

Yu-Gi-Oh! Dungeondice Monsters FAQ/Walkthrough

by TheCivilOne

Updated to v1.2 on Aug 6, 2004

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*** To do a quick search through this guide: press "ctrl + f" and type in the
Keyword that you're looking for ***

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Hello and welcome to my guide to Yu-Gi-Oh! Dungeon dice monsters!
"Why are you writing this FAQ?", about May 2004 (might have been before that)
I was looking to write something that would take awhile to do, keep me entertained, and hopefully make some money. I had a really big case of writer's block so I thought I would write a walkthrough for a game! I had always liked the fact that GameFAQs puts up so much content and helpful information for the incredibly low price of free so I decided to stop leeching and actually contribute to the site. But which game to choose?! There are so many, so to narrow it down I went to GameFAQs' bounty list and this game was the only one on the bounty list that I had actually played. That's probably because I like to wait till about a year after a game comes out to actually play it... Anyway, \$30 seemed like good money and I had already played this game once through in Japanese so how hard could it be to write a FAQ for it?

Anyway... The game is a break from the normal Yu-Gi-Oh card playing games. It's based on the short story arch in the TV show where Yugi and co. first meet Duke Devlin (Ryuji Otogi).

The basic premise is this: in the place of the cards that YGO usually uses, DDM opts for six-sided dice. Dice for the monsters, and dice for the magic Cards. You get the idea. ;)

Well, let's get started boys and girls!

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D pad = Movement

A = Confirm

B = Cancel

Start = Pause / Open menu: End Turn, Battle Off, Quit Game / Chose shape of dungeon path

Select = Chose shape of dungeon path

L = Die Information

R = Rotate Dungeon path / Change Monster Selected

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This is my FAQ section; if YOU have a question I would recommend going to GameFAQs and asking there... or you could just e-mail me and I'll write you back with the answer. My e-mail address should be near the end of the FAQ in section 9 (along with the rest of my contact information). I have tried to come up with all of the questions I had when I first started playing the game.

Q. How do you save the game?

A. YGO: DDM auto saves after each duel.

Q. Can I stop in the middle of a tournament and restart where I left off?

A. No. Once you start a tournament, you must finish it if you want the prize money and want to advance to the next tournament.

Q. How do I get a certain Die?

A. Every time you defeat a duelist you get one of their dice. If you want to get let's say... Blue Eyes White Dragon, you would have to play Seto Kaiba in Free Duel or in a tournament and defeat him.

Note: You might have to play the duelist several times in order to get the die you want.

Q. Is there an "unlock all dice" cheat?

A. No. To my knowledge, there are no cheats for this game.

Q. Is there an "unlock all tournaments" cheat?

A. No. To my knowledge, there are no cheats for this game.

Q. Is there a unlock anything cheat?!

A. NO! To my knowledge, there are no cheats for ANYTHING in this game!

Q. How do I unlock more Dice in Grandpa's Shop?

A. You must win more tournaments! Even if you have played each tournament once, you must go back and play more. It doesn't matter which ones you play, so just play your favorites and you will eventually get all of the dice unlocked for purchase.

Q. How do I get Yami Yugi to challenge me?!

A. Yugi will challenge you after you beat all the tournaments at least once, and have played a few more. I don't know the exact number but, I think it's somewhere around 20 something.

After he challenges you the first time, he will challenge you again every so often.

Q. I can't attack Baby Dragon with my Rapid Horseman! WTF?!

A. Only Flying monsters and monsters with the special ability "able to attack flying monsters" can attack flying monsters.

Q. Oh NOES! My B. eyes White dragon just got destroyed by a Kuriboh! OMGWTF?!

A. You ran out of defense crests, didn't you? To defend your monsters you must sacrifice a defense crest for every time they attack you. If you don't have any defense crests, you cannot defend yourself and the enemies monster's attack's go straight through to your hearts.

Q. I have six movement crests, why can't I move my baby dragon six spaces?

A. Flying monster take twice as many movement crests to move as regular monsters. That means you can only move three spaces with your six crests.

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+ **** 5a. Basic Gameplay **** +
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The object of a duel is to summon monsters to the field and use the outside of their dice to make a path to the other duelist's Die master (that's the thing at the other end of the field that looks like a bob-bomb with a witch hat on). Once your path connects to your opponent's path, your monsters can move onto his path and toward his die master. Once you get to his die master you must attack it three times to win the duel. No matter how strong the

attack is, it will only do one heart point of damage to a die master.

Here is a typical turn in a DDM duel for you:

1. Select three Dice.
2. Roll
3. Summon a monster.
4. Move
5. Attack
6. End turn

Here is a typical turn in a DDM duel for you during your opponent's turn:

- 1b. Defend

-
1. Select three Dice.

Selecting which dice to use is a very important part of your turn. In fact, it is the most important part of your turn! If it is early in the duel, (like the first few turns), I would recommend selecting level one or, at the most, level two dice. This way you have a better chance of getting your monsters out and you can block off your opponent faster. If you are 3/4ths of the way down the field with level one and level two monsters, you almost have the game won!

However, later in the game, (like when you're close to your opponent's die master) select higher level dice (preferably with high defense) to move in for the kill!

If you're getting close to the other end of the field and you look at your crest pool and you're missing either movement, attack (you're going to need at least three to finish off the die master) or, to a lesser degree of importance, defense crests, you can use the auto die select feature to your advantage.

To use the "auto select die feature", (for lack of a better term), just press the up or down button at the die select screen once in a duel and scroll to you see a crest you want.

-
2. Roll

Once you have selected three dice, press the Go button to roll!

-
3. To summon a monster, you must roll three summon crests of the same level. Level 1 dice have 4 summon crests, level 2 have three and so on up till level 4.

-
4. Move

Moving is optional and you probably won't do it till near the end of the duel.

** NOTES **

You need one movement crest to move one normal monster one space. Flying monsters take two movement crests to move one space.

-
5. Attack

Attacking, like moving, is optional and you probably won't do it until at least halfway through the duel.

** NOTES **

You need to have at least one attack crest in your pool in order to attack.

6. End turn

To end you turn just press start and, guess what, end turn.

1b. Defend

You have the option to defend yourself when your opponent attacks you. You can not defend your self and throw away your monster, or you can give up a defense crest and defend your self. It will be your opponent's attack against your defense. If your opponent's monster's attack is 40 and your monster's defense is 10, don't bother defending.

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+ **** 5b. Pool construction **** +
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These are just outlines of what I think make good pools. Feel free to send in your own pools for me and you'll receive credit.

Starter Pool:

Baby Dragon (x1)
Koumori Dragon (x1)
Curse of Dragon (x1)
Swamp Battle Guard (x1)
Killer Needle (x1)
Battle Steer (x1)
Mystic Horseman (x1)
Shadow Specter (x1)
Twin-Headed Dragon (x1)
Pumpkin the King of Ghosts (x1)
Mystical Elf (x1)
Kuriboh (x1)
Ryu-Kishin (x1)
Rouge Doll (x1)
Medical Aid Kit (x1)

All around Pool:

Battle warrior (x2)
Baby Dragon (x1)
Relinquished (x1)
Flame swordsman (x1)
Battle Steer (x1)
Giant Rock Soldier (x1)
Swamp Battleguard (x1)
Thousand Dragon (x1)
Rapid Horseman (x1)
Orgoth the Relentless (x1)

Magician Dragon (x1)
R. eye B. M. Dragon (x1)
Magician of Black Chaos (x1)
B. eye White Dragon (x1)

Rush / Beat down Pool:

Battle warrior (x2)
Baby Dragon (x2)
Energy Disk (x2)
Relinquished (x1)
Larvae moth (x1)
Knight of twin swords (x2)
Kanan the Swordmistress (x1)
Mystic Horseman (x1)
Rabid Horseman (x2)
Rouge Doll (x1)

Beast Pool:

Mammoth Graveyard (x2)
Jellyfish (x2)
Larvae moth (x2)
Mystical elf (x1)
Stone soldier (x1)
Battle Steer (x1)
Mystic Horseman (x1)
Cocoon of Evolution (x2)
Rouge Doll (x1)
Rabid Horseman (x2)

Dragon Pool:

Petit Dragon (x2)
Parrot Dragon (x2)
Baby Dragon (x1)
Battle Ox (x1)
Winged Dragon #1 (x1)
Thousand Dragon (x1)
Cocoon of Evolution (x1)
Curse of Dragon (x1)
Magician Dragon (x1)
Meteor Dragon (x1)
B. Skull Dragon (x1)
Gaia the Dragon Champion (x1)
B. eye White Dragon (x1)

Warrior Pool:

Karbonala Warrior (x2)
Skelengel (x2)
Battle Warrior (x1)
Swamp Battle Guard (x2)
Flame Swordsman (x1)
Knight of twin swords (x1)
Orgoth the Relentless (x1)

Pumpkin the King of Ghosts (x1)
Strike ninja (x1)
Gaia The Fierce Knight (x1)
Black Luster Soldier (x1)
Gate Guardian (x1)

Zombie Pool:

Zombie Warrior (x2)
The Snake Hair (x2)
Three-legged Zombies (x2)
Yaranzo (x1)
The 13th Grave (x1)
Resurrection Scroll (x1)
Winged Dragon #1 (x1)
Thousand Dragon (x1)
Meteor Dragon (x1)
Dokurorider (x1)
Pumpkin the King of Ghosts (x1)
Twin-Headed Thunder Dragon (x1)

Spellcaster Pool:

Relinquished (x1)
Rock Ogre Grotto #1 (x2)
Mystic Lamp (x2)
Battle Warrior (x1)
Giant Rock Soldier (x1)
Metal Guardian (x1)
Knight of Twin Swords (x1)
Gemini Elf (x1)
Magician Dragon (x1)
Zoa (x1)
Gate Guardian (x1)
Magician of Black Chaos (x1)
Dark-eyes Illusionist (x1)

Exodia pool:

Baby Dragon (x2)
Battle Warrior (x2)
R Leg of Forbidden (x2)
L Leg of Forbidden (x2)
R Arm of Forbidden (x2)
L Arm of Forbidden (x2)
Exod. of Forbidden (x1)
Summoned Skull (x2)

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+-----+
+ **** 5c. Class flowchart: **** +
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+=====+
+Warrior ---> Dragon ---> Spellcaster ---> Zombie ---> Beast ---> Warrior+
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* Key: X ---> Y means X gains ten points when attacking Y.

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Okay, the first thing to do, (once you've put in the cartridge and turned on the power), is to select the language you want to play in. Your choices are:

- English
Italian (Italiano)
Dutch (Deutch)
French (Francais)

My guess is that if you're reading this FAQ, You're going to want to choose English. Next, go on and choose new game and type your dueling name of choice.

Now you're to the main menu.

This is a major part of the whole game, so let me describe it to you.

Dice Pool:

This is where you see your dice and add / remove dice from your "pool".

Tournament:

This is where you go to progress the game. Fighting against duelists of "increasing difficulty".

Free Duel:

Here you can play the duelists that you have beaten in the tournaments.

Link Duel:

This is where you play against a human opponent via the link cable

Trade:

Trade with a friend via the GBA link cable.

Grandpa's Shop:

Here you can buy Dice from Yugi's Grandpa's game shop.

Now before you go off dueling you might want to familiarize yourself with your first pool. It should have: Baby Dragon, Curse of Dragon and Rogue Doll. If you don't have those three, I would recommend restarting your game until you get them as they are very useful. If you wonder why they are useful, it's because baby dragon and CoD both have the very special ability of flight. "What does this mean to me?" you ask? It means that only a monster with an arrow next to it's name can attack it successfully! And Rouge Doll has two attack crests on it's dice making it very useful toward the end of the duel.

Now it's time to enter a tournament! Your immediate choices are:
The Lunch Selects Cup, Black Clown Cup, Gammon Preliminaries,
Domino Tournament and the Japan Rep Tournament. Let's D-D-D-DDDD DUEL!!!!

* NOTE about prize money *
Every time you win a tournament, its prize money increases.

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+ ~~~` 6a. Division 1 `~~~ +
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**** The Lunch Selects Cup. ****

Difficulty: easy

Description: A good place to start off and practice your skills.
Strategy: This is pretty straight forward gameplay. Nothing special.
Just get to the end as fast as possible using low level dice and
summon a level 2 to finish the job.

Original Prize: 100G

**** Black Crown Cup ****

Difficulty: easy

Description: This is another beginner's tournament. Normal field.

Original Prize: 150G

**** Gammon Preliminaries ****

Difficulty: easy

Description: This is another beginner's tournament. Normal field.

Original Prize: 200G

**** Domino Tournament ****

Difficulty: Easy

Description: This is another beginner's tournament. Normal field.

Original Prize: 250G

**** Japan Rep Tournament ****

Difficulty: Easy to intermediate

Description: This is the second to last tournament in the first group. The field has a water square taken already in the middle. You can't touch this square when putting down dungeon path.

Original Prize: 300G

**** World Championship ****

Difficulty: Easy to intermediate

Description: The last tournament in the first group. To get to this tournament you must first beat of the other first round tournaments.

The field has two spots which you can't touch while summoning. They are located four spaces to the right and four spaces up from each duelist's die master.

After you win this tournament you get to see the credits screen.

Original Prize: 400G

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+ ~~~` 6b. Division 2: REVERSE `~~~` +
+-----+
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**** Pharaoh's Treasure Cup ****

Difficulty: Easy to intermediate

Description: The field has two obstacles located at two squares two the left or right and eight squares up.

Original Prize: 500G

**** Anubis's Disciple Cup ****

Difficulty: Easy to intermediate

Description: This course's two "obstacles" are located:
1) four spaces forward of one die master
2) two spaces up, and two spaces to the right of the other die master.

Original Prize: 550G

**** Dominator's Holy War ****

Difficulty: Easy to intermediate

Description: This course's four "obstacles" are located:

- 1) 3 spaces forward and 2 spaces to the left of your die master,
- 2) 9 spaces forward and 5 spaces to the left of your die master,
- 3) 9 spaces forward and 5 spaces to the right of your opponent's die master.
- 4) 3 spaces to the left and 4 spaces forward from your opponent's die master.

Original Prize: 600G

**** King's Title Cup ****

Difficulty: Easy to intermediate

Description: This course's four "obstacles" are located:

- 1) 3 spaces to the left and 2 spaces forward from your die master.
- 2) 4 spaces to the left and 5 spaces forward from your die master.
- 3) 3 spaces to the left and 1 space forward from your opponent's die master.
- 4) 5 spaces to the left and 3 spaces forward from your opponent's die master.

Original Prize: 650G

**** Millennium Kingdom Cup ****

Difficulty: Easy to intermediate

Description: This course's four "obstacles" are located:

- 1) 3 spaces to the left and 5 spaces forward from your die master.
- 2) 5 spaces to the right and 3 spaces forward from your die master.
- 3) 4 spaces to the left and 5 space forward of your opponent's die master.
- 4) 4 spaces to the right and 4 spaces forward of your opponent's die master.

Original Prize: 700G

**** Last Holy War Cup ****

Difficulty: Intermediate (as far as this game goes anyway)

Description: To get to this tournament, you have to win all of the other tournaments in the "reverse" division. If you win, you see the credits screen again and you advance to the next level of tournaments.

This course's four "obstacles" are located:

- 1) 4 spaces forward from you die master.
- 2) 3 spaces forward and 1 space left from your die master.
- 3) 3 spaces forward and 1 space right from your die master.
- 4) 1 space forward and 1 space to the left of your opponent's die master.

Original Prize: 800G

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+-----+
+  ~`~`~` 6c. Division 3: DARK `~`~`~  +
+-----+
+++++

```

**** Dark Carnival ****

Difficulty: Intermediate

Description: This tournament has 12 obstacles, (six on each side). They are located about halfway down the field in pyramids with the base of the pyramids located at the field's left and right borders.

Original Prize: 1000G

**** Dark Ceremony ****

Difficulty: Intermediate

Description: This course's 12 "obstacles" are located:

- 1) 5 spaces to the left and 1 space forward from your die master.
- 2) 5 spaces to the left and 4 spaces forward from your die master.
- 3) 5 spaces to the left and 7 spaces forward from your die master.
- 4) 5 spaces to the left and 10 spaces forward from your die master.
- 5) 5 spaces to the left and 13 spaces forward from your die master.
- 6) 5 spaces to the left and 16 spaces forward from your die master.
- 7) 5 spaces to the right and 1 space forward from your die master.
- 8) 5 spaces to the right and 4 spaces forward from your die master.
- 9) 5 spaces to the right and 7 spaces forward from your die master.
- 10) 5 spaces to the right and 10 spaces forward from your die master.
- 11) 5 spaces to the right and 13 spaces forward from your die master.
- 12) 5 spaces to the right and 16 spaces forward from your die master.

Original Prize: 1050G

**** Corridor of the Dead ****

Difficulty: Intermediate

Description: This course's 5 "obstacles" are located:

- 1) 3 spaces forward from your die master.
- 2) 6 spaces forward from your die master.
- 3) 9 spaces forward from your die master.
- 4) 12 spaces forward from your die master.
- 5) 15 spaces forward from your die master.

Original Prize: 1100G

**** Sacrificial Guillotine ****

Difficulty: Intermediate

Description: This course's 5 "obstacles" are located:

- 1) 6 spaces left and 4 spaces forward from your die master.
- 2) 3 spaces left and 4 spaces forward from your die master.
- 3) 4 spaces forward from your die master.
- 4) 3 spaces right and 4 spaces forward from your die master.
- 5) 3 spaces right and 10 spaces forward from your die master.

Original Prize: 1150G

**** Coliseum of the Dead ****

Difficulty: Intermediate

Description: This course's 8 "obstacles" are located:

- 1) 1 space left and 4 spaces forward from your die master.
- 2) 2 spaces right and 4 spaces forward from your die master.
- 3) 5 spaces right and 4 spaces forward from your die master.
- 4) 5 spaces left and 9 spaces forward from your die master.
- 5) 2 spaces left and 9 spaces forward from your die master.
- 6) 1 space left and 4 spaces forward from your opponent's die master.
- 7) 2 spaces right and 4 spaces forward from your opponent's die master.
- 8) 5 spaces right and 4 spaces forward from your opponent's die master.

Original Prize: 1200G

**** The Last Judgment ****

Difficulty: Intermediate to... hard?

Description: The last tournament in the game. To get to this tournament, you must win all of the other tournaments in the Dark division. If you win, you see the credits screen again.

This course's 4 "obstacles" are located:

- 1) 5 spaces left and 5 spaces forward from your die master.
- 2) 3 spaces left and 6 spaces forward from your die master.
- 3) 7 spaces forward from your die master.
- 4) 5 spaces right and 5 spaces forward from your die master.

Original Prize: 1500G

**** Yami Yugi's challenge ****

Difficulty: hard.... ish

Description: After winning a certain amount of tournaments, Yami will challenge you. "I was waiting for someone like you. You hold the title oh Yu-Gi-Oh! As a challenger with nothing, I've come for your title. Come on!"

This course's 9 "obstacles" are located:

- 1) 5 spaces left and 1 space forward from your die master.
- 2) 2 spaces left and 5 spaces forward from your die master.
- 3) 3 spaces right and 3 spaces forward from your die master.
- 4) 5 spaces right and 1 space forward from your die master.
- 5) 9 spaces forward from your die master.
- 6) 5 spaces left and 1 space forward from your opponent's die master.
- 7) 3 spaces left and 4 spaces forward from your opponent's die master.
- 8) 5 spaces right and 1 space forward from your opponent's die master.
- 9) 4 spaces right and 4 spaces forward from your opponent's die master.

Additional information: This is supposedly the hardest duel you will face in this game. In reality, it is one of the easiest thanks to the fact that Yami Yugi, (like almost every other duelist later in the game), tries to summon

higher level monsters at the start of the duel. What this means is, by the time he has gotten one or two monsters out, you could have already gotten them boxed in and helpless using lower level monsters.

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#=          7. Duelists      =#  
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These are the duelists that you face throughout the course of the game.
I have them listed in alphabetical order.

**** Duelist's Name ****

Description: This is the short bio that they give you before you duel anyone in the game. I didn't make these up so don't blame me for the cheesiness. :p

Pool type: Pretty self-explanatory. It's the duelist's pool type as near as I could tell from dueling them a few times.

Strategy: The strategy for dueling this specific duelist.

**** AD Archie ****

Description: A rookie assistant TV director who was hired only six months ago. He plays with total desperation as his job hinges on winning.

Pool type: Zombie, spellcaster, beast

Strategy: Cut the field in half, and then move in for the kill.

**** Andrea ****

Description: An exuberant rookie fighter. While she often makes strange playing decisions she can be explosively tough if her technique meshes.

Pool type: Unknown

Strategy: None needed

**** Anton Periwig ****

Description: A teacher who serves as Domino High's guidance counselor. He hides a devastating secrete about his head.

Pool type: Beast, Warrior

Strategy: None needed

**** Arkana ****

Description: A wholly evil member of the dark Jackals sect who asserts that showing no mercy is the key to victory. He is a feared Dark Magician user.

Pool type: Spellcaster

Strategy: No advanced strategy needed.

**** Bakura (non-Millennium spirit Bakura) ****

Description: A compassionate, game-loving boy who transferred into Yugi's class. He posses the mysterious Millennium Ring.

Pool type: Warrior / Spellcaster

Strategy: He plays a lot of level one dice very quickly. Block off your die master and then race over to his.

**** Bandit Keith ****

Description: Formerly, the number one-ranked moneymaking player if the United States. While he does use dirty tricks, his skill level is impeccable.

Pool type: Unknown

Strategy: No real strategy needed.

**** Beluga ****

Description: One of Yugi's classmates. An unpleasant jerk who has an annoying habit of showing off virtual pets he raised on portable game systems.

Pool type: Zombie, Spellcaster

Strategy: No advanced strategy needed.

**** Bickford Gage ****

Description: A former SWAT sniper squad leader. A crack sharpshooter, he unfailingly nails targets at incredible distances.

Pool type: Beast, Dragon

Strategy: None needed.

**** Bonz ****

Description: A boy who commands a team of horrifying ghosts. His monsters make plants wither, and rot even the ground beneath them.

Pool type: Zombie

Strategy: No real stagy needed.

**** Cedric ****

Description: Tristan Taylor's baby nephew, and an admirer of Seto Kaiba. He is also a precocious infant who hits on Tea Gardner.

Pool type: Beast

Strategy: Cut the field in half and box him in.

**** Charlie Gale ****

Description: A ferocious former Green Beret colonel from the USA. He is a deadly expert in guerilla tactics.

Pool type: Spellcaster, Warrior, beast, item

Strategy: Try to box him in!!!

**** Chopman ****

Description: A terrifying man who lives up to his disconcerting name. He is cruelly vicious and immensely powerful.

Pool type: Zombie / Warrior

**** Croquet ****

Description: Maximillion Pegasus's personal bodyguard. Behind his impenetrable pair of sunglasses, his eyes glitter with incessant scheming.

Pool type: Spellcaster / Warrior

Strategy: None needed

**** Curator Adriel Wainright ****

Description: Domino Museum's curator. Despite his prestigious position, he has no love for the works of art and artifacts in his care.

Pool type: Spellcaster, Zombie

Strategy: This guy has a pretty good pool for someone you play so early. My advice is to box him in and then summon a level 2 or 3 monster with a lot of defense to finish him.

**** Damien Draco ****

Description: One of Yugi's classmates. He broke the seal that locked in the mystical powers of the legendary Dragon Card.

Pool type: Dragon / spellcaster

Strategy: I would put an extra warrior or two in your pool for this guy, and maybe some flyers too.

* NOTE *

His mystery boxes usually contain Exploding disks.

**** Demitrius the bully ****

Description: The morality enforcement officer of Domino High's student council. But despite his title, he is a bully who brutalizes his fellow students.

Pool Type: Beast / Spellcaster

Strategy: He usually summons a mystery box first (usually declaration of despair), then tries to summon a level three monster (usually slot machine) next. Try to get control of the middle then move in for his hearts.

**** Diana ****

Description: A female fighter who has wild mood swings from extreme boldness to weak willed timidity. She tends to battle at her own pace throughout.

Pool type: Spellcaster / beast

Strategy: She tries to summon high level dice early on so if you get lucky you can get all the way to the end before she summons anything.

**** Diesel Kane ****

Description: The head of Gannon High school's youth gang. He has an ax to grind with Joey Wheeler. Thoroughly corrupt and cruel, he has no qualms about cheating.

Pool type: Dragon / Spellcaster / beast

Strategy: I would just try to avoid connecting to his dungeon path. Past that, I would just stick to the opposite side he does as he usually tries to summon high level monsters early on (including Crocozaurus: 30/30 5). Unless you have a monster that can beat them, avoid them.

**** Director Lucius ****

Description: A TV station director who abuses his privileges as a member of the press. He feels no guilt about using nefarious methods to boost viewer ratings.

Pool Type:

Strategy: Nothing special, just get to the end as fast as possible using low level dice.

**** Doris ****

Description: A mysterious and beautiful woman who is said to have her own fan club. However, her attacks are crushing and thoroughly merciless.

Pool type: Female monsters

Strategy: Rush her and box her in.

**** Dox ****

Description: The younger of twin gatekeepers who stand guard over their maze. He controls Majin to eliminate all intruders.

Pool type: Assorted, zombie, beast, spellcaster etc.

Strategy: This guy didn't last long enough for me to formulate a strategy for him.

**** Duke Devlin ****

Description: The very creator of this game. He is a tragic figure who is driven only by his desire to avenge his father's demise.

Pool type: Warrior

Strategy: Duke is one of the hardest duelist in the game in my opinion. He is one of the only people to give me any trouble at all.

This guy summons a lot of high powered monsters very quickly.
I say, summon a flyer first (like baby dragon) to guard your hearts, then
race to his hearts that he usually leaves completely unguarded. Putting
a few beasts in your pool won't hurt much either. ;)

* NOTE *

His mystery boxes either contain warp vortexes or Trap bandits.

**** Egger Baldwin ****

Description: The Cranky owner of a cheap, five-and-dime candy store.
Famous for being stubborn and tight-fisted, he is perpetually angry.

Pool type: Spellcaster / beast

Strategy: Cut the field in half, and then move in for the kill.

**** Espa Roba ****

Description: The eldest of five brothers and burdened with all their
aspirations. Uses a dubious sort of telepathic power in battle.

Pool type: Warrior / spellcaster

Strategy: Add some beasts to your pool for a easier time.

**** Fender Shrill ****

Description: Domino High School's resident karaoke master. He occasionally
holds all-night live karaoke sessions that elicit screams from listeners.

Pool type: Zombie / Spellcaster

Strategy: none needed

**** Feng Long ****

Description: Boasts an unblemished winning record as a street fighter, by
relying on dirty tricks. He's also a huge fan of a legendary martial artist.

Pool type: Unknown

Strategy: Nothing special, just get to the end as fast as possible
using low level dice.

**** Fortuno ****

Description: A self-proclaimed "psychic seer of the future."
In reality, he has no psychic abilities.
He is just a teenager with overactive hormones.

Pool type: Spellcaster

Strategy: Cut the field in half, and then move in for the kill.

**** Game Show Producer ****

Description: One of ZTV's broadcast producers.
He is entirely consumed by boosting viewer ratings through faked shows.

Pool type: Dragon / Spellcaster

Strategy: No real strategy needed.

**** Grandpa ****

Description: Yugi's grandfather and a genius-level gamer.
In his younger days, he gained legend status for never losing a single battle.

Pool type: Assorted

Strategy: Hmm... This guy can be really tough. He can summon a dragon really quickly that prevents monsters from tunneling, so watch out for that. I would branch out your dungeon path right from the start so he can't box you in so easily but beyond that.... use your best judgment.

**** Ishizu Ishtar ****

Description: An exotically beautiful woman who bears the Millennium Necklace. Her gorgeous eyes brim with deep sadness, however...

Pool type: Beast, Warrior, spellcaster

Strategy: No real strategy needed.

**** Jackpot ****

Description: A dangerous convict who escaped from Domino Police Station with a stolen handgun. His prisoner's number is "777".

Pool type: Spellcaster

Strategy: You might want to put some extra dragons in your pool for this guy.

* NOTE * You can win Exodia pieces from this guy.

**** Jill ****

Description: Unknown

Pool type: Unknown

Strategy: Unknown

**** Joey Wheeler ****

Description: An Enigma with untold potential. His constantly evolving skills and recklessly unpredictable strategy defy all logic and convention.

Pool type: mostly warrior

Strategy: Ah! This is one of the only guys to give me a lot of trouble. This guy uses a lot of level 2 dice and is just lucky enough to get them out every turn too it seems.

I would suggest first summoning a level 2 monster, then trying to race over to his side as fast as possible with level one dice. If he gets to your end before you do, you might want to summon another level 2 monster to help guard your hearts.

** Note: his mystery boxes usually contain time machines, so watch out for them.

**** Johnny Steps ****

Description: A dancer who competed for top honors against Tea Gardner. Before facing Tea, he had been the number one dancer.

Pool type: Warrior, spellcaster, beast

Strategy: No real strategy needed.

**** Kaiba's Butler ****

Description: While serving as Seto Kaiba's butler, he hides a dark identity. Known for tenacious and malignant attacks.

Pool type: Spellcaster / Zombie

Strategy: Rush him.

**** Kane Minion A ****

Description: A Gammon High goon who pledged allegiance to Diesel Kane. A typical bully he is feared only for his knowing Kane.

Pool type: Assorted

Strategy: His mystery boxes contain exploding disks and he like to place the close to his die master so you might have to sacrifice a monster.

**** Kane Minion B ****

Description: A gammon High school goon who pledged allegiance to Diesel Kane. Beyond that, there is nothing else noteworthy about this thug.

Pool type: Beast

Strategy: This guy likes to summon Cocoon of evolution (10/40) right in front of his Die master. To beat it you will need either A) A monster that can generate over 40 attack points or B) Make a dice path around his cocoon.

**** Kane Minion C ****

Description: A Gammon High goon who pledged allegiance to Diesel Kane. Beyond that, there is nothing noteworthy about this thug.

Pool type: Warrior, spellcaster, beast

Strategy: No real strategy needed.

**** Kane Minion D ****

Description: A Gammon High goon who pledged allegiance to Diesel Kane. Beyond that, there is nothing noteworthy about this thug.

Pool type: Warrior, spellcaster, beast

Strategy: No real strategy needed.

**** Kane Minion E ****

Description: A Gammon High goon who pledged allegiance to Diesel Kane.
Beyond that, there is nothing noteworthy about this thug.

Pool type: Warrior, spellcaster, beast

Strategy: No real strategy needed.

**** Kane Minion F ****

Description: A Gammon High goon who pledged allegiance to Diesel Kane.
Beyond that, there is nothing noteworthy about this thug.

Pool type: Warrior, spellcaster, beast

Strategy: No real strategy needed.

**** Kemo ****

Description: Unknown

Pool type: Unknown

Strategy: Unknown

**** Kreiger ****

Description: A lover of Hiroshima-style pancakes and the Class D Cultural
Festival Committee Chairman. It is not know if he hails from Hiroshima.

Pool type: Beast

Strategy: His pool contains Mammoth Graveyard and Jellyfish so watch out for
his powered up beasts.

**** Lint Greendale ****

Description: A weak-minded and docile classmate of Yugi.
He idolizes American comic book superheroes.

Pool type: Assorted

Strategy: No advanced strategy needed.

**** Llyod ****

Description: Unknown

Pool type: Unknown

Strategy: Unknown

**** Lumis ****

Description: A masked member of the sinister Jackals sect, and one of a duo
with Umbra. He has a bait of saying, "I tell you."

Pool type: Beast

Strategy: He summons great moth right at the beginning so avoid fighting that if you can.

* NOTE *

You can win pendulum machine from this guy.

**** Mai Valentine ****

Description: A tough opponent who controls Harpie Ladies as if they were her own shadows. Though her tongue is sharp, she is actually kind-hearted.

Pool type: Beast / Dragon / Warrior

Strategy: She can get tough if she gets you boxed in. If she does, I would try to get one of your level three or four monsters out on the field.

Also, a monster or two that can attack fliers wouldn't hurt much either.

* Side Note* Her mystery boxes almost always contain the +20 attack item so feel free to move unto them and get twenty free attack points!

**** Mako Tsunami ****

Description: A seafaring specialist turn dice player. He participates in tournaments so that he may buy a sonar-equipped boat with his winnings.

Pool type: Beast, spellcaster, dragon

Strategy: No advanced strategy needed.

**** Marik Ishtar ****

Description: The master of the dark Jackals sect who curses his own fate. He wields the Millennium Rod with which he compels people to do his bidding.

Pool type: Mostly Dragon

Strategy: No advanced strategy needed.

**** Maximillion Pegasus ****

Description: The chairman of Industrial Illusions. He sees through the strategies of opponents with the Millennium Eye.

Pool type: Spellcasters, Red Archery Girl, Parrot dragon

Strategy: This guy was really easy for me. My advice is to add some dragons to your pool and box Pegasus in. The only way he would be hard is if he would use his Relinquish and 1000 Eyes Restrict's special abilities, but sadly, he doesn't.

**** Melody ****

Description: A meek and quiet girl and one of Yugi's classmates. She is affectionately known as "Ribbon" for her trademark bows.

Pool type: Beast / Item

Strategy: Rush her.

** Note **

Her Item boxes contain medical aid kits.

**** Miss Madusa ****

Description: A Domino High School teacher. Although beautiful she has a nasty reputation as "Lynn, the Expelling Witch." She tends to slather on makeup.

Pool type: Unknown

Strategy: No advanced strategy needed.

**** Mokuba Kaiba ****

Description: Seto Kaiba's younger brother, and the VP of Kaiba Corporation. He is adept at handling Capsule Monsters.

Pool type: Assorted

Strategy: He is actually one of the harder duelists in this game, (although that isn't saying much), I would cut the field in half and avoid his Meteor Dragon.

* NOTE *

His Item boxes contain exploding disks.

**** Mr. Titus ****

Description: Domino High School's Physical education teacher. He is widely hated by the students for his brutal and oppressive ways.

Pool type: Mostly Spellcaster

Strategy: Box him in.

**** Nibbles: ****

Description: One of Yugi's classmates. Has a morbid fear and hatred of yo-yos after a sound thrashing by an attacker using the toy.

Pool type:

Strategy: Nothing special, just get to the end as fast as possible using low level dice.

**** Norman ****

Description: Unknown

Pool type: Unknown

Strategy: Unknown

**** Odion ****

Description: A figure enshrouded in secrecy, but thought to be Marik Ishtar's aide. Very little is known other than his expertise at deploying devious traps.

Pool type: Item, Spellcaster, Warrior

Strategy: No real strategy needed.

**** Panik ****

Description: A man perpetually cloaked in murky darkness. Because his monsters lurk in darkness, they are extremely difficult to defeat.

Pool type: Spellcaster

Strategy: His strategy is to summon two level 3 monsters, (one of which is zoa) right off the bat. Since this two usually take him awhile to get out, you shouldn't have any problem getting to his end and boxing him in.

**** Para ****

Description: The older of twin gatekeepers who stand guard over their maze. He controls Majin to eliminate intruders.

Pool type: Dragon, Beast

Strategy: Rush him and try to box him in.

**** Paradox ****

Description: A descendent of a distinguished clan of magicians. He dedicates himself to leading young, shining souls on a virtuous path.

Pool type: Mostly Spellcaster

Strategy: No advanced strategy needed.

**** Paul ****

Description: Unknown

Pool type: Unknown

Strategy: Unknown

**** Professor Jeremy Harrison ****

Description: A Domino University professor whose first love is archeology. He is also an old friend of Yugi's grandfather.

Pool type: Zombie / Spellcaster

Strategy: Try to box him on the best you can.

**** Rex Raptor ****

Description: As the name suggests, he has an army of dinosaurs under his command. Though his sharp eyes give him a frightening look, he isn't a bad person.

Pool type: Dragon

Strategy: You might want to swap out your spellcaster dice for warrior dice for this guy.

**** Rodger ****

Description: Unknown

Pool type: Unknown

Strategy: Unknown

**** Ryan ****

Description: Unknown

Pool type: Unknown

Strategy: Unknown

**** Scorpion Shoes Owner ****

Description: The Owner of the shop Scorpion Shoes.
In keeping with his image, he keeps a real scorpion as a pet.

Pool type: Beast / Spellcaster

Strategy: Rush him.

**** Seeker ****

Description: A member of the sinister Jackals sect.
A perfectionist, he seeks total victories by unleashing the forbidden giant.

Pool type: Spellcaster (Exodia)

Strategy: This guy usually won't give you much trouble, unless he lucks out and summons THE UNSTOPABLE, INSTANT WINNING GIANT KNOWN AS EXODIA! But, that usually won't happen.

**** Serenity Wheeler ****

Description: Joey Wheeler's younger sister, from whom he has been separated.
Once visually impaired, she has regained her sight through surgery.

Pool type: Spellcaster / Warrior

Strategy: none needed

**** Seto Kaiba ****

Description: The CEO of Kaiba Corporation.
His triple Blue Eyes attack is nothing short of pure terror.

Pool type: Dragon / Spellcaster

Strategy: I would take out some of my spellcasters and replace them with some warriors. He usually summons Lord of dragons with makes everyone incapable of attacking any dragon.

Other than that, I would just play normally.

**** Shadi ****

Description: A mysterious figure who claims to be an apostle of Anubis. With two Millennium items in his possession, his power is also a mystery.

Pool type: Spellcaster

Strategy: Rush 'em!

* NOTE *

His mystery boxes contain Medical Aid Kits.

**** Sindin the Clown ****

Description: A player who became cursed after losing a fiendish board game to Yugi's Grandfather. Ever since then, he has sworn to get his revenge.

Pool type:

Early in the game: with Dragon / zombie / item

Later in the game: Mostly Warrior

Strategy: He sometimes starts off by summoning Crater Creator (special effect: when anything steps on it, all monster on the field are destroyed) right next to his die master where you must step on in order to attack his die master. Once you have stepped on the CC, summon a monster as fast as possible to clear out his hearts. If he doesn't summon CC, play as normal.

* NOTE *

If you play him later in the game, his pool changes to warrior and his mystery boxes contain Resurrection scrolls.

**** Snipes Crosshair ****

Description: Beyond his codename, everything about this master assassin is obscured by secrecy. He has never failed to dispose of his targets.

Pool type: Warrior, spellcaster, beast

Strategy: Box him in.

**** Stringer ****

Description: A gifted and capable player of games. However, he has no love for games, and uses them for nefarious ends.

Pool type: mostly beast

Strategy: No real strategy needed.

**** Strings ****

Description: A pitiable figure who is entirely under the dark spell of Marik Ishtar. His own conscious self has retreated deep within himself.

Pool type: Mostly Dragon, but with Crocozaurus and gate guardian too.

Strategy: Yikes, this guy can be really hard if he gets Gate Guardian, Crocozaurus, Lord of dragons, and his dragons out. If he plays LoD and you have a dragon in your pool, I would play the dragon and move in for the kill.

**** The Greendale Zompire ****

Description: Lint Greendale in full cosplay mode as a Zompire. Completely immersed in his role as a hero, he is much bolder than usual.

Pool type: Warrior, Spellcaster, zombie, item

Strategy: Cut the field in half.

**** The Merchant ****

Description: Seemingly an ordinary card shop manager, he is actually a member of the menacing Jackals sect. He himself is not adept at battling, however.

Pool type: Warrior

Strategy: Box him in.

**** The Puppeteer ****

Description: An admirer of Seto Kaiba, he uses a dice pool like that of his idol. Even though he is much weaker than Kaiba, he is not to be taken lightly.

Pool type: Assorted: Mostly dragon, beast and fiend.

Strategy: I would use the branch out strategy because he tries to box you in with relatively strong monsters. Also, remember, that he has almost an exact copy of Seto Kaiba's deck, so watch out for his Blue Eyes White Dragon.

Note: His mystery boxes contain Resurrection scrolls! Yay?! Resurrection scrolls, (once activated), let you return one monster from your grave yard back to your pool.

**** Thug A ****

Description: One of a menacing trio of grungy youths who tricked Lint Greendale into helping their criminal undertakings.

Pool type: Zombie/ beast

Strategy: No real strategy needed.

**** Thug B ****

Description: One of the menacing trio of grungy youths who tricked Lint Greendale into helping their criminal undertakings.

Pool type: Spellcaster / zombie

Strategy: No real strategy needed.

**** Thug C ****

Description: One of the menacing trio of grungy youths who tricked Lint Greendale into helping their criminal undertakings.

Pool type: Spellcaster / beast

Strategy: No real strategy needed.

**** Tick-Tock ****

Description: A treacherous player who instigates dangerous card games.
No one has witnesses his real face.

Pool type: Assorted

Strategy: No real strategy needed.

**** Tristan Taylor ****

Description: His macho playing style emphasizes vigorous power and zesty spirit. He will take on all challengers fairly, without trickery.

Pool Type:

Strategy: This guy is pretty easy. Get to the end as fast as possible using low level dice. He moves his monsters down the field so there is usually nothing guarding his hearts.

**** Umbra ****

Description: A masked member of the sinister Jackals sect, and one of a duo with Lumis. He is a huge and power man who hides his face behind a fearsome mask.

Pool type: Dragon, Spellcaster, beast

Strategy: No real strategy needed.

**** Venom A ****

Description: A juvenile thug who robs victims of rare Air Muscle basketball shoes he carries out his misdeeds at the command of Scorpion Shoe's owner.

Pool type: Zombie / dragon / beast

Strategy: Get to the middle and make a wall! After that, just try to get to his hearts.

**** Venom B ****

Description: A juvenile thug who robs victims of rare Air Muscle basketball shoes he carries out his misdeeds at the command of Scorpion Shoe's owner.

Pool type: Zombie / dragon / beast

Strategy: Get to the middle and make a wall! After that, just try to get to his hearts.

**** Venom C ****

Description: A juvenile thug who robs victims of rare Air Muscle shoes. He carries out his misdeeds at the command of Scorpion Shoe's owner.

Pool type: Zombie / dragon / beast

Strategy: Get to the middle and make a wall! After that,
just try to get to his hearts.

**** Weevil Underwood ****

Description: A boy who commands a terrifying army of insects.
In particular, his Great Moth attack is powerful to the point of terror.

Pool type: Beast

Strategy: You might want to add some zombies to your deck for this guy.

**** Yami Bakura ****

Description: Bakura, after falling under the spell of the Millennium Ring,
His whole personality has turned cunning and vicious.

Pool type:

Strategy: No advanced strategy needed.

**** Yami Yugi ****

Description: The Ultimate in name and deed, this man-child wields miraculous
power. His mastery is already a legend, making the title King of Games his
own.

Yami's Challenge: "I was waiting for someone like you. You hold the title
oh Yu-Gi-Oh! As a challenger with nothing, I've come for your title. Come on!"

Pool type: Spellcaster

Strategy: This is supposedly the hardest duel you will face in
this game. In reality, it is one of the easiest thanks to the fact that Yami
Yugi, (like almost every other duelist later in the game), tries to summon
higher level monsters at the start of the duel. What this means is, by the
time he has gotten one or two monsters out, you could have already gotten
them boxed in and helpless using lower level monsters.

* NOTE *

You can duel this guy by...

1) Play in "The Last Judgment" tournament and get lucky enough to face him.

or...

2) Win about 20 something tournaments and he will challenge you. He will
challenge you again after each set of about 10-20 tournament thereafter.

**** Yugi Muto (young Yugi) ****

Description: A compassionate boy who deeply loves games from his heart.
In tandem with Dark Magicians, he has been known to evoke miracles.

Pool type: Spellcaster

Strategy: Little Yugi likes to summon lower level monsters quickly and
box you in. Your best bet would be to summon either 2 star monsters first
(to guard your die master) and play it safe or to follow my personal favorite
strategy of getting halfway up the field and making a wall.

**** Yugi's Mother ****

Description: Unknown

Pool type: Unknown

Strategy: Unknown

```
#####
#=====#
#=#
#=#      8. Dice     =#
#=#
#=====#
#####
```

I'll list them in the order that they appear in Yugi's Grandpa's shop, left to right, top to bottom.

```
+++++
+=====+
+=CREST LEGEND:      +
+=====+
+=  S = SUMMON CREST    =+
+=  M = MOVEMNT CREST  =+
+=  A = ATTACK CREST   =+
+=  D = DEFENSE CREST  =+
+=  P = MAGIC CREST    =+
+=  T = TRAP CREST     =+
+=  # = NUMBER OF CRESTS =+
+=====+
+++++
```

Name: B. eye White Dragon
Type: Dragon
Level: 4
Hearts: 5
Attack: 40
Defense: 30
Crests: S, M, M2, A4, D, P
Special ability (ies): Fly

Name: Mystical Elf
Type: Spellcaster
Level: 1
Hearts: 2
Attack: 10
Defense: 20
Crests: S, S, S, S, M2, P4
Special ability (ies): Restores 1 heart to all allies. (dimension)

Name: Hitotsu-me Giant
Type: Best
Level: 2
Hearts: 1

Attack: 20
Defense: 10
Crests: S, S, S, A2, D2, P
Special ability (ies): N/A

Name: Baby Dragon
Type: Dragon
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, A, P
Special ability (ies): Fly, No family pros or cons.

Name: Ryu-kishin
Type: Spellcaster
Level: 2
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, M, A2, A2
Special ability (ies): N/A

Name: Feral Imp
Type: Spellcaster
Level: 2
Hearts: 1
Attack: 10
Defense: 20
Crests: s, s, s, m3, a5, d
Special ability (ies): Prevents all flying. (In play)

Name: Winged Dragon #1
Type: Dragon
Level: 2
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, M2, M3, P
Special ability (ies): Fly, Prevents all tunneling. (In play)

Name: Mushroom Man
Type: Beast
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, A2, P
Special ability (ies): N/A

Name: Shadow Specter
Type: Zombie
Level: 1
Hearts: 1

Attack: 10
Defense: 10
Crests: S, S, S, S, A2, P
Special ability (ies): N/A

Name: Swamp Battleguard
Type: Warrior
Level: 2
Hearts: 2
Attack: 20
Defense: 20
Crests: S, S, S, M2, A2, T
Special ability (ies): Attack crests raises attack by 10 once a turn.
(on attack) [A X 1]

Name: Battle Steer
Type: Beast
Level: 2
Hearts: 2
Attack: 20
Defense: 20
Crests: S, S, S, M3, D, T4
Special ability (ies):

Name: Flame Swordsman
Type: Warrior
Level: 2
Hearts: 2
Attack: 20
Defense: 20
Crests: S, S, S, M, M2, A2
Special ability (ies): N/A

Name: Time Wizard
Type: Spellcaster
Level: 1
Hearts: 1
Attack: 0
Defense: 10
Crests: S, S, S, S, M2, M3
Special ability (ies): Destroys monster with least attack. (dimension)

Name: R Leg of Forbidden
Type: Spellcaster
Level: 3
Hearts: 1
Attack: 10
Defense: 0
Crests: S, S, M2, M3, A2, D
Special ability (ies): N/A

Name: L Leg of Forbidden
Type: Spellcaster
Level: 3

Hearts: 1
Attack: 10
Defense: 0
Crests: S, S, M2, A, D, P
Special ability (ies): N/A

Name: R Arm of forbidden
Type: Spellcaster
Level: 3
Hearts: 1
Attack: 10
Defense: 0
Crests: S, S, M2, M3, A4, D2
Special ability (ies): N/A

Name: L Arm of forbidden
Type: Spellcaster
Level: 3
Hearts: 1
Attack: 10
Defense: 0
Crests: S, S, M, M3, A, D
Special ability (ies): N/A

Name: Exodia of Forbidden
Type: Spellcaster
Level: 4
Hearts: 2
Attack: 20
Defense: 20
Crests: S, M, M7, A2, D4, T
Special ability (ies): Automatic win if the 4 limbs exist. (Dimension)

Name: Summoned Skull
Type: Spellcaster
Level: 4
Hearts: 4
Attack: 40
Defense: 20
Crests: S, M3, M4, A, D, P
Special ability (ies): N/A

Name: Battle Ox
Type: Beast
Level: 2
Hearts: 2
Attack: 20
Defense: 20
Crests: S, S, S, M2, D, P2
Special ability (ies): N/A

Name: Beaver Warrior
Type: Beast
Level: 1

Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, M2, A2
Special ability (ies): N/A

Name: Rock Ogre Grotto #1
Type: Spellcaster
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, P2, T
Special ability (ies): Raises defense of all spellcaster monsters by 10
(in play)

Name: Zombie Warrior
Type: Zombie
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, A, D2
Special ability (ies): Raises attack of all Zombie monsters by 10. (in play)

Name: Koumori Dragon
Type: Dragon
Level: 2
Hearts: 2
Attack: 10
Defense: 20
Crests: S, S, S, M, A, D
Special ability (ies): N/A

Name: Saggi the Dark Clown
Type: Spellcaster
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, D, T
Special ability (ies): Reduces damage to one ally by 10. [D X 2]

Name: Dark Magician
Type: Spellcaster
Level: 4
Hearts: 3
Attack: 40
Defense: 20
Crests: S, M2, A, D2, P, T
Special ability (ies): N/A

Name: The Snake Hair
Type: Zombie

Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, M, P
Special ability (ies): Fly, Raises defense of all zombie monsters by 10.
(in play)

Name: Gaia the Dragon Champion
Type: Dragon
Level: 4
Hearts: 4
Attack: 40
Defense: 30
Crests: S, M4, A3, D, P2, T
Special ability (ies): Fly

Name: Gaia The Fierce Knight
Type: Warrior
Level: 4
Hearts: 4
Attack: 40
Defense: 20
Crests: S, M, A, D, P3, T
Special ability (ies): Able to attack flying monsters.

Name: Curse of Dragon
Type: Dragon
Level: 3
Hearts: 2
Attack: 20
Defense: 20
Crests: S, S, M, M3, A, D3
Special ability (ies): Fly

Name: Dragon Piper
Type: Spellcaster
Level: 1
Hearts: 1
Attack: 0
Defense: 10
Crests: S, S, S, S, D, P
Special ability (ies): Limits Dragon monsters 1 move/ 2 turns. (in play)

Name: Celtic Guardian
Type: Warrior
Level: 2
Hearts: 1
Attack: 20
Defense: 10
Crests: S, S, S, M3, P3, T
Special ability: N/A

Name: Faceless Mage

Type: Spellcaster
Level: 3
Hearts: 1
Attack: 20
Defense: 30
Crests: S, S, M3, M3, A, D2
Special ability (ies): N/A

Name: Karbonala Warrior
Type: Warrior
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, M2, T
Special ability (ies): Raises attack of all warriors by 10. (in play)

Name: Rogue Doll
Type: Spellcaster
Level: 3
Hearts: 2
Attack: 30
Defense: 20
Crests: S, S, M, A, A, D
Special ability (ies): Restores 1 heart to 2 allied monsters. (Dimension)
[P X 3]

Name: Sangan
Type: Spellcaster
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, D2, P4
Special ability (ies): N/A

Name: Killer Needle
Type: Beast
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, M, A
Special ability (ies): Able to attack flying monsters

Name: Giant Flea
Type: Beast
Level: 1
Hearts: 1
Attack: 20
Defense: 10
Crests: S, S, S, S, M, T
Special ability (ies): N/A

Name: Larvae Moth
Type: Beast
Level: 1
Hearts: 2
Attack: 20
Defense: 20
Crests: S, S, S, S, M, D
Special ability (ies): N/A

Name: Great Moth
Type: Beast
Level: 3
Hearts: 4
Attack: 30
Defense: 30
Crests: S, S, M, M2, A, D
Special ability (ies): Fly

Name: Kuriboh
Type: Spellcaster
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, A4, D2
Special ability (ies): N/A

Name: Mammoth Graveyard
Type: Beast
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, M5, P2
Special ability (ies): Tunneling,
Raises attack of all Beats monsters by 10. (in play)

Name: Harpie Lady
Type: Beast
Level: 2
Hearts: 2
Attack: 10
Defense: 10
Crests: S, S, S, M, M, P3
Special ability (ies): Fly,
Destroys one tunneling monster. (Dimension) [P X 3]

Name: Harpie Lady Sisters
Type: Beast
Level: 3
Hearts: 2
Attack: 20
Defense: 20
Crests: S, S, M2, A3, D, T2
Special ability (ies): Destroys all tunnellers. (Dimension) [P X 4]

Name: Perfectly Ultimate
Type: Beast
Level: 4
Hearts: 5
Attack: 40
Defense: 40
Crests: S, M4, A2, D, T, T2
Special ability (ies): Fly

Name: Thousand Dragon
Type: Dragon
Level: 2
Hearts: 2
Attack: 30
Defense: 20
Crests: S, S, S, M2, A7, D
Special ability (ies): N/A

Name: Jellyfish
Type: Beast
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, M, P2
Special ability (ies): Raises defense of all Beast monsters by 10 (In Play)

Name: Cocoon of Evolution
Type: Beast
Level: 2
Hearts: 2
Attack: 10
Defense: 40
Crests: S, S, S, A, P, T3
Special ability (ies): N/A

Name: Giant rock soldier
Type: Spellcaster
Level: 2
Hearts: 2
Attack: 10
Defense: 30
Crests: S, S, S, M2, D2, T
Special ability (ies): Removes one obstacle. [P X 2]

Name: Red-eyes B. Dragon
Type: Dragon
Level: 4
Hearts: 3
Attack: 40
Defense: 20
Crests: S, M2, A, D2, P2, T2
Special ability (ies): Fly

Name: Castle of D. Magic
Type: Spellcaster
Level: 2
Hearts: 2
Attack: 10
Defense: 20
Crests: S, S, S, M, D, D
Special ability (ies): Reduces damage by 20 when attacked. [D X 2]

Name: Metal Guardian
Type: Spellcaster
Level: 2
Hearts: 2
Attack: 10
Defense: 30
Crests: S, S, S, M, A, D
Special ability (ies): N/A

Name: Mystic Horseman
Type: Beast
Level: 2
Hearts: 4
Attack: 20
Defense: 10
Crests: S, S, S, M2, A, D
Special ability (ies): Adds damage to attack once per turn. [P X 1]

Name: Rapid Horseman
Type: Beast
Level: 3
Hearts: 4
Attack: 30
Defense: 20
Crests: S, S, M2, A2, D, P
Special ability (ies): Attack crest raises attack by 10 up to twice/turn.
(In attack) [A X ?]

Name: Clown Zombie
Type: Zombie
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, M2, T4
Special ability (ies): Tunneling, No family pros or cons.

Name: Pumpking the King of Ghosts
Type: Zombie
Level: 3
Hearts: 3
Attack: 20
Defense: 30
Crests: S, S, M, A2, D3, P2

Special ability (ies): Reduces damage by 30 when attacked. [D X 3]

Name: Battle Warrior

Type: Warrior

Level: 1

Hearts: 2

Attack: 20

Defense: 10

Crests: S, S, S, S, A, P

Special ability (ies): Adds 1 attacks crest to own crest pool. (Dimension)

Able to attack flying monsters.

Name: The 13th Grave

Type: Zombie

Level: 2

Hearts: 1

Attack: 0

Defense: 10

Crests: S, S, S, M7, A, P

Special ability (ies): Tunneling, Removes 1 heart from enemy and self. [P X 2]

Name: Petit Dragon

Type: Dragon

Level: 1

Hearts: 1

Attack: 10

Defense: 10

Crests: S, S, S, S, A, T

Special ability (ies): Raises attack of dragon monsters by 10. (In Play)

Name: Aqua Madoor

Type: Spellcaster

Level: 1

Hearts: 1

Attack: 10

Defense: 20

Crests: S, S, S, S, A2, T

Special ability (ies): N/A

Name: B. Skull Dragon

Type: Dragon

Level: 4

Hearts: 4

Attack: 40

Defense: 40

Crests: S, M3, A, A, D3, P

Special ability (ies): Fly

Name: Beautiful Headhuntress

Type: Warrior

Level: 3

Hearts: 2

Attack: 10

Defense: 10

Crests: S, S, M4, D, D, P2
Special ability (ies): N/A

Name: Yaranzo
Type: Zombie
Level: 2
Hearts: 2
Attack: 10
Defense: 10
Crests: S, S, S, M2, A, D
Special ability (ies): Trades 3 crests in own pool for 1. (Dimension)

Name: Kanan the Swordmistress
Type: Warrior
Level: 2
Hearts: 1
Attack: 20
Defense: 10
Crests: S, S, S, M2, D, D,
Special ability (ies): N/A

Name: Stuffed Animal
Type: Warrior
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, M2, D
Special ability (ies): N/A

Name: Three-legged zombies
Type: Zombie
Level: 1
Hearts: 1
Attack: 20
Defense: 10
Crests: S, S, S, S, A, D4
Special ability (ies): N/A

Name: Flying Penguin
Type: Beast
Level: 2
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, D, P, T
Special ability (ies): N/A

Name: Millennium Shield
Type: Warrior
Level: 3
Hearts: 1
Attack: 0
Defense: 40

Crests: S, S, M3, A, A3, D4

Special ability (ies): * This item can't move.

Name: Black Luster Soldier

Type: Warrior

Level: 4

Hearts: 5

Attack: 40

Defense: 30

Crests: S, M2, A, D, P, T2

Special ability (ies): N/A

Name: Fiend's Mirror

Type: Spellcaster

Level: 2

Hearts: 1

Attack: 10

Defense: 10

Crests: S, S, S, A, D2, T2

Special ability (ies): N/A

Name: Jirai Gumo

Type: Beast

Level: 1

Hearts: 2

Attack: 10

Defense: 10

Crests: S, S, S, S, D6, P

Special ability (ies): Tunneling

Name: Sanga of the Thunder

Type: Spellcaster

Level: 4

Hearts: 3

Attack: 30

Defense: 30

Crests: S, M, M3, A3, D, T

Special ability (ies): Shifts damage to an ally [T X 3]

Name: Kazejin

Type: Spellcaster

Level: 4

Hearts: 3

Attack: 30

Defense: 30

Crests: S, M3, A, D, P, T

Special ability (ies): Shifts damage to an ally [T X 3]

Name: Suijin

Type: Beast

Level: 4

Hearts: 3

Attack: 30

Defense: 30

Crests: S, M, A, D2, P, T

Special ability (ies): Shifts damage to an ally [T X 3]

Name: Gate Guardian

Type: Warrior

Level: 4

Hearts: 5

Attack: 40

Defense: 40

Crests: S, M2, A, D2, P3, T2

Special ability (ies): Shifts damage to an ally.

Name: Ryu-kishin Powered

Type: Spellcaster

Level: 2

Hearts: 2

Attack: 30

Defense: 20

Crests: S, S, S, M3, A, D

Special ability (ies): N/A

Name: B. eye Ultimate Dragon

Type: Dragon

Level: 4

Hearts: 6

Attack: 50

Defense: 40

Crests: S, M, A, D, P2, T

Special ability (ies): * Movement limited to 1 square per turn.

Name: Parrot Dragon

Type: Dragon

Level: 1

Hearts: 1

Attack: 10

Defense: 10

Crests: S, S, S, S, M2, T

Special ability (ies): Fly,

Raises defense of all dragon monsters by 10. (In play)

Name: Mystic Lamp

Type: Spellcaster

Level: 1

Hearts: 1

Attack: 10

Defense: 10

Crests: S, S, S, S, P, P

Special ability (ies): Raises defense of all spellcaster monsters by 10. (In play)

Name: Pendulum Machine

Type: Spellcaster

Level: 3

Hearts: 2

Attack: 20
Defense: 30
Crests: s, s, m, a, p3, t
Special ability (ies): N/A

Name: Zoa
Type: Spellcaster
Level: 3
Hearts: 2
Attack: 30
Defense: 20
Crests: S, S, M4, A, D, D2
Special ability (ies): N/A

Name: Metal Zoa
Type: Spellcaster
Level: 4
Hearts: 3
Attack: 30
Defense: 30
Crests: S, M8, A, D8, P, T4
Special ability (ies): N/A

Name: Dancing Elf
Type: Warrior
Level: 1
Hearts: 2
Attack: 20
Defense: 10
Crests: S, S, S, S, A, T
Special ability (ies): N/A

Name: Man-eater Bug
Type: Beast
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, M, A2
Special ability (ies): N/A

Name: Gemini Elf
Type: Spellcaster
Level: 3
Hearts: 1
Attack: 40
Defense: 10
Crests: S, S, M, A, D3, T4
Special ability (ies): N/A

Name: Skelengel
Type: Warrior
Level: 1
Hearts: 1

Attack: 10
Defense: 10
Crests: S, S, S, S, M, P
Special ability (ies): Raises defense of all warrior monsters by 10 (In Play)

Name: Hane-Hane
Type: Beast
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, D4, P
Special ability (ies): N/A

Name: Penguin soldier
Type: Beast
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, M2, M3
Special ability (ies): N/A

Name: Twin-headed Thunder Dragon
Type: Dragon
Level: 3
Hearts: 2
Attack: 40
Defense: 20
Crests: S, S, M, A2, P2, T2
Special ability (ies): N/A

Name: Witch's Apprentice
Type: Spellcaster
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, M2, T
Special ability (ies): N/A

Name: Meteor Dragon
Type: Dragon
Level: 3
Hearts: 3
Attack: 30
Defense: 30
Crests: S, S, M3, M4, D, P
Special ability (ies): Fly

Name: Meteor B. Dragon
Type: Dragon
Level: 4
Hearts: 3

Attack: 40
Defense: 20
Crests: S, M, A, D, P, T
Special ability (ies): Fly

Name: Dokurorider
Type: Zombie
Level: 3
Hearts: 2
Attack: 20
Defense: 20
Crests: S, S, M, A, D2, P2
Special ability (ies): N/A

Name: Magician of Black Chaos
Type: Spellcaster
Level: 4
Hearts: 4
Attack: 40
Defense: 30
Crests: S, M, A2, D, P, T
Special ability (ies): N/A

Name: Slot machine
Type: Spellcaster
Level: 3
Hearts: 3
Attack: 20
Defense: 20
Crests: S, S, M2, A2, D, T
Special ability (ies): N/A

Name: Red Archery Girl
Type: Warrior
Level: 1
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, S, M, D2
Special ability (ies): N/A

Name: Dark-eyes Illusionist
Type: Spellcaster
Level: 4
Hearts: 1
Attack: 10
Defense: 10
Crests: S, M, A2, D2, P, T3
Special ability (ies): Negates attack & effect on 1 ally [T X 5]

Name: Relinquished
Type: Spellcaster
Level: 1
Hearts: 1

Attack: 0
Defense: 0
Crests: S, S, S, S, D, T3
Special ability (ies): Sacrifices self to steal 1 enemy. [P X 10]

Name: Thousand-eyes Restrict
Type: Spellcaster
Level: 4
Hearts: 1
Attack: 10
Defense: 10
Crests: S, M2, A, D2, P5, T
Special ability (ies): Gain control of 1 foe/turn. [P X 8]

Name: Lord of D.
Type: Spellcaster
Level: 2
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, S, M, A, P2
Special ability (ies): Protects all dragon monsters. (In Play)

Name: R. eye B. M. Dragon
Type: Dragon
Level: 4
Hearts: 3
Attack: 40
Defense: 40
Crests: S, M2, A, D, P3, T2
Special ability (ies): Fly

Name: Barrel Dragon
Type: Dragon
Level: 4
Hearts: 4
Attack: 30
Defense: 30
Crests: S, M6, D, P, T2, T2
Special ability (ies): N/A

Name: Jinzo
Type: Warrior
Level: 3
Hearts: 1
Attack: 10
Defense: 10
Crests: S, S, M, A3, D2, T
Special ability (ies): N/A

Name: Dark Magician Girl
Type: Spellcaster
Level: 3
Hearts: 2

Attack: 20
Defense: 10
Crests: S, S, M, A, D, T
Special ability (ies): Obtains Attack and Defense of all destroyed spellcaster
monsters. (Dimension)

Name: Twin-Headed Dragon
Type: Dragon
Level: 1
Hearts: 2
Attack: 10
Defense: 10
Crests: S, S, S, S, D, P2
Special ability (ies): Tunneling, Adds 1 trap crest to own crest pool.
(Dimension)

Name: Gator Dragon
Type: Dragon
Level: 2
Hearts: 3
Attack: 10
Defense: 10
Crests: S, S, S, M, D, T
Special ability (ies): Reduces attack damage by Defense crest X 10. [D X ?]

Name: Blast Lizard
Type: Beast
Level: 2
Hearts: 2
Attack: 10
Defense: 10
Crests: S, S, S, A, D, T4
Special ability (ies): Destroys 1 foe Add 1 magic crest/level. [P X 3]

Name: Knight of Twin Swords
Type: Warrior
Level: 2
Hearts: 3
Attack: 10
Defense: 10
Crests: S, S, S, S, M, A, D
Special ability (ies): Moves 2 squares for 1 movement crests.
Attacks 1 foe up to 3 times/turn. (on attack) [A X ?]

Name: Thunder Ball
Type: Spellcaster
Level: 3
Hearts: 3
Attack: 10
Defense: 10
Crests: S, S, M, M3, A2, D2
Special ability (ies): Rolls to destroy one foe.
Add 1 defense crest per level. [P X 3]

Name: Magician Dragon
Type: Dragon
Level: 3
Hearts: 4
Attack: 20
Defense: 10
Crests: S, S, M4, A, D, D3
Special ability (ies): Adds enemy defense to own defense. [T X 3]
Destroys all within 3 x 3 grid. [P X 3]

Name: Strike Ninja
Type: Warrior
Level: 3
Hearts: 2
Attack: 20
Defense: 10
Crests: S, S, M, M3, A, D
Special ability (ies): Moves 3 squares for 1 movement crest.
Protects self from attacks and effects. [T X 2]

Name: Mighty Mage
Type: Spellcaster
Level: 4
Hearts: 5
Attack: 30
Defense: 20
Crests: S, M2, M4, A, P, T
Special ability (ies): Attacks an enemy 2 squares away. {P X 1}

Name: Crocozaurus
Type: Beast
Level: 4
Hearts: 5
Attack: 30
Defense: 20
Crests: S, M, A2, D, P, T3
Special ability (ies): Attack crests raises attack by 10 max. 3 times/turn.
(on attack) [A X ?]

Name: Orgoth the Relentless
Type: Warrior
Level: 3
Hearts: 3
Attack: 20
Defense: 20
Crests: S, S, M, M3, A2, D
Special ability (ies): Raises attack by 10.

Name: Medical Aid Kit
Type: Item
Level: 2
Hearts: N/A
Attack: N/A
Defense: N/A
Crests: S, S, S, M5, A, T

Special ability (ies): Restores 2 hearts to a monster.

Name: Exploding Disk

Type: Item

Level: 3

Hearts: N/A

Attack: N/A

Defense: N/A

Crests: S, S, M2, M3, D2, P2

Special ability (ies): Removes 2 hearts from a monster.

Name: Time Machine

Type: Item

Level: 1

Hearts: N/A

Attack: N/A

Defense: N/A

Crests: S, S, S, S, S, T

Special ability (ies): Returns monster to its last lactation.

Name: Energy Disk

Type: Item

Level: 1

Hearts: N/A

Attack: N/A

Defense: N/A

Crests: S, S, S, S, M3, M4

Special ability (ies): Raises a monster's attack by 20.

Name: Trap Bandit

Type: Item

Level: 1

Hearts: N/A

Attack: N/A

Defense: N/A

Crests: S, S, S, S, M, T

Special ability (ies): Destroys 1 trap crest in own crest pool.

Name: Declaration of Despair

Type: Item

Level: 1

Hearts: N/A

Attack: N/A

Defense: N/A

Crests: S, S, S, S, M2, P

Special ability (ies): Destroys 1 magic crest in own crest pool.

Name: Gluminizer

Type: Item

Level: 2

Hearts: N/A

Attack: N/A

Defense: N/A

Crests: S, S, S, M2, A, D2

Special ability (ies): Doubles movement cost for all. (Dimension)

Name: Resurrection Scroll

Type: Item

Level: 2

Hearts: N/A

Attack: N/A

Defense: N/A

Crests: S, S, S, M2, P2, T

Special ability (ies): Resurrects 1 destroyed ally.

Name: Warp Vortex

Type: Item

Level: 3

Hearts: N/A

Attack: N/A

Defense: N/A

Crests: S, S, M, A, D, T

Special ability (ies): Moves Monster to another Vortex. (Dimension)

Name: Crater Creator

Type: Item

Level: 4

Hearts: N/A

Attack: N/A

Defense: N/A

Crests: S, M4, A, A2, D, P4

Special ability (ies): Destroys all monsters in the dungeon.

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If you have any corrections, or additions for this guide or questions about the game, please let me know. These may include, but are not limited to:

- Questions about the game.
- Information that would help make the guide better or more complete.
- Grammatical errors in this guide.
- Incorrect information in this guide.
- Strategies.
- Pool suggestions.

The best and fastest way to contact me will be through e-mail.

I have AIM and MSN but I'm almost never on so... don't bet on that.

The second best way to contact me would be my board on GameFAQs which I check almost every day. Ignore the spaces in the email addresses.

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Website: <http://thecivilone.vze.com/index>

GameFAQs board: <http://boards.gamefaqs.com/gfaqs/gentopic.php?board=32429>

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Version 1.0 Date Completed: 7/31/04

Version 1.1 Date Completed: 8/2/04
Typos fixed, additional info added to walkthrough, contact information,
Version History and Duelists sections.

Version 1.2 Date Completed: 8/6/04
Version History updated, Legal information added / changed.

The latest version of this FAQ can be found at GameFAQs at this address:
http://db.gamefaqs.com/portable/gbadvance/file/yu_gi_oh_ddm_d.txt

And on my site at this address: <http://thecivilone.vze.com/DDMFAQ.txt>

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