter

About Card Details → P.54-59 "Duel Card"










EDITING DECKS

~Edit Deck Screen - 3~

Displaying the Menu

Place the cursor over the card list and press the A Button to display the following menu:

	Detail	Display detailed information about a card.
	Select Deck	Return to the Select Deck screen to edit another Deck.
	Filter	Change filter settings for the card list.
	Sort	Change the list sort settings for the card list.
	Main Deck	Switch to Edit Deck mode. Refer to P.33 for more information.
	Side Deck	Switch to Edit Side Deck mode. Refer to P.33 for more information.
	Favorites	Switch to Edit Favorites mode. Refer to P.33 for more information.

Card Legend ➡ P.54-59 "Duel Card"

List Filter ➡ P.34 "Change the List Filter"

List Sort Settings

NUMBER by card number

NAME by card name

ATTACK from highest ATK

DEFENSE from highest DEF

CATEGORY by category

TYPE by monster type

ATTRIBUTE by attribute

ICON by spell / trap icon

LEVEL by monster level

FAVORITE by Favorites rank

NUM. OF. CARD by number in Deck

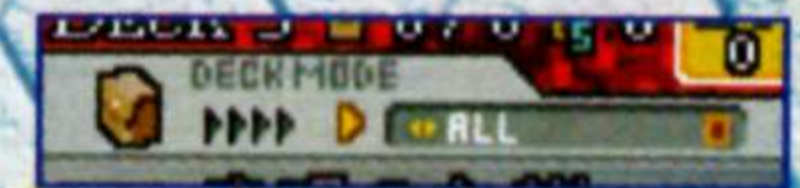
Add / Remove Cards

Place the cursor over a card and press the R Button to add it to the Deck. Press the L Button to remove it from the Deck. If you wish to add or remove cards from a Side Deck, you must change modes before doing so (the reverse also applies when editing a Side Deck).



Select a Mode

Press SELECT to switch between editing the Deck and editing the Side Deck. You can also do this by selecting "Main Deck" or "Side Deck" from the menu.



Edit Deck mode



Edit Side Deck mode

Favorites



You can view the cards in your Favorites by changing the list filter setting to "Favorites." A card marked as a Favorite is easy to find in the card list when using the filter. To change to Favorites mode, choose "Favorites" from the menu. Also, you can change the rank (number of stars) of a card within your Favorites, making it easier to locate a particular card when sorting.





Change the List Filter

Place the cursor over the Deck information and press +Control Pad Left or Right to change the card list filter settings. For example, if you only want to view Spell Cards, change the filter to "SPELL," and only Spell cards will be displayed. You can also change the list filter settings by selecting "Filter" from the menu.

ALL	Show all cards.
LEVEL 1-4	Show Monster Cards between level 1 and 4.
LEVEL 5-6	Show Monster Cards of level 5 or 6.
LEVEL 7-	Show Monster Cards of level 7 and above.
SPELL	Show Spell Cards.
TRAP	Show Trap Cards.
NORMAL	Show Normal Cards.
EFFECT	Show Effect Cards.
FUSION	Show Fusion Cards.
RITUAL	Show Ritual Cards.
NEW CARDS	Show recently obtained cards.
MAIN DECK	Show all cards inside a Deck, but not Fusion Cards.
SIDE DECK	Show all cards inside a Side Deck.
FUSION DECK	Show all fusion cards inside a Deck.
FAVORITE	Show only cards marked as Favorites.

Hints on Editing Decks

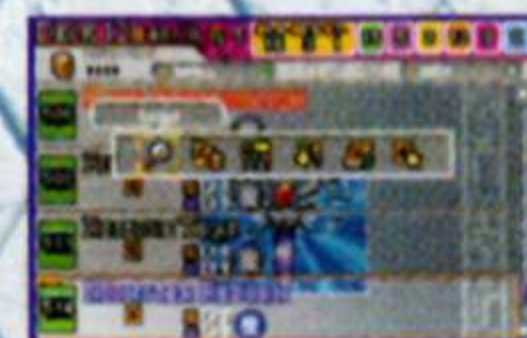
Keep the following points in mind while creating your Deck:

Stay Close to 40 Cards per Deck

The fewer cards you have in a Deck, the more likely the card you want will come up when you need it, making it easier to plan your battles. Try to keep the number of cards in a Deck close to the minimum of 40. Also, if you use a roughly equal ratio of Monster, Spell, and Trap Cards, your Deck will be more balanced.

Keep High-Level Monsters to a Minimum

In order to use a Monster higher than level 5, you must pay a tribute, which may make it difficult to summon it to the battlefield. Take care not to use too many high-level monsters.



Tributes → P.62 "Tribute Summon"

Fusion Deck



During a duel, Fusion Cards are kept separate from your main Deck in the "Fusion Deck" (maximum 25 cards), and are not counted toward the required 40-99 cards in a Deck. You can swap these cards from a Deck in "Edit Deck mode" while editing a Deck.

Fusion Cards → P.63 "Fusion"



GAME

HOW TO DUEL ~Battle Screen & Rules~

Duels are conducted in accordance with the “New Expert Rules” rule set from the “Yu-Gi-Oh! TRADING CARD GAME.”

Beginning a Battle

When you challenge a duelist on the field screen or when a tournament is held, the screen switches to the Duel Screen and a battle begins.


Duel Rules → P.43-53 “Duel Monsters”

Attack Order

Play “Rock, Paper, Scissors” with your opponent. Press +Control Pad Left or Right to select between rock, scissors, or paper, and press the A Button. If you win, you will be asked if you prefer to go first or second. Make your selection by pressing the +Control Pad Left or Right and pressing the A Button. Once the Attack Order has been determined, the duel automatically begins and 5 cards are drawn to your hand.



Match Battles

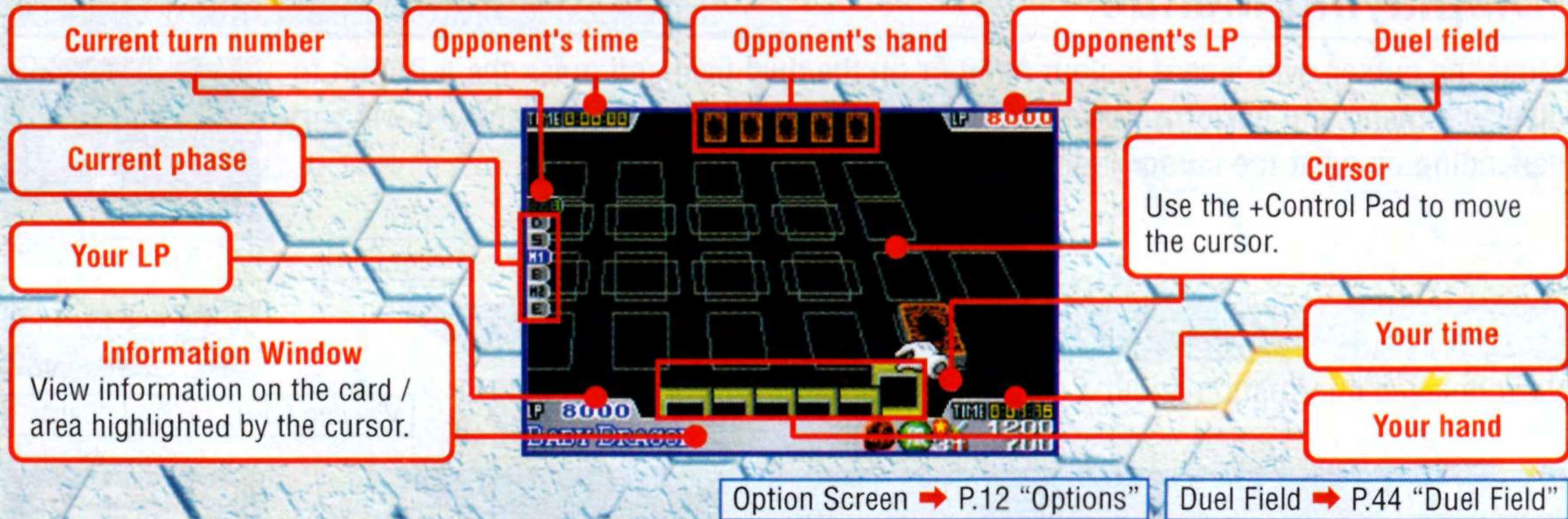
 There are two kinds of battles: single battles, in which victory is determined in only one duel, and match battles, in which victory is determined as the best of three duels. In a match battle, the Side Deck can be used for the second and third duels. After the first duel is over and the results of the duel are displayed, an Edit Deck screen will be displayed, allowing players to switch cards between their main Deck and Side Deck. The player that loses any given duel has the right to decide the Attack Order of the next.



Using the Side Deck → P.45 “Creating Decks”

Interpreting the Duel Screen

This is the Duel Screen. Press START to open the option menu and change settings.



D: Draw phase
B: Battle phase

S: Standby phase
M2: Main phase 2

M1: Main phase 1
E: End phase



Prepare yourself for battle by learning basic commands such as how to bring up menus and use cards, and how to move between phases.

Displaying Menus

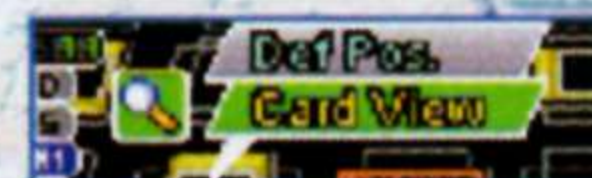
Move the cursor over a card in your hand or on the duel field and press the A Button to display a menu and perform various actions with the card. The menu displayed will vary depending on what the cursor indicates.



Using Cards → P.47-51 "Duel Flow"

Card View

View detailed information about a card.



Viewing Cards → P.43 "Cards"

Summon

Summon a Monster Card from your hand and place it on the duel field face-up in Attack Position.



Set

Set Monster Cards onto the duel field face-down in Defense Position and set Spell / Trap cards from your hand face-down on the duel field.



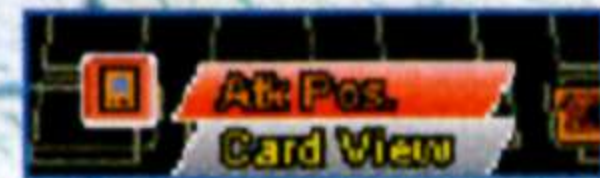
Flip Summon

Flip a Monster Card from face-down Defense Position to face up Attack Position.



Atk Pos.

Change a Monster Card from Defense Position to Attack Position.



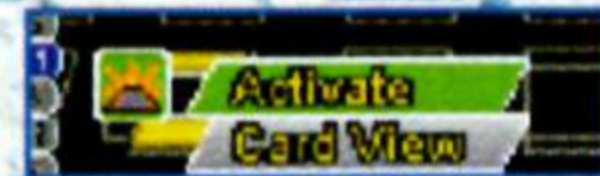
Def Pos.

Change a Monster Card from Attack Position to Defense Position.



Activate

Activate Spell / Trap Cards on the duel field as well as effect monsters. Also set a Spell Card in your hand face-up onto the duel field so that it takes effect immediately.



Attack

Attack with Monsters in Attack Position during Battle Phase.

An icon will be displayed over monsters that are open to attack. Select which of your opponent's Monsters to attack.



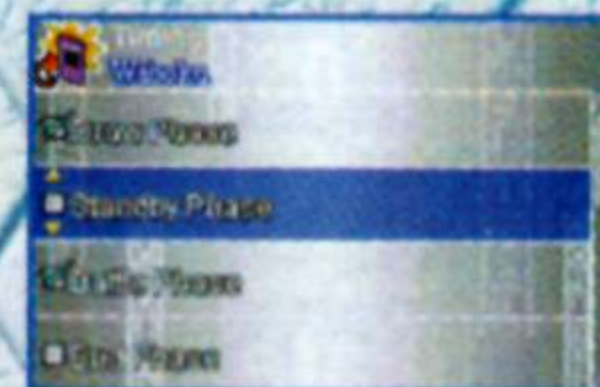
Attack Effects → P.60 and 61 "Determining Damage"

Activation Timing

You can choose whether or not to display Activation Timing messages for Quick Spell or Trap cards for each type of timing. These messages are displayed during Main Phase 1 and 2 and during the Battle Phase when “Activation Timing” under “Options” is set to “Manual.”

Activation Timing settings → P.12 “Options”

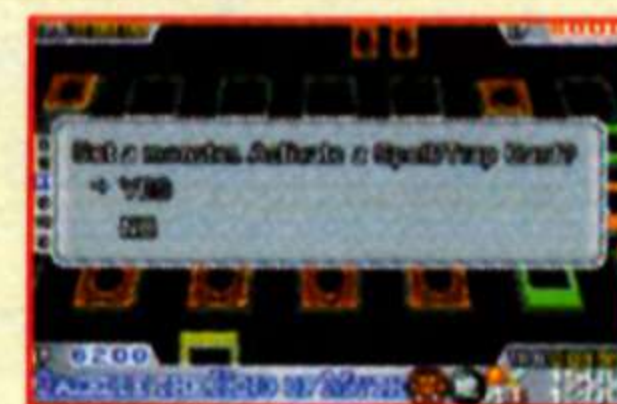
Press the +Control Pad Up or Down on the Activation Timing screen to select timing and press the A Button to toggle Activation Timing messages on and off. Press the R Button to switch all items to “Yes” or press the L Button to switch all items to “No.” When you are finished, press the B Button to return to the duel screen.



Activation Timing Messages



When the timing is right to activate Quick-Play Spell Cards or Trap Cards, or to start a chain, an Activation Timing message will be displayed. To activate the card, select “Yes.”



Chains → P.68 and 69 “Chains”

Draw

Place the cursor over your Deck and press the A Button during the Draw Phase to draw a card. You can also do this by pressing the R Button.



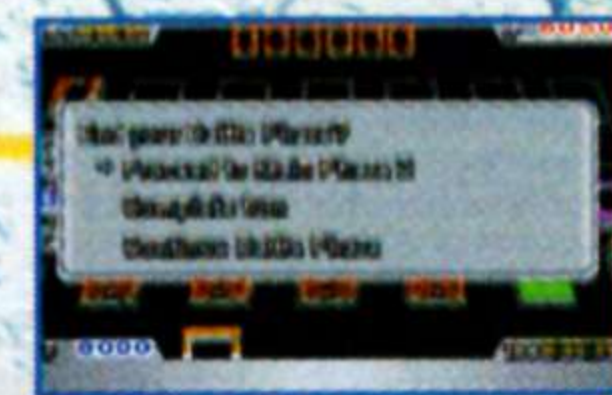
Surrender

Place the cursor over your Deck and press the A Button during any phase other than the Draw Phase to surrender and end the duel. This will be recorded as a loss in your record.



Phases

Press the B Button during Main Phase 1 or 2 or Battle Phase to display the Phase End menu and proceed to the next phase.



Phases → P.47-51 "Duel Flow"

Fusion with "Fusion Gate" active



When the Spell Card "Fusion Gate" is active, you can Special Summon a Fusion monster without using the "Fusion" Spell Card. Place the cursor over the Fusion Deck, press the A Button and select "Fusion" to Special Summon a Fusion Monster.



Fusion Sp. Summon → P.63 "Fusion"



GAME

HOW TO DUEL ~Battle Controls - 3~

The game unfolds on the Field Screen. Talk to other duelists and challenge them to battles.

View Card Instructions

Place the cursor over a card and hold the R Button down to view card instructions.




View Graveyard / Removed Card / Fusion Deck

Place the cursor over the graveyard / removed cards and press the A Button to see a list of those cards. Move the cursor over the Fusion Deck and press the A Button to display a menu and select "Card View" to view the cards in your Fusion Deck. Control of these lists is the same as for the card lists on the Edit Deck screen. Bring up the menu or press the B Button to return to the Duel Screen.



Edit Deck Controls → P.28-35 "Edit Deck Screen"

Target List For Special Summons

 When Special Summoning a Monster with a Spell / Trap Card or the effect of an Effect Monster such as Elegant Egotist or Sangan, a list of monsters that can be summoned will be displayed. Choose the card you wish to Special Summon, press the A Button to show the menu and select "OK" to Special Summon.

Chains → P.68-71 "Chains"

Duel rules are based on the “Yu-Gi-Oh! TRADING CARD GAME.”

Duel Basics

Place the cursor over a card and hold the R Button down to view card instructions.

Cards

Cards can be separated into the following 3 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.



Spell Cards

Spell 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 spell and they neutralize the effects of the attack or spell.



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 Spell Cards are placed here.

MONSTER CARD ZONE

Monster Cards are placed here.

GRAVEYARD

Cards that have been destroyed are placed here.

REMOVED CARD ZONE

Cards eliminated during a duel are placed here.

FUSION DECK ZONE

Fusion Monster Card Deck is placed here.

DECK ZONE

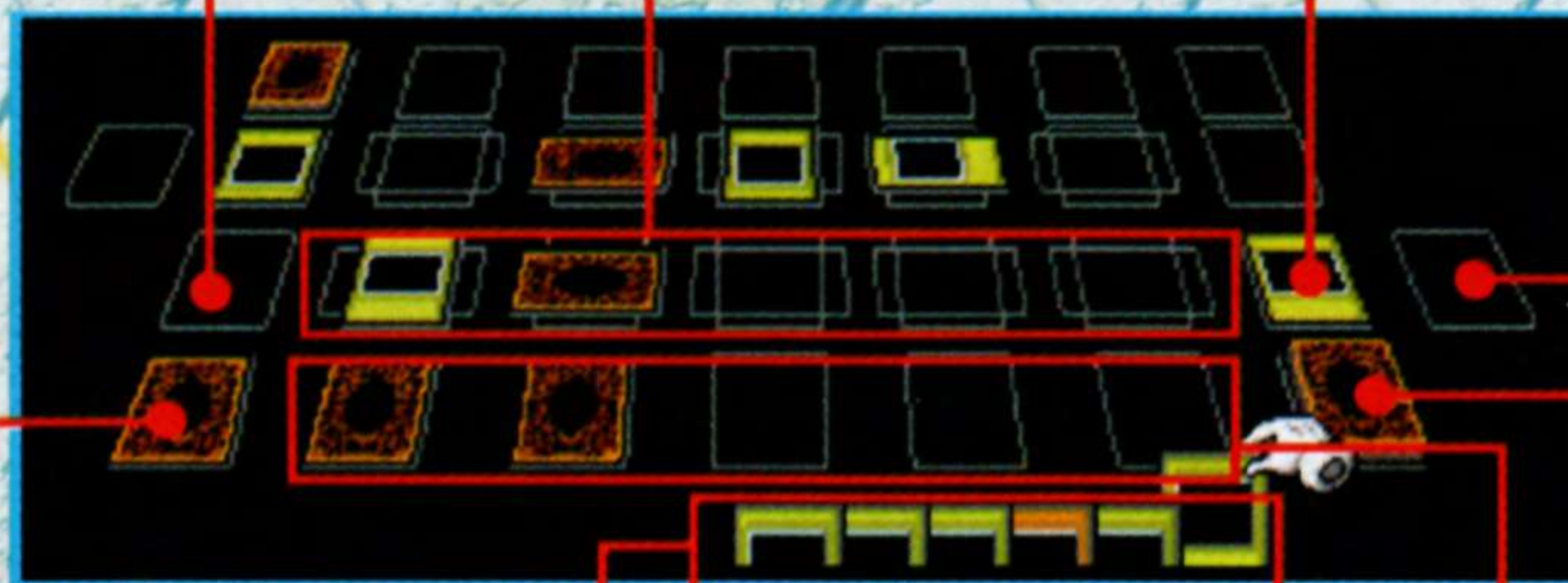
Your Main Deck is placed here. One card can be drawn from this deck during the Draw Phase.

HAND

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

SPELL & TRAP CARD ZONE

Spell / Trap Cards are placed here.



Card Battles

Each card battle against an opponent in which a win, loss or draw is declared is referred to as a duel.

Creating Decks

- 1 The cards you use in a duel are called the Deck. In this game, a Deck must contain at least 40 (but no more than 60) non-Fusion Monster Cards. The Fusion Deck can consist of no more than 20 Fusion Monster cards.
* You can duel without a Fusion Deck.
- 2 Cards that are not in a Deck are stored in the Trunk. Move cards to and from the Trunk to create a Deck.
- 3 You cannot have more than 3 copies of the same card in a Deck. You can only have 1 copy of Limited Cards and 2 copies of Semi-Limited Cards in your Deck at any time.

Limited Cards & Semi-Limited Cards



This game proceeds in 1-week (7-day) cycles. The cards selected as Limited and Semi-Limited Cards change each week.

Limited and Semi-Limited Cards → P.23 "Weekly Restrictions"



Victory Conditions

Duel outcomes are decided according to the following rules:

- 1 Each player begins a duel with 8000 Life Points (LP). Life Points are subtracted when either a player or Monster fails to defend against an opponent's attack. You win if your opponent's Life Points reaches 0. Your opponent wins if your Life Points reaches 0.
- 2 If both players' Life Points reach 0 at the same time, the duel is declared a draw.
- 3 If either player's Deck runs out of cards, the first player unable to draw a card loses the duel.
- 4 If, at any time during the duel, a player holds all 5 of the "Exodia Series" cards in his / her Hand, that player wins the duel. If a player draws these 5 cards at the beginning of a duel, that player is declared the winner immediately after the duel begins.
- 5 If a player has the "Destiny Board" and all 4 "Spirit Messages" on his / her field, that player wins the duel.

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 of the Forbidden One

Destiny Board

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

Duel Flow

In accordance with the game rules, duels are conducted in the following order:

1 Deck Preparation

Organize your Deck before the start of the duel. Make sure that your Deck contains at least 40 and not more than 99 cards.

2 Set the Attack Order

Attack order is determined randomly in 1P games.

3 Draw a Hand

5 cards are automatically drawn from the top of the Deck. These 5 cards become your initial Hand at the start of the duel.

4 Draw Phase

One card is drawn automatically from your Deck and added to your Hand.



See next page

5 Standby Phase

Effects of some Monster and Spell / Trap Cards are activated during this phase. Follow the instructions on cards that require you to perform actions during this phase.

6 Main Phase 1

You may set or play Monster and Spell / Trap Cards during this phase. Each card must be placed in the appropriate place on the Duel Field. Each player can have only 5 Monster and Spell / Trap Cards (not including Field Spell Cards) on the field at one time. If you have 5 cards on the field, you may not discard a card on the field and replace it with a new one. You 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 spells 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 the turn in which a Monster is summoned, you may not change the position of the card, so think well before selecting a position. You may change the position of Monster Cards already on the field only once during this phase. Aside from some very special cases, once you change the position of a card, you may not change it again during the same turn. You can also activate the effects of Effect Monsters during this phase.

► Spell / Trap Cards

Spell 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. Spell Card effects are usually activated when the card is positioned face-up and only last for one turn. After a card is activated, it is destroyed and sent to the Graveyard. Exceptions to this rule include Equip Spell Cards that strengthen Monsters, Field Spell Cards and Continuous Spell Cards. Trap Cards, if their effects 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 the Attack Position on the field can be used once to attack your opponent. At the beginning of a duel, the starting player may set cards on the field during his / her first turn, but cannot attack. The next player may attack during his / her first turn. You are not required to enter the Battle Phase. You may move directly from Main Phase to 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 must target the opponent's Monsters if there are any on the field (players cannot normally be attacked directly if there are any Monsters on their duel field).

See next page

This section explains how to attack your opponent's Monsters. Upon entering the Battle Phase, you (the attacker) must select a Monster to execute an attack and designate one of your opponent's Monsters as the attack target. If there are no Monsters on your opponent's duel field, your Monsters will target your opponent directly. Each Monster can only attack one target, either one of your opponent's Monsters or your opponent, and can only attack once during that turn. After the first Monster attacks, you may order another Monster to attack. You may repeat these steps for all Monsters on your field in the Attack Position, but you are not required to do so. You should decide when and which Monsters you order to attack based on the situation.

When you attack a Monster in the face-down position, the Monster Card is flipped face-up. If that Monster happens to be a Flip Effect Monster, the effect is activated as soon as the card is flipped. Once a Monster has attacked, it remains in the attack position. These Monsters are treated just as if they had been placed in the Attack Position and cannot be changed to the Defense Position in the Main Phase 2 of that turn. Monsters destroyed in an attack or by the effects of a Spell / Trap Card are sent to the Graveyard.

► **Spell / Trap Cards**

You may use Spell / Trap Cards that have been set in the Spell / Trap Card Zone, but usually only the effects of Quick Play Spell Cards are activated. You can also play Trap Cards. Use the cards that best fit your situation. Spell / Trap Cards are sent to the Graveyard as they are used.

8 Main Phase 2

This phase begins at the end of the Battle Phase. As in Main Phase 1, you can perform Fusion and Ritual Summons as well as play Spell / Trap Cards. If you did not summon a Monster during Main Phase 1, you can also summon a Monster. You can change the position of Monsters if their positions were not changed in Main Phase 1 and if they did not participate in any attacks during the Battle Phase.

9 End Phase

Announce the end of your turn during this phase. If you have more than 6 cards in your Hand at this point, you must select cards to send 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 beginning with the Draw Phase and continuing through the End Phase. The duel ends when either you or your opponent meets the victory conditions.

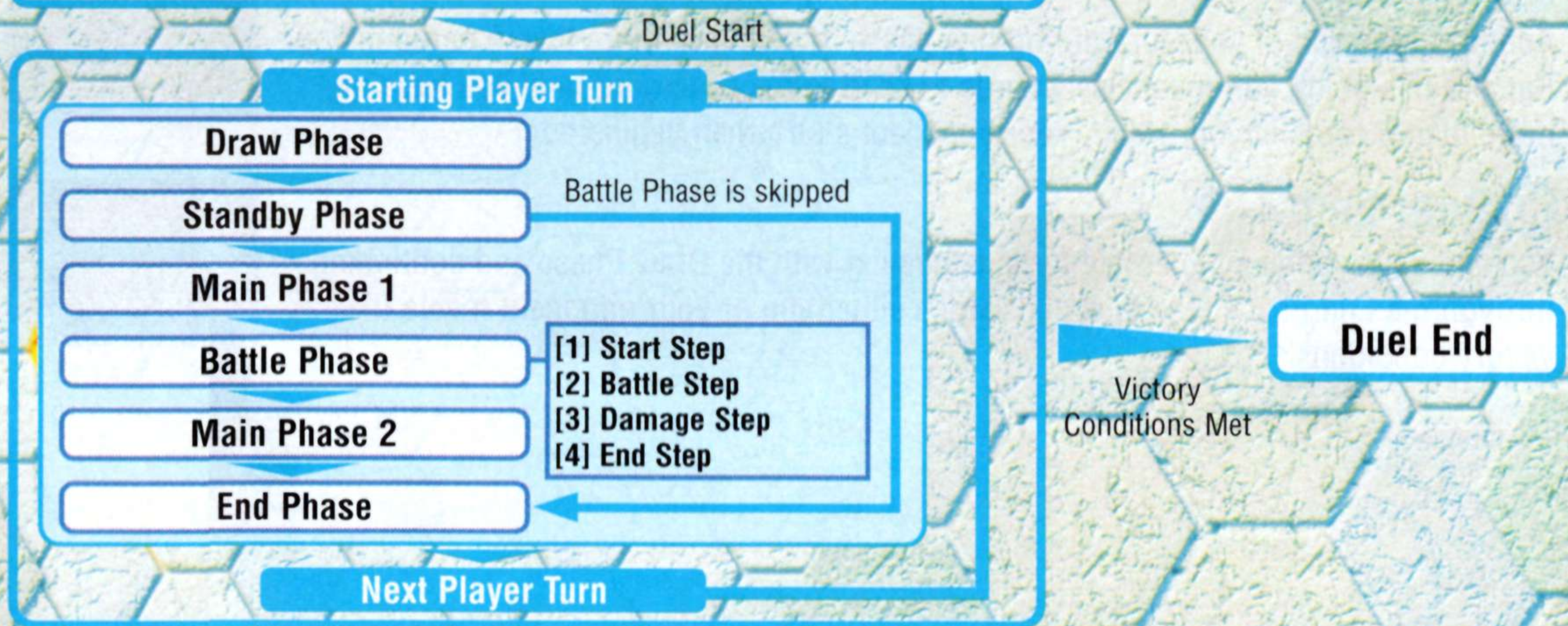


Phase Flow

Phase Flow of the Entire Duel

The following figure illustrates the progression of duels:

- Create Main Deck
- Draw 5 Cards for Player Hand
- Decide Starting Player



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 Spell 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 Spell 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 Spell and Trap Cards.



GAME DUEL CARD - 1

The cards used in this game can be separated into the following 3 categories: Monster, Spell 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.

ATTRIBUTE

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

LEVEL

Monster level. Spell / Trap Cards show Class icons ( or .

CARD ILLUSTRATION

ATTACK / DEFENSE

ATTACK and DEFENSE strengths of Monsters.

TYPE

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

CARD DESCRIPTION

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

CARD NAME



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 Spell 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.62 “Tribute Summon”



Card color is
DARK YELLOW

Fusion Monster Cards

Fusion Monster Cards are special cards that are summoned with 2 or more Fusion-Material Monsters and the Spell 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.



Card color is
BLUE-VIOLET

Fusion Process → P.63 “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

Ritual Monster Cards are special cards that can only be summoned with the Ritual Spell 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.



Card color is
BLUE

Ritual Process → P.64 “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

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 Effect

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 a spell.

Flip Effect → P.66 "Flip Effect"

► 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.



Card color is
ORANGE

Spell Cards

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

Normal Spells

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 Spell Card, but there are many other powerful cards.

* There are exceptions to the rule: “Lightforce Sword” remains on the field for 3 turns.



Card color is
GREEN

Equip Spells

Use these Spell Cards to equip Monsters. They remain on the field until the Monster equipped by the card is destroyed. When the Monster is destroyed, the Equip Spell Card is also destroyed. You can equip a Monster with more than one Equip Spell Card.

Using Equip Spells → P.65 “Equip Spell Cards”

Field Spells

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 Spells → P.66 “Field Spell Cards”

Quick-Play Spells

These special Spell Cards can be played during any phase. As long as the card has been set on the field, you can even activate it during an opponent's turn.

Ritual Spells

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

Polymerization

This card is required to summon Fusion Monsters.

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.

Counter Traps

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



Card color is
PURPLE



GAME

DUEL RULES - 1

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 ATK 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

The following are different types of summons that can be used:

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 one Monster as tribute. Level 7 or higher Monsters require offering two 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 Spell Cards like "Polymerization," "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 two or more of your Monster Cards and the Spell Card “Polymerization.” Fusion is successful if two 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 Spell Card “Polymerization” in the Spell & 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 Spell 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 Spell Card for that Monster and Monsters to offer for tribute. 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 six-star sum (see above), play the “Revival of Dokurorider” Spell Card in the Spell & Trap Card Zone on the field.
- 2** Sacrifice as many Monsters on the field or in your Hand as needed to reach a sum of six or more stars.
- 3** The “Revival of Dokurorider” Card and the Monsters you offered are all sent to the Graveyard and the “Dokurorider” Card is placed on the field.

Selecting Monsters for Ritual Tributes



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 Spell 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 Spell 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 spell effect. They can be brought back with a card like “Monster Reborn.”



Spell and Effect Monsters

Equip Spell Cards

Equip Spell 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 Spell Card is sent to the Graveyard.

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



Field Spell Cards

These cards are used to 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. If the new terrain is advantageous to a Monster, you will notice an increase in the Monster's abilities; if it is disadvantageous, you will notice a decrease in the Monster's abilities.

Only one Field Spell Card can be in play on the field at one time. When another Field Spell Card is played, its effect is activated immediately. The previous Field Spell Card is sent to the Graveyard.



Flip Effect Monster Cards

Effect Monsters are monsters that have spell-like effects. There are various types of effects, but the "Flip Effect Monster Cards" 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 spell or some other effect (flip-effects would be activated with a card like "Lightforce Sword," 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 spells 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 Spell or Trap Cards eliminate a Monster Card from a duel, the card is sent to the Removed 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.

Spell / 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 Spell 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 Removed Card Zone.



GAME

CHAINS - 1

Introduction to Chains

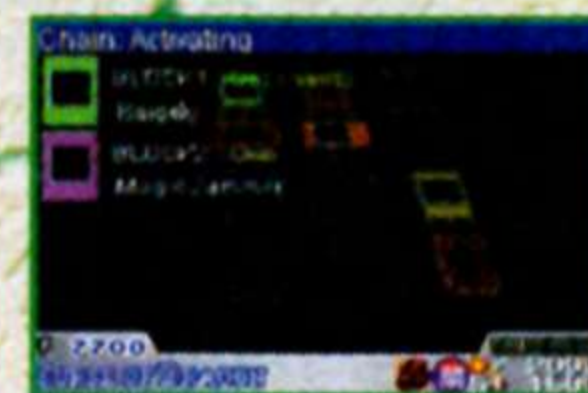
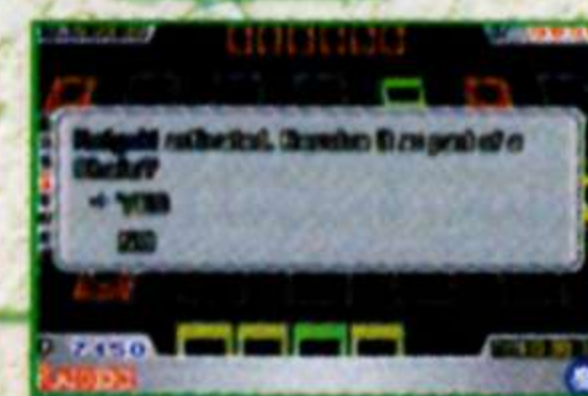
It can be very difficult to determine the outcome of a complicated battle when several Spell or Trap Cards are played. The Chain rule was developed to make it easier to determine the outcomes of such battles.

Chain Play

Let's assume that duelist 1 plays a Spell Card. That spell is placed in a BLOCK called CHAIN 1. If duelist 2 plays a Spell or Trap Card in response to the initial Spell, 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 Spell 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:

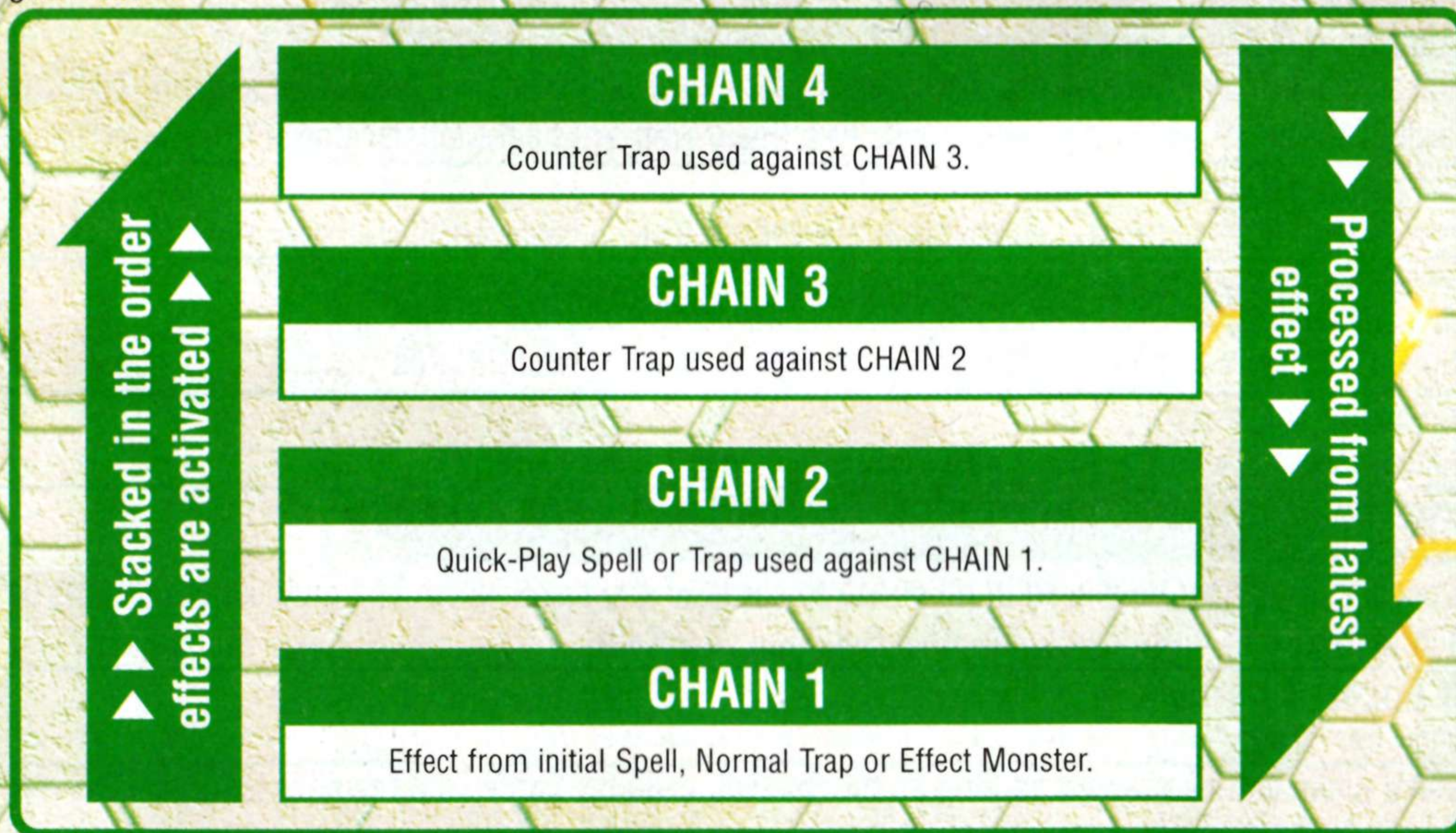
- 1** Your opponent plays a Spell Card. This becomes "CHAIN 1" and is placed in BLOCK 1.
- 2** If you have a card that can be played in response to your opponent's Spell Card, the message "Resolve it as part of a chain?" is displayed on the screen. Select "YES" to start a CHAIN and play your card. This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





GAME

CHAINS - 2

Spell, Trap, and Effect Speeds

Spell, 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 Spell, Trap or Effect Monster Card of the same speed.

Spell Speed 1 Cards

- Normal Spells
- Equip Spells
- Field Spells
- 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 Spells
- 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 Example

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.





GAME

NOTES



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