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| 01. COPYRIGHT INFORMATION

01CI |

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| 02. VERSION HISTORY

02VH |

FINAL VERSION - August 13, 2004

Changed Squall's site back to his old site. Updated the A.I.'s unusual habits thanks to Christian Schooler. Added the Bazoo the Soul Eater/Kycoo the Ghost Destroyer, Premature Burial + Thunder Nyan Nyan, and Premature Burial + Bottomless Trap Hole glitches thanks to Christian Schooler. Added the Penguin Soldier typo thanks to Christian Schooler. Fixed a typo in the Cyber Jar/Morphing Jar + Exodia glitch thanks to... you guessed it, Christian Schooler.

It's the final version. I've lost all interest in video games and card games. I have more important things to worry about, now that my fourteenth birthday and school are fast approaching at the time I am typing this. I'd rather forget about games and leave them all behind, so I chose the most appropriate day to do so, the release date of the Yu-Gi-Oh! movie, not to mention Friday 13th (but I'm not superstitious). Have fun watching the movie, because I know that I won't. :S

Version 3.2 - July 31, 2004

I just noticed that I skipped Version 3.14! Squall's site has been added again. Limited Card List has been updated with limitations from the Toys "R" Us tournament. Thanks to Bill Eggert for adding Imperial Order to the Jinzo + Fairy Box glitch.

Version 3.2 - July 31, 2004

Maybe contact information will change again, since I've been spammed beyond belief already. Don't worry, I'll announce it if it ever has to happen. The FAQs and Dueling sections have been updated a lot. Thanks to GameShark.com for... the

codes, of course! Added Ominous Fortunetelling glitch thanks to Felinity Incarnate.

Version 3.1 - July 28, 2004

Unintelligent spammers have sent messages to the email address which I use solely for MSN Messenger, so I had to create a new one. Contact information will NEVER change again, promise. The Limited Card List has been updated a lot. Removed Squall's site from the "Allow" list. Fixed Bandit Keith's luck typo (5/4, it should be 5/5) thanks to Roshan de Jongh.

Version 3.0 - July 25, 2004

Annoying spammers have forced me to change my contact information yet again! Gave Super Cheats permission to host, and Squall's site has been moved so the "Allow" list has been changed to acknowledge that. Thanks to Tony Streamo for the Maiden of the Aqua typo and glitch, and his personal input regarding the Fiber Jar + Solemn Wishes + Fire Princess glitch. Thanks to Christian Schooler for the Goblin's Secret Remedy, Sonic Bird, and Parasite Paracide glitches, and the Tribute to the Doomed glitch update. Thanks to Roshan de Jongh for Joey's deck's Jinzo's effect asterisk, and Ishizu's Marie the Fallen One's Attack and Defense Points. Removed Spear Cretin glitch and added A Legendary Ocean/Maiden of the Aqua + The Legendary Fisherman glitch thanks to Peter Sinden.

Version 2.6 - July 20, 2004

Removed double-spaces after exclamation and question marks. Also the Contacting Me section has been updated after all, so I hope nobody has 2.5 as his/her latest version. Lastly, thanks to Christian Schooler for the Tribute to the Doomed glitch.

Version 2.5 - July 19, 2004

Size in kilobytes no longer appears next to the dates because with the exception of IGN and Squall's site, the site you found this FAQ on should give a more accurate number than My Documents, especially Neoseeker. Instead, the size for the latest version is located at the very top of this document. To find the size in kilobytes, divide the size in bytes by 1024. Thanks to Stoie for the Blue Medicine glitch, and Bill Eggert for the Jinzo + Fairy Box glitch. Thomas Aquinas told me that double-spacing after sentences has become obsolete, so I removed all traces of double-spacing except Stone D. Contributors' names have been added next to their contribution(s). The Contacting Me section and my deck have been changed for what will probably be the last time for both.

Version 2.4 - July 15, 2004

Thanks to Omer Dobrescu for the The Last Warrior from Another Planet typo.

Version 2.3 - July 12, 2004

Contact information has been updated, it probably won't change again until I find a program that allows me to duel online. I've also let Neoseeker host this FAQ, and it will also be up in the Duel Monsters Expert 3 section for Japanese players. Thanks to Jonathan Lau for stating that the United We Stand + Change of Heart glitch is actually NOT a glitch. Thanks to Roy Wu for catching the typo in "Why are the passwords are gone?", telling me why Spells are placed at the bottom of the Graveyard, Maha Vailo being male, and the Life Point payment rule. Card skipping while building a deck has been added, I don't know why I forgot that before. This FAQ will also be up in the Duel Monsters Expert 3 section for Japanese players.

Version 2.2 - July 6, 2004

I don't know the cards in booster packs any better than Pandas Box, so PLEASE use his/her list instead of contacting me; I have a life too! Remember that Harpie's Feather Duster is a rare in the Blue-Eyes White Dragon booster pack! Thanks to Christian Schooler for the Thousand-Eyes Restrict typo AND glitch, and

the Thousand-Eyes Idol glitch. "Cards to avoid", my deck, and the Jowls of Dark Demise have also been updated/added.

Version 2.1 - July 3, 2004

Thanks to Dante Gutierrez for pointing out that having your opponent triggering the activation of your own multiple-effect monster will result in the effect being used against yourself, but you get to choose which effect to activate. The Special Summoning Helpoemer from the Graveyard glitch has also been added. And due to popular demand, my WCT 2004 deck has been added. Christian Schooler suggested that I add how to organize cards. Thanks to setokaiba400 for the fourteen-card glitch.

Version 2.0 - June 30, 2004

Didn't see that one coming, didja? My contact information has been drastically updated. The Mirage of Nightmare glitch and Gravekeeper's Guard error have also been added if you feel that the previous reason isn't significant enough to increase the version number by a full integer just two days after it reached 1.0.

Version 1.0 - June 28, 2004

I don't feel like working on the card list anymore, so you are free to e-mail me the rest and receive credit. Now that all computer duelists' decks are complete except for their Fusion Decks (I'd rather confirm them myself, so no e-mails about them!), there is not much else for me to improve on, so I declare this version 1.0, exactly one month after it was first submitted and over 100 KB bigger now. Expect updates to be much less frequent now.

Version 0.8 - June 24, 2004

The 100 KB barrier has finally been broken! As a reward, this FAQ has been granted computer duelists' decks from Arkana to Odion! Ratios have also been added; check the section to see how much it has improved. The Don Zaloog glitch is another addition, pretty interesting to use its effect against yourself, wouldn't you say? ;)

Version 0.7 - June 24, 2004

Added the Cyber Jar/Morphing Jar #2 + Exodia glitch and A Legendary Ocean glitch both thanks to Robert Butler, another typo thanks to Anthony Khan, and computer duelists' decks from Mako Tsunami to Maximillion Pegasus! Now that school is finally over, I am much less busy now so you can expect earlier replies from your e-mails.

Version 0.6 - June 22, 2004

This is such a big update because of three small reasons. First, my e-mail address has changed. It's at the very top of this document. If you sent me an e-mail and you didn't get a reply within one week, then send it again, this time to my new e-mail. Second, I've permitted you to print this FAQ (details are above). Third, I let Anthony Khan host this FAQ on his site. If that wasn't good enough for you, then take a look at Bonz's pathetic deck, the two typos noticed by Ed Gorman, or the A.I. cheating with Man-Eater Bug.

Version 0.52 - June 19, 2004

Changed the Credits and the Limited Cards sections.

Version 0.51 - June 19, 2004

Permitted IGN to use this guide. Added Burning Land glitch and removed GameShark codes (they were 12 characters long, but they need to be 16 to work). I'm not so busy anymore, so e-mail away!

Version 0.5 - June 12, 2004

Added more decks, the halving Life Points FAQ, and the Magic to Spell Error.

This was an excuse to tell you all that you may contact me all you want, but you will most likely not receive a reply until June 24, 2004. I have so much schoolwork to catch up on, so don't bother me unless it's important!

Version 0.48 - June 11, 2004

Added an apostrophe in Seto Kaiba's deck name, more decks, the Fusion/Ritual monster with an effect, Fusion-Material Substitutes to the "Good Cards" section, the Ishizu and Maha Vailo gender debates answered in the FAQs, the Reaper on the Nightmare error, the Fiber Jar + Graveyard glitch, the Spirit Reaper Battle Damage glitch, and the two "empty card" glitches.

Version 0.45 - June 10, 2004

It's been a while. A few FAQs, the Cyber Jar + Harpie's Brother glitch, the French Dark Magician error, and GameShark and Action Replay codes have been added. But most of all... the "Opponents' Decks'" section has been added!

Version 0.42 - June 7, 2004

Another busy day! I've added more FAQs and "Good Cards" this time.

Version 0.41 - June 6, 2004

The many dumb questions on the GameFAQs message board and the pointless complaints in the reviews has led me to updating the FAQs a little bit, along with other changes here and there.

Version 0.4 - June 5, 2004

I've made changes like you wouldn't believe it, especially in sections having to do with dueling.

Version 0.35 - May 31, 2004

Added new glitch, "difference damager" cards, The Beginning section for newbies, removed Tips section, and changed the credits a bit.

Version 0.3 - May 30, 2004

Wow, so many updates in one day! I added a "Good Cards" section, which doesn't necessarily list good cards, but I've organized cards with similar effects into lists. Kudos to Kaiser C. for three spelling errors, and apologies to TripleHGogeta for not remembering to remove Call of the Haunted + Jinzo from the Glitches section.

Version 0.25 - May 30, 2004

Made additions to Card List, added a glitch thanks to Will Parkinson, and changed the dueling guide a bit.

Version 0.2 - May 29, 2004

Changed GameShark to Codebreaker, card limitations, introduction, and added booster packs, among other things which deserve a spot in the FAQ but not a mention in the Version History. It's done, right? And that's all that matters!

Version 0.1 - May 28, 2004

Submitted the FAQ

| 03. INTRODUCTION

03IN

Hi! My name is Kevin Wang, and I will be guiding you through Yu-Gi-Oh! World Championship Tournament 2004, which is an AWESOME game. Before we start, I would like to point out that some information in the Codes & Secrets section is a little different from what you'll find in this FAQ. That's because the

requirements for unlocking certain things are very specific. Who would have thought that you need a winning ratio of at least 80%, or that you need to have half the cards of a booster pack? You can't blame them, the Code & Secrets information was contributed by humans, and humans make mistakes. I did what they said and I got what I wanted, so I believed every word of it until I came across Prima's Official Hint Book.

I attended a Toys "R" Us tournament on May 22, 2004 and along with the pleasure of participating I received the Hint Book. One thing bothered me though: the tournament only welcomed people 14 years old or younger, and I thought this was unfair. The information in Prima's Hint Book sounded plausible enough, and it was written by a company with experience in making strategy guides. I wanted to make sure that people wouldn't follow the Codes & Secrets section, only to find out that their target remain unlocked, so I wrote this guide.

One more thing: I'm not certain that Prima's information is flawless.

| 04. FAQs

04FA

Q: Should I play this game?

A: I would very, very strongly recommend against you doing so. Instead, try Nightmare Troubadour if you have a lot of patience and money, enough to wait for a few more months and pay for a Nintendo DS and a Nintendo DS game. If that's inconvenient, try Duel Monsters 6 Expert 2 (1105 cards + 6 unplayable) if you know Japanese, you're familiar with the rules and card effects, or both. Otherwise, just buy Worldwide Edition.

Q: What Promotional cards come with this game?

A: Fairy King Truesdale, Kinetic Soldier, and Slate Warrior.

Q: What about the Egyptian God cards?

A: Nightmare Troubadour - How the hell am I supposed to know?!
Duel Monsters 6 Expert 2 - YES, but you can't add them to your deck
Worldwide Edition - It takes place in Battle City, but they're not here
World Championship Tournament 2004 - NO!

Q: Harpie's Feather Duster location, please! It's a really good card albeit banned, and it is need to unlock Duelist #11, Mai Valentine!

A: All right, all right. It's a rare in the Blue-Eyes White Dragon pack. That's the default booster pack, folks.

Q: Do any Fusion/Ritual monsters have effects?

A: The Last Warrior from Another Planet - Warrior/Fusion/Effect (2350/2300)
Alligator's Sword Dragon - Dragon/Fusion/Effect (1700/1500)
Reaper on the Nightmare - Zombie/Fusion/Effect (0800/0600)
Thousand-Eyes Restrict - Spellcaster/Fusion/Effect (0000/0000)
Relinquished - Spellcaster/Ritual/Effect (0000/0000)

Q: Is Ishizu male or female?

A: Ishizu is Marik's older sister.

Q: Is it better to go first or second?

A: It depends. Going first gives you the opportunity to play cards first. Going second gives you the opportunity to attack first. If your deck revolves around strategy, then go first. If your deck revolves around strength, then go second.

Q: Is Maha Vailo male or female?

A: According to Roy Wu, Maha Vailo is male in the Anime and Manga.

Q: How does this game halve a number?

A: Halve 8000 Life Points six times and you get 125. Halve that and you lose 62 Life Points, ending up with 63 Life Points. Halve that and you lose 31 Life Points, ending up with 32 Life Points. Halve 32 Life Points five times and you get 1 Life Point. After that, your Life Points can no longer be halved.

Q: How do I downgrade the level of a monster?

A: A Legendary Ocean is the only way. In real-life, you have that and Cost Down and Demotion (great for Maha Vailo and Level Limit - Area B).

Q: How do I speed the game up?

A: Holding L will make the duel twice as fast until you let go. If you don't want to hold L for the entire L duel, press L right after selecting a CPU controlled opponent to make the entire duel twice as fast.

Q: How do I view the credits once again?

A: Input the Konami code at the main menu:
Up, up, down, down, left, right, left, right, B, A

Q: How do I win?

A: 1. Reduce your opponent's Life Points to 0.
2. Force your opponent to draw from an empty deck.
3. Hold all five pieces of Exodia in your hand.
4. Have all five Spirit Messages of Destiny Board on your side of the Field.
5. Somehow get your opponent to surrender. The A.I. NEVER does this.

Q: How many...?

A: 1138 cards, 28 duelists, and 24 booster packs.

Q: What is card #1139?

A: It's a glitch similar to Missingno. from Pokemon. The card does not get added to your trunk, so as a result the cards in your trunk might not be an even multiple of five.

Q: What is Nightmare Troubadour?

A: The newest Yu-Gi-Oh! expert game. It is a Nintendo DS title and features 3-D graphics. Please do not ask me when the Nintendo DS/Nightmare Troubadour will be released, ask IGN!

Q: What is Skull Servant?

A: Skull Servant is a Level 1 Dark/Zombie with no effect. Its stats are 300/200, so it is obviously not deck-material. One "veteran" pointed this out, and more idiots began to follow. Make a topic asking for your Skull Servant deck to be rated/fixed, and your MMA will thank you.

Q: What is the difference between Magic cards and Spell cards?

A: "Upper Deck Entertainment today announces a change to the world wide phenomenon Yu-Gi-Oh! TRADING CARD GAME. Beginning with the release of Magician's Force, all Magic cards will now be titled Spell cards. This change was necessary in maintaining consistency with story themes throughout the trading card game. This change is not intended to interfere with game play but will help to strengthen the overall story line of the game that millions world wide enjoy playing."

Source: <http://www.upperdeckentertainment.com/yugioh/news.asp>

However, I believe the REAL reason is because of the Magic: The Gathering Trading Card Game. Since the official creators of the Yu-Gi-Oh! TCG have decided to make the change, I will be calling Magic cards their proper name,

Spell cards throughout the entire guide.

Q: What is the difference between...?

A: When you draw a card from your deck, the card is added to your hand (left hand if you're right-handed). When you pick up (not draw) a card from your deck, the card is added to your dominant hand (right hand if you're right-handed). You do NOT win if you hold all five pieces of Exodia in different hands (i.e. Cyber Jar). When a card is destroyed, it is sent from the Field to the Graveyard. When a card is discarded, it is sent from the Hand to the Graveyard. When a card is sent to the graveyard, it is sent from the Deck to the Graveyard.

Q: What is the story?

A: Better question: "Why do you value story over gameplay in a video GAME?"
There is no story, if it's that important to you play Reshef of Destruction.

Q: When was this game released?

A: Duel Monsters Expert 3 - February 5, 2004
Yu-Gi-Oh! World Championship Tournament 2004 - February 10, 2004

Q: Where is the...?

A: OH NOES!!! Side Decks are gone! Tournaments are gone! Passwords are gone!
Deal with it.

Q: Who asks all these dumb questions?!

A: I do, and then I answer them for myself. Is that so wrong in this world?

Q: Why are the computer duelists allowed multiple copies of Limited/Semi-Limited cards, but I'm not?

A: To make up for the poor A.I., duh! If you're dueling skills are horrible enough, you can be a cheater, too! The credits will roll after you defeat every computer duelist at least once. They will also roll immediately after you've collected at least one of every card. After using the latter method, you will receive a nice, shiny 100.0% and the ability to change limitations. It's right under Options for those of you who can't find it.

Q: Why are the passwords are gone?

A: Konami doesn't want you buying this game thirty minutes before a major tournament, build your real-life deck in a matter of minutes using the password system, and defeat your opponents with an unfair advantage.

Q: Why can't I manually draw during my Draw Phase?

A: Convenience. The only downside is that you can't view other cards before you draw, and the official rules let you do that.

Q: Why can't I soft reset in any GBA Yu-Gi-Oh! game?

A: Because turning your Game Boy Advance off and back on is better. Konami wants you to feel the same way.

Q: Why did one of the booster packs disappear from the selection menu?

A: Your winning rate with the corresponding duelist dropped below 50%. In the case of a Millennium Pack, your winning rate dropped below 80%.

Q: Why does the word "Slifer" drive people crazy?

A: Slifer the Sky Dragon was named after Roger Slifer, a worker at 4Kids who felt he was on par with the Egyptian God, Osiris. He named it after himself, which many "veterans" strongly oppose against. I'm not too happy with his ignorance, but the "veterans'" ignorance is even worse. Make a topic with "Slifer" in the title and watch your MMA soar!

Q: Why doesn't the background change when a Field Spell card is active?
A: Unlike its predecessor, Worldwide Edition, the background does not vary depending on the active Field Spell card. Instead, the background differs depending on the level of the duelist you're dueling, and there's a different background for link duels.

Q: Why do neither the stats nor the deck name of a computer duelist match his/her actual deck sometimes?
A: Calm down; it's just a video game...

Q: Why don't the computer duelists say anything before and after duels like they did in previous games?
A: It's nice to chat with the computer sometimes, but it gets boring and even annoying after a while, and you don't get to say anything in return. After all, this is a card game, not MSN Messenger with Anime characters.

Q: Why is Main Phase 1 called Main Phase now?
A: It was most likely intentional, but that doesn't necessarily mean it's a good thing.

Q: Why is the A.I. allowed to Flip Summon a Man-Eater Bug (the only flip effect monster it ever Flip Summons) and then switch it into face-up Defense Position? *Thanks to Daniel Rodgers.
A: It's against the rules, but we've already had the A.I. cheating lecture, haven't we? And guess what... Man-Eater Bug will stay in Defense Position!

Q: Why is the A.I. so stupid?
A: What do you expect from a non-human opponent? Better question, why are you reading this if you don't like the A.I. of the game this FAQ is about? And how do you compare that to little kids who put Fusion Monsters in their Main Decks?

Q: Why is this game missing so many cards?
A: This game contains the first 1138 cards ever to be released in Japan. That's right, Konami was too lazy to use North American sets for a North American game! As a result, this game has some cards that actually have yet to be released in North America!

| 05. THE BEGINNING

05TB |

Choose your language: English, Japanese, German, French, Italian, and Spanish. Press Start, then A. You'll get a deck full of *RANDOM* cards. Welcome to the main menu! Your first choice is Campaign, second is Edit Deck, third is Link Duel, and fourth is Options. If you screwed up the language selection, go to Options, then Language Selection, then change it to what you want it to be. Either way, go to Edit Deck and clear everything, then make a Deck from your only cards. Your Effect monsters, Spells, Traps, and Fusions are so limited that you might as well throw them all in.

R is put in, L is take out. Simple as that.

Now for you normal monsters. They're useless and have very little strategy, but you don't have much of a choice right now. Organize them by Defense first, then Attack. This way, Attack is the first priority and Defense is second. Pretty convenient, wouldn't you say?

FIVE TRIBUTES MAX, and even then that's really high. A good deck has 2-3

tributes, unless you have some sort of Special Summoning strategy. By the way, the five tribute rule applies to single tributes. It's even stricter for double tributes, so try to limit those.

Now put as many of the highest ranking non-Tribute monsters in the list until your Main Deck has forty cards. Remember that the Fusion Deck does not count towards the Main Deck total. You have a deck now! Since you're too weak to link duel, start off with a few campaign duels. Good luck!

 | 06. DUELING | 06DU |

In this section, I will show you the advanced techniques of dueling. Since I am a very bad teacher, Edo's site will help you more if you'd like to know the basics.

<http://www.stormpages.com/edhrzic/Yugioh.htm>

REMOVED
FROM
PLAY

FIELD	MONSTER	MONSTER	MONSTER	MONSTER	MONSTER	GRVYRD
SPELL						

FUSION	SPELL	SPELL	SPELL	SPELL	SPELL	MAIN
DECK	TRAP	TRAP	TRAP	TRAP	TRAP	DECK

--	--	--	--	--	--	--

Determining Who Goes First

It's completely random like the way it should be. Whoever draws his/her hand first gets the first turn.

Attributes

- Dark
- Earth
- Fire
- Light

Water

Wind

Types

Aqua

Beast

Beast-Warrior

Dinosaur

Dragon

Fairy

Fiend

Fish

Insect

Machine

Plant

Pyro

Reptile

Sea Serpent

Spellcaster

Rock

Thunder

Warrior

Winged-Beast

Zombie

Toons

Blue-Eyes Toon Dragon

Manga Ryu-Ran

Toon Mermaid

Toon Summoned Skull

Toon World

Spirits

Dark Dust Spirit

Fushi no Tori

Great Long Nose

Hino-Kagu-Tsuchi

Inaba White Rabbit

Spiritual Energy Settle Machine

Susa Soldier

Yamata Dragon

Yata-Garasu

Fusions

There are four different ways to Special Summon a Fusion Monster from your Fusion Deck:

1. Polymerization: "Fuses 2 or more Fusion-Material Monsters to form a new Fusion Monster.
2. Fusion Gate: "As long as this card remains on the field, a Fusion Monster can be summoned without using "Polymerization". The Fusion-Material monsters used in the Fusion are not placed in the Graveyard, but removed from play."
3. Metamorphosis: "Offer 1 monster on your side of the field as a Tribute to Special Summon 1 Fusion Monster of the same Level in face-up Attack or Defense

Position from your Fusion Deck. Monsters used for a Tribute Summon or that are offered as Tributes due to other card's effects are excluded.

4. Cyber-Stein: "At the cost of 5000 of your own Life Points, you can Special Summon 1 Fusion Monster from your Fusion Deck in face-up Attack Position."

5. Summoner of Illusions: "FLIP: Offer 1 of your Monster Cards as a Tribute (not this one). You can Special Summon 1 Fusion Monster Card from your Fusion Deck. The Fusion Monster is destroyed at the end of the turn."

The A.I.

It activates Dark Hole whenever you have a face-down monster. *Thanks to Christian Schooler.

It activates Dark Hole whenIt activates Ring of Destruction immediately after a monster is summoned, and

ONLY when a monster is summoned. It always targets the face-up monster under your control with the highest Attack Points. If no monsters under your control are face-up, it targets the face-up monster under its own control with the highest Attack Points.

It activates Torrential Tribute on the first chance it gets.

It doesn't save its Traps for your strongest monster.

It knows the Attack and Defense Points of the face-down Defense Position monsters under your control. It never summons a monster with higher Attack Points than the Defense Points of any of your monsters if at least one of their Attack Points is higher than its monster's Attack Points.

It never activates attack-involving Traps if it has any Fairy Boxes active.

It never seems to activate the effects of Cyber-Stein or Snatch Steal, and it activates Change of Heart very rarely. Usually it activates Change of Heart for a free Tribute.

It offers strong monsters as Tribute to summon weak monsters solely for the sake of summoning a monster during its turn.

It only sets two Spells: Black Pendant and Mystical Space Typhoon.

It only targets the Spell/Trap under your control on your farthest with Mystical Space Typhoon.

It seems to be the same as the A.I. for Xbox's The Dawn of Destiny, released over a month after this game for the MOST POWERFUL GAME SYSTEM!

It switches Slate Warrior into face-up Defense Position after the turn in which it was summoned.

And here's an important thing to remember: You can only pay Life Points if your Life Points are equal to or higher than the Life Points that you are about to pay. If they are equal, then you lose. *Thanks to Roy Wu.

Before we start, keep in mind that every Main Deck must contain 40-60 cards, and the Fusion Deck must contain 0-20 Fusion monsters. I would also like to point a very good card and a few (well, actually a LOT) that are just plain bad...

Cards to never put in a deck

Any card having to do with Rituals

Any card that lets you draw only one card, because if the card was never in your deck to begin with, you would have already drawn the card! Deck thinning is not a good excuse

Any card with an excellent counter-effect, but is far too situationally dependent

Any coin or dice cards, because a good deck revolves around strategy, not luck

Any monster with high stat(s) but an effect one would consider negative under most circumstances

Any Tribute Spirit

Any yellow card, regardless of stats or ulterior effects

Cards to avoid

Any Equip Spells because they are too vulnerable to Spell/Trap removal

Any Flip Effect monsters because they are too easy to destroy before they are flipped

Any Trap that is NOT chainable, because they are too easy to destroy before they are activated

Exceptions (and I use that word very lightly)

Upstart Goblin in a Bad Reaction to Simochi deck

Relinquished, The Masked Beast, and their corresponding Ritual Spells

Goblin Attack Force and Arsenal Bug

Cards to always put in a Main Deck

Pot of Greed, along with 39 other cards

The purpose of every tournament-worthy deck is to win. If you want to have fun, make a casual deck. There are five different ways to win. The more your deck focuses on just one way, the better it is, because that way all your cards help you achieve the same goal.

Now decide how you plan to win. This is called your strategy. You're already familiar with the four ways to win, so I won't go over that again. Four factors affect the outcome of a duel: deck, luck, motivation, and skill. Luck is just something that I can't help you with. You must be motivated if you're reading this, and you should know how to duel by now. It would also help if you have experience, because a novice can't build a tournament-worthy deck.

Let's work on your deck. Your first priority is the easiness. If your strategy is difficult to make us of, then it's not worth it. This brings us to the second priority: your fool-proof strategy. The more fool-proof, the better. A clever combo involving two cards is better than a victory-guaranteeing combo involving five card. Besides, how easy is it to pull off an Exodia, and especially against a Hand Destruction deck? What about Destiny Board, what's up with its vulnerability to a single well-timed Mystical Space Typhoon? The last way, getting your opponent to surrender, is something you should not count on because nobody surrenders in a tournament, not even in a Yata-lock. Such is the reason why no tournament-worthy deck bases upon Exodia or Destiny Board.

Exodia is actually good in real-life, because there are two combos that let you

draw your entire deck in one turn. One is Gearfried the Iron Knight + Butterfly Dagger - Elma + Royal Magical Library. The other is Manticore of Darkness + Manticore of Darkness + Card of Safe Return. Unfortunately, none of those cards are in this game, so Exodia is a little harder to draw. setokaiba400 discovered a glitch that lets you play with less than forty cards in a deck. In order for it to work, the limitations must be unlocked. First, make a deck with thirteen limited cards any other card. Turn the limitations back on and they should remove cards from your deck until it follows limitations, but the deck will still be able to play a normal duel. This means that you can duel with an Exodia deck with fourteen cards total!

My favorite way of winning is reducing the opposing duelists' Life Points to 0. While it may sound extremely boring and unoriginal, it does work, and pretty effectively, too. And if that wasn't enough, you won't be labeled "cheap" if you win because it's the most common way, if you care enough about what other people think of you. Discard and card removal are also fun, but since they're so time-consuming, they are better off in a casual deck.

Within every strategy is a theme. Create a bad deck, post it on GameFAQs, and you will be flamed beyond belief by the "veterans". While it is a good way to boost your MMA and laugh at the stupidity of others, it will forever stain your reputation on that board. They will throw annoying LUE fads at you and mock your Red-Eyes B. Dragon. Most importantly, they will tell you to get a theme, overlooking its insignificance compared to the strategy. Below is a list of common themes. Try avoiding the usage of a sub-theme unless the two flow well with each other (i.e. Warrior Beatdown).

Themes

Attribute - monsters with a certain Attribute
Bad Reaction to Simochi - less for you, and even less for you
Beatdown - monsters with really high Attack Points
Card Removal - cards that destroy/remove other cards
Dark Magician - cards that have to do with Dark Magician
Deck Destruction - Force the opponent to draw from an empty deck
Fusion - rely heavily on the Fusion Deck
Fire Princess - More for me, less for you
Gravity Bind - Gravity Bind to prevent Level 4+ monsters from attacking
Hand Destruction - Discard cards from the opponent's hand
Harpie Lady - cards that have to do with Harpie Lady
Magnet Warrior - cards that have to do with Magnet Warriors
Maha Vailo - Equip this boy/girl with Spells and watch the sparks fly
Toon - self-explanatory
Type - monsters with a certain type

You have an idea of what your deck will look like. You know that the L button takes cards out of your deck and the R button puts them in. This game also gives you the option to organize cards by Attack, Defense, Name, Number, Category, Level, Type, and Attribute. The one you choose first will be last priority, and the one you choose last will be first priority. After organizing, you have a bunch of cards, but you need to get to a certain card fast. Press down to skip one card, hold down to keep skipping one card. Press right to skip four cards, hold right to keep skipping four cards. If that's not fast enough for you, hold B and scroll up and down to get to the card you need.
*Thanks to Christian Schooler.

The following cards are not necessarily "good", they just all have one thing in common.

Anti-Effect

Ceasefire
Dark Ruler Ha Des
Light of Intervention
Sasuke Samurai
Shadow of Eyes

Attack Negation/Prevention

Ebikyo Drakmord
Gora Turtle
Gravity Bind
Magic Cylinder
Mask of the Accursed
Negate Attack
Nightmare Wheel
Swords of Revealing Light
The Regulation of Tribe
Vengeful Bog Spirit

Burners

Amazon Archer
Bad Reaction to Simochi
Burning Land
Cannon Soldier
Catapult Turtle
Ceasefire
Coffin Seller *Thanks to Jesse "DragonBoy" Seiber.
Final Flame
Fire Princess
Fire Sorcerer
Hinotama
Jigen Bakudan
Just Desserts
Magic Cylinder
Minor Goblin Official
Ookazi
Ring of Destruction
Skull Invitation
Sparks
Tremendous Fire
Type Zero Magic Crusher

Card Drawing

Airknight Parshath
Appropriate
Card of Safe Return
Graceful Charity
Jar of Greed
Painful Choice
Pot of Greed
Sangan
Skelengel

Upstart Goblin
Witch of the Black Forest
Yamata Dragon

Control-Shifters

Change of Heart
Exchange
Invader of the Throne
Jowls of Dark Demise
Red-Moon Baby
Relinquished
Snatch Steal
Thousand-Eyes Restrict

Deck Destruction

Gravekeeper's Servant
Needle Worm

Equips

Axe of Despair
Black Pendant
Buster Rancher
Mage Power
United We Stand

Fusion-Material Substitutes

Beastking of the Swamps
Goddess with the Third Eye
Mystical Sheep #1
Versago the Destroyer

Hand Destruction

Card Destruction
Confiscation
Delinquent Duo
Don Zaloog
Helpoemer
Hino-Kagu-Tsuchi
Morphing Jar
The Forceful Sentry
White Magical Hat

Healers

Dian Keto the Cure Master
Emergency Provisions
Enchanted Javelin
Fushi no Tori
Gift of the Mystical Elf
Kiseitai
Numinous Healer
Solemn Wishes

Monster Removal

Bottomless Trap Hole
Burst Breath
Byser Shock
Blind Destruction
Dark Dust Spirit
Dark Hole
Earthshaker
Ebikyo Drakmord
Exiled Force
Fissure
Guardian Sphinx
Hane-Hane
King Tiger Wanghu
Kryuel
Man-Eater Bug
Michizure
Nobleman of Crossout
Offerings to the Doomed
Penguin Soldier
Raigeki
Ring of Destruction
Swarm of Scarabs
Thousand Knives
Torrential Tribute
Trap Hole
Tribute to the Doomed

Monster Revival

Backup Soldier
Call of the Haunted
Monster Reborn
Premature Burial
Return of the Doomed
Spear Cretin
The Warrior Returning Alive

Spell Negation/Prevention

Cold Wave
Imperial Order
Magic Jammer
Maryokutai
Mystic Prove
The Emperor's Holiday

Spell Removal

A Wingbeat of Giant Dragon
Armored Glass
Byser Shock
Dark Scorpion Burglars
Driving Snow
Giant Trunade
Gust
Harpie's Feather Duster
Heavy Storm
Mystical Space Typhoon
Nobleman of Extermination
Spiritualism

Swarm of Locusts

Tramplers

Airknight Parshath

Cyclon Laser

Dragon's Rage

Fairy Meteor Crush

Gravekeepr's Spear Soldier

Mad Sword Beast

Spear Dragon

Trap Negation/Prevention

Cold Wave

Jinzo

Metal Detector

Royal Decree

Seven Tools of the Bandit

Trap Removal

A Wingbeat of Giant Dragon

Byser Shock

Giant Trunade

Harpie's Feather Duster

Heavy Storm

Mystical Space Typhoon

Nobleman of Extermination

Reaper of the Cards

Spiritualism

Swarm of Locusts

Weakeners

Beast of Gilfer

Curse of Aging

Germ Infection

Mask of Weakness

Mirror Wall

Riryoku

Weenies

Alligator's Sword Dragon

Drillago

Inaba White Rabbit

Jinzo #7

Leghul

Mystic Lamp

Nightmare Horse

Ooguchi

Queen's Double

Rainbow Flower

Reaper on the Nightmare

Servant of Catabolism

This is the list of pre-limited cards in World Championship Tournament 2004 (therefore it never changes). Limited cards, however, can be customized after at least one copy of all 1138 cards is collected. Go to Options > Limitation > Custom. Then Edit Deck, select the card whose limitation you'd like changed, and limit it to one, two, or three per deck. Most of these cards would make a great addition to any deck!

Forbidden: 0

[None]

Limited: 43

01. Call of the Haunted
02. Card Destruction
03. Ceasefire
04. Change of Heart
05. Confiscation
06. Cyber Jar
07. Dark Hole
08. Delinquent Duo
09. Exiled Force
10. Exodia the Forbidden One
11. Fiber Jar
12. Graceful Charity
13. Harpie's Feather Duster
14. Heavy Storm
15. Imperial Order
16. Jinzo
17. Left Arm of the Forbidden One
18. Left Leg of the Forbidden One
19. Limiter Removal
20. Mage Power
21. Magic Cylinder
22. Mirage of Nightmare
23. Mirror Force
24. Monster Reborn
25. Morphing Jar
26. Snatch Steal
27. Painful Choice
28. Pot of Greed
29. Premature Burial
30. Raigeki
31. Reckless Greed
32. Right Leg of the Forbidden One
33. Right Arm of the Forbidden One
34. Ring of Destruction
35. Sangan
36. Sinister Serpent
37. Slate Warrior
38. Swords of Revealing Light
39. The Forceful Sentry
40. United We Stand
41. Upstart Goblin
42. Witch of the Black Forest
43. Yata-Garasu

Semi-Limited: 6

- 01. Backup Soldier
02. Guardian Sphinx
03. Morphing Jar #2
04. Nobleman of Crossout
05. Reinforcement of the Army
06. Riryoku

Non-Limited: 1,089

[Everything else]

If you want the real-life up-to-date limitations, there is something you need to know first. In casual/fun duels, no limitations are in effect as long as mutual consent has been established between both duelists prior to any duels. In tournaments, limitations vary depending on the tournament, but just to be safe, follow all limitations below. Starting on October 1, 2004, Upper Deck Entertainment will give major tournaments two different formats to choose from: one prohibiting the use of the ten banned cards, and the other allowing it. All limitations apply to the Main Deck and Side Deck COMBINED. So far, no limitations have been placed upon any Fusion monsters.

Forbidden: 3

- 01. Obelisk the Tormentor
02. Slifer the Sky Dragon
03. The Winged Dragon of Ra

Banned: 10

- 01. Change of Heart
02. Cyber Jar
03. Delinquent Duo
04. Fiber Jar
05. Harpie's Feather Duster
06. Imperial Order
07. Injection Fairy Lily
08. Raigeki
09. Painful Choice
10. Yata-Garasu

Limited: 51

- 01. Black Luster Soldier - Envoy of the Beginning
02. Breaker the Magical Warrior
03. Butterfly Dagger - Elma
04. Call of the Haunted
05. Card Destruction
06. Ceasefire
07. Change of Heart-----SOON TO BE BANNED!
08. Chaos Emperor Dragon - Envoy of the End
09. Confiscation
10. Cyber Jar-----SOON TO BE BANNED!
11. Dark Hole
XX. Dark Magician of Chaos-----ONLY JAPAN SO FAR!
12. Delinquent Duo-----SOON TO BE BANNED!
XX. Exchange of the Spirit (Reversed Worlds)-----NOT OUT YET IN NA!
13. Exiled Force
14. Exodia the Forbidden One
15. Fiber Jar-----SOON TO BE BANNED!

- 16. Graceful Charity
- 17. Harpie's Feather Duster-----SOON TO BE BANNED!
- 18. Heavy Storm
- 19. Imperial Order-----SOON TO BE BANNED!
- 20. Injection Fairy Lily-----SOON TO BE BANNED!
- 21. Jinzo
- 22. Left Leg of the Forbidden One
- 23. Left Arm of the Forbidden One
- 24. Mage Power
- 25. Magic Cylinder
- 26. Magical Scientist
- 27. Mirage of Nightmare
- 29. Mirror Force
- 30. Monster Reborn
- 31. Painful Choice-----SOON TO BE BANNED!
- 32. Pot of Greed
- 33. Premature Burial
- 34. Raigeki-----SOON TO BE BANNED!
- 35. Reckless Greed
- 36. Reflect Bounder
- 37. Right Arm of the Forbidden One
- 38. Right Leg of the Forbidden One
- 39. Ring of Destruction
- 40. Sangan
- 41. Sinister Serpent
- 42. Snatch Steal
- 43. Swords of Revealing Light
- 44. The Forceful Sentry
- 45. Tribe-Infecting Virus
- 46. Twin-Headed Behemoth
- 47. United We Stand
- 48. Upstart Goblin
- 49. Vampire Lord
- 50. Witch of the Black Forest
- 51. Yata-Garasu-----SOON TO BE BANNED!

Semi-Limited: 8

-
- 01. Creature Swap
- 02. Last Turn
- XX. Makyura the Destructor (Executioner Makyura)-----NOT OUT YET IN NA!
- 03. Manticore of Darkness
- 04. Marauding Captain
- 05. Morphing Jar
- 06. Morphing Jar #2
- 07. Nobleman of Crossout
- 08. Reinforcement of the Army

Un-Limited: 5

-
- 01. Backup Soldier
- 02. Guardian Sphinx
- 03. Limiter Removal
- 04. Riryoku
- 05. Slate Warrior

Non-Limited: 1342

[Everything else]

Here are the limitations for the Toys "R" Us tournament. You will find that they are a bit (okay, VERY) strange. They are ordered Konami's way instead of my way (alphabetically, as always) because their method just might bear some significance (glitches, perhaps?) and you can alphabetize them yourself!

Prohibited: 20

01. Mirage of Nightmare
02. Delinquent Duo
03. Imperial Order
04. Painful Choice
05. Change of Heart
06. Cyber Jar
07. Raigeki
08. Helpoemer-----SITUATIONAL!
09. Jinzo
10. Mirror Force-----SITUATIONAL!
11. Gearfried the Iron Knight-----NOT EVEN IN WCT 2004!
12. Exiled Force
13. Harpie's Feather Duster
14. Ring of Destruction
15. Fiber Jar
16. Reckless Greed
17. Dark Ruler Ha Des
18. Burning Land
19. Fairy Box
20. Yata-Garasu

Limited: 31

01. Royal Decree
02. Confiscation
03. Heavy Storm
04. Sinister Serpent
05. Mystic Tomato-----SITUATIONAL!
06. Sangan
07. Witch of the Black Forest
08. Torrential Tribute-----SITUATIONAL!
09. The Forceful Sentry
10. Negate Attack-----SITUATIONAL!
11. Snatch Steal
12. Pot of Greed
13. Mystical Space Typhoon
14. Monster Reborn
15. United We Stand
16. Ceasefire
17. Card Destruction
18. Graceful Charity
19. Upstart Goblin
20. Premature Burial
21. Widespread Ruin-----SITUATIONAL!
22. Swords of Revealing Light
23. Exodia the Forbidden One
24. Left Leg of the Forbidden One
25. Left Arm of the Forbidden One
26. Right Leg of the Forbidden One
27. Right Arm of the Forbidden One
28. Dark Hole
29. Magic Cylinder-----SITUATIONAL!
30. Mage Power

31. Call of the Haunted

Semi-Limited Cards: 4

- 01. Morphing Jar #2
- 02. Nobleman of Extermination
- 03. Nobleman of Crossout
- 04. Morphing Jar

10. COMPUTER DUELISTS 10CD

Here is a list of all 28 computer duelists in the game. Their decks are listed in the following section.

VERY IMPORTANT NOTE: When any certain duelist is defeated at least ten times, that duelist will never disappear from the campaign selection screen unless you start a new game.

000. Random

Level - 0
Deck - [none]
Attack - 0/5
Defense - 0/5
Strategy - 0/5
Intellect - 0/5
Luck - 0/5
Unlock - Already unlocked

001. Tea Gardner

Level - 1
Deck - Maintain Life Points
Attack - 1/5
Defense - 2/5
Strategy - 3/5
Intellect - 1/5
Luck - 1/5
Unlock - Already unlocked

002. Tristan Taylor

Level - 1
Deck - High Attack
Attack - 1/5
Defense - 2/5
Strategy - 1/5
Intellect - 1/5
Luck - 1/5
Unlock - Already unlocked

003. Bakura Ryou

Level - 1
Deck - Basic
Attack - 2/5
Defense - 3/5
Strategy - 3/5
Intellect - 1/5
Luck - 1/5
Unlock - Already unlocked

004. Trusdale
Level - 1
Deck - Exodia
Attack - 2/5
Defense - 2/5
Strategy - 4/5
Intellect - 2/5
Luck - 1/5
Unlock - Already unlocked

005. Yugi Muto
Level - 1
Deck - Basic
Attack - 3/5
Defense - 1/5
Strategy - 3/5
Intellect - 1/5
Luck - 5/5
Unlock - Already unlocked

NOTE: In addition to their unlock requirements, Level 2 duelists are only available if all Level 1 duelists have been defeated at least three times each.

006. Rex Raptor
Level - 2
Deck - High Defense
Attack - 3/5
Defense - 4/5
Strategy - 2/5
Intellect - 1/5
Luck - 1/5
Unlock - Have at least half the cards from the Blue-Eyes White Dragon booster pack

007. Espa Roba
Level - 2
Deck - Clairvoyance
Attack - 3/5
Defense - 2/5
Strategy - 3/5
Intellect - 1/5
Luck - 1/5
Unlock - Have at least half the cards from the Red-Eyes B. Dragon booster pack

008. Weevil Underwood
Level - 2/5
Attack - 3/5
Defense - 2/5
Strategy - 4/5
Intellect - 3/5
Luck - 2
Unlock - Have at least half the cards from the Red-Eyes B. Skull Dragon booster pack

009. Bonz
Level - 2/5
Deck - Traps

Attack - 4/5
Defense - 3/5
Strategy - 4/5
Intellect - 2/5
Luck - 1/5

Unlock - Have at least half the cards from the Barrel Dragon booster pack

010. Mako Tsunami

Level - 2
Deck - Big Wave
Attack - 4/5
Defense - 2/5
Strategy - 2/5
Intellect - 1/5
Luck - 3/5

Unlock - Have at least half the cards from the Black Luster Soldier
booster pack

NOTE: In addition to their unlock requirements, Level 3 duelists are only available if all Level 2 duelists have been defeated at least five times each.

011. Mai Valentine

Level - 3
Deck - Harpie
Attack - 5/5
Defense - 4/5
Strategy - 3/5
Intellect - 4/5
Luck - 1/5

Unlock - Have at least one Harpie's Feather Duster in your Trunk and none in your dueling deck

012. Bandit Keith Howard

Level - 3
Deck - Machines
Attack - 5/5
Defense - 4/5
Strategy - 3/5
Intellect - 3/5
Luck - 5/5

Unlock - Have at least one Barrel Dragon in your Trunk and none in your dueling deck

013. Joey Wheeler

Level - 3
Deck - High Attack
Attack - 5/5
Defense - 1/5
Strategy - 4/5
Intellect - 2/5
Luck - 5/5

Unlock - Have at least one Jinzo in your Trunk and none in your dueling deck

014. Maximillion Pegasus

Level - 3
Deck - Toonized
Attack - 4/5
Defense - 2/5

Strategy - 5/5

Intellect - 4/5

Luck - 1/5

Unlock - Have at least one Toon World, Toon Summoned Skull, and Blue-Eyes Toon Dragon in your Trunk and none in your dueling deck

NOTE: Once all Level 3 duelists have been defeated at least seven times each, the Ghouls (#29) duelist will be unlocked. Select him to duel a random Ghoul. You will never duel the same Ghoul more than once by selecting Ghouls unless you lose to one, which will also reset the count. When each of the five Ghouls has been defeated in a row, Marik Ishtar will be unlocked. Only after he is defeated will the Ghouls duelist disappear and be replaced by the individually selectable Ghouls. Summary: Level 4 duelists are only available after all Level 3 duelists have been defeated at least seven times each.

015. Arkana

Level - 4

Deck - Tributes

Attack - 4/5

Defense - 3/5

Strategy - 4/5

Intellect - 3/5

Luck - 2/5

Unlock - Defeat Marik Ishtar at least once

016. Rare Hunter

Level - 4

Deck - Exodia II

Attack - 1/5

Defense - 1/5

Strategy - 4/5

Intellect - 2/5

Luck - 1/5

Unlock - Defeat Marik Ishtar at least once

017. Umbra & Lumis

Level - 4/5

Deck - Masquerade

Attack - 5/5

Defense - 3/5

Strategy - 4/5

Intellect - 2/5

Luck - 1/5

Unlock - Defeat Marik Ishtar at least once

018. Strings

Level - 4

Deck - High Defense

Attack - 5/5

Defense - 3/5

Strategy - 3/5

Intellect - 2/5

Luck - 1/5

Unlock - Defeat Marik Ishtar at least once

019. Odion

Level - 4

Deck - Trap Wave

Attack - 4/5

Defense - 1/5
Strategy - 5/5
Intellect - 4/5
Luck - 2/5
Unlock - Defeat Marik Ishtar at least once

NOTE: In addition to their unlock requirements, Level 5 duelists are only available if all Level 4 duelists have been defeated at least ten times each. Marik Ishtar is the only exception.

020. Ishizu Ishtar

Level - 5
Deck - Lightning
Attack - 5/5
Defense - 3/5
Strategy - 5/5
Intellect - 3/5
Luck - 2/5
Unlock - Have a pure-monster deck as the selected dueling deck

021. Marik Ishtar

Level - 5
Deck - Darkness
Attack - 4/5
Defense - 2/5
Strategy - 5/5
Intellect - 3/5
Luck - 2/5
Unlock - Win five straight duels against the randomly selected Ghouls.
The Ghouls do not need to be defeated at least ten times each for Marik Ishtar to be unlocked.

022. Seto Kaiba

Level - 5
Deck - Blue-Eyes' Evolution
Attack - 5/5
Defense - 1/5
Strategy - 5/5
Intellect - 4/5
Luck - 4/5
Unlock - Defeat Bakura Ryou, Mai Valentine, Joey Wheeler, Odion, and Ishizu at least tentimes each

023. Shadi

Level - 5/5
Deck - Balance on the Edge
Attack - 5/5
Defense - 2/5
Strategy - 5/5
Intellect - 4/5
Luck - 2/5
Unlock - Defeat Bakura Ryou, Yugi Muto, Marik Ishtar, and Seto Kabia at least ten times each

NOTE: In addition to their unlock requirements, Level 6 duelists are only available if all Level 5 duelists have been defeated at least fifteen times each.

024. Simon

Level - 6

Deck - Exodia III

Attack - 5/5

Defense - 1/5

Strategy - 5/5

Intellect - 5/5

Luck - 5/5

Unlock - Defeat any combination of Tea Gardner, Tristan Taylor, and Trusdale three times in a row, then select any one of them for a fourth duel. Simon will appear and duel you instead, and will remain unlocked if you win.

025. Yami Bakura Ryou

Level - 6

Deck - Destiny Board

Attack - 5/5

Defense - 3/5

Strategy - 5/5

Intellect - 3/5

Luck - 5/5

Unlock - Defeat Bakura Ryou three times in a row, then select him for a fourth duel. Yami Bakura Ryou will appear and duel you instead, and will remain unlocked if you win.

026. Yami Marik Ishtar

Level - 6

Deck - Low Level High Attack

Attack - 2/5

Defense - 1/5

Strategy - 5/5

Intellect - 4/5

Luck - 4/5

Unlock - Defeat Marik Ishtar three times in a row, then select him for a fourth duel. Yami Marik Ishtar will appear and duel you instead, and will remain unlocked if you win.

027. Duel Computer

Level - 6

Deck - Mirrored Deck

Attack - 5/5

Defense - 1/5

Strategy - 5/5

Intellect - 5/5

Luck - 3/5

Unlock - Defeat Seto Kaiba three times in a row, then select him for a fourth duel. Duel Computer will appear and duel you instead, and will remain unlocked if you win.

028. Yami Yugi Muto

Level - 6

Deck - Almighty

Attack - 5/5

Defense - 2/5

Strategy - 4/5

Intellect - 5/5

Luck - 5/5

Unlock - Defeat Yugi Muto three times in a row, then select him for a fourth duel. Yami Yugi Muto will appear and duel you instead, and will remain unlocked if you win.

029. Ghouls

Level - [can't remember]
Deck - [can't remember]
Attack - 1/5
Defense - 1/5
Strategy - 1/5
Intellect - 1/5
Luck - 1/5

Unlock - Defeat all Level 3 duelists at least seven times each. Ghouls will be locked for the rest of the game after Marik Ishtar has been defeated at least once.

| 11. OPPONENTS' DECKS' |

Some facts about opponents' decks:

Ten do not use a forty-card deck: Joey Wheeler (41), Rare Hunter (45), Odion (47), Marik Ishtar (44), Seto Kaiba (44), Simon (44), Yami Bakura Ryou (42), Yami Marik Ishtar (44), Duel Computer (44), and Yami Yugi Muto (45).

Three use Rituals: Maximillion Pegasus (Relinquished), Umbra & Lumis (The Masked Beast), and Yami Yugi Muto (Magician of Black Chaos).

Seven use a Fusion Deck: Tea Gardner, Rex Raptor, Joey Wheeler, Maximillion Pegasus, Ishizu Ishtar, Seto Kaiba, and Duel Computer.

Instead of the cards being organized into their corresponding categories, this section will be organized like so:

Double-Tributes
Single-Tributes
Non-Tributes
Spells
Traps

* effect

001. Tea Gardner - Maintain Life Points (40+Equal to or less than 5)

Double-Tributes - 1/40 = 2.5%

01. Stone D. (2000/2300) Earth/Rock

Single-Tributes - 5/40 = 12.5%

02. Illusionist Faceless Mage (1200/2200) Dark/Spellcaster

* 03. Marie the Fallen One (1700/1200) Dark/Fiend

* 04. Marie the Fallen One (1700/1200) Dark/Fiend

05. Queen Bird (1200/2000) Wind/WingedBeast

06. Sand Stone (1300/1600) Earth/Rock

Non-Tributes - 25/40 = 62.5%

07. Air Marmot of Nefariousness (0400/0600) Earth/Beast

* 08. Fire Princess (1300/1500) Fire/Pyro

09. Flame Viper (0400/0450) Earth/Pyro

10. Haniwa (0500/0500) Earth/Rock

* 11. Kiseitai (0300/0800) Dark/Fiend

* 12. Kiseitai (0300/0800) Dark/Fiend

* 13. Kiseitai (0300/0800) Dark/Fiend

14. Mech Mole Zombie (0500/0400) Dark/Zombie

15. Mystery Hand (0500/0500) Dark/Fiend

* 16. Nimble Momonga (1000/0100) Earth/Beast

* 17. Nimble Momonga (1000/0100) Earth/Beast

* 18. Nimble Momonga (1000/0100) Earth/Beast

19. Pot the Trick (0400/0400) Earth/Rock

20. Psychic Kappa (0400/1000) Water/Aqua

21. Robolady	(0450/0900)	Earth/Machine
22. Shadow Specter	(0500/0200)	Dark/Zombie
23. Spherous Lady	(0400/1400)	Earth/Rock
24. Tentacle Plant	(0500/0600)	Water/Plant
* 25. The Forgiving Maiden	(0850/2000)	Light/Fairy
* 26. The Forgiving Maiden	(0850/2000)	Light/Fairy
* 27. The Forgiving Maiden	(0850/2000)	Light/Fairy
28. Tomozaurus	(0500/0400)	Earth/Dinosaur
29. Turu-Purun	(0450/0500)	Water/Aqua
30. White Dolphin	(0500/0400)	Water/Fish

Spells - 4/40 = 10%

31. Fusion Sage	Normal
32. Mage Power	Equip
33. Polymerization	Normal
34. United We Stand	Equip

Traps - 6/40 = 15%

35. Enchanted Javelin	Normal
36. Gift of the Mystical Elf	Normal
37. Numinous Healer	Normal
38. Numinous Healer	Normal
39. Numinous Healer	Normal
40. Solemn Wishes	Ccntinuous

Fusions - Equal to or less than 5

[Coming soon...]

002. Tristan Taylor - High Attack (40+0)

Double Tributes - 3/40 = 7.5%

01. Hyozanryu	(2100/2800)	Light/Dragon
02. Mikazukinoyaiba	(2200/2350)	Dark/Dragon
03. Stone D.	(2000/2300)	Earth/Rock

Single-Tributes - 6/40 = 15%

04. 30,000-Year White Turtle	(1250/2100)	Water/Aqua
05. Bolt Escargot	(1400/1500)	Water/Thunder
06. Leo Wizard	(1350/1200)	Earth/Spellcastr
07. Misairuzame	(1400/1600)	Water/Fish
08. Spirit of the Mountain	(1300/1800)	Earth/Spellcastr
09. Tatsunootoshigo	(1350/1600)	Earth/Beast

Non-Tributes - 25/40 = 62.5%

10. Basic Insect	(0500/0700)	Earth/Insect
11. Candle of Fate	(0600/0600)	Dark/Fiend
12. Curtain of the Dark Ones	(0600/0500)	Dark/Spellcaster
13. Dig Beak	(0500/0800)	Earth/Beast
14. Droll Bird	(0600/0500)	Wind/WingedBeast
15. Embryonic Beast	(0500/0750)	Dark/Fiend
16. Eyearmor	(0600/0500)	Earth/Warrior
17. Fiend's Hand	(0600/0600)	Dark/Zombie
18. Flame Dancer	(0550/0450)	Fire/Pyro
* 19. Goblin Attack Force	(2300/0000)	Earth/Warrior
20. Green Phantom King	(0500/1600)	Earth/Plant
21. Hinotama Soul	(0600/0500)	Fire/Pyro
22. Hitodenchak	(0600/0700)	Water/Aqua
23. Korogashi	(0550/0400)	Earth/Insect
24. LaLa Li-oon	(0600/0600)	Wind/Thunder
25. Masked Clown	(0500/0700)	Dark/Warrior
26. M-Warrior #2	(0500/1000)	Earth/Warrior
27. Petit Dragon	(0600/0700)	Wind/Dragon
28. Swordsman of Landstar	(0500/1200)	Earth/Warrior
29. Tentacle Plant	(0500/0600)	Water/Plant
30. The Melting Red Shadow	(0500/0700)	Water/Aqua

31. Weather Control	(0600/0400)	Light/Fairy
32. Wing Egg Elf	(0500/1300)	Light/Fairy
33. Wretched Ghost of the Attic	(0550/0400)	Dark/Fiend
34. Zarigun	(0600/0700)	Water/Aqua
Spells - 6/40 = 15%		
35. Axe of Despair		Equip
36. Black Pendant		Equip
37. Horn of the Unicorn		Equip
38. Mage Power		Equip
39. Sword of Deep-Seated		Equip
40. United We Stand		Equip
003. Bakura Ryou - Basic (40+0)		

Double-Tributes - 2/40 = 5%		
01. Hyozanryu	(2100/2800)	Light/Dragon
02. Mikazukinoyaiba	(2200/2350)	Dark/Dragon
Single-Tributes - 4/40 = 10%		
03. Bolt Escargot	(1400/1500)	Water/Thunder
04. Misairuzame	(1400/1600)	Water/Fish
05. Steel Ogre Grotto #1	(1400/1800)	Earth/Machine
06. Winged Egg of New Life	(1400/1700)	Light/Fairy
Non-Tributes - 20/40 = 50%		
07. Candle of Fate	(0600/0600)	Dark/Fiend
08. Curtain of the Dark Ones	(0600/0500)	Dark/Spellcaster
09. Droll Bird	(0600/0500)	Wind/WingedBeast
10. Earthbound Spirit	(0500/2000)	Earth/Fiend
11. Eyearmor	(0600/0500)	Earth/Warrior
12. Fiend's Hand	(0600/0600)	Dark/Zombie
13. Ganigumo	(0600/0800)	Earth/Insect
14. Hinotama Soul	(0600/0500)	Fire/Pyro
15. Hitodenchak	(0600/0700)	Water/Aqua
16. LaLa Li-oon	(0600/0600)	Wind/Thunder
17. Lucky Trinket	(0600/0800)	Light/Spellcastr
18. Madjinn Gunn	(0600/0800)	Dark/Fiend
* 19. Maha Vailo	(1550/1400)	Light/Spellcastr
* 20. Maha Vailo	(1550/1400)	Light/Spellcastr
* 21. Maha Vailo	(1550/1400)	Light/Spellcastr
22. Petit Dragon	(0600/0700)	Wind/Dragon
23. Phantom Ghost	(0600/0800)	Dark/Zombie
24. Prevent Rat	(0500/2000)	Earth/Beast
* 25. Slate Warrior	(1900/0400)	Wind/Fiend
26. Zarigun	(0600/0700)	Water/Aqua
Spells - 14/40 = 35%		
27. Axe of Despair		Equip
28. Axe of Despair		Equip
29. Axe of Despair		Equip
30. Black Pendant		Equip
31. Black Pendant		Equip
32. Black Pendant		Equip
33. Horn of the Unicorn		Equip
34. Horn of the Unicorn		Equip
35. Horn of the Unicorn		Equip
36. Mage Power		Equip
37. Sword of Deep-Seated		Equip
38. Sword of Deep-Seated		Equip
39. Sword of Deep-Seated		Equip
40. United We Stand		Equip
004. Trusdale - Exodia (40+0)		

Double-Tributes - 1/40 = 2.5%

01. Blue-Eyes White Dragon (3000/2500) Light/Dragon

Single-Tributes - 1/40 = 2.5%

02. Giant Turtle who Feeds on Flames (1400/1800) Water/Aqua

Non-Tributes - 16/40 = 40%

03. Dark Prisoner (0600/1000) Dark/Fiend

* 04. Exodia the Forbidden One (1000/1000) Dark/Spellcaster

05. Genin (0600/0900) Light/Spellcastr

06. Left Arm of the Forbidden One (0200/0300) Dark/Spellcaster

07. Left Leg of the Forbidden One (0200/0300) Dark/Spellcaster

08. Lucky Trinket (0600/0800) Light/Spellcastr

09. Monster Egg (0600/0900) Earth/Warrior

* 10. Mystic Tomato (1400/1100) Dark/Plant

* 11. Mystic Tomato (1400/1100) Dark/Plant

* 12. Penguin Soldier (0750/0500) Water/Aqua

13. Petit Angel (0600/0900) Light/Fairy

14. Phantom Ghost (0600/0800) Dark/Zombie

15. Right Arm of the Forbidden One (0200/0300) Dark/Spellcaster

16. Right Leg of the Forbidden One (0200/0300) Dark/Spellcaster

* 17. Sangan (1000/0600) Dark/Fiend

* 18. Witch of the Black Forest (1100/1200) Dark/Spellcaster

Spells - 9/40 = 22.5%

19. Change of Heart Normal

20. Dark Hole Normal

21. Graceful Charity Normal

22. Monster Reborn Normal

23. Pot of Greed Normal

24. Premature Burial Equip

25. Raigeki Normal

26. Swords of Revealing Light Normal

27. Upstart Goblin Normal

Traps - 13/40 = 32.5%

28. Backup Soldier Normal

29. Call of the Haunted Continuous

30. Jar of Greed Normal

31. Jar of Greed Normal

32. Jar of Greed Normal

33. Mirror Force Normal

34. Negate Attack Normal

35. Negate Attack Normal

36. Torrential Tribute Normal

37. Torrential Tribute Normal

38. Trap Hole Normal

39. Trap Hole Normal

40. Trap Hole Normal

005. Yugi Muto - Basic (40+0)

Double-Tributes - 1/40 = 2.5%

01. Mikazukinoyaiba (2200/2350) Dark/Dragon

Single-Tributes - 3/40 = 7.5%

02. Cyber Soldier (1500/1700) Dark/Machine

03. Morinphen (1550/1300) Dark/Fiend

04. Summoned Skull (2500/1200) Dark/Fiend

05. Summoned Skull (2500/1200) Dark/Fiend

Non-Tributes - 19/40 = 47.5%

06. Fire Reaper (0700/0500) Dark/Zombie

07. Firegrass (0700/0600) Earth/Plant

08. Gemini Elf (1900/0900) Earth/Spellcastr

09. Gemini Elf	(1900/0900)	Earth/Spellcast
10. Hourglass of Life	(0700/0600)	Light/Fairy
11. Kaminarikozou	(0700/0600)	Wind/Thunder
* 12. Magician of Faith	(0300/0400)	Light/Spellcast
13. Meotoko	(0700/0600)	Earth/Beast
* 14. Penguin Soldier	(0750/0500)	Water/Aqua
15. Phantom Dewan	(0700/0600)	Dark/Spellcaster
* 16. Sangan	(1000/0600)	Dark/Fiend
17. Sectarian of Secrets	(0700/0500)	Dark/Spellcaster
18. Serpent Marauder	(0700/0600)	Earth/Reptile
* 19. Sinister Serpent	(0300/0250)	Water/Reptile
20. Wicked Mirror	(0700/0600)	Dark/Fiend
21. Winged Cleaver	(0700/0700)	Earth/Insect
22. Wings of Wicked Flame	(0700/0600)	Fire/Pyro
* 23. Witch of the Black Forest	(1100/1200)	Dark/Spellcaster

Spells - 9/40 = 22.5%

24. Change of Heart	Normal
25. Dark Hole	Normal
26. Harpie's Feather Duster	Normal
27. Monster Reborn	Normal
28. Pot of Greed	Normal
29. Premature Burial	Equip
30. Raigeki	Normal
31. Snatch Steal	Equip
32. Swords of Revealing Light	Normal

Traps - 8/40 = 20%

33. Call of the Haunted	Continuous
34. Magic Cylinder	Normal
35. Magic Jammer	Counter
36. Magic Jammer	Counter
37. Mirror Force	Normal
38. Royal Decree	Continuous
39. Trap Hole	Normal
40. Trap Hole	Normal

006. Rex Raptor - High Defense (40+Equal to or less than 5)

Double-Tributes - 2/40 = 5%

01. Launcher Spider	(2200/2500)	Fire/Machine
02. Mikazukinoyaiba	(2200/2350)	Dark/Dragon

Single-Tributes - 6/40 = 15%

03. Hercules Beetle	(1500/2000)	Earth/Insect
04. Megasonic Eye	(1500/1800)	Dark/Machine
05. Megazowler	(1800/2000)	Earth/Dinosaur
06. Ocubeam	(1550/1650)	Light/Fairy
07. Sword Arm of Dragon	(1750/2030)	Earth/Dinosaur
08. Trent	(1500/1800)	Earth/Plant

Non-Tributes - 26/40 = 65%

09. Abyss Flower	(0750/0400)	Earth/Plant
10. Armaill	(0700/1300)	Earth/Warrior
11. Battle Warrior	(0700/1000)	Earth/Warrior
12. Crawling Dragon #2	(1600/1200)	Earth/Dinosaur
13. Crawling Dragon #2	(1600/1200)	Earth/Dinosaur
14. Crawling Dragon #2	(1600/1200)	Earth/Dinosaur
15. Cyber Commander	(0750/0700)	Dark/Machine
16. Djinn the Watcher of the Wind	(0700/0900)	Wind/Spellcaster
17. Gate Deeg	(0700/0800)	Dark/Beast
18. Graveyard and the Hand of Invitation	(0700/0900)	Dark/Zombie
19. Kumootoko	(0700/1400)	Earth/Insect
* 20. Mad Sword Beast	(1400/1200)	Earth/Dinosaur

* 21. Mad Sword Beast	(1400/1200)	Earth/Dinosaur
22. Meda Bat	(0800/0400)	Dark/Fiend
23. Mega Thunderball	(0750/0600)	Wind/Thunder
24. Mystical Capture Chain	(0700/0700)	Light/Fairy
25. Obese Marmot of Nefariousness	(0750/0800)	Earth/Beast
26. One-Eyed Shield Dragon	(0700/1300)	Wind/Dragon
27. Rock Ogre Grotto #2	(0700/1400)	Earth/Rock
28. Spiked Snail	(0700/1300)	Dark/Insect
29. Tenderness	(0700/1400)	Light/Fairy
30. The Drdek	(0700/0800)	Dark/Fiend
31. Turtle Raccoon	(0700/0900)	Water/Aqua
32. Two-Headed King Rex	(1600/1200)	Earth/Dinosaur
33. Two-Headed King Rex	(1600/1200)	Earth/Dinosaur
34. Two-Headed King Rex	(1600/1200)	Earth/Dinosaur

Spells - 6/40 = 15%

35. Change of Heart	Normal
36. Dark Hole	Normal
37. Polymerization	Normal
38. Raigeki	Normal
39. Snatch Steal	Equip
40. Swords of Revealing Light	Normal

Fusions - Equal to or less than 5
[Coming soon...]

007. Espa Roba - Clairvoyance (40+0)

Double-Tributes - 2/40 = 5%

01. Launcher Spider	(2200/2500)	Fire/Machine
02. Ryu-Ran	(2200/2600)	Fire/Dragon

Single-Tributes - 5/40 = 12.5%

* 03. Jinzo	(2400/1500)	Dark/Machine
04. Machine Attacker	(1600/1300)	Earth/Machine
05. Ocubeam	(1550/1650)	Light/Fairy
06. Rainbow Marine Mermaid	(1550/1700)	Water/Fish
07. Spike Seadra	(1600/1300)	Water/SeaSerpent

Single-Tributes - 21/40 = 52.5%

08. Fire Eye	(0800/0600)	Fire/Pyro
09. Flying Fish	(0800/0500)	Wind/Fish
10. Happy Lover	(0800/0500)	Light/Fairy
11. Kagemusha of the Blue Flame	(0800/0400)	Earth/Warrior
12. Kageningen	(0800/0600)	Dark/Warrior
13. Kumootoko	(0700/1400)	Earth/Insect
14. Lunar Queen Elzaim	(0750/1100)	Light/Fairy
15. Man Eater	(0800/0600)	Earth/Plant
16. Man-Eating Plant	(0800/0600)	Earth/Plant
17. Mechaleon	(0800/0600)	Water/Reptile
18. Meda Bat	(0800/0400)	Dark/Fiend
19. Midnight Fiend	(0800/0600)	Dark/Fiend
20. Obese Marmot of Nefariousness	(0750/0800)	Earth/Beast
21. Rock Ogre Grotto #2	(0700/1400)	Earth/Rock
* 22. Sangan	(1000/0600)	Dark/Fiend
* 23. Sangan	(1000/0600)	Dark/Fiend
24. Sleeping Lion	(0700/1700)	Earth/Beast
25. Tenderness	(0700/1400)	Light/Fairy
26. The Wandering Doomed	(0800/0600)	Dark/Zombie
* 27. Witch of the Black Forest	(1100/1200)	Dark/Spellcaster
28. Yashinoki	(0800/0600)	Earth/Plant

Spells - 6/40 = 15%

29. Change of Heart	Normal
30. Dark Hole	Normal

31. Monster Reborn	Normal
32. Raigeki	Normal
33. Snatch Steal	Equip
34. Swords of Revealing Light	Normal
Traps - 6/40 = 15%	
35. Light of Intervention	Continuous
36. Light of Intervention	Continuous
37. Light of Intervention	Continuous
38. Shadow of Eyes	Normal
39. Shadow of Eyes	Normal
40. Shadow of Eyes	Normal

008. Weevil Underwood - Insects (40+0)

Single-Tributes - 3/40 = 7.5%

01. Crawling Dragon	(1600/1400) Earth/Dragon
02. Empress Mantis	(2200/1400) Wind/Insect
03. Empress Mantis	(2200/1400) Wind/Insect

Non-Tributes - 2/40 = 5%

* 04. 4-Starred Ladybug of Doom	(0800/1200) Wind/Insect
* 05. 4-Starred Ladybug of Doom	(0800/1200) Wind/Insect
* 06. 4-Starred Ladybug of Doom	(0800/1200) Wind/Insect
* 07. Jirai Gumo	(2200/0100) Earth/Insect
* 08. Jirai Gumo	(2200/0100) Earth/Insect
09. Kageningen	(0800/0600) Dark/Warrior
10. Kurama	(0800/0800) Wind/WingedBeast
* 11. Man-Eater Bug	(0450/0600) Earth/Insect
* 12. Man-Eater Bug	(0450/0600) Earth/Insect
* 13. Man-Eater Bug	(0450/0600) Earth/Insect
14. Man-Eating Plant	(0800/0600) Earth/Plant
15. Mushroom Man	(0800/0600) Earth/Plant
* 16. Needle Worm	(0750/0600) Earth/Insect
* 17. Needle Worm	(0750/0600) Earth/Insect
* 18. Needle Worm	(0750/0600) Earth/Insect
19. Nemuriko	(0800/0700) Dark/Spellcaster
20. Penguin Soldier	(0750/0500) Water/Aqua
* 21. Sangan	(1000/0600) Dark/Fiend
22. Science Soldier	(0800/0800) Dark/Warrior
23. The Furious Sea King	(0800/0700) Water/Aqua
24. The Shadow Who Controls the Dark	(0800/0700) Dark/Fiend
* 25. Witch of the Black Forest	(1100/1200) Dark/Spellcaster

Spells - 8/40 = 20%

26. Change of Heart	Normal
27. Dark Hole	Normal
28. Graceful Charity	Normal
29. Monster Reborn	Normal
30. Pot of Greed	Normal
31. Premature Burial	Equip
32. Raigeki	Normal
33. Swords of Revealing Light	Normal

Traps - 7/40 = 17.5%

34. Call of the Haunted	Continuous
35. Mirror Force	Normal
36. Torrential Tribute	Normal
37. Torrential Tribute	Normal
38. Trap Hole	Normal
39. Trap Hole	Normal
40. Trap Hole	Normal

009. Bonz - Traps (40+0)

Double-Tributes - 1/40 = 2.5%

01. Ryu-Ran (2200/2600) Fire/Dragon

Single-Tributes - 4/40 = 10%

02. Ill Witch (1600/1500) Light/Spellcast

03. Stone Ogre Grotto (1600/1500) Earth/Rock

04. Summoned Skull (2500/1200) Dark/Fiend

05. Summoned Skull (2500/1200) Dark/Fiend

Non-Tributes - 18/40 = 45%

06. Arlownay (0800/1000) Earth/Plant

07. Boneheimer (0850/0400) Water/Aqua

08. Fairywitch (0800/1000) Dark/Spellcaster

09. Hyo (0800/1200) Water/Warrior

10. La Jinn the Mystical Genie of the Lamp (1800/1000) Dark/Fiend

11. La Jinn the Mystical Genie of the Lamp (1800/1000) Dark/Fiend

12. La Jinn the Mystical Genie of the Lamp (1800/1000) Dark/Fiend

13. Larvas (0800/1000) Earth/Beast

* 14. Magician of Faith (0300/0400) Light/Spellcast

* 15. Magician of Faith (0300/0400) Light/Spellcast

16. Monsturtle (0800/1000) Water/Aqua

17. Mystical Sheep #2 (0800/1000) Earth/Beast

* 18. Slate Warrior (1900/0400) Wind/Fiend

19. Stone Armadiller (0800/1200) Earth/Rock

* 20. The Bistro Butcher (1800/1000) Dark/Fiend

* 21. The Bistro Butcher (1800/1000) Dark/Fiend

* 22. Witch of the Black Forest (1100/1200) Dark/Spellcaster

* 23. Witch of the Black Forest (1100/1200) Dark/Spellcaster

Spells - 14/40 = 35%

24. Axe of Despair Equip

25. Axe of Despair Equip

26. Black Pendant Equip

27. Black Pendant Equip

28. Dark Hole Normal

29. Gravekeeper's Servant Continuous

30. Gravekeeper's Servant Continuous

31. Monster Reborn Normal

32. Mystical Space Typhoon Quick-Play

33. Mystical Space Typhoon Quick-Play

34. Premature Burial Equip

35. Raigeki Normal

36. Tribute to the Doomed Normal

37. Tribute to the Doomed Normal

Traps - 3/40 = 7.5%

38. Magic Cylinder Normal

39. Mirror Force Normal

40. Ring of Destruction Normal

010. Mako Tsunami - Big Wave (40+0)

Double-Tributes - 1/40 = 2.5%

01. Ryu-Ran (2200/2600) Fire/Dragon

Single-Tributes - 7/40 = 17.5%

02. Amphibian Beast (2400/2000) Water/Fish

03. Amphibian Beast (2400/2000) Water/Fish

04. Succubus Knight (1650/1300) Dark/Warrior

* 05. The Legendary Fisherman (1850/1600) Water/Warrior

* 06. The Legendary Fisherman (1850/1600) Water/Warrior

* 07. The Legendary Fisherman (1850/1600) Water/Warrior

08. Yamadron (1600/1800) Fire/Dragon

Non-Tributes - 22/40 = 55%

09. 7 Colored Fish	(1800/0800)	Water/Fish
10. 7 Colored Fish	(1800/0800)	Water/Fish
11. 7 Colored Fish	(1800/0800)	Water/Fish
12. Dharma Cannon	(0900/0500)	Dark/Machine
13. Doron	(0900/0500)	Earth/Warrior
14. Flying Fish	(0800/0500)	Wind/Fish
15. Flying Fish	(0800/0500)	Wind/Fish
16. Flying Fish	(0800/0500)	Wind/Fish
17. Giant Red Seasnake	(1800/0800)	Water/Aqua
18. Giant Red Seasnake	(1800/0800)	Water/Aqua
19. Giant Red Seasnake	(1800/0800)	Water/Aqua
20. Hurricail	(0900/0200)	Wind/Spellcaster
21. Laughing Flower	(0900/0500)	Earth/Plant
22. Megirus Light	(0900/0600)	Dark/Fiend
23. Muse-A	(0850/0900)	Light/Fairy
* 24. Penguin Soldier	(0750/0500)	Water/Aqua
* 25. Penguin Soldier	(0750/0500)	Water/Aqua
26. Protector of the Throne	(0800/1500)	Earth/Warrior
27. Roboyarou	(0900/0450)	Earth/Machine
28. Souls of the Forgotten	(0900/0200)	Dark/Fiend
29. Toon Alligator	(0800/1600)	Water/Reptile
30. Yamatano Dragon Scroll	(0900/0300)	Wind/Dragon
Spells - 5/40 = 12.5%		
31. A Legendary Ocean		Field
32. A Legendary Ocean		Field
33. Raigeki		Normal
34. Umi		Field
35. Umi		Field
Traps - 5/40 = 12.5%		
36. Tornado Wall		Continuous
37. Tornado Wall		Continuous
38. Torrential Tribute		Normal
39. Torrential Tribute		Normal
40. Torrential Tribute		Normal
011. Mai Valentine - Harpie (40+0)		

Double-Tributes - 3/40 = 7.5%		
01. Gaia the Fierce Knight	(2300/2100)	Earth/Warrior
* 02. Harpie's Pet Dragon	(2000/2500)	Wind/Dragon
* 03. Harpie's Pet Dragon	(2000/2500)	Wind/Dragon
Single-Tributes - 5/40 = 12.5%		
04. Ansatsu	(1700/1200)	Earth/Warrior
05. Bottom Dweller	(1650/1700)	Water/Fish
* 06. Harpie Lady Sisters	(1950/2100)	Wind/WingedBeast
* 07. Harpie Lady Sisters	(1950/2100)	Wind/WingedBeast
* 08. Harpie Lady Sisters	(1950/2100)	Wing/WingedBeast
Non-Tributes - 14/40 = 35%		
09. Blue-Eyed Silver Zombie	(0900/0700)	Dark/Zombie
10. Blue-Winged Crown	(1600/1200)	Wind/WingedBeast
11. Blue-Winged Crown	(1600/1200)	Wind/WingedBeast
12. Faith Bird	(1500/1100)	Wind/WingedBeast
13. Faith Bird	(1500/1100)	Wind/WingedBeast
14. Harpie Lady	(1300/1400)	Wind/WingedBeast
15. Harpie Lady	(1300/1400)	Wind/WingedBeast
16. Harpie Lady	(1300/1400)	Wind/WingedBeast
17. Harpie's Brother	(1800/0600)	Wind/WingedBeast
18. Harpie's Brother	(1800/0600)	Wind/WingedBeast
19. Humanoid Slime	(0800/2000)	Water/Aqua
20. Skull Red Bird	(1550/1200)	Wind/WingedBeast

21. Skull Red Bird	(1550/1200)	Wind/WingedBeast
22. Spirit of the Harp	(0800/2000)	Light/Fairy
Spells - 12/40 = 30%		
23. Dark Hole		Normal
24. Elegant Egotist		Normal
25. Elegant Egotist		Normal
26. Elegant Egotist		Normal
27. Harpie's Feather Duster		Normal
28. Monster Reborn		Normal
29. Premature Burial		Equip
30. Premature Burial		Equip
31. Raigeki		Normal
32. Rising Air Current		Field
33. Rising Air Current		Field
34. Swords of Revealing Light		Normal
Traps - 6/40 = 15%		
35. Aqua Chorus		Continuous
36. Aqua Chorus		Continuous
37. Mirror Force		Normal
38. Negate Attack		Counter
39. Ring of Destruction		Normal
40. Ring of Destruction		Normal

012. Bandit Keith Howard - Machines (40+0)

Double-Tributes - 7/40 = 17.5%

* 01. Barrel Dragon	(2600/2200)	Dark/Machine
* 02. Barrel Dragon	(2600/2200)	Dark/Machine
* 03. Barrel Dragon	(2600/2200)	Dark/Machine
04. Gaia the Fierce Knight	(2300/2100)	Earth/Warrior
05. Launcher Spider	(2200/2500)	Fire/Machine
06. Slot Machine	(2000/2300)	Dark/Machine
07. Zoa	(2600/1900)	Dark/Fiend

Single-Tributes - 6/40 = 15%

08. Akihiiron	(1700/1400)	Water/Aqua
09. Ancient Tool	(1700/1400)	Dark/Machine
10. Cyber-Tech Alligator	(2500/1600)	Wind/Machine
11. Cyber-Tech Alligator	(2500/1600)	Wind/Machine
12. Pendulum Machine	(1750/2000)	Dark/Machine
13. Pendulum Machine	(1750/2000)	Dark/Machine

Non-Tributes - 12/40 = 30%

14. Blocker	(0850/1800)	Dark/Machine
15. Dokuroizo the Grim Reaper	(0900/1200)	Dark/Zombie
16. Guardian of the Throne Room	(1650/1600)	Light/Machine
17. Guardian of the Throne Room	(1650/1600)	Light/Machine
18. Living Vase	(0900/1100)	Earth/Plant
19. Mechanicalchaser	(1850/0800)	Dark/Machine
20. Mechanicalchaser	(1850/0800)	Dark/Machine
21. Oni Tank T-34	(1400/1700)	Earth/Machine
22. Oni Tank T-34	(1400/1700)	Earth/Machine
23. Overdrive	(1600/1500)	Earth/Machine
24. Overdrive	(1600/1500)	Earth/Machine
25. Shovel Crusher	(0900/1200)	Earth/Machine

Spells - 9/40 = 22.5%

26. 7 Completed		Equip
27. 7 Completed		Equip
28. 7 Completed		Equip
29. Change of Heart		Normal
30. Limiter Removal		Quick-Play
31. Monster Reborn		Normal

32. Premature Burial	Equip
33. Premature Burial	Equip
34. Snatch Steal	Equip
Traps - 6/40 = 15%	
35. Gamble	Normal
36. Gamble	Normal
37. Gamble	Normal
38. Trap Hole	Normal
39. Trap Hole	Normal
40. Trap Hole	Normal

013. Joey Wheeler - High Attack (41+Equal to or less than 5)

Double-Tributes - 1/41 = 2.43902~%

01. Red-Eyes B. Dragon (2400/2000) Dark/Dragon

Single-Tributes - 4/41 = 9.75609~%

* 02. Jinzo (2400/1500) Dark/Machine

03. Summoned Skull (2500/1200) Dark/Fiend

04. Summoned Skull (2500/1200) Dark/Fiend

05. Summoned Skull (2500/1200) Dark/Fiend

Non-Tributes - 18/41 = 43.90243~%

06. Alligator's Sword (1500/1200) Earth/Beast

07. Alligator's Sword (1500/1200) Earth/Beast

08. Alligator's Sword (1500/1200) Earth/Beast

09. Axe Raider (1700/1150) Earth/Warrior

10. Axe Raider (1700/1150) Earth/Warrior

11. Axe Raider (1700/1150) Earth/Warrior

12. Baby Dragon (1200/0700) Wind/Dragon

* 13. Goblin Attack Force (2300/0000) Earth/Warrior

* 14. Goblin Attack Force (2300/0000) Earth/Warrior

* 15. Panther Warrior (2000/1600) Earth/BstWarrior

* 16. Spear Dragon (1900/0000) Wind/Dragon

* 17. Spear Dragon (1900/0000) Wind/Dragon

* 18. Spear Dragon (1900/0000) Wind/Dragon

* 19. Time Wizard (0500/0400) Light/SPELLCASTR

* 20. Time Wizard (0500/0400) Light/SPELLCASTR

* 21. Time Wizard (0500/0400) Light/SPELLCASTR

* 22. Zombyra the Dark (2100/0500) Dark/Warrior

* 23. Zombyra the Dark (2100/0500) Dark/Warrior

Spells - 15/41 = 36.58536585%

24. Change of Heart Normal

25. Dark Hole Normal

26. Fusion Sage Normal

27. Graceful Charity Normal

28. Graceful Charity Normal

29. Mage Power Equip

30. Monster Reborn Normal

31. Polymerization Normal

32. Polymerization Normal

33. Premature Burial Equip

34. Premature Burial Equip

35. Raigeki Normal

36. Snatch Steal Equip

37. Swords of Revealing Light Normal

38. United We Stand Equip

Traps - 3/41 = 7.31707~%

39. Mirror Force Normal

40. Ring of Destruction Normal

41. Ring of Destruction Normal

Fusions - Equal to or less than 5

[Coming soon...]

014. Maximillion Pegasus - Toonized (40+Equal to or less than 5)

Double-Tributes - 1/40 = 2.5%

* 01. Blue-Eyes Toon Dragon (3000/2500) Light/Dragon

Single-Tributes - 4/40 = 10%

02. Summoned Skull (2500/1200) Dark/Fiend

03. Summoned Skull (2500/1200) Dark/Fiend

* 04. Toon Summoned Skull (2500/1200) Dark/Fiend

* 05. Toon Summoned Skull (2500/1200) Dark/Fiend

Non-Tributes - 16/40 = 40%

* 06. Cyber Jar (0900/0900) Dark/Rock

* 07. Morphing Jar (0700/0600) Earth/Rock

* 08. Nimble Momonga (1000/0100) Earth/Beast

* 09. Nimble Momonga (1000/0100) Earth/Beast

* 10. Nimble Momonga (1000/0100) Earth/Beast

* 11. Relinquished (0000/0000) Dark/Spellcaster

* 12. Relinquished (0000/0000) Dark/Spellcaster

* 13. Sinister Serpent (0300/0250) Water/Reptile

* 14. Slate Warrior (1900/0400) Wind/Fiend

15. Thousand-Eyes Idol (0000/0000) Dark/Spellcaster

* 16. Toon Mermaid (1400/1500) Water/Aqua

* 17. Toon Mermaid (1400/1500) Water/Aqua

* 18. Toon Mermaid (1400/1500) Water/Aqua

19. Vorse Raider (1900/1200) Dark/Bst-Warrior

20. Vorse Raider (1900/1200) Dark/Bst-Warrior

21. Vorse Raider (1900/1200) Dark/Bst-Warrior

Spells - 11/40 = 27.5%

22. Black Illusion Ritual Ritual

23. Black Illusion Ritual Ritual

24. Change of Heart Normal

25. Dark Hole Normal

26. Monster Reborn Normal

27. Premature Burial Equip

28. Raigeki Normal

29. Snatch Steal Equip

30. Swords of Revealing Light Normal

31. Toon World Continuous

32. Toon World Continuous

Traps - 8/40 = 20%

33. Enchanted Javelin Normal

34. Enchanted Javelin Normal

35. Magic Cylinder Normal

36. Mirror Force Normal

37. Mirror Wall Continuous

38. Numinous Healer Normal

39. Numinous Healer Normal

40. Ring of Destruction Normal

Fusions - Equal to or less than 5

[Coming soon...]

015. Arkana - Tributes (40+0)

Double-Tributes - 4/40 = 10%

01. Dark Magician (2500/2100) Dark/Spellcaster

02. Dark Magician (2500/2100) Dark/Spellcaster

03. Dark Magician (2500/2100) Dark/Spellcaster

04. Serpent Night Dragon (2350/2400) Dark/Dragon

Single-Tributes - 3/40 = 7.5%

05. Garoozis	(1800/1500)	Fire/Bst-Warrior
06. Giant Mech-Soldier	(1750/1900)	Earth/Machine
07. Neck Hunter	(1750/1900)	Dark/Fiend
Non-Tributes - 8/40 = 20%		
08. Barrel Lily	(1100/0600)	Earth/Plant
* 09. Cannon Soldier	(1400/1300)	Dark/Machine
* 10. Cannon Soldier	(1400/1300)	Dark/Machine
11. Corroding Shark	(1100/0700)	Dark/Zombie
12. Holograh	(1100/0700)	Earth/Machine
13. Lady of Faith	(1100/0800)	Light/Spellcastr
14. Little D	(1100/0700)	Earth/Dinosaur
15. Waterdragon Fairy	(1100/0700)	Water/Aqua
Spells - 19/40 = 47.5%		
16. Change of Heart		Normal
17. Change of Heart		Normal
18. Change of Heart		Normal
19. Dark Hole		Normal
20. Dark Hole		Normal
21. Dark Hole		Normal
22. Monster Reborn		Normal
23. Monster Reborn		Normal
24. Monster Reborn		Normal
25. Premature Burial		Equip
26. Premature Burial		Equip
27. Premature Burial		Equip
28. Raigeki		Normal
29. Raigeki		Normal
30. Raigeki		Normal
31. Snatch Steal		Equip
32. Snatch Steal		Equip
33. Snatch Steal		Equip
34. Swords of Revealing Light		Normal
Traps - 6/40 = 15%		
35. Call of the Haunted		Continuous
36. Mirror Force		Normal
37. Negate Attack		Counter
38. Ring of Destruction		Normal
39. Ring of Destruction		Normal
40. Ring of Destruction		Normal

016. Rare Hunter - Exodia II (45+0)

Non-Tributes - 21/45 = 46.6~%

* 01. Exodia the Forbidden One	(1000/1000)	Dark/Spellcaster
02. Left Arm of the Forbidden One	(0200/0300)	Dark/Spellcaster
03. Left Arm of the Forbidden One	(0200/0300)	Dark/Spellcaster
04. Left Arm of the Forbidden One	(0200/0300)	Dark/Spellcaster
05. Left Leg of the Forbidden One	(0200/0300)	Dark/Spellcaster
06. Left Leg of the Forbidden One	(0200/0300)	Dark/Spellcaster
07. Left Leg of the Forbidden One	(0200/0300)	Dark/Spellcaster
* 08. Mystic Tomato	(1400/1100)	Dark/Plant
* 09. Penguin Soldier	(0750/0500)	Water/Aqua
10. Right Arm of the Forbidden One	(0200/0300)	Dark/Spellcaster
11. Right Arm of the Forbidden One	(0200/0300)	Dark/Spellcaster
12. Right Arm of the Forbidden One	(0200/0300)	Dark/Spellcaster
13. Right Leg of the Forbidden One	(0200/0300)	Dark/Spellcaster
14. Right Leg of the Forbidden One	(0200/0300)	Dark/Spellcaster
15. Right Leg of the Forbidden One	(0200/0300)	Dark/Spellcaster
* 16. Sangan	(1000/0600)	Dark/Fiend
* 17. Sangan	(1000/0600)	Dark/Fiend

* 18. Sangan	(1000/0600) Dark/Fiend
* 19. Witch of the Black Forest	(1100/1200) Dark/Spellcaster
* 20. Witch of the Black Forest	(1100/1200) Dark/Spellcaster
* 21. Witch of the Black Forest	(1100/1200) Dark/Spellcaster
Spells - 14/45 = 31.1~%	
22. Change of Heart	Normal
23. Dark Hole	Normal
24. Graceful Charity	Normal
25. Graceful Charity	Normal
26. Graceful Charity	Normal
27. Monster Reborn	Normal
28. Pot of Greed	Normal
29. Pot of Greed	Normal
30. Pot of Greed	Normal
31. Raigeki	Normal
32. Swords of Revealing Light	Normal
33. Upstart Goblin	Normal
34. Upstart Goblin	Normal
35. Upstart Goblin	Normal
Traps - 10/45 = 22.2~%	
36. Backup Soldier	Normal
37. Jar of Greed	Normal
38. Jar of Greed	Normal
39. Jar of Greed	Normal
40. Mirror Force	Normal
41. Negate Attack	Counter
42. Torrential Tribute	Normal
43. Trap Hole	Normal
44. Trap Hole	Normal
45. Trap Hole	Normal

017. Umbra & Lumis - Masquerade (40+0)

Double-Tributes - 2/40 = 5%	
01. Seiyaryu	(2500/2300) Light/Dragon
02. The Masked Beast	(3200/1800) Dark/Fiend
Single-Tributes - 5/40 = 12.5%	
03. Mech Bass	(1800/1500) Water/Machine
04. Summoned Skull	(2500/1200) Dark/Fiend
05. Summoned Skull	(2500/1200) Dark/Fiend
06. Summoned Skull	(2500/1200) Dark/Fiend
07. Wing Eagle	(1800/1500) Wind/WingedBeast
Non-Tributes - 15/40 = 37.5%	
08. Dark King of the Abyss	(1200/0800) Dark/Fiend
09. Gadius	(1200/0800) Light/Machine
10. Grand Tiki Elder	(1500/0800) Dark/Fiend
11. Grand Tiki Elder	(1500/0800) Dark/Fiend
12. Kamakiriman	(1150/1400) Earth/Insect
* 13. Magician of Faith	(0300/0400) Light/Spellcastr
* 14. Magician of Faith	(0300/0400) Light/Spellcastr
* 15. Mask of Darkness	(0900/0400) Dark/Fiend
* 16. Mask of Darkness	(0900/0400) Dark/Fiend
* 17. Masked Sorcerer	(0900/1400) Dark/Spellcaster
* 18. Masked Sorcerer	(0900/1400) Dark/Spellcaster
* 19. Slate Warrior	(1900/0400) Wind/Fiend
20. Vorse Raider	(1900/1200) Dark/Bst-Warrior
21. Vorse Raider	(1900/1200) Dark/Bst-Warrior
22. Vorse Raider	(1900/1200) Dark/Bst-Warrior
Spells - 12/40 = 30%	
23. Curse of the Masked Beast	Ritual

24. Dark Hole	Normal
25. Dark Hole	Normal
26. Mask of Brutality	Equip
27. Monster Reborn	Normal
28. Monster Reborn	Normal
29. Monster Reborn	Normal
30. Premature Burial	Equip
31. Premature Burial	Equip
32. Premature Burial	Equip
33. Raigeki	Normal
34. Raigeki	Normal
Traps - 6/40 = 15%	
35. Magic Cylinder	Normal
36. Mask of Weakness	Normal
37. Mask of Weakness	Normal
38. Mirror Force	Normal
39. Ring of Destruction	Normal
40. Ring of Destruction	Normal
018. Strings - High Defense (40+0)	

Double-Tributes - 2/40 = 5%	
01. Seiyaryu	(2500/2300) Light/Dragon
02. Zoa	(2600/1900) Dark/Fiend
Single-Tributes - 7/40 = 17.5%	
03. Monster Tamer	(1800/1500) Earth/Warrior
04. Pendulum Machine	(1750/2000) Dark/Machine
05. Rude Kaiser	(1800/1600) Earth/BstWarrior
06. Summoned Skull	(2500/1200) Dark/Fiend
07. Summoned Skull	(2500/1200) Dark/Fiend
08. Summoned Skull	(2500/1200) Dark/Fiend
09. Sword Arm of Dragon	(1750/2030) Earth/Dinosaur
Non-Tributes - 20/40 = 50%	
10. Enchanted Mermaid	(1200/0900) Water/Fish
11. Flying Penguin	(1200/1000) Water/Aqua
12. Humanoid Slime	(0800/2000) Water/Aqua
13. Humanoid Slime	(0800/2000) Water/Aqua
14. Humanoid Slime	(0800/2000) Water/Aqua
15. Lesser Dragon	(1200/1000) Wind/Dragon
* 16. Magician of Faith	(0300/0400) Light/Spellcastr
* 17. Magician of Faith	(0300/0400) Light/Spellcastr
18. Master & Expert	(1200/1000) Earth/Beast
* 19. Slate Warrior	(1900/0400) Wind/Fiend
* 20. Spear Dragon	(1900/0000) Wind/Dragon
* 21. Spear Dragon	(1900/0000) Wind/Dragon
* 22. Spear Dragon	(1900/0000) Wind/Dragon
23. Stone Ghost	(1200/1000) Earth/Rock
24. Tao the Chanter	(1200/0900) Earth/Spellcastr
25. The 13th Grave	(1200/0900) Dark/Zombie
26. Vorse Raider	(1900/1200) Dark/Bst-Warrior
27. Vorse Raider	(1900/1200) Dark/Bst-Warrior
28. Vorse Raider	(1900/1200) Dark/Bst-Warrior
29. Winged Dragon, Guardian of the Fortress #2	(1200/1000) Wind/WingedBeast
Spells - 8/40 = 20%	
30. Dark Hole	Normal
31. Dark Hole	Normal
32. Monster Reborn	Normal
33. Monster Reborn	Normal
34. Premature Burial	Equip
35. Premature Burial	Equip

36. Raigeki	Normal
37. Raigeki	Normal
Traps - 3/40 = 7.5%	
38. Magic Cylinder	Normal
39. Mirror Force	Normal
40. Ring of Destruction	Normal

019. Odion - Trap Wave (47+0)

Single-Tributes - 2/47 = 4.25531915%

01. Summoned Skull	(2500/1200)	Dark/Fiend
02. Summoned Skull	(2500/1200)	Dark/Fiend

Non-Tributes - 11/47 = 23.40425532%

* 03. Cyber Jar	(0900/0900)	Dark/Rock
* 04. Magician of Faith	(0300/0400)	Light/Spellcastr
* 05. Man-Eater Bug	(0450/0600)	Earth/Insect
* 06. Man-Eater Bug	(0450/0600)	Earth/Insect
* 07. Man-Eater Bug	(0450/0600)	Earth/Insect
* 08. Mask of Darkness	(0900/0400)	Dark/Fiend
* 09. Morphing Jar	(0700/0600)	Earth/Rock
* 10. Slate Warrior	(1900/0400)	Wind/Fiend
* 11. Spear Dragon	(1900/0000)	Wind/Dragon
* 12. Spear Dragon	(1900/0000)	Wind/Dragon
* 13. Spear Dragon	(1900/0000)	Wind/Dragon

Spells - 6/47 = 12.76595745%

14. Dark Hole	Normal
15. Dark Hole	Normal
16. Monster Reborn	Normal
17. Premature Burial	Equip
18. Raigeki	Normal
19. Raigeki	Normal

Traps - 28/47 = 59.57446809%

20. Anti Raigeki	Normal
21. Call of the Dark	Continuous
22. Call of the Grave	Normal
23. Enchanted Javelin	Normal
24. Enchanted Javelin	Normal
25. Fairy Box	Continuous
26. Gryphon Wing	Normal
27. Magic Cylinder	Normal
28. Magic Jammer	Counter
29. Magic Jammer	Counter
30. Magic Thorn	Continuous
31. Magic Thorn	Continuous
32. Mirror Force	Normal
33. Mirror Force	Normal
34. Mirror Force	Normal
35. Negate Attack	Counter
36. Ring of Destruction	Normal
37. Seven Tools of the Bandit	Counter
38. Seven Tools of the Bandit	Counter
39. Solemn Judgment	Counter
40. Torrential Tribute	Normal
41. Torrential Tribute	Normal
42. Torrential Tribute	Normal
43. Trap Hole	Normal
44. White Hole	Normal
45. Widespread Ruin	Normal
46. Widespread Ruin	Normal
47. Widespread Ruin	Normal

020. Ishizu Ishtar - Lightning (40+Equal to or less than 5)

 Single-Tributes - 3/40 = 7.5%

- * 01. Marie the Fallen One (1700/1200) Dark/Fiend
- * 02. Marie the Fallen One (1700/1200) Dark/Fiend
- 03. Meteor Dragon (1800/2000) Earth/Dragon

Non-Tributes - 19/40 = 47.5%

- * 04. Cure Mermaid (1500/0800) Water/Fish
- * 05. Cure Mermaid (1500/0800) Water/Fish
- * 06. Dark Elf (2000/0800) Dark/Spellcaster
- * 07. Dark Elf (2000/0800) Dark/Spellcaster
- 08. Dunames Dark Witch (1800/1050) Light/Fairy
- 09. Dunames Dark Witch (1800/1050) Light/Fairy
- 10. Dunames Dark Witch (1800/1050) Light/Fairy
- * 11. Fire Princess (1300/1500) Fire/Pyro
- * 12. Fire Princess (1300/1500) Fire/Pyro
- * 13. Fire Princess (1300/1500) Fire/Pyro
- * 14. Kiseitai (0300/0800) Dark/Fiend
- * 15. Kiseitai (0300/0800) Dark/Fiend
- * 16. Kiseitai (0300/0800) Dark/Fiend
- 17. Kuwagata Alpha (1250/1000) Earth/Insect
- * 18. Nimble Momonga (1000/0100) Earth/Beast
- * 19. Nimble Momonga (1000/0100) Earth/Beast
- * 20. Nimble Momonga (1000/0100) Earth/Beast
- 21. Water Girl (1250/1000) Water/Aqua
- 22. Wow Warrior (1250/0900) Water/Fish

Spells - 7/40 = 17.5%

- 23. Bright Castle Equip
- 24. Bright Castle Equip
- 25. Dark Hole Normal
- 26. Luminous Spark Field
- 27. Monster Reborn Normal
- 28. Raigeki Normal
- 29. Swords of Revealing Light Normal

Traps - 11/40 = 27.5%

- 30. Enchanted Javelin Normal
- 31. Enchanted Javelin Normal
- 32. Enchanted Javelin Normal
- 33. Life Absorbing Machine Continuous
- 34. Life Absorbing Machine Continuous
- 35. Mirror Force Normal
- 36. Numinous Healer Normal
- 37. Numinous Healer Normal
- 38. Solemn Wishes Continuous
- 39. Solemn Wishes Continuous
- 40. Solemn Wishes Continuous

Fusions - Equal to or less than 5

[Coming soon...]

021. Marik Ishtar - Darkness (44+0)

 Single-Tributes - 2/44 = 4.54~%

- 01. Summoned Skull (2500/1200) Dark/Fiend
- 02. Summoned Skull (2500/1200) Dark/Fiend

Non-Tributes - 19/44 = 43.18~%

- * 03. Cyber Jar (0900/0900) Dark/Rock
- * 04. Magician of Faith (0300/0400) Light/Spellcastr
- * 05. Magician of Faith (0300/0400) Light/Spellcastr
- * 06. Magician of Faith (0300/0400) Light/Spellcastr

* 07. Man-Eater Bug	(0450/0600)	Earth/Insect
* 08. Man-Eater Bug	(0450/0600)	Earth/Insect
* 09. Man-Eater Bug	(0450/0600)	Earth/Insect
* 10. Morphing Jar	(0700/0600)	Earth/Rock
* 11. Morphing Jar	(0700/0600)	Earth/Rock
* 12. Morphing Jar #2	(0800/0700)	Earth/Rock
* 13. Slate Warrior	(1900/0400)	Wind/Fiend
* 14. The Bistro Butcher	(1800/1000)	Dark/Fiend
* 15. The Bistro Butcher	(1800/1000)	Dark/Fiend
* 16. The Bistro Butcher	(1800/1000)	Dark/Fiend
17. Vorse Raider	(1900/1200)	Dark/Bst-Warrior
18. Vorse Raider	(1900/1200)	Dark/Bst-Warrior
19. Vorse Raider	(1900/1200)	Dark/Bst-Warrior
* 20. White Magical Hat	(1000/0700)	Light/Spellcastr
* 21. White Magical Hat	(1000/0700)	Light/Spellcastr

Spells - 14/44 = 31.81~%

22. Card Destruction	Normal
23. Change of Heart	Normal
24. Dark Hole	Normal
25. Delinquent Duo	Normal
26. Delinquent Duo	Normal
27. Monster Reborn	Normal
28. Mystical Space Typhoon	Quick-Play
29. Mystical Space Typhoon	Quick-Play
30. Premature Burial	Equip
31. Premature Burial	Equip
32. Raigeki	Normal
33. Snatch Steal	Equip
34. Tribute to the Doomed	Normal
35. Tribute to the Doomed	Normal

Traps - 8/44 = 18.18~%

36. Just Desserts	Normal
37. Just Desserts	Normal
38. Magic Cylinder	Normal
39. Magic Jammer	Counter
40. Magic Jammer	Counter
41. Magic Thorn	Continuous
42. Magic Thorn	Continuous
43. Mirror Force	Normal
44. Ring of Destruction	Normal

022. Seto Kaiba - Blue-Eyes' Evolution (44+Equal to or less than 5)

Double-Tributes - 5/44 = 11.36~%

* 01. Barrel Dragon	(2600/2200)	Dark/Machine
* 02. Barrel Dragon	(2600/2200)	Dark/Machine
03. Blue-Eyes White Dragon	(3000/2500)	Light/Dragon
04. Blue-Eyes White Dragon	(3000/2500)	Light/Dragon
05. Blue-Eyes White Dragon	(3000/2500)	Light/Dragon

Single-Tributes - 2/44 = 4.54~%

06. Cyber-Tech Alligator	(2500/1600)	Wind/Machine
07. Cyber-Tech Alligator	(2500/1600)	Wind/Machine

Non-Tributes - 13/44 = 29.54~%

* 08. Cyber-Stein	(0700/0500)	Dark/Machine
* 09. Goblin Attack Force	(2300/0000)	Earth/Warrior
* 10. Goblin Attack Force	(2300/0000)	Earth/Warrior
* 11. Goblin Attack Force	(2300/0000)	Earth/Warrior
* 12. Magician of Faith	(0300/0400)	Light/Spellcastr
* 13. Magician of Faith	(0300/0400)	Light/Spellcastr
* 14. Slate Warrior	(1900/0400)	Wind/Fiend

* 15. Spear Dragon	(1900/0000)	Wind/Dragon
* 16. Spear Dragon	(1900/0000)	Wind/Dragon
* 17. Spear Dragon	(1900/0000)	Wind/Dragon
18. Vorse Raider	(1900/1200)	Dark/Bst-Warrior
19. Vorse Raider	(1900/1200)	Dark/Bst-Warrior
20. Vorse Raider	(1900/1200)	Dark/Bst-Warrior

Spells - 14/44 = 31.81~%

21. Dark Hole	Normal
22. Harpie's Feather Duster	Normal
23. Heavy Storm	Normal
24. Heavy Storm	Normal
25. Megamorph	Equip
26. Monster Reborn	Normal
27. Monster Reborn	Normal
28. Monster Reborn	Normal
29. Polymerization	Normal
30. Premature Burial	Equip
31. Premature Burial	Equip
32. Raigeki	Normal
33. Raigeki	Normal
34. Raigeki	Normal

Traps - 10/44 = 22.72~%

35. Call of the Haunted	Continuous
36. Magic Cylinder	Normal
37. Magic Jammer	Counter
38. Magic Jammer	Counter
39. Mirror Force	Normal
40. Negate Attack	Counter
41. Negate Attack	Counter
42. Ring of Destruction	Normal
43. Ring of Destruction	Normal
44. Torrential Tribute	Normal

Fusions - Equal to or less than 5

[Coming soon...]

023. Shadi - Balance on the Edge (40+0)

Single-Tributes - 1/40 = 2.5%

01. Curse of Dragon	(2000/1500)	Dark/Dragon
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Non-Tributes - 13/40 = 32.5%

02. Cyber Soldier of Darkworld	(1400/1200)	Dark/Machine
* 03. Goblin Attack Force	(2300/0000)	Earth/Warrior
* 04. Goblin Attack Force	(2300/0000)	Earth/Warrior
* 05. Goblin Attack Force	(2300/0000)	Earth/Warrior
06. Lord of the Lamp	(1400/1200)	Dark/Fiend
* 07. Needle Worm	(0750/0600)	Earth/Insect
* 08. Needle Worm	(0750/0600)	Earth/Insect
* 09. Needle Worm	(0750/0600)	Earth/Insect
* 10. Slate Warrior	(1900/0400)	Wind/Fiend
11. Vorse Raider	(1900/1200)	Dark/Bst-Warrior
12. Vorse Raider	(1900/1200)	Dark/Bst-Warrior
13. Vorse Raider	(1900/1200)	Dark/Bst-Warrior
14. Water Omotics	(1400/1200)	Water/Aqua

Spells - 12/40 = 30%

15. Black Pendant	Equip
16. Black Pendant	Equip
17. Black Pendant	Equip
18. Card Destruction	Normal
19. Chain Energy	Continuous
20. Chain Energy	Continuous

21. Change of Heart	Normal
22. Dark Hole	Normal
23. Monster Reborn	Normal
24. Raigeki	Normal
25. Snatch Steal	Equip
26. Swords of Revealing Light	Normal
Traps - 14/40 = 35%	
27. Attack and Receive	Normal
28. Attack and Receive	Normal
29. Attack and Receive	Normal
30. Ceasefire	Normal
31. Fairy Box	Continuous
32. Magic Cylinder	Normal
33. Magic Thorn	Continuous
34. Mirror Force	Normal
35. Negate Attack	Counter
36. Ring of Destruction	Normal
37. Ring of Destruction	Normal
38. Trap Hole	Normal
39. Trap Hole	Normal
40. Trap Hole	Normal

024. Simon - Exodia III (44+0)

Non-Tributes - 20/44 = 45.45~%

* 01. Exodia the Forbidden One	(1000/1000)	Dark/Spellcaster
02. Left Arm of the Forbidden One	(0200/0300)	Dark/Spellcaster
03. Left Leg of the Forbidden One	(0200/0300)	Dark/Spellcaster
* 04. Mystic Tomato	(1400/1100)	Dark/Plant
* 05. Mystic Tomato	(1400/1100)	Dark/Plant
* 06. Penguin Soldier	(0750/0500)	Water/Aqua
07. Right Arm of the Forbidden One	(0200/0300)	Dark/Spellcaster
08. Right Leg of the Forbidden One	(0200/0300)	Dark/Spellcaster
* 09. Sangan	(1000/0600)	Dark/Fiend
* 10. Sangan	(1000/0600)	Dark/Fiend
* 11. Sangan	(1000/0600)	Dark/Fiend
* 12. Slate Warrior	(1900/0400)	Wind/Fiend
* 13. Slate Warrior	(1900/0400)	Wind/Fiend
* 14. Slate Warrior	(1900/0400)	Wind/Fiend
* 15. Spear Dragon	(1900/0000)	Wind/Dragon
* 16. Spear Dragon	(1900/0000)	Wind/Dragon
* 17. Spear Dragon	(1900/0000)	Wind/Dragon
* 18. Witch of the Black Forest	(1100/1200)	Dark/Spellcaster
* 19. Witch of the Black Forest	(1100/1200)	Dark/Spellcaster
* 20. Witch of the Black Forest	(1100/1200)	Dark/Spellcaster

Spells - 13/44 = 29.54~%

21. Change of Heart	Normal
22. Dark Hole	Normal
23. Graceful Charity	Normal
24. Graceful Charity	Normal
25. Graceful Charity	Normal
26. Monster Reborn	Normal
27. Pot of Greed	Normal
28. Pot of Greed	Normal
29. Pot of Greed	Normal
30. Premature Burial	Equip
31. Raigeki	Normal
32. Swords of Revealing Light	Normal
33. Upstart Goblin	Normal

Traps - 11/44 = 25%

34. Backup Soldier	Normal
35. Call of the Haunted	Continuous
36. Fairy Box	Continuous
37. Jar of Greed	Normal
38. Jar of Greed	Normal
39. Jar of Greed	Normal
40. Mirror Force	Normal
41. Negate Attack	Counter
42. Negate Attack	Counter
43. Torrential Tribute	Normal
44. Trap Hole	Normal

025. Yami Bakura Ryou - Destiny Board (42+0)

Single-Tributes - 2/42 = 4.76190476%

01. Summoned Skull	(2500/1200) Dark/Fiend
02. Summoned Skull	(2500/1200) Dark/Fiend

Non-Tributes - 10/42 = 23.80952381%

03. La Jinn the Mystical Genie of the Lamp	(1800/1000) Dark/Fiend
04. La Jinn the Mystical Genie of the Lamp	(1800/1000) Dark/Fiend
05. La Jinn the Mystical Genie of the Lamp	(1800/1000) Dark/Fiend
* 06. Magician of Faith	(0300/0400) Light/SPELLCASTER
* 07. Magician of Faith	(0300/0400) Light/SPELLCASTER
* 08. Slate Warrior	(1900/0400) Wind/Fiend
* 09. The Bistro Butcher	(1800/1000) Dark/Fiend
* 10. The Bistro Butcher	(1800/1000) Dark/Fiend
* 11. Witch of the Black Forest	(1100/1200) Dark/SPELLCASTER
* 12. Witch of the Black Forest	(1100/1200) Dark/SPELLCASTER

Spells - 24/42 = 57.14285714%

13. Axe of Despair	Equip
14. Axe of Despair	Equip
15. Black Pendant	Equip
16. Black Pendant	Equip
17. Dark Hole	Normal
18. Dark Hole	Normal
19. Dark Hole	Normal
20. Gravekeeper's Servant	Continuous
21. Monster Reborn	Normal
22. Monster Reborn	Normal
23. Monster Reborn	Normal
24. Mystical Space Typhoon	Quick-Play
25. Mystical Space Typhoon	Quick-Play
26. Premature Burial	Equip
27. Raigeki	Normal
28. Raigeki	Normal
29. Raigeki	Normal
30. Spirit Message "A"	Continuous
31. Spirit Message "I"	Continuous
32. Spirit Message "L"	Continuous
33. Spirit Message "N"	Continuous
34. Tribute to the Doomed	Normal
35. Tribute to the Doomed	Normal
36. Tribute to the Doomed	Normal

Traps - 6/42 = 14.28571429%

37. Destiny Board	Continuous
38. Magic Cylinder	Normal
39. Magic Cylinder	Normal
40. Mirror Force	Normal
41. Ring of Destruction	Normal
42. Ring of Destruction	Normal

026. Yami Marik Ishtar - Low Level High Attack (44+0)

 Non-Tributes - 18/44 = 40.90~%

* 01. Cyber Jar	(0900/0900)	Dark/Rock
* 02. Magician of Faith	(0300/0400)	Light/SPELLCASTR
* 03. Magician of Faith	(0300/0400)	Light/SPELLCASTR
* 04. Man-Eater Bug	(0450/0600)	Earth/Insect
* 05. Man-Eater Bug	(0450/0600)	Earth/Insect
* 06. Mask of Darkness	(0900/0400)	Dark/FIEND
* 07. Mask of Darkness	(0900/0400)	Dark/FIEND
* 08. Morphing Jar	(0700/0600)	Earth/Rock
* 09. Morphing Jar	(0700/0600)	Earth/Rock
* 10. Morphing Jar	(0700/0600)	Earth/Rock
* 11. Morphing Jar #2	(0800/0700)	Earth/Rock
* 12. Morphing Jar #2	(0800/0700)	Earth/Rock
* 13. Muka Muka	(0600/0300)	Earth/Rock
* 14. Muka Muka	(0600/0300)	Earth/Rock
* 15. Muka Muka	(0600/0300)	Earth/Rock
* 16. White Magical Hat	(1000/0700)	Light/SPELLCASTR
* 17. White Magical Hat	(1000/0700)	Light/SPELLCASTR
* 18. White Magical Hat	(1000/0700)	Light/SPELLCASTR

Spells - 15/44 = 34.09~%

19. Card Destruction	Normal
20. Change of Heart	Normal
21. Dark Hole	Normal
22. Delinquent Duo	Normal
23. Delinquent Duo	Normal
24. Gravekeeper's Servant	Continuous
25. Gravekeeper's Servant	Continuous
26. Gravekeeper's Servant	Continuous
27. Harpie's Feather Duster	Normal
28. Infinite Cards	Continuous
29. Monster Reborn	Normal
30. Mystical Space Typhoon	Quick-Play
31. Mystical Space Typhoon	Quick-Play
32. Raigeki	Normal
33. Snatch Steal	Equip

Traps - 11/44 = 25%

34. Call of the Haunted	Continuous
35. Fairy Box	Continuous
36. Fairy Box	Continuous
37. Gravity Bind	Continuous
38. Magic Cylinder	Normal
39. Mirror Force	Normal
40. Ring of Destruction	Normal
41. Ring of Destruction	Normal
42. Torrential Tribute	Normal
43. Torrential Tribute	Normal
44. Torrential Tribute	Normal

027. Duel Computer - Mirrored Deck (44+Equal to or less than 5)

 Double-Tributes - 3/44 = 6.81~%

01. Blue-Eyes White Dragon	(3000/2500)	Light/Dragon
02. Blue-Eyes White Dragon	(3000/2500)	Light/Dragon
03. Blue-Eyes White Dragon	(3000/2500)	Light/Dragon

Single-Tributes - 2/44 = 4.54~%

04. Cyber-Tech Alligator	(2500/1600)	Wind/Machine
05. Cyber-Tech Alligator	(2500/1600)	Wind/Machine

Non-Tributes - 19/44 = 43.18~%

* 06. Cyber-Stein	(0700/0500)	Dark/Machine
* 07. Cyber-Stein	(0700/0500)	Dark/Machine
08. Gemini Elf	(1900/0900)	Earth/Spellcastr
09. Gemini Elf	(1900/0900)	Earth/Spellcastr
10. Gemini Elf	(1900/0900)	Earth/Spellcastr
* 11. Goblin Attack Force	(2300/0000)	Earth/Warrior
* 12. Goblin Attack Force	(2300/0000)	Earth/Warrior
* 13. Goblin Attack Force	(2300/0000)	Earth/Warrior
* 14. Magician of Faith	(0300/0400)	Light/Spellcastr
* 15. Magician of Faith	(0300/0400)	Light/Spellcastr
* 16. Slate Warrior	(1900/0400)	Wind/Fiend
* 17. Slate Warrior	(1900/0400)	Wind/Fiend
* 18. Slate Warrior	(1900/0400)	Wind/Fiend
* 19. Spear Dragon	(1900/0000)	Wind/Dragon
* 20. Spear Dragon	(1900/0000)	Wind/Dragon
* 21. Spear Dragon	(1900/0000)	Wind/Dragon
22. Vorse Raider	(1900/1200)	Dark/Bst-Warrior
23. Vorse Raider	(1900/1200)	Dark/Bst-Warrior
24. Vorse Raider	(1900/1200)	Dark/Bst-Warrior

Spells - 10/44 = 22.72~%

25. Dark Hole	Normal
26. Harpie's Feather Duster	Normal
27. Heavy Storm	Normal
28. Heavy Storm	Normal
29. Megamorph	Equip
30. Monster Reborn	Normal
31. Polymerization	Normal
32. Premature Burial	Equip
33. Premature Burial	Equip
34. Raigeki	Normal

Traps - 10/44 = 22.72~%

35. Call of the Haunted	Continuous
36. Magic Cylinder	Normal
37. Magic Jammer	Counter
38. Magic Jammer	Counter
39. Mirror Force	Normal
40. Negate Attack	Counter
41. Negate Attack	Counter
42. Ring of Destruction	Normal
43. Ring of Destruction	Normal
44. Torrential Tribute	Normal

Fusions - Equal to or less than 5

[Coming soon...]

028. Yami Yugi Muto - Almighty (45+0)

Double-Tributes - 6/45 = 13.3~%

01. Dark Magician	(2500/2100)	Dark/Spellcaster
02. Dark Magician	(2500/2100)	Dark/Spellcaster
03. Dark Magician	(2500/2100)	Dark/Spellcaster
04. Magician of Black Chaos	(2800/2600)	Dark/Spellcaster
05. Magician of Black Chaos	(2800/2600)	Dark/Spellcaster
06. Magician of Black Chaos	(2800/2600)	Dark/Spellcaster

Single-Tributes - 5/45 = 11.1~%

* 07. Dark Magician Girl	(2000/1700)	Dark/Spellcaster
* 08. Dark Magician Girl	(2000/1700)	Dark/Spellcaster
* 09. Dark Magician Girl	(2000/1700)	Dark/Spellcaster
10. Summoned Skull	(2500/1200)	Dark/Fiend
11. Summoned Skull	(2500/1200)	Dark/Fiend

Non-Tributes - 7/45 = 15.5~%

- * 12. Cyber Jar (0900/0900) Dark/Rock
- 13. Gemini Elf (1900/0900) Earth/Spellcastr
- 14. Gemini Elf (1900/0900) Earth/Spellcastr
- 15. Gemini Elf (1900/0900) Earth/Spellcastr
- * 16. Slate Warrior (1900/0400) Wind/Fiend
- * 17. Slate Warrior (1900/0400) Wind/Fiend
- * 18. Slate Warrior (1900/0400) Wind/Fiend

Spells - 23/45 = 51.1~%

- 19. Change of Heart Normal
- 20. Change of Heart Normal
- 21. Change of Heart Normal
- 22. Dark Hole Normal
- 23. Dark Hole Normal
- 24. Dark Hole Normal
- 25. Dark Magic Ritual Ritual
- 26. Dark Magic Ritual Ritual
- 27. Harpie's Feather Duster Normal
- 28. Harpie's Feather Duster Normal
- 29. Harpie's Feather Duster Normal
- 30. Heavy Storm Normal
- 31. Mage Power Equip
- 32. Monster Reborn Normal
- 33. Monster Reborn Normal
- 34. Monster Reborn Normal
- 35. Premature Burial Equip
- 36. Raigeki Normal
- 37. Raigeki Normal
- 38. Raigeki Normal
- 39. Snatch Steal Equip
- 40. Swords of Revealing Light Normal
- 41. United We Stand Equip

Traps - 4/45 = 8.8~%

- 42. Call of the Haunted Continuous
- 43. Fairy Box Continuous
- 44. Magic Cylinder Normal
- 45. Mirror Force Normal

666. Kevin Wang - Cyber-Stein (40+20)

Single-Tributes - 3/40 = 7.5%

- * 01. Airknight Parshath (1900/1400) Light/Fairy
- * 02. Guardian Sphinx (1700/2400) Earth/Rock
- * 03. Jinzo (2400/1500) Dark/Machine

Non-Tributes - 16/40 = 40%

- * 04. Cyber-Stein (0700/0500) Dark/Machine
- * 05. Cyber-Stein (0700/0500) Dark/Machine
- * 06. Cyber-Stein (0700/0500) Dark/Machine
- * 07. Exiled Force (1000/1000) Earth/Warrior
- * 08. Mystic Tomato (1400/1100) Dark/Plant
- * 09. Mystic Tomato (1400/1100) Dark/Plant
- * 10. Mystic Tomato (1400/1100) Dark/Plant
- * 11. Sangan (1000/0600) Dark/Fiend
- * 12. Sinister Serpent (0300/0250) Water/Reptile
- * 13. Spirit Reaper (0300/0200) Dark/Zombie
- * 14. Spirit Reaper (0300/0200) Dark/Zombie
- * 15. Spirit Reaper (0300/0200) Dark/Zombie
- * 16. Swallowtail Spike Lizard (1900/0700) Water/Reptile
- * 17. Swallowtail Spike Lizard (1900/0700) Water/Reptile
- * 18. Swallowtail Spike Lizard (1900/0700) Water/Reptile

* 19. Witch of the Black Forest	(1100/1200) Dark/Spellcaster
Spells - 14/40 = 35%	
20. Card Destruction	Normal
21. Dark Hole	Normal
22. Graceful Charity	Normal
23. Heavy Storm	Normal
24. Megamorph	Equip
25. Megamorph	Equip
26. Megamorph	Equip
27. Monster Reborn	Normal
28. Mystical Space Typhoon	Quick-Play
29. Mystical Space Typhoon	Quick-Play
30. Mystical Space Typhoon	Quick-Play
31. Pot of Greed	Normal
32. Premature Burial	Equip
33. Snatch Steal	Equip
Traps - 7/40 = 17.5%	
34. Call of the Haunted	Continuous
35. Ceasefire	Normal
36. Magic Jammer	Counter
37. Magic Jammer	Counter
38. Solemn Wishes	Continuous
39. Solemn Wishes	Continuous
40. Solemn Wishes	Continuous
Fusions - 20	
01. Blue-Eyes Ultimate Dragon	
02. Blue-Eyes Ultimate Dragon	
03. Blue-Eyes Ultimate Dragon	
04. Meteor B. Dragon	
05. Meteor B. Dragon	
06. Meteor B. Dragon	
07. B. Skull Dragon	
08. B. Skull Dragon	
* 09. The Last Warrior from Another Planet	
* 10. The Last Warrior from Another Planet	
* 11. The Last Warrior from Another Planet	
* 12. Alligator's Sword Dragon	
* 13. Alligator's Sword Dragon	
* 14. Alligator's Sword Dragon	
* 15. Reaper on the Nightmare	
* 16. Reaper on the Nightmare	
* 17. Reaper on the Nightmare	
* 18. Thousand-Eyes Restrict	
* 19. Thousand-Eyes Restrict	
* 20. Thousand-Eyes Restrict	

| 12. BOOSTER PACKS

12BP |

Before I start, I would like to say that this section does not tell the cards in the booster packs. Instead, it tells you how the booster packs are unlocked. If you want to know what cards are in what booster packs, your best bet is here:

http://db.gamefaqs.com/portable/gbadvance/file/yu_gi_oh_wct04_booster.txt

01 Blue-Eyes White Dragon	Already unlocked	
02 Red-Eyes B. Dragon	Already unlocked	

03	B. Skull Dragon	Already unlocked	
04	Barrel Dragon	Already unlocked	
05	Black Luster Soldier	Already unlocked	

NOTE: Every booster pack from here on out will not be available unless the corresponding duelist has been defeated at least ten times with a winning ratio of at least 50%.

06	Relinquished	Rex Raptor	
07	Toon Summoned Skull	Espa Roba	
08	Jinzo	Weevil Underwood	
09	Thousand-Eyes Restrict	Bonz	
10	The Masked Beast	Mako Tsunami	
11	Zombyra the Dark	Mai Valentine	
12	Dark Ruler Ha Des	Bandit Keith Howard	
13	Yamata Dragon	Joey Wheeler	
14	Guardian Sphinx	Maximillion Pegasus	
15	Yami Yugi A	Arkana	
16	Yami Yugi B	Rare Hunter	
17	Yami Yugi C	Umbra & Lumis	
18	Yami Yugi D	Strings	
19	Yami Yugi E	Odion	

NOTE: Every booster pack from here on out will not be available unless the corresponding duelist has been defeated at least twenty times with a winning ratio of at least 80%.

20	Green Millennium Puzzle	Simon	
21	Pink Millennium Puzzle	Yami Bakura Ryou	
22	Orange Millennium Puzzle	Yami Marik Ishtar	
23	Purple Millennium Puzzle	Duel Computer	
24	Millennium Eye	Yami Yugi Muto	

| 13. GAMESHARK CODES All thanks to GameShark.com 13GS |

[M] Must Be On
98261DDE7712
F365173FC00E
35395FCD370B

Infinite LP
B972D523B92E

Instant Win [Press Select+Up]
66C4AF00E24B
AC7A048E37E7

Inflict Max Direct Damage
A7035B9C3FEC

Avoid Direct Damage
F03E0A8882A5

Weak Opponent

EC37442B38E6

ACB2EC2131E6

Have all Cards

593C1DB9A01A

4C7E408F96D7

Free Ritual

9B641D2DA13F

No Tributes Necessary*

07C6BE40DFD5

ED369D05966F

DA66401EB63E

DA69C43304B8

Repeat Draw Phase by pressing "Select + Down"

26CC0F89CBC3

90358236A192

Access all Duelists

F36F539FB4AC

CC3E08ED94F7

Access all Boosters

2F60DF2415E3

2F25DF0497E3

643E4EA994C5

2F60DF2415E3

445F48ADC0F7

Access Booster Menu by pressing "Select + Right" during play

24F1AF004BC3

0C35C426E1F3

24F1AF004BC3

7033C232081C

Activate Polymerization's effect by pressing "Select + R"

26C4AF04CBC3

ADFE75AEBDE7

26C4AF04CBC3

6456C227C4CF

Activate Raigeki's effect

27CC1ECDDFC3

2436CA41ABC7

27CC1ECDDFC3

64568227C4CF

Activate Harpie's Feather Duster's effect

67C4BE44F64B

443C2AC88259

67C4BE44F64B

64568227C4CF

Activate Monster Reborn's effect

25F1BE445FC3

8CFC64EAA9F1

25F1BE445FC3
64568227C4CF

Activate Change of Heart's effect

2704B666DDC3
26CB22EE29C7
2704B666DDC3
64568227C4CF

Free Fusion (Use with "Access High Level Fusion Deck" code)

73C4BE50B60A
DA6904AE14B3
73C4BE50B60A
CC7C04BED4D2
73C4BE50B60A
9974F567693A
73C4BE50B60A
457C53FE80F3
73C4BE50B60A
7AAB2C881EA5
73C4BE50B60A
44DC42FEDCD2
6493425B7E4C
53A4530F8A93

Access High Level Fusion Deck

D302915616B6
B285081CBF28
A74DB1E3A969
93EFF1F7A13E
A7E5116AA169
F13019580AA0
6DF0576E08C1
59925F580A96
195AF7F3611E
F345517A88A0
1B4FB7F7E11E
8727794CEB7F
E410680C16E1
2F053F4CEB49
3A0DCE91FF08
2C50662A7D49
F365317EC0A0
C5B2394842F7
2C70662E3D49
F325395C8AA0
F225281CDEAO

*Highlight summon card, press L to access the Set command, highlight 'Summon',
hold R and press A button to set the card.

55347213

All Cards

e38f97d6

846fb436

Infinite Life Points

d7a23a6a

87f4b5d1

Instant Win

481a736b

01134e5a

| 15. ERRORS

15ER

This is a list of typos or false text in card descriptions.

Axe of Despair's pop-up message states, " has been destroyed." *Thanks to ProfMike789.

Bazoo the Soul-Eater's and Kycoo the Ghost Destroyer's texts do not mention that you can not remove Spell and Trap cards from play using their effects.

Chosen One's text states, "Select 2 cards including 1 Monster Card from your hand. Your opponent randomly selects 1 of the 2 cards. If the selected card is the Monster Card, place it on the field as a Special Summon and send the remaining card to the Graveyard. If the selected card is not the Monster Card, both cards are sent to the Graveyard." It means "Your opponent randomly selects 1 of the 3 cards."

Dark Magician's name is a little bit strange if you are playing in French. Yugi's Dark Magician is "magicien des tenebres", and Arkana's Dark Magician is "Mage des tenebres" with the appropriate accent marks.

Gravekeeper's Guard's effect text spells "FLIP" with a capital "F" and the rest are lower-case.

Jowls of Dark Demise's effect text spells "FLIP" with a capital "F" and the rest are lower-case.

Konami has changed almost every "Magic" into "Spell". Read Dark Magician Girl's and Wall Shadow's text to see what I mean.

Maiden of the Aqua's text states, "... (however there is no increase/decrease of ATK/DEF due to the effects of "Umi"...." Konami forgot the close parenthesis. *Thanks to Tony Streamo.

Miracle Dig's text states, "If 5 or more cards have been removed from play, 3 can be returned to the Graveyard", but it means "5 or more monsters".

Penguin Soldier's pop-up message upon activation of effect states, "Return a monster to your hand." It should say, "Return a monster to its owner's hand." *Thanks to Christian Schooler.

Reaper on the Nightmare's yellow bar text states, "Zombie/Fusion", but it means "Zombie/Fusion/Effect".

Shield & Sword's text states, "For 1 turn, each face-up monster's original ATK becomes their original DEF and vice-versa. Monsters summoned after this card's activation are excluded." Monsters summoned after this card's activation are NOT excluded.

Spellbinding Circle's text states, "If the selected monster is offered as a Tribute, this card is not destroyed." Actually, it is.

The Last Warrior from Another Planet's states, "...both player cannot Summon..."
*Thanks to Omer Dobrescu.

Thousand-Eyes Restrict's pop-up message upon activation of effect states, "Select one of your opponent's monsters to equip to Relinquished." *Thanks to Christian Schooler.

| 16. GLITCHES

16GL

This is a list of glitches that only occur in the programming of this game, but should not occur in a real-life duel.

When a card specifically states for your opponent to shuffle his/her deck, he/she doesn't.

When A Legendary Ocean or Maiden of the Aqua is active on the field, The Legendary Fisherman can still be attacked. *Thanks to Peter Sinden.

When a monster equipped with Axe of Despair is sent from the field to the Graveyard, you may offer 1 monster from the field as a Tribute to place it on top of your Deck. However, if the equipped monster is offered as tribute, it is sent to the graveyard, and Axe of Despair goes along with it. After the monster and all cards equipped to it are sent to the graveyard, if any more monsters under your control are still on the field, you may offer one as a tribute to return Axe of Despair to the top of your deck. Unfortunately, this game does not allow you to do so, even after it is resolved in the chain.
*Thanks to Will Parkinson.

When a monster whose effect activates for going to the Graveyard is sent to the Graveyard equipped with a card that activates for going to the graveyard, the monster's effect will be overwritten by its equipped card's effect.

When a Ritual Special Summon is successful, an empty card will be in the far right of the owner's hand for the rest of the duel, even though the area shows up as blank.

When Bazoo the Soul Eater/Kycoo the Ghost Destroyer use their effects to remove a monster in the Graveyard from play, the card color changes from yellow to orange and vice versa until it reaches the Removed From Play pile. *Thanks to Christian Schooler.

When Blue Medicine/Goblin's Secret Remedy are activated, your Life Points by the amount stated on the card, but your opponents' do not. *Thanks to Stoie for Blue Medicine and Christian Schooler for Goblin's Secret Remedy.

When Burning Land is active on the field, the opposing duelist does not lose 500 Life Points during his/her Standby Phase. *Thanks to shearm.

When Cyber Jar's effect Special Summons Harpie's Brother, another Harpie's Brother will appear in your hand. Therefore, it is possible to have over three Harpie's Brothers in one duel. *Thanks to Helen Smith.

When Cyber Jar's or Morphing Jar's effect is used to collect all five pieces of Exodia, the cutscene will play and the duel will end in a draw. *Thanks to Robert Butler, and Christian Schooler for a typo (I said Morphing Jar #2.)

When Delinquent Duo's effect is completed, the cursor will point to an empty card if the second left-most card is discarded first and the left-most card is discarded second.

When Fiber Jar is attacked while face-down, it is sent to the owner's Graveyard instead his/her Deck.

When Fiber Jar is flipped and Solemn Wishes is active on the Field, the duelist(s) with Solemn Wishes will gain 500 Life Points for every card drawn due to Fiber Jar's effect. This is an excellent combo if Fire Princess is thrown in! Tony Streamo emailed me about this glitch. He was dueling Ishizu (who had Solemn Wishes and Fire Princess active on the field) when his face-down Fiber Jar was attacked. Solemn Wishes caused Ishizu to gain 500 Life Points for every card she drew, but Fire Princess subtracted the total from her own Life Points.

When Helpoemer is in the Graveyard, it can still be Special Summoned by either player.

When Jinzo is active on the field, Fairy Box no longer flips a coin, but you are still given the option to pay 500 Life Points. The opponent ALWAYS pays 500 Life Points (even with Jinzo) unless his/her Life Points are less than 1500. With Imperial Order, the choice whether to pay 700 Life Points during the Standby Phase or not is not given. *Thanks to Bill Eggert for the first and last sentence.

When Maiden of the Aqua is active on the field, there are ATK/DEF increases and decreases due to the effects of Umi. *Thanks to Tony Streamo.

When Mirage of Nightmare is destroyed after being used to draw up to four cards during the opponent's Standby Phase, the same number of cards drawn will still be randomly discarded from your hands during your own Standby Phase.

When Parasite Paracide is attacked while face-down, it goes to your graveyard instead of your opponent's deck. *Thanks to Christian Schooler.

When Premature Burial's effect is activated by your opponent to Special Summon a monster with 1500 or more Attack Points, Bottomless Trap Hole still cannot be activated. *Thanks to Christian Schooler.

When Premature Burial's effect is activated to Special Summon Thunder Nyan Nyan from the Graveyard, Thunder Nyan Nyan is destroyed but Premature Burial just stays there. *Thanks to Christian Schooler.

When Sonic Bird's effect is activated, the deck shuffling cutscene does not appear. *Thanks to Christian Schooler.

When Spirit Reaper causes Battle Damage to the opponent's Life Points, the opponent does not randomly discard a card from his/her hand if the Battle Damage was not from a Direct Attack.

When Spirit Reaper is equipped with a Spell Card, only the Spell Card will be immediately destroyed, even though they should both be destroyed. In addition,

when you equip Spirit Reaper with Snatch Steal, it will be placed under your control. Snatch Steal will be immediately destroyed, and Spirit Reaper stays under your control until it is removed from the Field. Also, neither cards are destroyed when Spirit Reaper is targeted by a Continuous Trap. *Thanks to Chris Coburn for everything but the last sentence.

When the opponent has no cards in hand, Ominous Fortunetelling's effect is still activated. If "Monster" is called, "a weird scramble picture monster (atk and def were both 0)" will appear and 700 points of Direct Damage will be inflicted to the opponent's Life Points. *Thanks to Felinity Incarnate.

When Thousand-Eyes Restrict is face-up on the Field, any Thousand-Eyes Restrict can attack or change position. *Thanks to Christian Schooler.

When Tribute to the Doomed discards a card from the hand, the discarded card disappears from the graveyard sometimes. *Thanks to Christian Schooler.

When the effect of Cannon Soldier is chained to Mask of Restrict, the Cannon Soldier will keep attempting to tribute to no avail.

When you change a face-up Copycat in Attack Position that has already taken on the Attack and Defense Points of another monster to face-down Defense Position by activating Magical Hats during your opponent's Battle Phase, Flip Summoning Copycat will activate its effect again and add the chosen monster's Attack and Defense Points to Copycat's.

When you draw from an empty deck and Solemn Wishes is active on your side of the Field, you will gain 500 Life Points before you lose. Your opponent will lose 500 Life Points if Fire Princess is active on your side of the Field, so there is a way to draw from an empty deck and win after all!

When you equip an opponent's non-Light monster with Snatch Steal and you have a Thunder Nyan Nyan face-up on the Field, Thunder Nyan Nyan will not be destroyed. This does not work with Change of Heart. *Thanks to Relle.

When you have Dark Ruler Ha Des's effect active and you destroy your opponent's Slate Warrior as a result of battle, the destroying a monster will lose 500 Attack and Defense Points.

When you hold any down any direction on the D-Pad while pressing A in the duelist selection screen, the duel will start without the selected duelist turning white.

When your opponent has a face-down Magician of Faith and at least one more monster on the field, and you use Change of Heart on the Magician of Faith, then Flip Summon it to activate its effect and bring back Change of Heart from the Graveyard, and use Change of Heart on another monster, the second monster will overwrite the Magician of Faith during your End Phase when the two monsters are returned to your opponent.

When your opponent triggers the activation of your own multiple-effect monster, the effect will be used against yourself but you get to choose which effect to activate. *Thanks to Dante Gutierrez.

When Zombyra the Dark is in Attack Position equipped with Premature Burial, Fusion Gate is active on the Field, Maryokutai is in the Hand, and Thousand-Eyes Idol is in the Graveyard, Thousand-Eyes Idol will be Special Summoned to the Field when Fusion Gate's effect is used to remove Zombyra the Dark and Maryokutai from play to Special Summon The Last Warrior from Another Planet. Another Thousand-Eyes Idol will be in the Graveyard and The Last Warrior from

Another Planet will remain in the Fusion Deck. *Thanks to Christian Schooler.

| 17. CONTACTING KEVIN WANG

17CK

HARPIE'S FEATHER DUSTER IS A RARE IN THE BLUE-EYES WHITE DRAGON BOOSTER PACK!
Harpie's Feather Duster is a rare in the Blue-Eyes White Dragon booster pack!
Harpie's Feather Duster is a rare in the Blue-Eyes White Dragon booster pack!
Harpie's Feather Duster is a rare in the Blue-Eyes White Dragon booster pack!
Harpie's Feather Duster is a rare in the Blue-Eyes White Dragon booster pack!

Congratulations! You were actually smart enough to check this section to find out how to contact me, therefore I consider you worthy. My mail has been spammed too much, so the only way (that I'll tell you) to contact me is to sign up at my forums and create a topic. Remember to read the rules as well! My forums:

<http://www.s4.invisionfree.com/kmpf>

What I will accept

Contributions (any information not already covered in the FAQ) - Your name will appear in the credits.

Corrections to inaccurate information, spelling and grammar errors - Your name will appear in the credits.

Criticism as long as it is specific (for example, I WILL accept this, "Your card list is poorly organized." AND how you think it should be organized.) - Your name will appear in the credits.

Intelligent questions that have not already been answered in this FAQ - You will receive a reply within 24 hours.

What I will not accept

Failure to follow the rules of my forum, and anything else that doesn't fall into one of the categories above.

| 18. CREDITS

18CR

Last but definitely not least, the credits! If you want your name here, all you have to do is help me out!

Anthony Khan

Typo (...and the Magic to Spell Error.)

Bill Eggert

Jinzo + Fairy Box/Imperial Order glitch

Chris Coburn

Spirit Reaper + Snatch Steal glitch

Christian Schooler

Deck organizing tip, Thousand-Eyes Restrict typo AND glitch, the Thousand-Eyes Idol glitch, the Tribute to the Doomed glitch, the Goblin's Secret Remedy glitch, the Sonic Bird glitch, the Parasite Paracide glitch, the A.I.'s unusual Dark Hole habit, the Bazoo the Soul Eater/Kycoo the Ghost Destroyer glitch, the Penguin Soldier typo, a typo in the Cyber Jar/Morphing Jar + Exodia glitch, the Premature Burial + Thunder Nyan Nyan glitch, and the Premature Burial + Bottomless Trap Hole glitch.

Codejunkies

Action Replay codes

Craig Mackey

Grammar error under V0.48 (...and the the two "empty card" glitches)

Daniel Rodgers

Pointing out that the A.I. can Flip Summon a Man-Eater Bug and then switch it into face-up Defense Position.

Dante Gutierrez

Pointing out that having your opponent triggering the activation of your own multiple-effect monster will result in the effect being used against yourself, but you get to choose which effect to activate.

Ed "Commander Cool" Gorman

Two typos: "What's with up its [Destiny Board's] vulnerability..." and "If you care enough about what otther people think of you..."

Felinity Incarnate

Ominous Fortunetelling glitch

GameShark

GameShark codes

Helen Smith

Cyber Jar + Harpie's Brother glitch

Jeff "CJayC" Veasey

Hosting this FAQ

Jesse "DragonBoy" Seiber

Coffin Seller addition to the "Burners" list

Jonathan Lau

United We Stand + Change of Heart glitch

Kaiser C.

THREE spelling errors: "Position", "winning", and "Illusions"

Krowbar

Dark Ruler Ha Des + Slate Warrior glitch, and he/she probably doesn't even know it!

KWang

Being the coolest person ever

Omer Dobrescu

The Last Warrior from Another Planet typo

Peter Sinden

A Legendary Ocean/Maiden of the Aqua + The Legendary Fisherman glitch and Spear Cretin glitch removal.

PikabIu

Informing me of the Toys "R" Us tournament on Saturday, May 15, 2004 (exactly one week in advance). Without him/her, this FAQ would probably not exist.

Prima's Official Hint Book

Inspiration...

ProfMike789

Axe of Despair error

Relle

Thunder Nyan Nyan glitch, and he/she probably doesn't even know it!

Robert Butler

Cyber Jar/Morphing Jar #2 + Exodia glitch and A Legendary Ocean glitch

Roshan de Jongh

Joey's deck's Jinzo's effect asterisk, Ishizu's Marie the Fallen One's Attack and Defense Points, and Bandit Keith's luck.

Roy Wu

Typo in "Why are the passwords are gone?", why spells are placed in the bottom of the Graveyard, Maha Vailo being male, and the Life Point payment rule

setokaiba400

Fourteen-card deck glitch

shearm

Burning Land glitch

Steven Tsai

Teaching me the basics of Yu-Gi-Oh!

Stoie

Blue Medicine glitch

Thomas Aquinas

Pointing out that you DON'T double-space after sentences.

Tony Streamo

Maiden of the Aqua typo and glitch.

TripleHGoeta

Stating that Call of the Haunted + Jinzo is a legal move

Will Parkinson

Axe of Despair glitch

yugioh-deck.com

Being the best online Yu-Gi-Oh! deck recorder. YVD lets you duel with only up to 59 cards (yes, that includes the Main Deck, Fusion Deck, AND Side Deck). They even host my real-life deck, but you'll probably never find it. In fact, the best way for you to find my deck is to MSN duel me under my rules.

-End of Document-

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