

# Yu-Gi-Oh! Duel Monsters 7 (Import) FAQ/Walkthrough

by DracoLord

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Yu-gi-oh Duel Monsters 7

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1.0 Version History

(Note: Date formats are English; dd/mm/yy, and show the date of completion of each area/topic.)

- 0.1 (10/08/02)
  - Basic layout and text
- 0.2 (15/08/02)
  - Reformatted and redesigned guide for easier reading
- 0.3 (19/08/02)
  - Added 'Links'
- 0.4 (20/08/02)
  - Added 'DM7 Map'
  - Added 'Quick Walkthrough'
- 0.5 (25/08/02)
  - Minor layout changes
- 0.6 (01/09/02)
  - Added 'FAQs'
- 0.7 (02/09/02)
  - Added 'Version History'
- 0.8 (10/09/02)
  - Added 'Yugioh Game Basics'
  - Added 'Main Duellists Walkthrough'
- 0.9 (11/09/02)

- Added 'Gaming Tips'
- Added ASCII Art in '2.0 Yugioh Game Basics'
- Added notes to the '5.0 Main Duellists Walkthrough'

#### 1.0 (11/09/02)

- The first release

#### 1.1 (20/09/02)

- Updated some of the Card names
- Updated some of the Card types and elements

#### 1.2 (22/10/02)

- Changed '1.0 Version History' Layout
- Added '2.3.1 Deck Construction Workshop'

#### 1.3 (22/10/02)

- Completed several cards in '8.0 Card List'
- Corrected slight alignment error in '9.0 Card Machine Passwords'
- Updated '2.3.1 Deck Construction Workshop'

#### 1.4 (25/10/02)

- Reformatted Guide
- Corrected a few card names

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-----  
2.0 Yugioh Game Basics  
-----

Yugioh is a strategic card game in which you must fulfil one of 4 victory conditions before your opponent does:

- Reduce your opponent's Life Points (LP) to 0 or less (explained below)
- Have all 5 pieces of Exodia the Forbidden One in your hand
- Play all 5 pieces of the Oujyan Board (to spell D-E-A-T-H)
- If your opponent can't draw another card because they have no more to draw (Deck Out)

When you begin a game, you start with 8000 Life Points (LP), when these reach 0 that person loses. in order to do damage to LP you must use either Monster Cards or Magic Cards.

-----  
2.1 Monster Cards Explained  
-----

\*Monster Cards\*

The main emphasis of Yugioh is on Monster Cards which form the basis of your attack and defence. Each Monster Card has two main values, Attack and Defence (in addition to level and element, but I get onto these later)

-----

7	Name of Card	7
7		7
7	Level:*****	7
7	-----	7
7 7		7 7
7 7		7 7
7 7		7 7

```

7 7          7 7
7 7      Card Image  7 7
7 7          7 7
7 7          7 7
7 7          7 7
7 7          7 7
7 ----- 7
7          7
7 ----- 7
7 7Type77Element7 7Attack 7 7
7 ----- 7Defence7 7
7          ----- 7
-----

```

**\*Level\***

Each Monster Card is given a level, the higher the level, the stronger the card. Depending on the level, you may have to sacrifice one or more cards in order to play the card. Here's a quick list to show you how many you need for each level:

Level 1 - 4 : No Sacrifice needed, you can play straight from your hand.

Level 5 : 1 Sacrifice is needed.

Level 6+ : 2 Sacrifices are needed.

(Note: There are some cards (Fusion and Ritual) cards which do not follow the same rules as normal cards.)

**-Fusion Cards-**

Fusion cards are monsters which are made up of 2 or more other monsters. To use a fusion monster, you must first have the 2 or more necessary cards (3 Dragon cards for example). You then sacrifice the necessary cards, and you can now play the Fusion card.

**-Ritual Cards-**

Ritual Cards are monsters which require a special ritual magic card (Ultimate Dragon Ritual for example.) For these rituals, you must first sacrifice 1 or more necessary cards (in this case, 3 Blue Eyes White Dragons), totalling 3 (if there is only 1 required card, you must sacrifice 2 additional cards of your choice.)

**\*Attack Rating\***

Every Monster Card has an Attack Rating, ranging from 0 to 5000 (base value; magic and equipment cards can be played to increase the 'base' value.)

The Attack Rating is shown in the bottom right hand corner of the card (the top number.)

**\*Defence Rating\***

Also, every Monster Card has a Defence Rating, ranging from 0 to 5000 (base value; magic and equipment cards can be played to increase the 'base' value.)

The Defence Rating is shown in the bottom right hand corner of the card (the number under the Attack Rating.)

\*Card 'Modes'\*

In Yugioh you can play Monster Cards in one of 3 modes, Reverse Defence, Defence and Attack.

-Reverse Defence-

When you first play a Monster Card and select 'Defence' your card will be placed in 'Reverse Defence' Mode. In this mode, the card values cannot be seen by your opponent, and if they attack, it is your defence rating that will count. (Note: You cannot switch a card to 'reverse defence' mode after the card has been played. After the card is switched to either 'Defence' or 'Attack' mode, it cannot be switched back to 'Reverse Defence' mode.)

-----  
7\*\*\*\*\*7  
7\*\*\*\*\*7  
7\*\*\*\*\*7  
7\*\*\*\*\*7  
-----

-Defence-

Either:

- When you play a card in 'Reverse Defence' and you opponent attacks the card (without beating the card), the card is now placed in 'Defence' mode.

- When you attack with one of your cards, and next turn you switch it to defence mode.

In this mode, the card values can be seen by your opponent, and if they attack, it is your defence rating that will count.

-----  
7            7  
7            7  
7            7  
7            7  
-----

-Attack-

In 'Attack' mode you can attack one of your opponent's monster cards. In this mode, the card values can be seen by your opponent, and if they attack, it is your attack rating that will count.

-----  
7            7  
7            7  
7            7  
7            7  
7            7  
7            7  
7            7  
-----

-----  
2.2 Duelling and how to do it  
-----

\*Duelling\*

Duelling is the name of the card battles which happen all across the world in DM7. To duel someone, move up to the person who you want to duel and press [ R ] on your GBA. (Note: Not all people can be challenged to a duel.)

\*'Top' Duellists\*

For those of you who have watched the TV show, the 'top' Duellists are the main characters seen throughout the series (Yugi, Joey, Tai, Tristan etc.) For those who haven't seen the TV series, they are the ones which have an image when you talk or duel them. (Note: Some 'Top' Duellists will not accept a challenge until you have performed certain tasks - See 'Quick Walkthrough'.)

\*How to Duel\*

After going up to someone and pressing [ R ], you will be shown your 'case' (where you store all your cards), this is where you 'bet' a card on the duel (the better card you bet, the better the card you get if you win; Note: If you lose the duel, you lose the card you bet.) To 'bet' a card, simply highlight the card you wish to bet, and press (A) and select the second option (middle) and the battle will begin. (To not bet a card, simply press (B) and select the top option, but remember, you will not win any new cards if you do not bet a card in the first place.)

\*It's Time to Duel!\*

-Board-

```

-----
 7      7 7      7 7      7 7      7 7      7
 7 1 7 7 1 7 7 1 7 7 1 7 7 1 7 7 1 7
 7      7 7      7 7      7 7      7 7      7
-----

```

```

-----
 7      7 7      7 7      7 7      7 7      7
 7 2 7 7 2 7 7 2 7 7 2 7 7 2 7 7 2 7
 7      7 7      7 7      7 7      7 7      7
-----

```

```

-----
 7      7 7      7 7      7 7      7 7      7
 7 3 7 7 3 7 7 3 7 7 3 7 7 3 7 7 3 7
 7      7 7      7 7      7 7      7 7      7
-----

```

```

*****
*****
*****
*****
*****

```

```

-----
 7      7 7      7 7      7 7      7 7      7
 7 3 7 7 3 7 7 3 7 7 3 7 7 3 7 7 3 7
 7      7 7      7 7      7 7      7 7      7
-----

```

```

-----
 7      7 7      7 7      7 7      7 7      7
 7 2 7 7 2 7 7 2 7 7 2 7 7 2 7 7 2 7
 7      7 7      7 7      7 7      7 7      7
-----

```

```

-----
7      77      77      77      77      7
7 1 77 1 77 1 77 1 77 1 7
7      77      77      77      77      7
-----

```

- 1 - Hand: You can have up to 5 cards in your hand at one time, if you already have 5 when it's your turn, you do not draw a card until you discard one first.
- 2 - Magic/Traps: You place your magic and trap cards here. You can have up to 5 magic, trap, or equipment cards in play at any one time, and a new card cannot be played until:
  - Your trap duration ends
  - Your opponent uses a card which removes on or all of your trap/magic cards
  - You use a card which removes on or all of your trap/magic cards on your own side
- 3 - Monster Cards: You can play up to 5 Monster Cards at any one time. In order to play a new card, you can either:
  - Sacrifice one, or more cards to summon a more powerful monster
  - Lose the card from being attacked by the enemy
  - Use a magic/trap card which removes all monsters on the field, or a set of monsters

-Game flow-

Once the battle starts someone will be picked at random to play first, that person will follow the following chain of events:

(1st Turn)

```

-----
7 Draw 1 Card from 'Deck' 7
-----

```

```

      77
      \ /
-----

```

```

-----
7 Play 1 Monster Card      7
-----

```

```

      77
      \ /
-----

```

```

-----
7 Play up to 5 Magic/Trap Cards 7
-----

```

```

      77
      \ /
-----

```

```

-----
7 Change Monster Card to Attack/Defence Mode 7
-----

```

```

      77
      \ /
-----

```

```

-----
7           End Turn           7
-----

```

(2nd Turn Onwards)

```

-----
7 Draw 1 Card from 'Deck' 7
-----

```

```

      77
      \ /
-----

```

-----  
7 Play 1 Monster Card or Sacrifice 1 or more cards to summon level 5+ 7  
7 Monster 7  
-----

77  
\/

-----  
7 Play up to 5 Magic/Trap Cards 7  
-----

77  
\/

-----  
7 Change Monster Card to Attack/Defence Mode 7  
-----

77  
\/

-----  
7 Attack an enemy Monster card with one of yours (each card can attack 7  
7 once per turn) 7  
-----

77  
\/

-----  
7 End Turn 7  
-----

-Who will win?-

There are two ways in DM7 that you can defeat an opposing card, either through higher 'Ratings', or through an elemental type.

\*1 : Ratings\*

As I said earlier, all Monster Cards have an Attack and Defence rating, and this is one way how you can decide who will win the 'battle' between two cards.

Attack -> Attack (Higher Attack)

If you attack a card which is in attack mode, you compare the two cards attack ratings, and the highest rating wins. Also, the loser of the exchange gets deducted a number of LP equal to the difference in attack ratings.

For Example:

You're Card:

-----  
7 Blue Eyes White Dragon 7  
7 7  
7 \*\*\*\*\* 7  
7 ----- 7  
7 7 7 7  
7 7 7 7  
7 7 7 7  
7 7 7 7  
7 7 BEWD 7 7  
7 7 7 7  
7 7 7 7  
7 7 7 7  
-----



```

7 7          7 7
7 ----- 7
7          7
7 ----- 7
7 7Dragon77Light7 7A:30007 7
7 ----- 7D:25007 7
7          ----- 7
-----

```

Opponent's Card:

```

-----
7          Baby Dragon          7
7          7
7          *** 7
7 ----- 7
7 7          7 7
7 7          7 7
7 7          7 7
7 7          7 7
7 7          Baby Dragon        7 7
7 7          7 7
7 7          7 7
7 7          7 7
7 7          7 7
7 ----- 7
7          7
7 ----- 7
7 7Dragon77Ground7 7A:12007 7
7 ----- 7D: 7007 7
7          ----- 7
-----

```

So That's:

You: 3000 (Attack)  
Opp: 1200 (Attack)

You have the higher attack rating, so you win and Baby Dragon will be eliminated from your opponent's (3: Monster Cards) section of the board.

Your opponent will also lose LP as their Monster Card was in Attack Mode. They lose the difference between Attack Powers:

$$3000 - 1200 = 1800$$

So your opponent loses 1800 LP from their total.

Attack -> Attack (Same Values)

If you attack one of your opponent's monster cards (when both cards are in attack mode) and both cards have an equal Attack Rating, then both cards are eliminated, and no LP are deducted from either side.

Attack -> Defence (Higher Attack)

If you attack a card which is in defence mode, you compare the your card's attack rating and your opponents card's defence rating, and the highest rating wins. However, if your attack rating is less than your opponents card's defence rating, you will lose LP equal to the difference between your card's attack rating, and your opponents card's defence rating.

For Example:

You're Card:

```
-----  
7 Blue Eyes White Dragon 7  
7 7  
7 ***** 7  
7 ----- 7  
7 7 7 7  
7 7 7 7  
7 7 7 7  
7 7 7 7  
7 7 BEWD 7 7  
7 7 7 7  
7 7 7 7  
7 7 7 7  
7 7 7 7  
7 ----- 7  
7 7  
7 ----- 7  
7 7Dragon77Light7 7A:30007 7  
7 ----- 7D:25007 7  
7 ----- 7  
-----
```

Opponent's Card:

```
-----  
7 --- ----- 7  
7 7s7 7 7 M 7  
7 7p7 7 7 y 7  
7 7c7 7 7 s 7  
7 7-7 7 7 t 7  
7 7L7 7 7 i 7  
7 7g7 7 7 c 7  
7 7h7 7 M 7 a 7  
7 7t7 7 E 7 l 7  
7 --- 7 7 7  
7 ---- 7 7 7  
7 7DA7 7 7 E 7  
7 72 7 7 7 l 7  
7 7087 7 7 * f 7  
7 7007 7 7 * 7  
7 7007 7 7 * 7  
7 ---- ----- * 7  
-----
```

So Thats:

You: 3000 (Attack)

Opp: 2000 (Defence)

Your attack rating is higher than your opponent's card's defence rating, so you win and Mystical Elf will be eliminated from your opponent's (3: Monster Cards) section of the board.

Your opponent will not lose any LP as their Monster Card was in Defence Mode.

Attack -> Defence (Higher Defence)

If you attack a card which is in defence mode, you compare the your card's attack rating and your opponent's card's defence rating, and the highest rating wins. However, if your attack rating is less than your opponents card's defence rating, you will lose LP equal to the difference between your card's attack rating, and your opponents card's defence rating.

For Example:

You're Card:

```

-----
ㄱ          Baby Dragon          ㄱ
ㄱ          ㄱ                    ㄱ
ㄱ          *** ㄱ
ㄱ ----- ㄱ
ㄱ ㄱ                    ㄱ ㄱ
ㄱ ㄱ                    ㄱ ㄱ
ㄱ ㄱ                    ㄱ ㄱ
ㄱ ㄱ                    ㄱ ㄱ
ㄱ ㄱ          Baby Dragon      ㄱ ㄱ
ㄱ ㄱ                    ㄱ ㄱ
ㄱ ㄱ                    ㄱ ㄱ
ㄱ ㄱ                    ㄱ ㄱ
ㄱ ㄱ                    ㄱ ㄱ
ㄱ ----- ㄱ
ㄱ          ㄱ
ㄱ ----- ㄱ
ㄱ ㄱDragonㄱㄱGroundㄱ ㄱA:1200ㄱ ㄱ
ㄱ ----- ㄱD: 700ㄱ ㄱ
ㄱ          ----- ㄱ
-----

```

Opponent's Card:

```

-----
ㄱ --- ----- ㄱ
ㄱ ㄱSㄱ ㄱ                    ㄱ M ㄱ
ㄱ ㄱpㄱ ㄱ                    ㄱ y ㄱ
ㄱ ㄱCㄱ ㄱ                    ㄱ s ㄱ
ㄱ ㄱ-ㄱ ㄱ                    ㄱ t ㄱ
ㄱ ㄱLㄱ ㄱ                    ㄱ i ㄱ
ㄱ ㄱgㄱ ㄱ                    ㄱ c ㄱ
ㄱ ㄱhㄱ ㄱ          M          ㄱ a ㄱ
ㄱ ㄱtㄱ ㄱ          E          ㄱ l ㄱ
ㄱ --- ㄱ                    ㄱ ㄱ
ㄱ ---- ㄱ                    ㄱ ㄱ
ㄱ ㄱDAㄱ ㄱ                    ㄱ E ㄱ
ㄱ ㄱ2 ㄱ ㄱ                    ㄱ l ㄱ
ㄱ ㄱ08ㄱ ㄱ                    ㄱ * f ㄱ
ㄱ ㄱ00ㄱ ㄱ                    ㄱ * ㄱ
ㄱ ㄱ00ㄱ ㄱ                    ㄱ * ㄱ
ㄱ ---- ----- * ㄱ
-----

```

So That's:

You: 1200 (Attack)  
Opp: 2000 (Defence)

Your Attack Rating is lower than your opponents card's Defence Rating, so no cards are eliminated, but you will lose LP equal to the difference between your attack, and your opponent's defence:

2000 - 1200 = 800

So you lose 800 LP from your total.

Attack -> Defence (Same Values)

If you attack one of your opponent's cards (when your card is in attack mode, and your opponent's is in defence or reverse defence), and both your attack rating and their defence ratings are the same, nothing happens.

\*2 : Elements\*

The second way you can defeat your opponent's cards is by attacking or defending with a card of an element which is 'strong' against the element of the card used by your opponent.

Every Monster Card has an element or type, and depending on the type, it is strong or weak against another element. If your card is 'strong' against the element, then your card will defeat the other, no matter what the attack or defence ratings are. However, if your card is 'weak' against the element, then your card will loss to the other, no matter what the attack or defence ratings are.

So the elements/types are:

'Main' Category

Fire (Red)

\*Beats\*

Forest (Dark Green)

\*Beats\*

Wind (Light Green)

\*Beats\*

Ground (Brown)

\*Beats\*

Thunder (Yellow)

\*Beats\*

Water (Blue)

\*Beats\*

Fire (Red)

'Sub' Category

Black (Black)

\*Beats\*

White (Gray)

\*Beats\*

Evil (Purple)

\*Beats\*

Illusion (Light Purple)

\*Beats\*

Black (Black)

(Note: As I said above, if the element of card will \*beat\* another card, then you will win no matter how high or low your attack and defence ratings are, and no matter how high or low your opponents card's attack and ratings are. However, if your card has a higher attack rating (when attacking your opponent's cards in attack mode) than your opponents, you

still deduct the same number of LP as if the elements were null.)

-----  
2.3 How to Build a Deck  
-----

-Costs-

Every card within DM7 has a 'cost', the higher the cost, the better the card (not stronger, better.) (Note: The most 'expensive' cards are usually level 4 cards with 1800+ Attack Ratings as these require no sacrifices to use.) This 'cost' is the amount of Duelling points required to place the card in your deck, and if have enough Duelling points to use the card, then this 'cost' is the amount of deck capacity needed to store the card in your deck.

For Example:

Blue Eyes White Dragon (Level 8)

A: 3000

D: 2500

Has a cost of 95 (relatively low because it requires 2 sacrifices to play the card.) This means you have to have a Duelling level of at least 95, any less and you cannot use this card.

Ex. My Duelling Level is 400, so I can use this card.

As I can use this card, I will. I place this card in by deck:

Capacity: 0/2700 Cards: 0/40 (Before)

Capacity: 95/2700 Cards: 1/40 (After)

Now that I have this card in my deck, my maximum capacity (2700) is now lessened by 95, so my remaining 39 cards can have a combined cost of up to 2605.

Now, if I add another card into the deck, the used capacity will increase as well as the number of cards in the deck:

Dark Elf (Level 4)

A: 2000

D: 800

Has a cost of 319 (much more than BEWD, and is only level 4. The reason for this high cost is that this card has a pretty high attack rating, and can be played without any sacrifices.)

My Duelling level is 400, so I can use this card.

Capacity: 95/2700 Cards: 1/40 (Before)

Capacity: 414/2700 Cards: 2/40 (After)

And you carry this on until you have 40 cards with a capacity value of 2700 or less.

-Increasing Duelling Points and Deck Capacity-

The only way to increase your Duelling points and deck capacity is to duel. The more you duel, the more points you can accumulate, and you can also use better cards. Different Duellists give you different amounts of Duelling points; put simply, the better the duelist, the

larger the number of Duelling points you gain (most 'main' Duellists give you 10 Duelling points whilst most others give you 5.)

#### -Getting Better Cards-

When you defeat an opponent, you get two or three things:

-Duelling Points

-Money

-A card (only if you 'bet' before the duel)

(Duelling points are explained above)

The money can be used to buy cards from the card shop (located near the centre-bottom on the right hand side (Point '10' on 3.0 DM7 Map.) In this shop is the store owner (behind the desk - usually), and the card machine (which requires a 8-digit password to operate, and if a correct password is entered, you can buy that card from the shop owner.)

When you talk to the shop owner you will get two options:

Buy

Sell

#### -Buy-

If you select 'Buy' you will see a list of cards (which can be sorted into different categories in the same way as in you're 'case'.) Each card has a cost in money (listed in the top right corner in yellow.) (The top white value is how much money you have, and the white value below the 'price' is how much money you have after the purchase.) To buy the selected card, press (A) and select the top option (the middle shows you the card, and the bottom cancels.) (Note: You must have enough money to buy the card, otherwise nothing will happen.)

#### -Sell-

The same as 'buy', except you gain money and lose a card instead of the gaining a card and losing money.

#### -Card Machine-

The card machine is in the top right hand corner of the shop. When you 'talk' to it you will be asked to enter an 8-digit code. If you enter an incorrect code, nothing will happen. If you enter a correct code, the card which you 'unlocked' will be available for purchase from the shop owner.

(Note: For some of these passwords, look at the 8.0 Card Machine Passwords.)

#### -Betting-

Another way of getting cards is by 'betting' one of your cards before you duel. When you start a duel, you will see your 'case', a list of your cards. Simply highlight the one you want to bet and press (A) and select the top option (middle views the card, bottom cancels.) (Note: You must have at least one card in stock to highlight and bet that card. This means that the card must be in your case, and not in your deck.)

(Note: The better the card you bet, the better the card you will win, but remember, if you lose the duel, you lose the card you bet.)

#### -Restricted Card List-

Within DM7, there are a number of cards which are 'restricted', which means you can have only 1 in your 'deck'. The Restricted cards are:

- Exodia the Forbidden
  - Right Leg of the Forbidden One
  - Left Leg of the Forbidden One
  - Right Arm of the Forbidden One
  - Left Arm of the Forbidden One
  - Black Hole
  - Thunder Bolt (Raigeki)
  - Harpy's Feather Duster
  - Change of Heart
  - Pot of Greed
  - Reborn the Monster
- Giant Storm (This card is 'semi'-restricted, meaning you can have up to 2 of these cards in your deck.)

-Other Limitations-

Besides the 'restricted card list', there are several other limitations to your deck:

- You cannot have more than 3 of any one card (the same number, different images count as a different card.)
- You cannot have cards worth more than your Duelling level
- You have a deck capacity, and you cannot go it

-Requirements-

A deck consists of 40 cards, no more, no less, if you have less you cannot exit from the 'case' menu (it will not let you go over 40.) These 40 cards can be either monster, magic, trap, equipment or ritual cards (remember the limitations listed above.)

-----  
2.3.1 Deck Construction Workshop  
-----

Now that I have explained what limitations there are when building a deck, it's time to lay out some basic and advanced guidelines which will help you build powerful and successful decks.

This section DOES NOT tell you what cards to put in your deck, that's your choice, and I've given you plenty of hints throughout this guide, so you can manage on your own, but it does share some useful and practical tips.

\*Recommended Cards\*

As I said above, I will not tell you all the cards that you should, and should not have in your deck, instead I will SUGGEST some of the best cards to have:

- Thunder Bolt
- Swords of Revealing Light
- Pot of Greed
- Reborn the Monster (Monster Reborn)
- Black Hole (AKA Dark Hole)
- Change of Heart

\*Hints and Tips from the Experts\*

-----  
7Monster cards are better than magic/trap cards7  
-----

In any deck, the most important cards you can, and should have are Monster cards. This is simply because, no matter how strong your trap/magic cards are, Monster cards are the only true way to defend your LP, and your true way to defeating your opponent. (OK, you can use 'Direct' effect magic cards to attack your opponent's LP, but you cannot hope to win with just these cards.)

To prove my point:

Direct Effect Magic Cards:

Sparks	-	50 LP
Fireball	-	100 LP
Final Flame	-	200 LP
Giant Fire	-	500 LP
Flame's of Hell	-	1000 LP

You can have up to 3 of each of these cards in your deck, so:

Sparks	-	50 LP x 3 =	150 LP
Fireball	-	100 LP x 3 =	300 LP
Final Flame	-	200 LP x 3 =	600 LP
Giant Fire	-	500 LP x 3 =	1500 LP
Flame's of Hell	-	1000 LP x 3 =	3000 LP

Giving a grand total of: 5550 LPs worth of damage

Max. LP	=	8000
Max. LP Damage (By DEMCs)	=	5550
Remaining LP	=	2450

5 Cards can be held in your hand at once, and all these DEMCs total 15 cards, which means it would take at least 10 turns to deal this amount of damage (5550), which could be done A LOT easier by having high Attack rating level 4 cards, as they could do far more damage, far quicker.

So you see, you cannot hope to win with just DEMCs (Direct Effect Magic Cards), and this example assumes that you drew one after another, and assumes that your opponent hasn't countered any of these, and also assumes that your opponent hasn't attacked you whilst you were attacking them.

As you can see, even ALL the DEMCs cannot hope to even begin equal the power of Monster cards, let alone replace them.

-----  
7High lows, Low highs7  
-----

There is no point in having a deck with 30 level 8 cards with very high Attack ratings, and only 10 level 4 (and below) cards as you will find you cannot sacrifice enough cards to summon your level 8 cards, or even worse, you cannot play any monster cards, which allows your opponent to



attack your LP directly, and defeat you faster than you can say:  
"Yu-Gi-Oh". Really.

The best thing to do is have either a 2:1, or 3:1 ratio of cards (2 or 3 level 4 (and below) cards to every 1 level 5+ card), depending on remaining magic cards (if you have Pot of Greed, you can use the 2:1 ratio, if not, better stick to the 3:1.)

-----  
7Magic and Traps Work7  
-----

Although I discredited DEMCs above, I advise you to have a fair amount of Magic and Trap cards in your deck. Although you cannot win with these cards alone, they can play a pivotal role in defeating duellists with Monster cards far more powerful than your own.

The best way to play it is to have 5-10 Magic/Trap cards, and the remaining 30-35 cards should be Monster cards (both high level, and low level.)

-----  
7Ritual and Fusion Monsters7  
-----

Ritual and Fusion monsters are best left to the experts. Although these cards do have incredible Attack and Defence ratings (most of them), they are extremely difficult to summon during an intense duel with an experienced duellist, and often cause huge problems should your necessary cards be eliminated.

The way to use these cards (if you choose to do so), is by ALWAYS having a back-up plan. This plan can take the form of any counter-attack or counter-defence strategy, which will (hopefully) put you back in a strong duelling position.

Real Example:

You are trying to summon the Blue Eyes Ultimate (White) Dragon with the 'Ultimate Dragon Ritual' card. You have 2 BEWDs on the field, and 2 other level 4 Monsters, and are at a stalemate with your opponent (who also has 2 BEWDs on the field.) You play Swords of Revealing Light to save your 2 level 4 Monsters, and this is your last turn before it's effect wears off:

-----  
7 7 7  
7BEWD7 7BEWD7 Opponent  
7 7 7  
-----

\*\*\*\*\* 4000 LP  
\*\*\*\*\*  
\*\*\*\*\*  
\*\*\*\*\* 4500 LP  
-----

7 7 7 7 7 7  
7BEWD7 7BEWD7 7Lv.47 7Lv.47 You  
7 7 7 7 7  
-----

-----  
7 7  
7SORL7  
7 7

-----

You draw Pot of Greed, and play it, and you draw 2 cards.  
The 2 draw cards were:

- Ultimate Dragon Ritual
- and
- Blue Eyes White Dragon

You sacrifice your 2 Lvl.4 Monster cards, and play BEWD.  
You then sacrifice all 3 BEWDs, and play the 'Ultimate Dragon Ritual',  
and summon the enormous power of BEUWD (4500/3800), and use it to  
destroy one of your opponent's BEWDs. You are sure of certain victory,  
opponent's turn:

-----

```

7      7
7BEWD7          Opponent
7      7

```

-----

```

***** 2500 LP
*****
*****
***** 4500 LP

```

-----

```

7      7
7BEUWD7        You
7      7

```

-----

Your opponent draws, and plays.....Kuribo (550/400), and you laugh  
your head of, and look at the ratings:

```

You: BEUWD : 4500/3800
Opp: Kuribo : 550/ 400

```

Then. You remember, 'Black' beats 'Light'!, and guess what!? Kuribo  
attacks, and eliminates BEUWD from the field! Now look whos laughing.

This really did happen, but thankfully I played another level 4 card,  
which happened to also be a 'Black' card, that beat the Kuribo, the  
remaining BEWD, and won the duel! But think what might have happened  
if that level 4 card didn't come up, and that little Kuribo pounding  
away at my LP (or being sacrificed for a stronger Monster card.)  
I think you get the general idea.

-----

7Ace in the Hole7

-----

Also known as 'Trump Card', the 'Ace in the Hole' strategy is simple,  
always have 1 or 2 cards which will get you out of any situation. Now,  
this may sound easy, Thunder Bolt, and Dark Hole, but this is NOT what  
I mean. Those two cards are involved, but this deck building strategy  
does not revolve around these cards. To perfect this deck, you will have  
to take the time to duel as many duellists as you can, and see if your  
'Trump' card(s) come up in time to help you out. To put it simply, to  
make this 'trouble-free' deck, just follow these instructions:

-----

7Add 'Thunder Bolt' to your deck7

-----  
Does it help?

Yes / \ No

-----  
7Keep it7      7Try Another Duel7  
-----

Does it help?

Yes / \ No

-----  
7Keep it7      7Discard it7  
-----

-----  
7Add 'Dark Hole' to your deck 7  
-----

Does it help?

Yes / \ No

-----  
7Keep it7      7Try Another Duel7  
-----

Does it help?

Yes / \ No

-----  
7Keep it7      7Discard it7  
-----

-----  
7Add 'Swords of Revealing Light' to your deck7  
-----

Does it help?

Yes / \ No

-----  
7Keep it7      7Try Another Duel7  
-----

Does it help?

Yes / \ No

-----  
7Keep it7      7Discard it7  
-----

etc.

It is best to try each card or cards in at least 2 duels (if not more), to gauge their true potential. Now although this process is EXTREMELY time consuming, it could be the best way to achieve YOUR perfect deck, I say YOUR perfect deck because everybody has different ways of dealing with different situations, and so will require very different cards (this is why I will not tell you exactly what cards to use as this may not work for you as well as it did for me.)

-----  
7The 'Forbidden' Win7  
-----

Another way you can build your deck, and some say the easiest (not in my opinion) is to include all the Exodia and Oujyan pieces, as well as Pot of Greed. Now, although this strategy may be perfect (if you can assemble all the pieces) for some, it does require A LOT of LUCK to draw all the necessary cards, and to play them.

My advice to you on this subject is, don't use it! It works for so few people, and even with those people, it doesn't work all the time, so I advise you stick to more conventional '0 LP' win strategies.

\*\*\*\*\*  
Can you think of any deck construction tips/ideas which I haven't listed above? If you have, E-Mail me your suggestions to : The\_RSM@hotmail.com And I will review them, and if they are suitable, put them in this guide. Please note that you will be given FULL CREDIT for your suggestion(s). (Please mark your E-Mails with the Subject : YDM7DECK)  
Thank You.

\*\*\*\*\*

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-----  
2.4 Magic, Trap and Equipment Cards  
-----

-Magic Cards (Green)-

One of the most important types of cards (joint with Trap cards, and Monster cards.) These can destroy your opponent's monsters, their magic or trap cards, even stop them from attacking or defending.

N: Stop Defence

#: 320

E: Causes your opponents cards to switch to Attack Mode for on turn

N: Dragon Capture Jar

#: 329

E: Eliminates all your opponent's Dragon cards in play

N: Black Hole (AKA Dark Hole)

#: 336

E: Destroys all creatures on the field (including yours)

N: Thunder Bolt (AKA Raigeki)

#: 337

E: Destroys all your opponent's creatures on the field

N: Mooyan Curry

#: 338

E: Your LP +200

N: Red Potion

#: 339

E: Your LP +500

N: Goblin's Secret Remedy

#: 340

E: Your LP +1000

N: Soul of the Pure

#: 341

E: Your LP +2000

N: Dian Keto the Cure Master

#: 342

E: Your LP +5000

Note: A great card to have

N: Sparks

#: 343

E: Opponent's LP -50 (Direct Damage)

N: Fireball

#: 344

E: Opponent's LP -100 (Direct Damage)

N: Final Flame

#: 345

E: Opponent's LP -200 (Direct Damage)

N: Giant Fire

#: 346

E: Opponent's LP -500 (Direct Damage)

N: Flame's of Hell

#: 347

E: Opponent's LP -1000 (Direct Damage)

N: Swords of Revealing Light

#: 348

E: Stops your opponent from attacking for 3 turns. (Also reveals all cards in Reverse Defence)

N: Spellbinding Circle

#: 349

E: Weakens all your opponent's Monster cards

N: Dark Piercing Light

#: 350

E: Reveals all cards in Reverse Defence (including yours)

N: Warrior Elimination

#: 653

E: Destroys all your opponent's Warrior type cards in play

N: De-Spell

#: 655

E: Cancels all magic effects that reduced your creature's Attack or Defence ratings

N: Eternal Rest

#: 656

E: Destroys all your opponent's Zombie type cards in play

N: Stain Storm (AKA Rust Storm)

#: 660

E: Destroys all your opponent's Machine type cards in play

N: Crush Card

#: 661

E: Destroys all your opponent's Monster Cards with an Attack Rating of 1500 or more

Note: A great card to have

N: Eradicating Aerosol

#: 662

E: Destroys all your opponent's Insect type cards in play

N: Breath of Light

#: 663

E: Destroys all your opponent's Rock type cards in play

N: Eternal Drought

#: 664

E: Destroys all your opponent's Fish type cards in play

N: Shadow Spell

#: 669

E: Lowers all your opponent's Monster cards Attack and Defence ratings by 2 levels (by 200; e.g. 500/500 becomes 300/300)

N: Harpy's Feather Duster

#: 672

E: Destroys all your opponent's face down Magic/Trap cards

N: Brain Control

#: 781

E: Control one of your opponent's Monster cards for 1 turn

N: Change of Heart

#: 784

E: Same as Brain Control (#781)

N: Multiply

#: 785

E: Makes 1 Kuribo into 5 (fills all monster slots)

N: Exorcist

#: 786

E: Destroys all your opponent's Evil type cards in play

N: Magician Destroyer

#: 787

E: Destroys all your opponent's Spellcaster type cards in play

N: Revolution

#: 788

E: Opponent's LP -200 for every card in their hand (up to LP -1000)

N: Pot of Greed

#: 789

E: Draw to cards from your deck, into your hand (if you already have 5 cards in your hand, nothing happens, and if you have 4 cards in your hand, you only draw 1 card)

N: Peace Being

#: 891

E: Stops any of your opponent's Monster cards with an Attack Rating of 1500+ from attacking, switching modes, or from being sacrificed

N: Darkness Approaches

#: 892

E: Makes all of your cards turn face down (no matter what 'mode' your cards are in, and includes magic and trap cards)

N: End of War

#: 893

E: Destroys ALL cards in play (including yours), as well as both player's hands

N: Giant Storm

#: 894

E: Destroys ALL cards in play (including yours)

N: Reborn the Monster (AKA Monster Reborn)

#: 895

E: Lets you bring back one Monster card from the Duelling 'graveyard' (either yours, or your opponent's Monster cards)

N: Grave-Digger Ghoul

#: 896

E: Destroys all the cards in both 'graveyards' (they cannot be recovered by any means, including 'Reborn the Monster' (#895))

N: Hand of Evil

#: 898?

E: Destroys one of your opponent's Monster cards in play (you choose which one)

-Trap Cards (Light Purple)-

Trap cards are probably the second most essential type of card (except for Monster cards obviously.) They are played face down (in your magic/trap section of the field), and are 'activated' when your opponent does a certain action (e.g. Attack, switch card 'modes' etc.)

N: Ouijyan Board D

#: 583

E: When you spell DEATH, you win the duel

N: Ouijyan Board E

#: 584

E: When you spell DEATH, you win the duel

N: Ouijyan Board A

#: 585

E: When you spell DEATH, you win the duel

N: Ouijyan Board T

#: 586

E: When you spell DEATH, you win the duel

N: Ouijyan Board H

#: 587

E: When you spell DEATH, you win the duel

N: House of Adhesive Tape

#: 681

E: Destroys one of your opponent's Monster card with an Attack rating of 500 (or less), that attacks one of your Monster cards

N: Eatgaboon

#: 682

E: Destroys one of your opponent's Monster card with an Attack rating of 1000 (or less), that attacks one of your Monster cards

N: Bear Trap

#: 683

E: Destroys one of your opponent's Monster card with an Attack rating of 1500 (or less), that attacks one of your Monster cards

N: Invisible Wire

#: 684

E: Destroys one of your opponent's Monster card with an Attack rating of 2000 (or less), that attacks one of your Monster cards

N: Acid Trap Hole

#: 685

E: Destroys one of your opponent's Monster card with an Attack rating of 3000 (or less), that attacks one of your Monster cards

N: Widespread Ruin

#: 686

E: Destroys one of your opponent's Monster cards, when they Attack

N: Goblin Fan

#: 687

E: Reflects any 'Direct' magic back at your opponent (e.g. Fireball (#344))

N: Bad Reaction to Simmochi

#: 688

E: Reverses the effect of Recovery magic cards (e.g. Red Potion (#339))

N: Reverse Trap

#: 689

E: Reverses any Power-up card effect, and reduces the Monster card's Attack and Defence ratings instead (e.g. Dragon Treasure (#315))

N: Fake Trap

#: 670

E: Does nothing (except it makes your opponent think you have a real trap, and this might make them rethink their strategy)

N: Reverse Lightning

#: 782

E: Reverses Lightning Bolt (Raigeki) (#337) back at your opponent, and destroys all their Monster cards, instead of yours

N: ?Amazon Vortex?

#: 870

E: Reduces one of your opponent's Monster card's Attack and Defence ratings

N: Tidal Wave

#: 897

E: When your opponent Attacks one of your cards, that Monster card is destroyed

N: Messiah of Ant Hell

#: 899

E: When your opponent Attacks one of your cards, that Monster card is stopped, and is prevented from doing anything for one turn

-Fields and Field Cards-



When Duelling against main characters (and some normal ones) you may find that the background looks different to the one you first saw at the beginning, this means that you are Duelling in a 'field'.

'Fields' are areas which affect different monster cards differently, sometimes increasing their 'base' attack and defence ratings, and sometimes decreasing their 'base' attack and defence ratings. 'Fields' can come into play in two ways;

- Someone plays a 'Field' Card
- You are in an arena with that type of field in play

The types of fields/field cards are as follows:

Forest (Card #330)  
Wasteland (Card #331)  
Mountain (Card #332)  
Meadow (Card #333)  
Ocean (Card #334)  
Yami (Dark) (Card #335)

Each field affects the main types of creatures (not elements). The main types of creature are as follows:

Dragon  
Warrior  
Beast  
Beast Warrior  
Birds  
Insect  
Fish  
Thunder  
Rock  
Spellcaster  
Fiend  
Dinosaur  
Seaserpent  
Water  
Plant  
Zombie  
Angel  
Reptile  
Machine  
Fire

Now, I put these two lists together to show you what has an advantage or disadvantage in each field type:

Forest:

Insect (Adv.)  
Beast Warrior (Adv.)  
Plant (Adv.)  
Beast (Adv.)

Wasteland:

Rock (Adv.)  
Dinosaur (Adv.)  
Zombie (Adv.)

Mountain:

Dragon (Adv.)  
Birds (Adv.)

Thunder (Adv.)

Meadow:

Warrior (Adv.)

Beast Warrior (Adv.)

Ocean:

Fish (Adv.)

Thunder (Adv.)

Seaserpent (Adv.)

Water (Adv.)

Machine (DisAdv.)

Fire (DisAdv.)

Yami:

Spellcaster (Adv.)

Fiend (Adv.)

Angel (DisAdv.)

(Note: Reptiles have no field (dis)advantages.)

\* Format for the 'Cards' Section \*

N: Name of Card

#: Card Number

E: Effect(s)

-Equipment Cards (Lt. Green)-

These cards are 'attached' to one of your monster cards, and can power them up, as long as you use the right card for the right type of creature.

N: Legendary Sword

#: 301

E: Powers up Warriors (Not Dark Warriors)

N: Sword of Dark Destruction

#: 302

E: Powers up Dark Warriors

N: Dark Energy

#: 303

E: Dark monster Attack and Defence +500

N: Axe of Despair

#: 304

E: Powers up Beast Warriors and Demons

N: Laser Cannon Armour

#: 305

E: Powers up Insects

N: Insect Armour + Laser Cannon

#: 306

E: Powers up Insects (Equip)

N: Elf's Light

#: 307

E: Powers up Elves

N: Beast Fangs  
#: 308  
E: Powers up Beasts

N: Steel Shell  
#: 309  
E: Powers up creatures with Shells

N: Vile Germs  
#: 310  
E: Powers up Plants

N: Black Pendant  
#: 311  
E: Powers up Dark Spellcasters

N: Silver Bow and Arrow  
#: 312  
E: Powers up Elves

N: Horn of Light  
#: 313  
E: Powers up Dark Monsters (with horns)

N: Horn of the Unicorn  
#: 314  
E: Powers up Horned Creatures (except Dark Creatures)

N: Dragon Treasure  
#: 315  
E: Powers up Dragons

N: Electro-Whip  
#: 316  
E: Powers up Females

N: Cyber Shield  
#: 317  
E: Powers up Females

N: Elegant Egotist  
#: 318  
E: Makes 1 Harpy Lady into 3 Harpys

N: Mystical Moon  
#: 319  
E: Powers up Beasts

N: Malevolent Nuzzeler  
#: 321  
E: Powers up Dark Females

N: Violet Crystal  
#: 322  
E: Powers up Zombies

N: Book of Secret Arts  
#: 323  
E: Powers up Spellcasters

N: Invigoration  
#: 324  
E: Powers up Rock, Fire, and Thunder creatures

N: Machine Conversion Factory  
#: 325  
E: Powers up Machines

N: Raise Body Heat  
#: 326  
E: Powers up Dinosaurs

N: Follow Wind  
#: 327  
E: Powers up Birds

N: Power of Kaishen  
#: 328  
E: Powers up Sea Creatures

N: Kunai with Chain  
#: 651  
E: Powers up Warriors (Equip)

N: Magical Labyrinth  
#: 652  
E: Powers up 'Labyrinth Wall' Card

N: Salamandra  
#: 654  
E: Powers up Fire type Creatures

N: Megamorph (AKA Giant Growth)  
#: 657  
E: Doubles and Monster card's Attack and Defence ratings

N: Metal Morph  
#: 658  
E: Turns certain creatures into their metal variant

N: Winged Trumpeter  
#: 659  
E: Powers up Angels

N: Bright Castle  
#: 668  
E: Powers up White Creatures

N: 7 Cards  
#: 900  
E: Powers up 'Slot Machine'

-Ritual Cards (Blue)-

Ritual cards allow you to summon more powerful Monster cards into play by sacrificing a specified Monster, and two other cards of your choice (or two specified Monster cards, and one of your choice; or three specified Monster cards.)

(Note: The format of this section is slightly different from all the others. It is as follows:

N: Name of Card  
#: Card Number  
R: Required Sacrifice(s)  
@: Card Number(s) of Sacrifice(s)  
S: Resultant Monster Card

And now, the Ritual Cards.)

N: Curse of the Millennium Shield  
#: 665  
R: One-Eyed Shield Dragon, and any other 2 Monster cards  
@: 296  
S: Millennium Shield

N: Yamadron Ritual  
#: 666  
R: Mountain Warrior, and any other 2 Monster cards  
@: 29  
S: Yamadrom

N: Gate Guardian Ritual  
#: 667  
R: Sanga of Thunder, Kazejin of Fire, and Suijin of Water  
@: 371, 372, 373 (Respectively  
S: Gate Guardian

N: Black Luster Ritual  
#: 670  
R: Gaia the Fierce Knight, and any other 2 Monster cards  
@: 38  
S: Black Luster Soldier

N: Zera Ritual  
#: 671  
R: Ryu-Kishin Powered, and any other 2 Monster cards  
@: 377  
S: Zera the Mant

N: War Lion Ritual  
#: 673  
R: Leogun, and any other 2 Monster cards  
@: 403  
S: Super War Lion

N: Beastry Mirror Ritual  
#: 674  
R: Fiend Reflection #1, and any other 2 Monster cards  
@: 595  
S: Fiend Mirror

N: Ultimate Dragon Ritual  
#: 675  
R: Blue-Eyes White Dragon, BEWD, BEWD  
@: 001, 001, 001  
S: Blue-Eyes Ultimate White Dragon

N: Commencement Dancer  
#: 676  
R: Water Omatics, and any other 2 Monster cards

@: 249  
S: Performance of the Sword

N: Hamburger Recipe  
#: 677  
R: Bio Plant, and any other 2 Monster cards  
@: 295  
S: Hungry Burger

N: Revival of Sengenjin  
#: 678  
R: Hiosu-Me Giant, and any other 2 Monster cards  
@: 3  
S: Sengenjin

N: Novax's Prayer  
#: 679  
R: M-Warrior #1, and any other 2 Monster cards  
@: 160  
S: Skull Guardian

N: Curse of the Tri-Horned Dragon  
#: 680  
R: Black Dragon Jungle King  
@: 571  
S: Tri-Horned Dragon

N: Revival of the Serpent Night Dragon  
#: 691  
R: Dark Fire Dragon, and any other 2 Monster cards  
@: 168  
S: Serpent Night Dragon

N: Turtle Oath  
#: 692  
R: 30,000 Year Old White Turtle, and any other 2 Monster cards  
@: 449  
S: Crab Turtle

N: Construct of Mask  
#: 693  
R: Mask of Darkness, and any other 2 Monster cards  
@: 102  
S: Mask of Light and Darkness

N: Resurrection of Chakra  
#: 694  
R: Versago the Destroyer, and any other 2 Monster cards  
@: 269  
S: Chakra

N: Puppet Ritual  
#: 695  
R: Mysterious Puppeteer, and any other 2 Monster cards  
@: 166  
S: Psycho Puppet

N: Javelin Beetle Pact  
#: 696  
R: Hercules Beetle, and any other 2 Monster cards

@: 52  
S: Javelin Beetle

N: Garma Sword Oath  
#: 697  
R: Succubus Knight, and any other 2 Monster cards  
@: 621  
S: Garma Sword

N: Cosmo Queen's Prayer  
#: 698  
R: Queen of Autumn Leaves, and any other 2 Monster cards  
@: 638  
S: Cosmo Queen

N: Revival of the Skeleton Rider  
#: 699  
R: Temple of Skulls, and any other 2 Monster cards  
@: 146  
S: Skeleton Rider

N: Fortress Whale's Oath  
#: 700  
R: Mech Bass, and any other 2 Monster cards  
@: 441  
S: Fortress Whale

N: Dark Magic Ritual  
#: 722  
R: Dark Magician, and any other 2 Monster cards  
@: 35  
S: Magician of Black Chaos (or Dark Chaos)

N: Dark Eyes Illusion Ritual  
#: 783  
R: Dark Eyes Illusionist, and any other 2 Monster cards  
@: 730  
S: Relinquished

(Note: The 'and any other 2 Monster cards' statement refers to any 2  
Monster cards in Play, not any 2 in your hand, or deck.)

---

### 3.0 Duel Monsters 7 Map

---

7					7
7					7
7		*		*	7
7	*	2		3	7
7	1				7
7					7
7			*		7
7			4		7
7					7
7	*				7
7	5				7
7			*		7
7	*		7		7

7	6			7
7		*		7
7		8		7
7			*	7
7			9	7
7		*		7
7		10		7
7				7
7				7
7				7
7				7

---

Locations:

- 1 - Aquarium
- 2 - GameGame Building
- 3 - Duellists Tower (AKA Alkatraz)
- 4 - Harbour/Docks
- 5 - Stone Ring (And River)
- 6 - Park
- 7 - Main Town Square
- 8 - Museum
- 9 - Final Stadium (Blimp)
- 10 - Card Shop

(Note: These names are what the areas look like, and may not be the actual Japanese->English translation.)

---

#### 4.0 Quick Walkthrough

This is a speedy walkthrough of DM7. It does not tell you how to beat the Duellists (see '5.0 Main Duellists Walkthrough' for that), and uses the names which can be viewed on the map (above).

- Options (Left or Right) Doesn't matter
- Go out of 'Your Room'
- Options (Left or Right) Doesn't matter
- 'Duel' Yugi (No Battle) - Next to you
- 'Duel' Mai (No Battle) - Blonde girl near the central clock tower
- 'Duel' Mako (No Battle) - Black haired man near a tree
- 'Duel' Weevil (No Battle) - Blue/Green Haired man surrounded by 2 other guys
- 'Duel' Bonez (No Battle) - Short, spooky looking man near some tables
- 'Duel' Rex Raptor (No Battle) - Man wearing a red hat
- Go to the central clock tower, and try to leave
- Save if you wish (in 'Your Room' - Computer)
- Duel Tristin to gain Duelling points and money (to spend later on)
- Duel anyone else in the town (except Bonez, or any other 'main' duelist)
- Duel Bonez - In the 'graveyard' area in the top right of the town
- Save
- Duel the 'brothers' - In the alley, at the top-middle area of town
- Duel the 'Big' Brother (middle one)
- Save
- Talk to Bonez - Outside the 'graveyard' area
- Go to 'graveyard' area
- Duel the 'Caped' Person
- Talk to Bonez
- Save



- Duel the man in orange near the chairs (bottom-middle of town)
- Talk to the man in orange near the chairs
- Go to the Card Shop (Point #10)
- Walk to the back of the shop (down the stairs)
- Walk to the duel arena (your slot)
- You have to duel Pandora (the guy who just talked to you)
- Leave the room
- Buy Cards
- Go back to Main Town Square (Point #7)
- Save
- Go to the Games Store (not the shop) - Bottom left of town
- Talk to Yugi (funny looking black/gold/red hair guy)
- Duel Rex Raptor (red cap) - right of the clock tower
- Save
- Go to Kaiba Corp. - Bottom right of town
- Duel the guard (guy dressed in black) - outside Kaiba Corp.
- (You can go inside Kaiba Corp. and duel a machine for large amounts of money, and 5 Duelling Points per duel.)
- Save
- Exit Town
- Go to the park (Point #6)
- Go right
- Duel the characters around Weevil (the blue/green haired guy)
- Duel Weevil
- Save
- Duel Weevil again
- Duel Weevil again
- Go back to 'Your Room'
- Save
- Go to the Game Shop - Bottom left of town
- Talk to Grey haired boy (I can't remember his name)
- Exit town
- Go to Stone Ring (Point #5)
- Go across the logs and right. Carry on right and up until...
- Duel Pantomime (automatic)
- Options (Left and Right) Doesn't matter
- Save
- Go to GameGame Building (Point #2)
- Talk to Joey (wears blue, blonde hair)
- Options (Left and Right) Doesn't matter
- Duel everyone in the building (there's an elevator in the top left corner of the building with two options (2nd and 3rd Floors) (Optional)
- Save
- Go to the Aquarium (Point #1)
- Duel the 'entrance guard' (outside)
- Go inside
- Duel the two people above you
- Duel the little boy (not Joey, or Mako)
- Duel Joey (several times)
- Duel Mako (Near Joey)
- Save
- Go to the Museum (Point #8)
- Duel the boy (outside)
- Duel Bakura (purple hair)
- Save
- Go to Game Shop - Bottom left of town
- Talk to Yugi
- Options (Left and Right) Doesn't matter
- Talk to Yugi

- Exit store
- Go to the 'graveyard' area
- Duel the 'Ghoul' - Blue cloaked person
- Go to the 'alley' area
- Duel the 'Ghoul'
- Go to the museum (Point #8)
- Duel the 'Ghoul' (The middle one)
- Go to the Aquarium (Point #1)
- Duel the 'Ghoul' there (there are two ghouls, you only have to duel the first)
- Save
- Go to the park (Point #6)
- Duel 'Ghoul' (when you walk in)
- Go up
- Duel 'Ghoul'
- Go right
- Duel 'Ghoul'
- Go down
- Duel Bandit Keith (automatic)
- Options (Left or Right) Doesn't matter
- Save
- Go to the Game Shop (bottom left of town)
- Go to Kaiba Corp. (bottom right of town)
- Talk to the guard
- Go to the Card Shop (Point #10)
- Buy new cards
- Save
- Go to the GameGame Building (Point #2)
- Options (Left or Right)
  - Left: Duel Mask of Light
  - Right: Duel Mask of Darkness
- Options (Left or Right) Doesn't matter
- Talk to Yugi
- Follow Yugi
- Go to the Museum (Point #8)
- Save
- Go to the Harbour/Docks (Point #4)
- Duel Bandit Keith (automatic)
- Go up two screens
- Options (Left or Right) - Pick the Left one
- Duel Joey/Malik (automatic)
- Go to Card Shop (Point #10)
- Buy new cards
- Save
- Go to the Museum (Point #8)
- Walk into Museum
- Duel Isis (automatic)
- Options (Left or Right) Doesn't matter
- Duel Seto Kaiba (automatic)
- Put Obelisk (God Card) in your deck
- Save
- Go to the Game Shop - bottom left of town
- Go to Card Shop (Point #10) (if needed)
- Buy new cards (if needed)
- Go to Final Stadium (Point #9)
- Go inside
- Talk to everyone
- Talk to the guard
- Talk to the guard
- Options (Left or Right)

- Left: Duel 'Malik'
- Right: Cancel
- Duel 'Malik' (when you select the left option)
- Go up
- Go through the top right door
- Exit this room
- Go through the top left door (-> 1st Floor)
- Go right
- Talk to everyone
- Talk to Mokuba
- Save
- (Get better cards if needed)
- Go to the Duellists Tower (Point #3)
- Go inside
- Talk to the guard
- Options (Left or Right)
  - Left: Duel Yugi
  - Right: Cancel
- Duel Yugi (when you select the left option)
- Put Osiris (your second God card) into your deck
- Talk to the guard
- Options (Left or Right)
  - Left: Duel Malik
  - Right: Cancel
- Duel Malik (when you select the left option)
- Options (Left or Right) Pick the left option
- THE END

(Note: This is exactly how I first played the game, so you can 'save' as often or not as you like. Also, you can duel anybody not listed in this walkthrough to gain more Duelling points, deck capacity, and money. (Although I had more than enough using the above method.))

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## 5.0 Main Duellists Walkthrough

Instead of squashing all this advice in 'Quick Walkthrough' section, I decided to make this separate. The following is the easiest way to beat each duelest, and the quickest. Please note that this section can spoil the game for people who have not played it through at least once, so view this section at your own discretion.

-Format-

As with just about everything else in this guide, I have a format for this section to. It just makes it easier to read, neater, and easier on fingers. So;

N: Name of Duelest

G: Gender of Duelest (doesn't really matter, but can help you to tell which one is which)

L: What they look like (again, to tell them apart)

C: What type(s) of cards this duelest uses (Their main type(s))

Y: What type(s) of cards you should use to beat this duelest

D: The difficulty level of this duelest (In my opinion)

@: Notes on this Duelest (if any)

-Duellists-

(The list of Duellists will be in the same order as they appear in the 'Quick Walkthrough' section.)

N: Tristin

G: Male

L: Black Hair, Black Clothes, outside 'Your Room'

C: Various

Y: Any

D: Very Easy

@: He uses pretty weak cards, simply duel him a few times, buy some better cards, and then duel him again, simple.

N: Bonez

G: Male

L: Creepy little guy, near, or in the 'Graveyard' area

C: Mainly Zombie & Evil

Y: Light (White), High attack

D: Easy

@: Nothing he has should pose a threat, but be careful, he may play the 'Pumpkin', which has an 1800 Attack Rating (he has to sacrifice 1 card in order to play it though.)

N: The 'Brothers' - Oldest

G: Male

L: Wears red, green hair, near, or in the 'Alley' area

C: Thunder

Y: Ground (DON'T USE WATER CARDS!)

D: Easy

@: Make sure you 'bet' when you duel the Oldest Brother, as he will give you either Sanga of Thunder, or the Psycho Shocker, both pretty good Thunder type cards.

N: 'Caped Guy'

G: Male

L: Wears a cape! In the graveyard

C: Zombie, and Evil

Y: Light, high attack

D: Very Easy

@: No problem, simple as ABC.

N: Pandora

G: Male

L: 'Court Jester' sort of mask/face, in the Card Shop (1 off event)

C: Evil, and Black

Y: Light, also, you can use VERY strong black or evil cards, as they will get a field advantage (just like his)

D: Easy - Medium

@: Be careful when using Light cards, as he has some Black cards which are 'Type' superior, and will defeat your Light cards, no matter the Attack or Defence ratings of either card (explained in an above section.)

N: Rex Raptor

G: Male

L: Red cap, black hair, near the tables and chairs

C: Earth, and Dinosaur

Y: Wind cards are pretty good, DON'T USE THUNDER OR FIRE CARDS

D: Medium

@: He has some strong cards, so just stop him from sacrificing any Monster cards to stop him getting these strong cards.

N: Kaiba Corp. Guard  
G: Male  
L: Wears black, black hair, black glasses, outside Kaiba Corp.  
C: Various (Some Dragons, including the Five God Dragon 5000/5000!)  
Y: Strong cards, Traps, and 'enemy clearance' Magic cards  
D: Medium  
@: Just stop him from sacrificing 3 Dragons to get the Five God Dragon (5000/5000), and you will have no problems.

N: Kaiba Corp. Machine  
G: -  
L: A Machine near Mokuba, inside Kaiba Corp.  
C: Various (Also has the Five God Dragon)  
Y: Same as 'Kaiba Corp. Guard'  
D: Medium-Hard  
@: Same as 'Kaiba Corp. Guard'

N: Weevil  
G: Male  
L: Green/blue hair, wears green, has glasses, in the Park  
C: Insect  
Y: Fire, and the Eradicating Aerosol (#662) card are useful  
D: Medium  
@: Like many of the others, stop him from sacrificing several cards, to stop him summoning his strongest card (Perfectly Ultimate Moth.)

N: Pantomime  
G: Male  
L: Bald, yellow patterns on his head, in the 'Stone Ring' and River area  
C: Various, but mainly Dark and Evil  
Y: Strong level 4 cards (with an attack rating of 1400+)  
D: Medium (or Hard) - Depends on what cards you have  
@: If you have strong level 4 cards, and some decent traps/magic cards, this should be a pretty easy duel

N: Joey  
G: Male  
L: Wears blue, gold hair, in the Aquarium  
C: Various  
Y: Strong cards (and at least one strong Water type)  
D: Easy-Medium  
@: Pretty easy, but be careful if he summons the Flame-Swordsman. If this happens, use a Water type card, and he is practically beaten.

N: Mako  
G: Male  
L: Wears blue/white, has black hair, in the Aquarium (or the Harbour/Docks later on)  
C: Water, and Fish  
Y: Thunder  
D: Easy-Medium  
@: If you use Thunder cards, he is practically beaten. (But be careful of his Legendary Fisherman card, and some of his Seaserpent cards.)

N: Bakura  
G: Male  
L: Wears white, purple hair, outside the Museum  
C: Various  
Y: Strong cards, and Traps

D: Easy-Medium

@: Nothing special, and pretty easy.

N: The 'Ghouls'

G: ???

L: Wears blue cloaks and hoods, located in various places

C: Mainly Black, and Evil

Y: Light, and Strong cards

D: Easy-Hard

@: These are pretty easy duels, but be extremely careful with them, as most of them have all 5 pieces of Exodia the Forbidden, and if they assemble it, you lose.

N: Bandit Keith

G: Male

L: Blue cape, gold hair, American flag bandana, in the Park (and later in the Harbour/Docks - 1 off events)

C: Various, mainly Machine types and some decent Magic Cards (Stop Defence etc.)

Y: Strong Cards, Water types and Harpy's Feather Duster (#672)

D: Medium-Hard

@: As you just saw, Keith has Zera the Mant, so make sure he doesn't complete the ritual, or you will be sorry! He mainly uses Machine type Monsters, so use the 'Ocean Field' card (#334), to give your Water types an advantage. (Be careful, he doesn't just use Machine type cards, so don't rely on the Field to give you the win.) When he plays several Magic cards, use the Harpy's Feather Duster to destroy them.

N: Mask of Light

G: Male

L: The short one, with a white half of a mask, and a purple cape

C: Light (and some Dark/Evil)

Y: Strong cards, 'Clearance' Magic cards, and Traps

D: Medium (Compared to Mask of Darkness)

@: He uses very strong cards level 4 cards (1800+), and has some very strong cards. Just use Traps, and 'Clearance' Magic cards, and this will be over very quickly.

N: Mask of Darkness

G: Male

L: The tall one, with a red half of a mask, and a purple cape

C: Dark/Evil (and some Light)

Y: Strong cards, but rely more on 'Clearance' Magic cards, and Traps

D: Hard (Compared to Mask of Light)

@: He uses extremely powerful level 4 cards (2000+), and has some even stronger ones. Just use Traps, and 'Clearance' Magic cards. and this duel will end pretty quickly.

N: Bandit Keith (2)

G: Male

L: Same as 'Bandit Keith'

C: Stronger ones than last time (more Dark and Evil cards)

Y: Use Light cards, strong level 4 cards, and 'Clearance' Magic cards

D: Hard

@: Use Light type cards, and 'Clearance' Magic cards to destroy any Monster card(s) which you can't take out with one of your Monster cards.

N: Joey (Controlled by Malik)

G: Male  
L: Same as 'Joey'  
C: Mainly Rock and Warrior type cards  
Y: Wind types are pretty good, DO NOT USE THUNDER TYPES  
D: Medium  
@: Make sure you 'bet' on this duel, as you will usually get the Red-Eyes Black Dragon.

N: Isis  
G: Female  
L: Woman wearing white, with gold jewellery, in the museum (1 off event)  
C: Mainly Light (Angels) and other strong cards  
Y: A 'Yami Field' card (#335), 'Black' cards, and strong cards  
D: Medium-Hard  
@: Once you play the 'Yami' field, all her Angel type cards will decrease in both Attack and Defence, while you're Black cards will increase in both Attack and Defence, perfect.

N: Seto Kaiba  
G: Male  
L: Wears white, brown hair, in the museum (1 off event)  
C: Various (quite a few Dragon types)  
Y: Strong level 4 cards, and 'Dragon Capture Jar' (#329)  
D: Medium-Hard  
@: Play plenty of strong level 4 cards and stop Kaiba from sacrificing any cards to summon more powerful monsters (which will almost certainly defeat you.) Always keep about 2 strong level 4 cards in your hand, as Kaiba sometimes uses Black Hole, and Thunder Bolt to destroy your strong monsters. Also, make sure that you DO NOT let him have 3 BEWDs, or you are in for one hell of a fight (3 BEWDs = 3000/2500, 3 times, and that can become the BEUWD = 4500/3000!)

N: Malik Ishtal (Decoy)  
G: Male  
L: Big, bald guy with text written on the side of his face  
C: Several strong cards (and a God card!)  
Y: Strong level 4 cards, 'Clearance' Magic cards, and Traps  
D: Medium  
@: Play the strong level 4 cards, and hammer away at his LP. Use Traps when he plays his stronger cards. And use your God card before he uses his (when he plays his God card (Ra), you lose.)

N: Yami Yugi  
G: Male  
L: The 'other' Yugi, from inside his Millennium item. (Has some extra gold strands in his hair, nothing special)  
C: Black cards, and Illusion cards (mainly Spellcaster types)  
Y: Evil cards, Illusion cards, Strong level 4 cards, and Traps  
D: Medium-Hard  
@: Simply play either an Evil or Illusion card to counter his Black and Illusion cards. Be careful for Yugi's classic trick, Swords of Revealing Light (#348), Brain Control (#781), and his Dark Magician. (Make sure you 'bet' on this duel, as you will most likely get the Dark Magician, a useful Dark Spellcaster type.)

N: Final Duel - Malik Ishtal  
G: Male  
L: 'Possessed' White Haired guy, with a golden staff/rod  
C: Various (Very strong cards + God Card - Ra)  
Y: Both God cards you have, White cards, Illusion cards, 'Clearance'

Magic cards and Harpy's Feather Duster (Rarely needed, but can turn the tables in your favour)

D: Hard-Very Hard (Or Easy if you very strong level 4 cards)

@: This is the last duel, so you don't have to 'bet' any cards, because you cannot use what you win. When Malik has 5 Trap cards placed in his 'slots', use Harpy's Feather Duster, and if he uses Monster cards which are too powerful for your current Monster(s), use Swords of Revealing Light, and wait until you get the cards you need (or use 'Clearance' Magic cards instead.) (Note: You have 2 God cards to his 1, this should be a simple duel.)

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## 6.0 Gaming Tips

The following are just general tips which can help you to build better decks, and to perform better in any duel.

- Always have more level 1 - 4 cards than level 5 cards, and more level 5 cards than level 6+ cards, otherwise you will find you cannot play any cards directly on the field, and as a result, your opponent can attack your LP directly.
- Use Trap cards. Traps are one of the best ways to beat opponents with Monster cards that are much stronger than yours, and can also help deter enemies from using magic cards (such as Thunder Bolt.)
- Use Magic cards. Magic cards are also pretty useful as they can be used to clear the field of any unwanted monster(s) (both yours and your opponents.) Also, you can clear enemy Traps with cards such as the Harpy's Feather Duster.
- Fusion Cards are pretty useful, but are not advised to be used by people new to the game, as they take time to setup, and perform, and a backup plan is always needed should your opponent destroy a necessary card.
- Save, save, and save again. Saving saves a lot of stress and frustration should you lose a duel, and lose a good card which was 'bet'. This is only really essential on your first time through the game, because on the second and later times through, you will know how to beat each duelist easily, and without losing (or you could just follow this guide.)
- Duel, duel, and duel again. As with saving, Duelling is another essential thing for when you first go through the game. Not only does it give you more money to buy better cards with, but it gives you Duelling points which allow you to use these better cards, as well as an increased deck capacity to store these better cards with. On the second, and later times through the game, you can duel less, and less to make it more of a challenge (as this game is too simple in my opinion.)
- Elements are one of the biggest considerations to be made when making a deck. Remember, even a card with an Attack rating of 0 can defeat a card with an Attack or Defence rating higher than that (even 5000+!) so long as it is of an opposing element or type (see above for details)
- Defence mode is extremely useful as it can make your enemy lose LP (if their Attack rating is less than your card's Defence rating), and should your card be weaker, you do not lose any LP! (But be careful not to rely



on this too much, as their are cards such as 'Stop Defence' which can stop this from working.)

\*\*\*\*\*  
Can you think of any tips or tricks which I haven't listed above?  
If you have, E-Mail me your suggestions to : The\_RSM@hotmail.com  
And I will review them, and if they are suitable, put them in this guide.  
Please note that you will be given FULL CREDIT for your suggestion(s).  
(Please mark your E-Mails with the Subject : YDM7TIPS)  
Thank You.  
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## 7.0 Frequently Asked Questions (FAQs)

This section of the guide is concerned with what a lot of people have had problems with, whether related or unrelated to this guide. Here I will try and help to clear up any misconceptions people might have of or about the game and/or events within the game.

Q: What is a 'Clearance' Magic card?

A: As it's name suggests, it is a Magic card which 'clears' the field (of Monster cards.) Examples include: Black Hole, Thunder Bolt, and the Crush Card.

\*\*\*\*\*  
If you have a question which has plagued you throughout your gaming experience, feel free to e-mail me the question, and I will attempt to answer it as best I can.  
(Please mark your E-Mails with the Subject : YDM7FAQ)  
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## 8.0 Card List

Like many people, I cannot read Japanese, but after playing the Yugioh DM games, I have come to understand what everything does, but not the actual meanings of the words. As a result, this section of the guide will take the most amount of time as I will have to look up every single card, and then write them down! A long task, but if it will help both you and me, then it's worth it. To make things easier, I won't bother writing about the cards description, as this will take me even longer, and I do have other things to do (after looking at the length of this guide you probably don't think so, but I do.)

As you have come to expect with this guide, I have a format for this section as well!

N: Name of Card  
#: Card Number  
!: Type (Normal, Fusion, or Ritual)  
L: Card Level  
A: Card Attack Rating  
D: Card Defence Rating  
T: Card creature type  
E: Card element (if any)  
C: Card cost (Duelling level and deck capacity)  
S: Card cost (At the Card Shop)

-Monster Cards-

N: Blue Eyes White Dragon (Version 1)

#: 1

!: Normal (2 Sacrifices)

L: 8

A: 3000

D: 2500

T: Dragon

E: Light

C: 95

S: 380

N: Mystical Elf

#: 2

!: Normal

L: 4

A: 800

D: 2000

T: Spellcaster

E: Light

C: 319

S: 1276

N: Hitatsu-Me Giant

#: 3

!: Normal

L: 4

A: 1200

D: 1000

T: Beast Warrior

E: Earth

C: 121

S: ?

N: Baby Dragon

#: 4

!: Normal

L: 3

A: 1200

D: 700

T: Dragon

E: Earth

C: 121

S: 484

N: Ryu-Kishin

#: 5

!: Normal

L: 3

A: 1000

D: 500

T: Fiend

E: Dark

C: 87

S: 346

N: Feral Imp

#: 6

!: Normal

L: 4  
A: 1300  
D: 1400  
T: Fiend  
E: Dark  
C: 161  
S: 641

N: Winged Dragon, Guardian of the Fortress #1

#: 7  
!: Normal  
L: 4  
A: 1400  
D: 1200  
T: Dragon  
E: Dark  
C: 161  
S: 636

N: Mushroom Man

#: 8  
!: Normal  
L: 2  
A: 800  
D: 600  
T: Plant  
E: Forest  
C: 59  
S: 236

N: Hellbound

#: 9  
!: Normal  
L: 1  
A: 500  
D: 200  
T: Zombie  
E: Black  
C: 29  
S: 116

N: Blackland Fire Dragon

#: 10  
!: Normal  
L: 4  
A: 1500  
D: 800  
T: Dragon  
E: Black  
C: 183  
S: 729

N: ?Sword Arm of the Dragon?

#: 11  
!: Normal (1 Sacrifice)  
L: 6  
A: 1750  
D: 2030  
T: ?Dinosaur?  
E: ?Earth?

C: 95  
S: 380

N: ?Larva Guard?  
#: 12  
!: Normal (1 Sacrifice)  
L: 5  
A: 1800  
D: 1500  
T: ?Warrior?  
E: ?Black?  
C: 41

N: Tyhone  
#: 13  
!: Normal  
L: 4  
A: 1200  
D: 1400  
T: ?Winged Beast?  
E: Wind  
C: 161

N: Battle Steer  
#: 14  
!: Normal (1 Sacrifice)  
L: 5  
A: 1800  
D: 1300  
T: Beast Warrior  
E: ?Dark?  
C: 41

N: Flame Swordsman  
#: 15  
!: Normal (1 Sacrifice)  
L: 5  
A: 1800  
D: 1600  
T: Warrior  
E: Fire  
C: 41

N: Time Wizard  
#: 16  
!: Normal  
L: 2  
A: 500  
D: 400  
T: Spellcaster  
E: ?Illusion?  
C: 29

N: Right Leg of the Forbidden One  
#: 17  
!: Normal (Effect - When completed)  
L: 1  
A: 200  
D: 300  
T: Spellcaster

E: ?Black?

C: 66

N: Left Leg of the Forbidden One

#: 18

!: Normal (Effect - When completed)

L: 1

A: 200

D: 300

T: Spellcaster

E: ?Black?

C: 66

N: Right Arm of the Forbidden One

#: 19

!: Normal (Effect - When completed)

L: 1

A: 200

D: 300

T: Spellcaster

E: ?Black?

C: 66

N: Left Arm of Exodia Forbidden One

#: 20

!: Normal (Effect - When completed)

L: 1

A: 200

D: 300

T: Spellcaster

E: ?Black?

C: 66

N: Exodia the Forbidden One (Main Body)

#: 20

!: Normal (Effect - When completed)

L: 3

A: 1000

D: 1000

T: Spellcaster

E: ?Black?

C: 137

N: Summoned Skull

#: 22

!: Normal (1 Sacrifice)

L: 6

A: 2500

D: 1200

T: ?Dark Warrior?

E: ?Dark?

C: 279

N: The Wicked Worm Beast

#: 23

!: Normal

L: 3

A: 1400

D: 700

T: Beast

E: Earth

C: 161

N: Skull Servant

#: 24

!: Normal

L: 1

A: 300

D: 200

T: ?Zombie?Warrior?

E: ?Dark?Fire?

C: 16

N: Battle Ox

#: 26

!: Normal

L: 4

A: 1700

D: 1000

T: Beast Warrior

E: Forest

C: 233

N: Beaver Warrior

#: 27

!: Normal

L: 4

A: 1200

D: 1500

T: Beast Warrior

E: Forest

C: 183

N: ?Stone Golemn?

#: 28

!: Normal

L: 3

A: 800

D: 1200

T: Rock

E: Earth

C: 121

N: ?Skeleton Warrior?

#: 30

!: Normal

L: 3

A: 1200

D: 900

T: ?Zombie?

E: ?Illusion?

C: 121

N: ?Two Headed King Rex?

#: 32

!: Normal

L: 4

A: 1600

D: 1200

T: Dinosaur

E: Earth

C: 207

N: ?Judge Man?

#: 33

!: Normal (1 Sacrifice)

L: 6

A: 2200

D: 1500

T: Warrior

E: ?White?

C: 150

N: Dark Magician

#: 35

!: Normal (2 Sacrifices)

L: 7

A: 2500

D: 2100

T: Spellcaster

E: ?Black?

C: 20

N: ?Snake Hair?

#: 36

!: Normal

L: 4

A: 1500

D: 1200

T: ?Zombie?

E: ?Illusion?

C: 183

N: Gaia the Dragon Champion

#: 37

!: Normal (2 Sacrifices)

L: 7

A: 2600

D: 2100

T: Dragon

E: Wind

C: 30

N: Gaia the Fierce Knight

#: 38

!: Normal (2 Sacrifices)

L: 7

A: 2300

D: 2100

T: Warrior

E: Black

C: 6

N: Curse of Dragon

#: 39

!: Normal (1 Sacrifice)

L: 5

A: 2000

D: 1500

T: Dragon

E: ?Wind?

C: 86

N: Dragon Piper

#: 40

!: Normal

L: 3

A: 200

D: 1800

T: ?Evil?

E: Fire

C: 260

N: Celtic Guardian

#: 41

!: Normal

L: 4

A: 1400

D: 1200

T: Warrior

E: White

C: 161

N: ?Faceless Mage?

#: 42

!: Normal (1 Sacrifice)

L: 5

A: 1200

D: 2200

T: Spellcaster

E: Illusion

C: 150

N: ?Upside Down Female Mage?

#: 44

!: Normal

L: 4

A: 1600

D: 1000

T: Spellcaster

E: Light

C: 207

N: ?Electric Bug Champion?

#: 45

!: Normal

L: 3

A: 1000

D: 500

T: Thunder

E: Thunder

C: 87

N: ?Pink Hippo thing?

#: 46

!: Normal

L: 4

A: 1200

D: 1500

T: Beast



E: Forest  
C: 183

N: ?Green 3 horned thing?  
#: 47  
!: Normal  
L: 3  
A: 1200  
D: 600  
T: Beast  
E: Earth  
C: 121

N: ?3 Eyed clawed thing - Furby?  
#: 48  
!: Normal  
L: 3  
A: 1000  
D: 600  
T: ?Dark Warrior?  
E: ?Evil?  
C: 87

N: Big Insect  
#: 49  
!: Normal  
L: 4  
A: 1200  
D: 1500  
T: Insect  
E: Forest  
C: 183

N: Basic Insect  
#: 50  
!: Normal  
L: 2  
A: 500  
D: 700  
T: Insect  
E: Forest  
C: 47

N: Armoured Lizard  
#: 51  
!: Normal  
L: 4  
A: 1500  
D: 1200  
T: Reptile  
E: Water  
C: 183

N: ?Great Sting Wasp?  
#: 53  
!: Normal  
L: 4  
A: 1200  
D: 1000  
T: ?Insect?

E: Forest

C: 121

N: ?Curled up Beetle thing?

#: 54

!: Normal

L: 4

A: 1200

D: 1400

T: ?Bug/Insect?

E: Forest

C: 161

N: Giant Flea

#: 55

!: Normal

L: 4

A: 1500

D: 1200

T: ?Bug?

E: Forest

C: 183

N: ?Caterpillar thing with big 'fangs'?

#: 56

!: Normal

L: 2

A: 500

D: 400

T: ?Bug?

E: Forest

C: 255

N: Mammoth Graveyard

#: 59

!: Normal

L: 3

A: 1200

D: 800

T: Dinosaur

E: Black

C: 121

N: ?Great white shark punch thing?

#: 60

!: Normal

L: 4

A: 1600

D: 800

T: Fish

E: Water

C: 207

N: Silver Fang

#: 61

!: Normal

L: 3

A: 1200

D: 800

T: Beast

E: Forest  
C: 121

N: Harpy Lady  
#: 62  
!: Normal  
L: 4  
A: 1300  
D: 1400  
T: ?Bird?  
E: Wind  
C: 161

N: ?Battle Lion with Axe?  
#: 64  
!: Normal  
L: 4  
A: 1300  
D: 1100  
T: Beast Warrior  
E: Forest  
C: 140

N: Perfectly Ultimate Moth  
#: 67  
!: Normal (2 Sacrifices)  
L: 8  
A: 3500  
D: 3000  
T: Bug  
E: Forest  
C: 255

N: ?Squid Thing?  
#: 70  
!: Normal  
L: 4  
A: 1200  
D: 1400  
T: Water  
E: Water  
C: 161

N: ?Seaserpent thing?  
#: 73  
!: Normal (1 Sacrifice)  
L: 5  
A: 1800  
D: 1500  
T: Seaserpent  
E: Water  
C: 41

N: Giant Soldier of Stone  
#: 74  
!: Normal  
L: 3  
A: 1300  
D: 2000  
T: Rock

E: Earth

C: 319

N: ?Evil Man Eating Plant thing + thorns?

#: 75

!: Normal

L: 2

A: 800

D: 600

T: Plant

E: Black

C: 59

N: ?Alligator evil look thing?

#: 76

!: Normal

L: 4

A: 1100

D: 1200

T: Reptile

E: Water

C: 121

N: ?2 Horned big dinosaur?

#: 79

!: Normal (1 Sacrifice)

L: 6

A: 1800

D: 2000

T: Dinosaur

E: Earth

C: 86

N: ?Black dragon with blue glow?

#: 81

!: Normal

L: 4

A: 1600

D: 1200

T: Dinosaur

E: Evil

C: 207

N: Red-Eyes Black Dragon

#: 82

!: Normal (2 Sacrifices)

L: 7

A: 2400

D: 2000

T: Dragon

E: Evil

C: 12

N: Reaper of the Cards

#: 84

!: Normal (1 Sacrifice)

L: 5

A: 1800

D: 2000

T: ?Dark Warrior?

E: Evil

C: 86

N: ?Yellowish, roboty dragon thing?

#: 87

!: Normal (1 Sacrifice)

L: 5

A: 2100

D: 1900

T: ?Dark Warrior?

E: Black

C: 116

N: Iron Heart

#: 124

!: Normal (1 Sacrifice)

L: 5

A: 1700

D: 1400

T: Machine

E: Dark

C: 25

N: 13th Buried Person

#: 132

!: Normal

L: 3

A: 1200

D: 900

T: Zombie

E: Dark

C: 121

N: Raimundos

#: 151

!: Normal

L: 4

A: 1200

D: 1300

T: Warrior

E: Water

C: 140

N: Demon Brain

#: 162

!: Normal

L: 3

A: 1250

D: 800

T: Fiend

E: Dark

C: 130

N: Armaill

#: 172

!: Normal

L: 3

A: 700

D: 1300

T: Warrior

E: Fire  
C: 140

N: Aqua Madol (Water Mage)  
#: 213  
!: Normal  
L: 4  
A: 1200  
D: 2000  
T: Spellcaster  
E: Water  
C: 319

N: Black Skull Dragon  
#: 217  
!: Normal (2 Sacrifices)  
L: 9  
A: 3200  
D: 2500  
T: Dragon  
E: ?Dark?  
C: 5

N: Small Swordsman of Aile  
#: 262  
!: Normal  
L: 3  
A: 800  
D: 1300  
T: Warrior  
E: Water  
C: 140

N: Unknown Warrior of Fiend  
#: 267  
!: Normal  
L: 3  
A: 1000  
D: 500  
T: Warrior  
E: Dark (Black)  
C: 87

N: Three Legged Zombie  
#: 359  
!: Normal  
L: 3  
A: 1100  
D: 800  
T: Zombie  
E: Dark (Black)  
C: 103

N: Blue Eyes Ultimate White Dragon  
#: 380  
!: Ritual (Ultimate Dragon Ritual)  
L: 12  
A: 4500  
D: 3800  
T: Dragon

E: ?Light?

C: 255

N: Aqua Dragon

#: 442

!: Normal (1 Sacrifice)

L: 6

A: 2250

D: 1900

T: Sea Serpent

E: Water

C: 168

N: Aqua Snake

#: 446

!: Normal

L: 3

A: 1050

D: 900

T: Aqua

E: Water

C: 95

N: Ancient Water Turtle

#: 449

!: Normal (1 Sacrifice)

L: 5

A: 1250

D: 2100

T: Aqua

E: Water

C: 116

N: Demon Scout

#: 611

!: Normal

L: 2

A: 650

D: 500

T: Fiend

E: Dark

C: 42

N: Armoured Starfish

#: 615

!: Normal

L: 4

A: 850

D: 1400

T: Aqua

E: Water

C: 161

N: Black Meteor Dragon

#: 713

!: Normal (2 Sacrifices)

L: 8

A: 3500

D: 2000

T: Dragon

E: Fire

C: 229

N: Cursed Red Shoe

#: 776

!: Normal

L: 2

A: 500

D: 300

T: Fiend

E: Dark

C: 29

N: UFO Turtle

#: 817

!: Normal

L: 4

A: 1400

D: 1200

T: Machine

E: Fire

C: 161

N: Pit Spirit

#: 859

!: Normal

L: 4

A: 500

D: 2000

T: Fiend

E: Earth

C: 319

\*Continued in version 1.3\*

-Magic Cards-

See the '2.4 Magic, Trap, and Equipment Cards' section

-Trap Cards-

See the '2.4 Magic, Trap, and Equipment Cards' section

-Equipment Cards-

See the '2.4 Magic, Trap, and Equipment Cards' section

-Field Cards-

See the '2.4 Magic, Trap, and Equipment Cards' section

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9.0 Card Machine Passwords

The following are the 8-digit passwords for the card machine:

Name of Card

Password



Armoured Lizard	15480588
Baby Dragon	88819587
Basic Insect	89091579
Battle Ox	05053103
Battle Steer	18246479
Beaver Warrior	32452818
Big Insect	53606874
Black Meteor Dragon	90660762
Black Skull Dragon	11901678
Blackland Fire Dragon	87564352
Blue Eyes White Dragon	89631139
Blues Eyes Ultimate White Dragon	23995346
Celtic Guardian	91152256
Curse of Dragon	28279543
Dark Magician	46986414
Dragon Piper	55763552
Exodia Of Forbidden	33396948
Faceless Mage	28546905
Feral Imp	41392891
Flame Swordsman	45231177
Gaia The Dragon Champion	66889139
Gaia The Fierce Knight	06368038
Gate Guardian	25833572
Giant Flea	41762634
Gokibore	15367030
Great Moth	14141448
Great White	13429800
Griffore	53829412
Harpie Lady	76812113
Hercules Beetle	52584282
Hitotsu-Me Giant	76184692
Horn Imp	69669405
Judge Man	30113682
Karbonala Warrior	54541900
Killer Needle	88979991
Koumori Dragon	67724379
Kuriboh	40640057
Larvae Moth	87756343
Left Arm Of Forbidden	07902349
Left Leg Of Forbidden	44519536
Mammoth Graveyard	40374923
Millennium Golem	47986555
Mountain Warrior	04931562
Mushroom Man	14181608
Mystical Elf	15025844
Oscillo Hero #2	27324313
Perfectly Ultimate Moth	48579379
Red-Eyes Black Dragon	74677422
Red-Eyes Black Metal Dragon	64335804
Right Arm Of Forbidden	70903634
Right Leg Of Forbidden	08124921
Rock Ogre Grotto #1	68846917
Rogue Doll	91939608
Ryu-Kishin	15303296
Saggi the Dark Clown	66602787
Sangan	26202165
Serpent Night Dragon	66516792
Shadow Spectre	40575313
Skull Servant	32274490

Summoned Skull	70781052
Swamp Battleguard	40453765
Sword Arm Of Dragon	13069066
The Snake Hair	29491031
The Wicked Worm Below	06285791
Time Wizard	71625222
Torike	80813021
Tri-Horned Dragon	39111158
Two-headed King Reaper	94119974
Tyhone	72842870
Winged Dragon	87796900
Winged Dragon #2	57405307
Wolf	49417509
Zombie Warrior	31339260
Increase Deck Capacity by 100	98025229
(This is a one use code)	

(Note: These codes only 'unlock' their specific card, they DO NOT give you that card, you have to buy it from the shop owner (behind the counter in the Cards Shop - next to this card machine.)

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## 10.0 Final Notes

I hope you've enjoyed reading this guide, and I also hope that you've found the answers you were looking for, even learnt something you didn't know before. If you have then this guide was worth writing, and the hours of effort was worth it.

If you have any suggestions on how I could improve this guide, or general improvements for any future guide, please E-Mail me them and I will get round to doing them (Please do not send any negative comments, if you didn't like the guide then fine, you are entitled to your own opinion and I can't change your mind, so just don't send any comments.)

### \*Contributions\*

I am very interested in receiving any advice or additions which you can offer to this guide. If you submit something you will be given FULL credit for your contribution, and if you want, you may also request for a link to your guide(s) so long as your advice is relevant to this guide.

(Please mark your E-Mails with the subject : "YDM7CON")

Thank You.

Look out for future guides from me and my staff!

These include, but are not limited to::

- (PSX) Breath of Fire 4
- (PSX) Final Fantasy 6
- (PSX) Final Fantasy 7
- (PSX) Final Fantasy 8
- (PSX) Final Fantasy 9
- (PS2) Final Fantasy 10
- (PS2) Final Fantasy 11
- (PS2) Summoner
- (PS2) Summoner 2
- (PS2) GTA 3
- (PS2) GTA 3 : Vice City
- (PS2) GT 3 A-Spec
- (PS2) GT 4
- (PS2) WWE : Shut Your Mouth

- (PC) Freespace 2
  - (PC) Red Alert 2
  - (PC) Imperium Galactica 2 : Alliances
  - (PC) Homeworld
  - (PC) Homeworld : Cataclysm
  - (GBA) Golden Sun
  - (GBA) Golden Sun 2
  - (GBA) Pokemon Ruby
  - (GBA) Pokemon Sapphire
  - (GBA) Yugioh Duel Monsters 5 Expert 1
  - (GBA) Yugioh Duel Monsters 6 Expert 2
- 

## 11.0 Credits and Acknowledgments

This part of the guide is dedicated to crediting and acknowledging the people (which is giving away by the title) who have contributed their advice, knowledge and/or services to producing and supporting this guide. To these people all I can say is, thank you, and hopefully I will be able to help you in your guides, or something like that :) And now, without further ado (drum role please) I present to you the people who made this guide happen:

- Konami for creating this game in the first place
  - [www.GameFaqs.com](http://www.GameFaqs.com) for hosting this guide
  - [www.Cardhaus.com](http://www.Cardhaus.com) for some of the card translations
  - [www.yugioh-dungeon.com](http://www.yugioh-dungeon.com) for most of the card translations
  - \*Reserved for any contributors\*
  - And YOU for actually taking the time to read this guide
- 

## 12.0 Links (AKA Shameless plugs)

[www.GameFaqs.com](http://www.GameFaqs.com)

Huge collection of FAQs and guides for nearly every game you can think of, and even more than that!

[www.Gamewinners.com](http://www.Gamewinners.com)

A site similar to [Gamefaqs.com](http://Gamefaqs.com), but concentrates more on codes than FAQs (Whether Gameshark, Gamegenie, or internal passwords), this site has them all.

[www.Cardhaus.com](http://www.Cardhaus.com)

Thinking of buying Yugioh cards, or any other type of card/board game? Then this is the site for you.

[www.Yugioh-dungeon.com](http://www.Yugioh-dungeon.com)

A large site with loads of information about the Yugioh Anime series, Yugioh games, and the gameplay in general. It also has a Card Shop section, well worth a look.

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