

Yu-Gi-Oh! Worldwide Edition Starter Deck Guide

by DuelMasterNG

Updated to v2.0 on May 22, 2003

YU-GI-OH! World Wide Edition
Starter Deck Guide v2.0 by DuelMasterNG

Unpublished work Copyright 2003-2006 Nicholas NG

This document is protected by US Copyright Law, and the Berne Copyright Convention of 1976. It is for private and personal use only--it cannot be reprinted in part or in whole, or reproduced in any way or in any form (written or otherwise). It is a free document that cannot be used in any sort of commercial transaction, including selling it or giving it away as a gift. This FAQ cannot be referenced, altered, or used by anybody (including webmasters, publishers, and magazine staff) without my express written permission. This FAQ was created and is owned by me, Nicholas NG (a.k.a DuelMasterNG, ngcheechong).

All copyrights and trademarks are acknowledged and respected that are not specifically mentioned herein.

Plagiarism is a crime and is punishable by law.

=====
Contents
=====

- Contents
- Author's Column
- Basic Know-how about WWE
- Introduction to Starter Deck in WWE
- Starter Decks
 - Cards available in ALL Starter Decks
 - Black Starter Deck #1
 - Black Starter Deck #2
 - Red Starter Deck #1
 - Red Starter Deck #2
 - Green Starter Deck #1
 - Green Starter Deck #2
- Credits
- Miscellaneous

=====
Author's Column
=====

I'm back :) I've just started with YU-GI-OH! World Wide Edition and I thought of creating this FAQ on started deck for the benefits of

all the fans. Send me an e-mail should you need more information.

Cheers :)

=====
Basic Know-how about WWE
=====

This section is specially dedicated to YU-GI-OH! Fans who are new to the game. I will list down some, not all, general rules used in this game using my own terms :) Tell me if you need more.

Phases

This is a turn-based dueling game, and each turn is broken down into smaller phases.

Each turn consists of the following phases: -

- > Draw - Draw a card from deck.
- > Stand-by - Activated magic/trap take effect.
- > 1st Main - Summon/set monster, magics and traps.
- > Battle - Attack with summoned monster(s).
- > 2nd Main - Summon/set monster, magics and traps.

* Player can only normal summon/set one monster per turn either in 1st Main or 2nd Main phase.

Opponent's turn starts after the completion of player's phases.

Monster - Normal Summon and Set

Set

- > Put a monster on your side of the field in faced-down defence.
- > Your opponent can't see what monster you have just set.
- > You cannot change the monster's position on the same turn.

Summon

- > Put a monster on your side of the field in faced-up attack.
- > You opponent can see what monster is.
- > You cannot change the monster's position on the same turn.
- > You can attack with a summoned monster on your Battle phase.

To summoned monster with level 5 or above, the following conditions applied: -

- > Level 5 and 6 - 1 tribute required
- > Level 7 and 8 - 2 tributes required

* Tribute is a monster set or summoned on your side of the field.

** Player can only normal summon/set one monster per turn either in 1st Main or 2nd Main phase.

*** The field can only accommodate a maximum of 5 monsters.

=====
Introduction to Starter Deck in WWE
=====

A starter deck is what you started with for any YU-GI-OH! game. In World Wide Edition, you will be given an option to choose among three deck, which is indicated in Black, Red and Green Colour.

A started deck consists of 40 cards (the minimum), which are a combination of Monster, Effect Monster, Magic and Trap cards. Fusion Monster is not consider part of the 40 cards.

=====
Starter Decks
=====

I have re-started the game a number of times and found the there are 2 version of Red Starter Deck, 1 version of Green and 1 version of Black. Thanks to the peoples in the credit column, I managed to gather both of the 2nd version of Green and Black starter deck.

Most of the cards will remain the same on all starter decks. There are only a difference of 5 cards, whether you wanted to have more monsters (Black), Trap (Red) or Magic (Green).

It is up to your preference, but my choice is the EXODIA!!!!

Cards available on ALL Starter Decks

Effect Monster Cards x 6

Berfomet	1400/1800	5	Dark	Fiend
Kuriboh	200/ 300	1	Dark	Fiend
Dark Magician Girl	2000/1700	6	Dark	Spellcaster
Giant Rat	1400/1450	4	Earth	Beast
Giant Rat	1400/1450	4	Earth	Beast
Buster Blader	2600/2300	7	Earth	Warrior
Penguin Soldier	750/ 500	2	Water	Aqua

Normal Monster Cards x 12

Summoned Skull	2500/1200	6	Dark	Fiend
Dark Magician	2500/2100	7	Dark	Spellcaster
Dark Magician	2500/2100	7	Dark	Spellcaster
Gazelle the King of Mythical Beast	1500/1200	4	Earth	Beast
Silver Fang	1200/ 800	3	Earth	Beast
Beaver Warrior	1200/1500	4	Earth	Beast-Warrior
Giant Soldier of Stone	1300/2000	4	Earth	Stone
Giant Soldier of Stone	1300/2000	4	Earth	Stone
Celtic Guardian	1400/1200	4	Earth	Warrior
Gaia the Fierce Knight	2300/2100	7	Earth	Warrior
Mystical Elf	800/2000	4	Light	Spellcaster

Fusion Monster Cards x 1

Chimera the Flying Mythical Beast 2100/1800 6 Wing Beast

Ritual Monster Cards x 1

Magician of Black Chaos 2800/2600 8 Dark Spellcaster

Magic Cards x 12

Change of Heart
Dark Hole
Dark Magic Ritual
De-Spell
Fissure
Giant Trunade
Graceful Charity
Monster Reborn
Multiply
Mystical Space Typhoon
Polymerization
Yami

Trap Cards x 4

Magic Jammer
Negate Attack
Seven Tools of the Bandit
Trap Hole

Black Starter Deck #1 - EXODIA!!!!

Additional Monster Cards x 5

Exodia the Forbidden One 1000/1000 3 Dark Spellcaster
Left Leg of the Forbidden One 200/ 300 1 Dark Spellcaster
Left Arm of the Forbidden One 200/ 300 1 Dark Spellcaster
Right Leg of the Forbidden One 200/ 300 1 Dark Spellcaster
Right Arm of the Forbidden One 200/ 300 1 Dark Spellcaster

Black Starter Deck #2 - Effect! Effect! Effect!

Additional Monster Cards x 5

Slate Warrior 1900/ 400 4 Wind Fiend
Jinzo 2400/1500 6 Dark Machine
Sangan 1000/ 600 3 Dark Fiend
Witch of the Black Forest 1100/1200 4 Dark Spellcaster
Cyberjar 900/ 900 3 Dark Rock

Red Starter Deck #1 - Offensive Traps

Additional Trap Cards x 5

Bell of Destruction
Call of the Haunted
Magic Cylinder
Mirror Force
Torrential Tribute

Red Starter Deck #2 - Defensive Traps

Additional Trap Cards x 5

Backup Soldier
Ceasefire
Imperial Order
Royal Decree
Spellbinding Circle

Green Starter Deck #1 - <Deck name suggestion welcomed>

Additional Magic Cards x 5

Harpie's Feather Duster
Nobleman of Crossout
Pot of Greed
Premature Burial
Snatch Steal

Green Starter Deck #2 - <Deck name suggestion welcomed>

Additional Magic Cards x 5

Card Destruction
Raigeki
Swords of Revealing Light
United We Stand
Upstart Goblin

=====
Credits
=====

Myself, for writting this FAQ :)

Submission of Green Starter Deck #2

- Horsebac
- JediYugi
- Randy Peterson
- GameFAQs members

Submission of Black Starter Deck #2

- Edge Hope of GameFAQs
- JudgeMan of GameFAQs
- Diamond Tiazal of GameFAQs

Pointing out Minor Mistake on Beformet

- JudgeMan of GameFAQs

=====
Miscellaneous
=====

My Website

<http://www.geocities.com/DuelMasterNG/>

My E-mail

DuelMasterNG@yahoo.com

My GameFAQ User ID

ngcheechong

Revision History

Version 2.0 Simple Know-how added.

Version 1.2 Green Starter Deck #2 added. Credit to Horsebac,
JediYugi and Randy Peterson via e-mail.

My topic on GameFAQs forum has been purged and I
can't see if any other Yu-Gi-Oh! fans' submission.
Please consider you are thanked eventhough your
name is not mentioned here :)

Version 1.1 Black Starter Deck #2 added. Credit to Edge Hope,
JudgeMan and Diamond Tiazal of GameFAQs.

Minor mistake of Beformet corrected. Credit to
JudgeMan of GameFAQs.