

Yu-Gi-Oh! Dungeondice Monsters Monster FAQ

by Longshot45

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1. Introduction

You are about to read a FAQ about the monsters in this game.

The FAQ will show you Monsters in the game, their stats, and effects.

This is obviously spoilers for you if you never played this game before.

Ctrl+F if necessary. Well then, let's move on!

2. Verisons

11/10/02 - Version 1.00

Added monsters. Just need to update Row 22: 106-110.

11/11/02 - Version 1.01

A SERIES update of monster's names(like 10 name changes?). Then there's the monster Attack,Defense,Hearts,Level and Type chart. A big update and edition.

11/12/02 - Version 1.01 Part 2

I updated 105.

11/13/02 - Version 1.02

Today's credit goes to Prince Mashimaro. Because of him, I fixed numbers 12,15,50,55,67,88,89,101,105,106,107,108,109,110,111,112,113 and 114. Today was a great update.

11/16/02 - Version 1.03

I have done the effect column with new notes.

1/3/03 - Version 1.04

I done an Effect Column for this year to update this FAQ, but I'm still not done.

1/16/03 - Version 1.05

Fixed couple of stuff. I'm not forgetting about this guide you know.

2/27/03 - Version 1.06

I added effects to monsters thanks to Donovan! Thanks man! I'll do some stuff for the guide later.

3/6/03 - Version 1.07

I fixed everything, done the effects and now thinking of something else for a change. Contact me for an idea!

4/8/10 - Final

Nostalgia.

3. Dungeon Dice Monsters

This game is practically the basic use of dice and luck. Probably tactics and strategy as you overcome your opponent if obstacles stand in your way...or not. Destroying 3 Hearts? Easy

right? Wrong. It's difficult as you must get to the way of your opponent's heart and destroy

the Die Master with monsters. You must Move and Attack in the game. It's pretty frustrating

when things don't go your way. As the game goes by, there are 114 monsters in the game and items you can use for battles.

Therefore, this is a fun game that doesn't involve the use of cards. Strange huh?

4. Monsters

There is 114 monsters in the game itself. It's my job to tell To all you toon people, there are no Toons but there is the Dark Magician Girl and BEUD. I will list them by how they show up in the real game menu.

They're in this form(hey, best I could do):

(C/M\C) (C/M\C) (C/M\C) (C/M\C) (C/M\C)
(N/1\C) (N/2\C) (N/3\C) (N/4\C) (N/5\C)

M: Monster Icon

C: Color

N: Number you own the die

1,2,3,4: Level

Note 1: These are in Game order when you see the menu and in the exact row.

Note 2: There are NO Toon Monsters in this Game.

Note 4: If you want to know how to get monsters, go to higher tourneys and battle.

Row 1:	ATK DEF Heart	Level		Monster Type	
	Effect?				
1. Blue-Eyes White Dragon	----->	40 30	5	Level 4 Dragon & Flying	No
2. Mystical Elf	----->	10 20	2	Level 1 Spellcaster	Yes
3. Hitotsu-Me Giant	----->	20 10	1	Level 2 Beast	No

4. Baby Dragon	10	10	1	Level 1	Dragon & Flying	No
5. Ryu-Kishin	10	10	1	Level 2	Spellcaster	No
Row 2:						
	ATK	DEF	Heart	Level	Monster Type	
6. Feral Imp	10	20	1	Level 2	Spellcaster	Yes
7. Winged Guardian Of The Fortress #1	10	10	1	Level 2	Dragon & Flying	Yes
8. Mushroom Man	10	10	1	Level 1	Beast	No
9. Kagemusha Of The Blue Flame	10	10	1	Level 1	Zombie	No
10. Swamp Battleguard	20	20	2	Level 2	Warrior	Yes
Row 3:						
	ATK	DEF	Heart	Level	Monster Type	
11. Battle Steer	20	20	2	Level 2	Beast	No
12. Flame Swordsman	20	20	2	Level 2	Warrior	No
13. Time Wizard	0	10	1	Level 1	Spellcaster	Yes
14. Left Leg of Exodia The Forbidden One	10	0	1	Level 1	Spellcaster	No
15. Right Leg of Exodia The Forbidden One	10	0	1	Level 1	Spellcaster	No
Row 4:						
	ATK	DEF	Heart	Level	Monster Type	
16. Left Arm of Exodia The Forbidden One	10	10	1	Level 3	Spellcaster	No
17. Right Arm of Exodia The Forbidden One	10	0	1	Level 3	Spellcaster	No
18. The Head Exodia The Forbidden One	20	20	2	Level 4	Spellcaster	Yes
19. Summoned Skull	40	20	4	Level 4	Spellcaster	No
20. Axe Raider	20	20	2	Level 2	Beast	No
Row 5:						
	ATK	DEF	Heart	Level	Monster Type	
21. Beaver Warrior	10	10	1	Level 1	Beast	No
22. Steel Orge Grotto #1	10	10	1	Level 1	Spellcaster	No
23. Zombie Warrior	10	10	1	Level 1	Zombie	Yes
24. Koumori Dragon	10	20	2	Level 2	Dragon & Flying	No
25. Saggi The Dark Clown	10	10	1	Level 1	Spellcaster	Yes

Row 6:	ATK	DEF	Heart	Level	Monster Type	Effect?
26. Dark Magician	40	20	3	Level 4	Spellcaster	No
27. The Snake Hair	10	10	1	Level 1	Zombie	Yes
28. Gaia The Dragon Champion	40	30	4	Level 4	Dragon & Flying	No
29. Gaia The Fierce Knight	40	20	4	Level 4	Warrior	Yes
30. Curse Of Dragon	20	20	2	Level 3	Dragon & Flying	No

Row 7:	ATK	DEF	Heart	Level	Monster Type	Effect?
31. Dragon Piper	0	10	1	Level 1	Spellcaster	Yes
32. Celtic Guardian	20	10	1	Level 2	Warrior	No
33. Faceless Mage	20	30	1	Level 3	Spellcaster	No
34. Karbonala Warrior	10	10	1	Level 1	Warrior	Yes
35. Rogue Doll	30	20	2	Level 3	Spellcaster	Yes

Row 8:	ATK	DEF	Heart	Level	Monster Type	Effect?
36. Sangan	10	10	1	Level 1	Spellcaster	No
37. Killer Needle	10	10	1	Level 1	Beast	Yes
38. Giant Flea	20	10	1	Level 1	Beast	No
39. Larvae Moth	20	20	2	Level 1	Spellcaster	No
40. Great Moth	30	30	4	Level 3	Beast & Flying	No

Row 9:	ATK	DEF	Heart	Level	Monster Type	Effect?
41. Kuriboh	10	10	1	Level 1	Spellcaster	No
42. Mammoth Graveyard	10	10	1	Level 1	Beast	Yes
43. Harpie Lady	10	10	2	Level 2	Beast	Yes
44. Harpie Lady Sisters	20	20	2	Level 3	Beast	Yes
45. Perfectly Ultimate Great Moth	40	40	5	Level 4	Beast & Flying	No

Row 10:	ATK	DEF	Heart	Level	Monster Type
---------	-----	-----	-------	-------	--------------

68. Millennium Shield	0	40	1	Level 3	Warrior	Yes
69. Black Luster Soldier	40	30	5	Level 4	Warrior	No
70. Fiend's Mirror	10	10	1	Level 2	Spellcaster	No

Row 15: |ATK|DEF|Heart| Level | Monster Type

71. Jirai Gumo	10	10	1	Level 1	Beast	No
72. Sanga Of The Thunder	30	30	3	Level 4	Spellcaster	Yes
73. Kazejin	30	30	3	Level 4	Spellcaster	Yes
74. Suijin	30	30	3	Level 4	Beast	Yes
75. Gate Guardian	40	40	5	Level 4	Warrior	No

Row 16: |ATK|DEF|Heart| Level | Monster Type

76. Ryu-Kishin Powered	30	20	2	Level 2	Spellcaster	No
77. Blue-Eyes Ultimate Dragon	50	40	5	Level 4	Dragon	Yes
78. Parrot Dragon	10	10	1	Level 1	Dragon & Flying	Yes
79. Mystic Lamp	10	10	1	Level 1	Spellcaster	Yes
80. Pendulum Machine	20	30	2	Level 3	Spellcaster	No

Row 17: |ATK|DEF|Heart| Level | Monster Type

81. Zoa	30	20	2	Level 3	Spellcaster	No
82. Metal Zoa	30	30	2	Level 4	Spellcaster	No
83. Dancing Elf	20	10	1	Level 1	Warrior	No
84. Man Eater Bug	10	10	1	Level 1	Beast	No
85. Gemini Elf	40	10	1	Level 3	Spellcaster	No

Row 18: |ATK|DEF|Heart| Level | Monster Type

86. Skelengel	10	10	1	Level 1	Warrior	Yes
87. Hane-Hane	10	10	1	Level 1	Beast	No
88. Penguin Soldier	10	10	1	Level 1	Beast	No
89. Twin-headed Thunder Dragon	40	20	2	Level 3	Dragon	No

|
90. Witch's Apprentince----->| 10| 10| 1 |Level 1 |Spellcaster | No
|

Row 19: |ATK|DEF|Heart| Level | Monster Type
|Effect?|

91. Meteor Dragon----->| 30| 30| 3 |Level 3 |Dragon & Flying| No
|

92. Meteor Black Dragon----->| 40| 20| 3 |Level 4 |Dragon & Flying| No
|

93. Dokurorider----->| 20| 20| 2 |Level 3 |Zombie | No
|

94. Magician of Black Chaos----->| 40| 30| 4 |Level 4 |Spellcaster | No
|

95. Slot Machine----->| 20| 20| 3 |Level 3 |Spellcaster | No
|

Row 20: |ATK|DEF|Heart| Level | Monster Type
|Effect?|

96. Red Archery Girl----->| 10| 10| 1 |Level 1 |Warrior | No
|

97. Dark-Eyes Illusionist----->| 10| 10| 1 |Level 4 |Spellcaster | Yes
|

98. Relinquished----->| 0| 0| 3 |Level 1 |Spellcaster | Yes
|

99. Thousand Eye Restrict----->| 10| 10| 1 |Level 4 |Spellcaster | Yes
|

100. Lord of Dragons----->| 10| 10| 1 |Level 2 |Spellcaster | Yes
|

Row 21: |ATK|DEF|Heart| Level | Monster Type
|Effect?|

101. Red-Eyes Black Metal Dragon----->| 40| 40| 3 |Level 4 |Dragon & Flying| No
|

102. Barrel Dragon----->| 30| 30| 4 |Level 4 |Dragon | No
|

103. Jinzo----->| 10| 10| 1 |Level 3 |Warrior | No
|

104. Dark Magician Girl----->| 20| 10| 2 |Level 3 |Spellcaster | Yes
|

105. Twin-Headed Dragon----->| 10| 10| 1 |Level 1 |Zombie | Yes
|

Row 22: |ATK|DEF|Heart| Level | Monster Type
|Effect?|

106. Gator Dragon----->| 10| 10| 1 |Level 2 |Dragon | Yes
|

107. Blast Lizard----->| 10| 10| 2 |Level 2 |Beast | Yes
|

108. Knight of Twin Swords----->| 10| 10| 3 |Level 2 |Warrior | Yes
|

109. Thunder Ball----->| 10| 10| 1 |Level 3 |Spellcaster | Yes
|

110. Magician Dragon----->| 20| 10| 4 |Level 3 |Dragon | Yes
|

Row 23:	ATK	DEF	Heart	Level	Monster Type	Effect?
111. Strike Ninja	20	10	2	Level 3	Warrior	Yes
112. Mighty Mage	30	20	5	Level 4	Spellcaster	Yes
113. Crocozaurus	30	20	5	Level 4	Beast	Yes
114. Orgoth The Rentless	20	20	3	Level 3	Warrior	Yes

5. Effects

2. Mystical Elf - Restores 1 Heart Health to all allies. (Dimension)

4. Baby Dragon - No family pros or cons.

6. Feral Imp - Prevents all flying. (In play)

7. Winged Guardian Of The Fortress #1 - Prevents all tunneling. (In play)

10. Swamp Battleguard - Attack Crest raises attack by 10 once a turn. (On Attack) COST = Attack Crest x 1

13. Time Wizard - Destroys monster with least Attack. (Dimension)

18. Exodia Of The Forbidden One - Automatic win if the 4 limbs exist. (Dimension)

22. Rock Ogre Grotto #1 - Raises DEF of all [Spellcaster] monsters by 10. (In play)

23. Zombie Warrior - Raises ATK of all [Zombie] monsters by 10. (In play)

25. Saggi The Dark Clown - Reduces damage to one ally by 10. COST = Def. Crest x2

27. The Snake Hair - All Zombie type monsters get reduce their Defense power by 10 (-10 DEF)

31. Dragon Piper - If there are any dragon types on the field, they can only move 2 turns at a time.

34. Karbonala Warrior - Raises ATK of all [Warrior] monsters by 10. (In play)

35. Rogue Doll - Restores 1 Heart Health to 2 allied monsters. (Dimension) COST = Magic Crest x 3

37. Killer Needle - Able to attack flying monsters

42. Mammoth Graveyard - Raises ATK of all [Beast] monsters by 10. (In play)

43. Harpie Lady - Destroys 1 tunneling monster. (Dimension) COST = Magic Crest x3

44. Harpie Lady Sisters - Destroys all tunnellers. (Dimension) COST = Magic Crest x4

47. Jellyfish - Raises Defense of all Beast monsters by 10. (In Play)

49. Giant Soldier of Stone - Removes 1 obstacle. COST = Magic Crest x2

51. Castle of Dark Illusions - Reduces damage by 20 when attacked. COST = Def. Crest x2
53. Mystic Horseman - Adds damage to attack. Once per turn. COST = Magic Crest x1
54. Rabid Horseman - Attack Crest raises Attack by 10 up to twice/turn. (On attack) COST = Attack X ?
55. Clown Zombie - No family pros or cons.
56. Pumpking The King of Ghosts - Reduces damage by 30 when attacked. COST = Def. Crest x3
57. Battle Warrior - 1. Adds 1 [ATK Crest] to own crest pool. (Dimension)
2. Able to attack Flying monsters.
58. The 13th Grave - Removes 1 [Heart] from enemy and self. COST = Magic x2
59. Petit Dragon - Raises ATK of all [Dragon] monsters by 10. (In play)
63. Yaranzo - Trades 3 crests in own pool for 1. (Dimension)
68. Millenium Shield - This item can't move.
72. Sanga Of The Thunder - Shifts damage to an ally. COST = Trap Crest x3
73. Kazejin - Shifts damage to an ally. COST = Trap Crest x3
74. Suijin - Shifts damage to an ally. COST = Trap Crest x3
77. Blue-Eyes Ultimate Dragon - * Movement limited to 1 square per turn.
78. Parrot Dragon - Raises Defense of all [Dragon] monsters by 10. (In play)
79. Mystic Lamp - Raises ATK of all [Spellcaster] monsters by 10. (In play)
86. Skelengel - Raises DEF of all [Warrior] monsters by 10. (In play)
97. Dark-Eyes Illusionist - Negates attack and effect on 1 ally. COST = Trap Crest x5
98. Relinquished - Sacrifices self to steal 1 enemy. COST = Magic Crest x10
99. Thousand Eye Restrict - Gains control of 1 foe/turn. COST = Magic Crest x8
100. Lord of Dragons - Protects all Dragon monsters. (In play)
104. Dark Magician Girl - Obtains Attack and Defense of all destroyed [Spellcaster] monsters. (Dimension)
105. Twin-Headed Dragon - Adds 1 [Trap Crest] to own crest pool. (Dimension)
106. Gator Dragon - Reduces attack damage by [Def Crest] x 10. COST = Def Crest x ?
107. Blast Lizard - Destroys 1 foe, Add 1 Magic Crest/Level. COST = Magic Crest x3
108. Knight of Twin Swords - 1. Moves 2 squares for 1 Movement Crest.
2. Attacks 1 foe up to 3 times/turn. (On attack) Cost = Attack Crest x ?
109. Thunder Ball - Rolls to destroy 1 foe. Add 1 Magic Crest per level. COST = Magic

Crest x3

110. Magician Dragon - 1. Adds enemy Defense to own Defense. COST = Trap Crest x3
2. Destroys all within 3 x 3 grid. COST = Magic Crest x3

111. Strike Ninja - 1. Moves 3 squares for 1 Movement Crest.
2. Protects self from attacks and effects. COST = Magic Crest x2

112. Mighty Mage - Attacks an enemy 2 squares away. COST = Magic Crest x1

113. Crocozaurus - Use [ATK Crest] to increase ATK by 10, max. 3 times per turn. (On attack)

COST = Attack x? (1-3)

114. Orgoth The Rentless - Every 2 magic crests you use, this monster's attack point goes up

by 10. This effect can be done every turn.

6. Hints/Tips

Some of these are interesting to read so why not learn something?

- Blue Eyes Ultimate Dragon can only move 1 space at a time, it's best for it to guard your hearts(50/40 is great stats) when you get it out.

- Gate Guardian and Perfectly Ultimate Great Moth are tied to be the 2nd most strongest monsters because of 40 defense points and 5 hearts. 3rd strongest would be Black Luster Soldier.

- Mighty Mage and Kurokozarusu have same Attack, Defense, and Heart stats.

- Mighty Mage, Kurokozarusu, and Blue-Eyes Ultimate Dragon have the same 5 heart stats.

- Most level 2 monsters have 2 hearts.

- Try your best to get to the 3rd tourney, you get level 4 dice to buy in the shop or if your lucky, you can get them to buy if you beat any tournament.

- It's my number 1 rule but hey... Get Energy Disk for your monsters. It's ideal for a good pool, win, and have some space!

- This may or may not help. If you beat a person over and over again, you'll usually see the die if the person uses it a lot in Free Duel.

- Exodia! Obliterate!...If you can get all of the parts out.

- When you face The Greenland Zombie his treasure chests are usually +20 dice. So you can take his own treasure. (sent in by abrutvan@yahoo.com)

8. Main Credit

Konami - The Game Publisher

Japan - Where Yu-Gi-Oh! started.

Kazuki Takahashi - The Creator of Yu-Gi-Oh!

GameFAQs - Inspiration to do anything. It's GameFAQs!
People - You know who you are. Big help from Prince Mashimaro
and M. Donovan.

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