

Yu-Gi-Oh! The Sacred Cards Hints/Walkthrough

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Updated on Nov 19, 2003

YUGIOH: THE SACRED CARDS

HINTS/WALKTHROUGHS

Well, this game is fairly easy to beat. I mean, this game wasn't hard at all except for the last duel against the evil Marik. I myself beat the whole game in less than 24 playing hours without any help (because there was none). So I'll be the first to submit something.

WALKTHROUGH?

So you start out in clock tower park. This is where you begin. Yea, and the whole beginning goes where you meet your friends Yugi and Joey in your room. Then when you leave your house you are on the far right side of the city where Kaiba announces the dueling tourney and etc. they say you begin at 9 sharp. (and it's not 9 when Kaiba leaves.) first you must find all the other main characters. So all you have to do is walk all over clock tower park until you've talked to all 5 other main people: MAI, BONZ, WEEVIL, YUGI, MAKO. (press R to trigger their departure)

- * Yugi is right next to you so talk to him first.
- * Mai is to the left of you when you head left. Near the clock*
- * Then head down to the café where Bonz is and talk to him.
- * Then left of the cafe is Weevil and his gang.
- * Up northward of Weevil is Mako.

Anyway, after that when you walk to the place where you see the big clock, the clock rings the bell and the duels begin. (to duel, press R on anyone) you'll see Joey, Yugi, Rex, Weevil, Mai, and Kaiba do their declarations etc. (it's best to save before any big duels)

You can duel Tristan, who is in front of your house, but he's just a rookie.

- * You can find Bonz in the graveyard. At the far top right side of town. (just north of the place where Kaiba did his first speech.) well, first there's an alley. You gotta beat one of those 3 people first. Then you can head on to Bonz in the graveyard for a locator card. [hint: he uses dark types, so the duel would be easy if you had light types.]
- * Then in the alley above the place with the clock, you'll find Espa's youngest brother. Duel him and win which forces the older brother to come and duel you. Beat him and Espa will come out. Duel him for your next locator card. [hint: he uses electric types so you can beat him easy if you have a ground type (summon)]. When you leave and go back, he tells you his story, just say no. otherwise if you say true, then he'll leave and not return.
- * Your next easy locator card would be Rex. He's still southeast of the city. And he'll duel for locator cards. Simple enough. [hint: he uses ground types, so use wind types on him to beat him quick.]
- * From here you can do two things. Either 1) help Bonz get his graveyard back from the ghouls or 2) test Mokuva's machine in Kaiba corps. Lets say you test Mokuva's machine. It's easy. You don't get much but yea. (oh, you can duel just about anyone at this point for more deck capacity.) ok, now to get the graveyard back to Bonz. The ghoul is hard. He has Exodia. So you gotta beat him within 2-7 turns. Using light monsters are a good way to win cuz he has dark types. But don't forget about his shadow types. They'll kill your light types. So you'll also need dream types. (otherwise get somethin that doesn't deal with that set of superiority. Like get thunder or water types etc) after you beat him, go back

out and bonz thanks you.

After that, you should go to the ?ART? place on the map and duel Bakura. Don?t worry, he?s just a beginner. Although we all know who he really is?after the duel he?ll leave after you.

Now, you?re able to go to the park (a new place in the city map)

* The mime wont duel you yet. So don?t bother tryin like in the tv shows.

* But anyway, you can go upward and see three people. Duel the one that doesn?t walk. He will tell you where Mai is. But you have to tell him where yugi is.

(easy. At the toy shop. So just say yes.)

* After defeating him, you can duel all the others around there if you want. All are simple.

* Oh, and weevil is around there too. Before dueling him, you gotta duel each of his 3 disciples. Then duel weevil. [hint: he uses plant types, so be sure to use pyro types] oh and he won?t give up until you beat him 3 times. And then he tells you a secret, that there are rare cards involved. (obvious)

* Ok, next objective is to go to clock tower city. You?ll go to Rex, and say no. otherwise he won?t duel. Beat him, and he?ll be there forever. Uh next go back to the park for some unfinished business.

* There, beat all the other people and talk to them after the duel. They?ll tell you other places that would be unlocked later.

* Now go back to clock tower city and to the café where you first saw bonz. Now there is a guy in orange. Duel him. Then talk to him. He?ll tell you a rumor about the card shop. (it?s best to save and change around your deck here)

* Now go to the card shop. Magician awaits you?and DUEL! After that, marik controls his mind and talks then sends the host to the afterlife etc. now save is my advice.

* Toy shop. Marik is there as Namu. Talk to him then leave. Now the other places on the city map are revealed.

* Building: There you?ll find Mai. Duel her?she wont duel for locators though. Beat her. Then talk to her and she?ll leave and sees ya later. Go inside. You?ll see joey, talk to him to get him back into dueling mode.

* Now go to the Bridge. You?ll first see Kaiba dueling. Then he?ll tell you somethin to tell yugi. Now go to the right and up. The mime under marik?s control will duel you. Beat him then its best to save again.

* Now you can go to the aquarium. The guy in front is looking for a duelist. So duel him. Win and talk to him and he?ll leave. Now go inside.

* Go up and you?ll find joey losing to Mako. Now would be the time to upgrade your deck capacity because you?ll need all the strong cards you can get. So go back and duel the ones that increase you by 10 not 5. And before you can duel Mako, you gotta beat the other 3 people around there (the couple and the girl near joey).

* Get enough electric types to overpower Mako?s sea monsters. Beat him and talk to him and tell him to cheer up. Then leave

* Now go meet yugi at the toy shop. There will be a problem with joey and tea, and then a ghoul comes and tells you to retreat. Say no!! then you and yugi split up to find info. tell tristan at your house and then go around. You?ll notice that espa and bonz have been kicked out of their places again. And it?s no use battling the ghouls cuz they?ll keep coming back. I only find the ghoul in the graveyard a little bit interesting cuz after you beat him twice, then he?ll be talkin to marik.

* Now go to the art. The ghoul will duel you twice before he informs marik. You should also notice that ghouls are almost everywhere. Yea, the thing now is that you gotta duel and beat every single one of them. (2 in clock tower city, 2 in aquarium, 2 in bridge)

* After that, save. Because now you go to the park and to the right where weevil is dueling bandit keith and loses. Then you duel bandit keith. After beating him, get the info needed and go to the toy shop.

* Now yugi tags along as you find mokuba and kaiba. Go to kaiba corps which is on the right side of town. I know its corny but kaiba?s guard actually can duel. So beat him and he?ll tell you to ask mokuba.

* Go to the building. Two ghouls, Lumis and Umbra, have him captive, and you and yugi interfere. And then you and yugi do a two on two duel on the roof. Beat one of them. Then marik talks through them and etc. now go down to talk to mokuba. He tells you that kaiba is at the art. Go to the art and talk to kaiba. He tells you joey's at the pier. Now I'd save if I were you.

* Go to the pier. You and yugi face bandit keith and a bunch of ghouls. Yugi takes on the bunch as you duel keith. Beat him, then marik talks and says that your friends are here. Go straight up to the square arena. Of course it shows yugi dueling and losing and sinking. Then you gotta dive in and bring him out. Then you duel joey. When you win, you 4 return to the toy shop and await joey's final win.

* Go to the arts. Ishizu will greet you and duel you. And then force you to duel kaiba after her. If you beat both, you obtain the obelisk the tormentor card.

* Now before the tournament, my advice to all is to raise your deck power and capacity. That way you can use stronger cards. (I won with weak cards but that was just a shame on the program.) you should try to get at least 3000 deck capacity, though I won with only 2000. 3000 or more would really boost your winning ratio.

* Now go to the toy shop and meet up with yugi, joey, tristan, and tea. Then you all put the locators together and find that you gotta go to a construction site. You automatically go there with them. And you find Namu aka Marik. Then enter the place. Mai talks to joey and etc. bakura comes at 5 til. And then you await the last duelist. You just gotta talk to everyone there and the guy next to the stairs last. Then he'll say one minute, and kaiba says where is the guy. And then Odion comes as Marik.

* Now y'all are on the ship and the first duel is being picked. Which is yugi versus bakura. During the match, yami yugi and yami bakura change to their true forms. Yugi wins setting bakura free. Then the second duel is chosen. You versus marik aka Odion. To duel, talk to kaiba's security guard on the left. Now duel!

* After you win, Odion is sent to the shadow realm by the real Marik, and Marik is revealed. Then the third match is joey versus Marik. Joey loses to Marik and is trapped in the shadow realm too. Then you and your friends appear in joey's room. Leave and go to the top right door. It's Odion's. you just stopped Marik from expelling Odion.

* Now go down to the first floor and to the right to see the fourth picking for the next duel. It's Kaiba versus Mai. Mai loses.

* Now back at joey's room. Talk to everyone then mokuba. He'll say you're reaching the next battle area. It's Kaiba corps. Island. I suggest you to save before going in.

* The next duel is you versus yugi. When you win, you get a dark magician and the slifer the sky dragon god card.

* Next, Kaiba versus Marik. Marik wins and sends Kaiba to the shadow realm.

* Last, it's you versus Marik. Save before you duel. And be sure to have strong cards. And duel. When you win, the normal Marik takes over and collapses. Then all the shadow realmed people come back. Then it shows you all getting off the blimp. Then Ishizu asks for all the god cards. You must say yes, because she won't accept a no. Then she leaves. Odion carries Marik and leaves. Then you, yugi, and joey return to clock tower city. You say your good byes. Then that's the end. (The thing that sucks is that you can't even get a chance to use the last god card.)

Cheats:

Well, you know how the machine in the card shop allows you to put in a card number code. Well, pretty much, just find your card and put it in. Or you can go to www.poj.com/yu-gi-oh/VideoGames/GBC-DarkDuel/yu_gi_oh_dds_c.txt That's where I got my codes for the first 800 cards.

BUT IF ANYONE CAN, CAN YOU EMAIL ME THE EGYPTIAN GOD CARDS? CODES??? (the 9 digit numbers) IT WOULD BE VERY HELPFUL.

MY EMAIL IS jonjong1212@yahoo.com

And I need the codes for cards past 800. Thanks!

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