

# Yu-Gi-Oh! The Eternal Duelist Soul Deck Depletion Defense Deck FAQ

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Updated to v0.26 on Dec 18, 2006

Yu-Gi-Oh! The Eternal Duelists Soul

Deck-Depletion Defense Deck FAQ

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Table Of Contents:

(57g504) 1.General Information and Contact Information

(57g505) 2.Idea behind the deck.

(57g506) 3.Card list and options

(57g507) 4.Full Card collection List

(57g508) 5.How-to win and play with the deck

(57g509) 6.Credits

(57g510) 7.Copyright Information

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(57g504) 1.General Information and Contact Information

Hello, this is my first FAQ and so I will try to do my best to make it enjoyable and as informational as possible. I first played this game about a year ago and I just got it back about a month ago and in my opinion it is the best Yu-Gi-Oh! game out there. I believe that it is a nice change from all of the other Yu-Gi-Oh! games out there because it doesn't really have a storyline, and so the gameplay is highly enhanced over the rest of the games. If you have any questions at all please feel free to contact me at crono5593@aol.com. To find a section really easily just type ctrl+F and then copy the numbers and letters to the left of each section and paste it into the find field. Copy the parenthesis also for perfect results.

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(57g505) 2.Idea behind the deck.

I came up with this idea from playing all the way through the game and I started to get very bored with the original "Let me get my strongest monster out then Raigeki and take off 4500 LP in one turn strategy" so when I went back to get 10 wins out of Umbra and Lumis, after losing several times, it gave me the idea to build a deck with no strong monsters in it that could still win. I soon built a standard deck-depletion deck modeled loosely after Umbra and Lumis's deck, but after a while that got really boring as well the duels would take way too much time. So now I have a deck that can still deplete their deck and win by them not being able to draw, but also I can kill them without having very much trouble at all.

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(57g506) 3.Card list and options

There are two different ways that you can go with this deck and that is the main reason that I like it so much. The first is the obvious way of simply out-living your opponent and making him draw and discard cards so that he runs out of cards and can not draw during one of his draw phases or when you force him to draw a card. The other is a little more complicated, but easy to understand. The main focus of way number 2 is to just deplete your opponents

Life Points mainly by using the Magic Thorn Trap card. I have not yet lost a single duel using this deck and I only came close to losing to Trusdale once.

These are the cards that I have in my deck, but I do not believe that it may be the perfect set-up it works, for me and I think that you'll have fun if you use them like this, if you have any suggestions you can e-mail them to me at [crono5593@aol.com](mailto:crono5593@aol.com), any suggestions will be greatly credited.

Blast Sphere X1  
Change of Heart X1  
Cyber Jar X1  
Dark Hole X1  
Dian Keto the Cure Master X1  
Dimensional Warrior X3  
Fissure X2  
Giant Germ X3  
Graceful Charity X2  
Gravekeeper's Servant X3  
Hane Hane X3  
Harpie's Feather Duster X1  
Heavy Storm X1  
Magic Jammer X1  
Magic Thorn X3  
Man-Eater Bug X3  
Mirror Force X1  
Morphing Jar X3  
Morphing Jar #2 X2  
Needle Worm X3  
Nimble Momonga X2  
Numinous Healer X3  
Penguin Soldier X3  
Pot Of Greed X1  
Raigeki X1  
Spell Binding Circle X1  
Toll X2  
Trap Hole X2  
Penguin Knight X1  
Waboku X1  
Wall of Illusion X3

First, I'll list the cards that I believe are the cards that you will probably need to have in your deck to have a likely chance of winning against higher level opponents, these include: Wall of Illusion, Raigeki, Gravekeeper's Servant, and Man-Eater Bug. All of these are pretty much must-have's in any deck-depletion deck, and there are other's such as Morphing Jar and Mirror Force, but they just don't seem to be as important to me.

I will now cover each card more in depth and explain each card's role in the deck.

Monster Cards (Note: every monster card in this deck is an effect monster)

Blast Sphere: This is a nice card as it has the ability that when attacked in face down defense position it becomes an equip card and attaches itself to the monster that attacked it. During that monster's controller's next standby phase the monster's controller receives damage equal to the monster's attack and the monster is destroyed.

I threw this in my deck just so I could have another way to get rid of my opponent's monster's and it is really quite effective. I use this against Kaiba Seto after he uses Cyber Stein to get a first round Blue-Eyes Ultimate

Dragon and he almost always attacks this.

Cyber Jar: When this card is flipped every monster on the field is destroyed and both players pick up five cards. Every monster card out of those five is automatically special summoned in either attack or defense position. I usually only use this as a last resort card if I don't have any other monsters in my hand and they have one or more monster's on the field that I can't get rid of.

Dimensional Warrior: These guys are extremely useful, when they either attack or are attacked by a monster both this and the monster in battle are removed from the game immediately, be warned though damage calculations do apply. I always somehow manage to draw one of these exactly when I need one. I'm not sure why but I just do. They can be both useful to draw an attack from a big monster away from another monster of yours or you can just summon one and take a monster out instantly.

Giant Germ: These aren't really needed for this deck I just like them, because they come in handy some times. When these are sent to the graveyard as the result of battle your opponent takes 500 LP of direct damage. Also you can special summon 2 more from your deck when it is sent to the graveyard. I just like having these because they deal direct damage much like Magic Thorn. You should always set these in defense position if possible, because the CPU always attacks face down monsters first.

Hane Hane: These aren't as useful as Penguin Soldiers, but they are nice and can come in handy sometimes. When these are flipped you can return one monster on the field to their respective owner's hand. These are useful when your opponent summons a monster that requires a tribute. Let's just say that Espa Roba just summoned Machine King. He then attacks your Hane Hane and it is sent right back to his hand and he is out his tribute and all that you are out is your Hane Hane.

Man Eater Bug: These are some of the most useful little monsters in the game. When these are flipped you can destroy one monster on the field. These are much better than Hane Hane in the fact that you can instantly kill one of your opponent's monster's instead of just sending it back to his hand. You can use the same strategy above, for Hane Hane as you can use for this monster.

Morphing Jar: These will be your main source of direct damage to your opponent paired with Magic Thorn. When this is flipped both you and your opponent discard your entire hand and draw five more cards. These are very effective for several reasons. The first is that they deplete your opponent's deck and they help you get more cards if you are low or don't have any cards. Secondly, if you have Magic Thorn out and then flip this you can do 2500 LP of damage in one turn, and if you have 2 out you can do 5000 LP of direct damage. If you have more Magic Thorns out it can get really nasty real quick.

Morphing Jar #2: When you flip this all monster on the field return to their respective owner's deck. Then each player draws cards continuously, and each monster they draw is placed on the field in defense position. Any magic or trap cards that they draw are sent to the graveyard. The drawing continues until you have the same number of monster on the field as before. These will be your main way to take out your opponent's magic/trap cards period. Flip one of these when your opponent has 4 or 5 monsters out and you're sure to get rid of at least 1 or 2 of your opponent's magic/trap cards. The only problem with this is that the monster's your opponent has out aren't sent to the graveyard but rather back to his deck.

Needle Worm: When these are flipped your opponent discards the top five cards

in his library directly to the graveyard. Not much to say about this except that they get rid of your opponent's cards just speeding up the depletion of your opponents deck.

**Nimble Momanga:** These are one of many life gaining cards in this deck. When this is sent to the graveyard as the result of battle you gain 1000 LP and you can set another Nimble Momanga from your deck in defense position. These always come in handy at any point during a duel. Gaining LP is always useful and even more so in this deck because at some time you will be left with no more monsters in your hand and will have to rely on your LP not reaching 0 for a turn or 2.

**Penguin Soldier:** I can not stress enough to you how useful this card can be. When it is flipped you can return 2 monster's on the field to their respective owner's hand. You can use the strategy I mentioned above with Hane Hane with this card, only it is infinitely more effective with Penguin Soldier. say you have a Needle Worm out already flipped. You can set your Penguin Soldier and then on your opponents turn he'll attack your Penguin Soldier you can send both your opponents monster and your Needle worm to your hand and then you can flip your Needle Worm all over again. It works with Nimble Momanga as well.

**Penguin Knight:** This is in here solely to save yourself from yourself. When this card is discarded to your graveyard as the result of one of your opponents actions you reshuffle your graveyard to your library. You may rarely get a little carried away with Graceful Charity, Pot of Greed, or even Morphing Jar and actually put yourself at risk of depleting your owc deck, so its good to have a failsafe just in case, and I found it in this card.

**Wall of Illusion:** This is perhaps the best defense card in the game period. When any monster attacks this it is sent back to its owners hand. It is a great effect, and there are only a handful of monsters that don't require a tribute that can break its 1850 defense anyway. Usually if you draw this card right away you will be able to stall long enough until you can draw a Magic Thorn, or Gravekeeper's servant or both.

**Trap Cards** (Note: Not too many trap cards are needed in this deck)

**Magic Jammer:** A decent trap. When you activate this it cancels the effects of a magic card that was just activated. You must discard a card from your hand in order to activate this. Most of the trap cards in this deck aren't really needed. They are just in here to help support the deck, as is the case with this card.

**Magic Thorn:** Once combined with Morphing Jar this is your main source of damaging your opponent's LP. When this is activated it is a continuous trap that whenever you force your opponent to discard a card from his hand to his graveyard that opponent receives 500 LP of direct damage for each card. If you don't feel like waiting a duel out all the way you can usually kill your opponent relatively quickly with this card, and since the effects of this card stack with each one if you have 2 or 3 of them out at the same time you may be able to kill your opponent in one turn if he has 6 cards in his hand and you play Morphing Jar.

**Mirror Force:** If your opponent attacks you and you activate this all of your opponents monsters in attack position are automatically destroyed. This is the best card in the deck to get rid of your opponents monsters with. If you draw this it may be best to leave your field open so that your opponent will switch all of his monster's to attack position and then attack you so that you take out all of his monster's at once.

**Numinous Healer:** You must activate this trap when you receive damage to your LP. When active you gain 1000 LP plus an additional 500 LP for all Numinous Healer cards in all graveyards. It is best to use this card right after you play a Giant Germ, because when you play the first he'll attack and kill it, then the other two have to be summoned in attack position. After they are summoned you are likely to take some damage because Giant Germ only has 1000 attack so it will probably get killed. Also if you can play two at once that is useful as well.

**Spell Binding Circle:** Once active you must choose one of your opponents monster's. That monster can no longer attack as long as this card remains face up on the field. Once again this card is just useful to stall with until you can draw something better to get rid of the monster completely.

**Trap Hole:** This must be activated when your opponent summons a monster, excluding special summon. Any monster summoned with an attack of 1000 or more is automatically destroyed by this card. These are useful to get rid of those pesky Gemini Elves and Vorse Raiders whose attack power is just strong enough to take out your Wall of Illusions.

**Waboku:** When you activate this all the damage your opponents monsters deal is reduced to 0 for that turn. Do not be confused the monster's attack power is not actually reduced to 0 for that turn as with Suijin, but they just deal 0 damage. Once again just enough to help you stall until you can get something better.

#### Magic Cards

**Change of Heart:** When you activate this you can take control of your one opponents monsters for one turn regardless of its position. The only time I repeat the only time you should ever attack your opponent with a monster is when you use this card. Almost all of the CPUopponents have Mirror Force in their decks and somehow they always manage to draw them on their first turn. So if you have to put your monsters at risk in order to attack your opponent you might as well use his monster to do it with so that you give yourself a win, win position.

**Dark Hole:** If you've ever even played this game you'll definitely already know what this card does, but I'll explain it anyways. When you activate this it destroys all monsters on the field, both yours and your opponents. The only advice I'm going to give is to use this when your opponent has more monsters on the field than you, then set another monster right after it.

**Dian Keto the Cure Master:** When you activate this card you gain 1000 LP. Not much to say about this either, use it as soon as you draw it always.

**Fissure:** When activated it destroys your opponents monster with the lowest attack power. There is a catch to this though if he only has one really powerful monster out it still destroys it. So this is best used when your opponent has only one really high powered monster on the field.

**Graceful Charity:** Always useful. When activated you draw three cards and then you must discard 2. This is perhaps the best way to go about acquiring your Magic Thorns and Gravekeeper's Servants. With the ability to draw 3 cards most of the time you will already have 2 cards in your hand that you don't want at that time, so it will be like drawing 3 cards for free.

**Gravekeeper's Servant:** When activated this is a continuous magic card that causes your opponent to discard the top card in his library to the graveyard

everytime he attacks with a monster. This is so insanely useful because combined with all of your flip effect monsters your opponent will attack you almost every turn. The effects of this card do stack and combined with Toll you could possibly have your opponent paying 1500 LP and discarding the top 2 cards of his library or discarding the top 3 cards of his library and paying 1000 LP for a single attack.

Harpie's Feather Duster: There is a reason that this card is limited to only 1 in your deck. When activated it automatically destroys all of your opponent's magic and trap cards on the field. This card is extremely useful in any type of deck period, and it is a must have. There isn't much to say about how to use it except use your own discretion on when you feel is the best time.

Heavy Storm: When activated it destroys all magic and trap cards on the field. If you have no other magic or trap cards on the field it works the same as Harpie's Feather Duster. Other than that it really isn't needed in this deck.

Pot of Greed: When activated you draw 2 cards from your deck. That's all folks... All kidding aside there's not much to this card just use it as soon as you draw it.

Raigeki: Ah... good ole Raigeki. If you don't know what this card does you've never even heard of Yu-Gi-Oh! or you have smoked your memory clear away with pot. But, I'll tell you what it does just for the heck of it. When activated this destroys all of your opponent's monsters on the field. The only info I can offer you is to watch out for Anti-Raigeki.

Toll: When activated this is a continuous magic card that makes both players pay 500 LP to attack with a monster. As mentioned before this is very effective when combined with Gravekeeper's Servant.

As I mentioned before this is by no means the best way to build this deck I just recommend this as a template. You may find other playing styles to be more effective and you should arrange it as you see fit. There are several other cards that are worthy to be used and I highly recommend that you try other card combinations.

Some notable cards that I recommend trying are Magician of Faith, Crush Card, Dream Clown, Kuriboh, Mask of Darkness, The Bistro Butcher, Time Wizard, Slifer The Sky Dragon (Just Kidding LOL).

Anyways there is probably going to be no way to make this deck unless you've already beaten Simon and have acquired every card simply because a lot of the required cards are extremely rare and impossible to get for someone who is just starting. This deck is definitely not recommended for someone who is new to this game because it requires a lot of strategy to win effectively.

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#### (57g507) 4.Full Card collection List

I'm going to write a full card collection list later just because I'm in school and I have a job, but if anyone would just send me one that I could use I would probably reward you with sexual favors, not really but I would greatly credit you.

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#### (57g508) 5.How-to win and play with the deck

There are several tactics that you can use to win with this deck. The easiest

way is to out-wait your opponent untill he can't draw a card anymore. To do this you should first try to get a Wall of Illusion out. Then try to ge a Gravekeeper's Servant out and just keep playing monsters so that the opponent will continue to attack you thusly depleting his library twice as fast. Needle Worms and Morphing Jars will also speed up this process considerably.

The second most prevelant way is to take down your opponents LP to 0. The best way to do this is to get a Magic Thorn out and use Morphing Jars to make him discard several cards at a time. Other ways are to bring out Giant Germs and to just attack him.

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(57g509) 6.Credits

For now just CJayC for creating the greatest website imaginable.

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(57g510) Copyright Information

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