

Introduction

Hi and thanks for checking out my FAQ/Walkthrough for the game Yu-Gi-Oh! World Wide Edition for the system GameBoy Advance! As some people know me throughout my earlier work on FAQs, I'm just another average amateur FAQs Writer trying to spend sometimes helping people out on games. The reason I decided to write a full lenght FAQ/Walkthrough for the game is as I look at other FAQs for the game not many of them contain enough information or isn't fully complete yet. But as for me, this FAQ will this time be 100% complete! Everything I knew and learned about the game will be written right here in the FAQ to share with all of you that needs help.

I first came across the game from my brother. He got the game for his birthday and he let me borrowed it for a while while playing it I realize how much familair it is to the previous Yu-Gi-Oh! games. I looked back at some of my previous Yu-Gi-Oh FAQ and I realize if I can complete a FAQ/Walkthrough for Yu-Gi-Oh Forbidden Memories with over 150 KB then I'm definatly to complete a FAQ on the game.

Game Plot

Yu-Gi-Oh! World Wide Edition is like none other games I've experiences before. As most Yu-Gi-Oh fanatics would know Yu-Gi-Oh resolves on dueling with Duel Monster Cards. I think you should already know that O.o In this game you play the role of a duelist in Battle City trying to defeat as many duelist as possible and trying to obtain rare cards. Throughout your quest in Battle City you will sometime encounter The Ghouls, a gang of duelist trying to obtain rare cards. You must seek out all Ghouls (5 in total) and successfully defeat them in a duel then you will be taken to The Pyramid to have the final duel with the leader of The Ghouls... Marrik!

As you may see there isn't much of a plot to this game really. As it mostly resolves on dueling and obtaining rare cards.

Basic Controls

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### Regular Control

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Regular control is when you're moving around in Battle City.

Start Button : Language Selection

Control Pad : Move Through Different Section Of The City

* Up

- * Down
- * Left
- * Right

A Button : Confirm

B Button: Cancel

R Button : Sub Menu

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### Building Deck Control

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Building Deck Control is once you're in the Building Deck Section in the Sub Menu.

Control Pad :

- Up & Down : Scroll and view cards

A Button : View Card Menu/Confirm

B Button : Return to Sub Menu

R Button : Move to MainDeck or SideDeck

L Button : Move back to MainDeck or Trunk

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### In Duel Control

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A Button : Draw From Deck / Select Card / Confirm

B Button : Cancel / Duel Menu

Start Button : Language Menu

Control Pad : Move Around In Duel

In Game Options

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### Title Screen

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In the first Title Screen Of The game you can either select New Game to start a new game in the game or Continue and start over where you left off. The game automatically saves itself so there isn't no need to save in case you're wondering.

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### Language Menu

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While you are in the Battle City map screen or in a duel you

can press the START button to go into the Language Menu. You can select any of the following language : Japanese , English , German , French , Italian or Spanish as your main language.

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#### Sub Menu

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The Sub Menu is the main menu of the game. It contains the following options :

Deck & Trunks > Build or Fix up your deck here.

Misc > Trade With a Friend or Enter a Card Password

Link Duel > Duel with a friend

Option > Cards limit are shown here

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#### In Duel Menu

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The In Duel Menu will change depending on what you do in the duel. You can enter the Duel's Menu by pressing start once you're hand is on the dueling field.

First Turn > Once you laid down a card(s) on the first turn you may only end turn in the Duel Menu.

Regular Turn > You may either enter in Enter Battle Phase, to attack an opponent.
Complete Turn, you can pass your turn and it'll be your opponent's turn to play.
Continue Main Phase, you may continue your usualy phase of laying down cards.

After Attack Phase > Proceed to Main Phase 2, same thing as the regular Main Phase. You may lay down new cards or view your hand.
Or you can Complete your turn again and let your opponent plays.
Continue Battle Phase is to continue your attack phase if you wish.

Select Card Menu > Once you press the (A) Button on a card (whether it's your or your opponent's) you will go into the card options. Every different card type (Trap, Magic, Ect) has it's own options. Some cards options cannot be use until a certain time. here are the list :

Trap Cards : View Card , Lay Face Down , Activate (sometimes)

Magic Cards : View Card , Lay Face Down , Activate (sometimes)

Monster Cards : View Card , Summon (lay down in attack mode , Lay Face Down in Defense Mode

Ritual Cards : View Card

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#### Building Deck Menu

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Everytime while you are building your deck, if you select a card with (A) there will be a little menu on the top part of the screen. Here is what each cards will have :

Card View > View the Card Description and Status

To Trunks > Put the card into the Trunks

To Main Deck > Move the card to your Main Deck for dueling

To Side Deck > Move the Card into your Side Deck

List Filters > Reorder the cards in the following orders :

- * All Cards : Order the Cards by their ATK, DEF, Name, Type, Attributes, Level
- * Normal Monsters : List all normal type monsters
- * Effect Monsters : List all Monsters with Effect
- * Fusion Monsters : List Monsters that have been fusion
- * Magic Cards : List all Magic Cards
- * Trap Cards : List all Trap Cards
- * Ritual Monsters : List all monster that is needed to be summon by a ritual

Statistics > View your card Statistics

Exit > Leave the Build Deck option back to the Sub Menu

 Dueling Explained

Sorry everyone if you get a little confuse in this section. Dueling is kinda hard to explain but I will try my best to teach all who needs to know.

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Card Explanation  
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Yu-Gi-Oh Cards Should Look like this :

~KEY~

ATK = Attack Points
DEF = Defense Point
*** = Level
(S) = Cards Symbol
TS = Trap Card Type Sumbol

Monster Card	Magic Cards	Trap Cards
-----	-----	-----
NAME OF CARD (S)	NAME OF CARD (S)	NAME OF CARD (S)
***		TS
Card		

Picture	Card Picture	Card Picture
-----	_____	_____
	_____	_____
_____	Description	Description
ATK # DEF #	_____	_____
-----	-----	-----

Diffrent Kinds Of Cards

There are many about 6 different kind of cards. Normal Monsters, Effect Monsters, Trap Cards, Magic Cards, Fusion Monsters, Ritual Monsters/Cards.

Monster Cards Type

There are a lot of different monster cards type here is a list of them all :

-
- | Monster Type |
- |-----|
- |Winged Beast |
- |-----|
- |Spellcaster |
- |-----|
- |Fish |
- |-----|
- |Thunder |
- |-----|
- |Zombie |
- |-----|
- |Machine |
- |-----|
- |Rock |
- |-----|
- |Beast Warrior |
- |-----|
- |Insect |
- |-----|
- |Fairy |
- |-----|
- |Sea Serpent |
- |-----|
- |Beast |
- |-----|
- |Reptile |
- |-----|
- |Fiend |
- |-----|
- |Plant |
- |-----|
- |Dinosaur |
- |-----|
- |Pyro |
- |-----|
- |Warrior |
- |-----|
- |Aqua |
- |-----|

Dragon

You can tell a cards type by looking at the little symbol they have while building your deck.

Life Points

Each player begins with 8000 life points. To win a duel you must make your opponent life points zero. There are three ways to make there life point lower, first way is to destroy an opponent monster that 痴 in attack mode with a lower Attack then your monster. The ammount of Life Points gets taken away is the difference between your Attack and the opponent's monster attack. The second way is to attack you opponent field, and the last way is to have a higher defense point than the opponent attack point. To attack you opponent field your opponent must not have a monster on the field. Actually there is another way. There are some magic/trap cards the can get rid of life point.

Attack/Defense

There are two position that you can put your card in attack and defense. To destroy a monster in attack mode your card must have a higher attack point than your opponent. When a monster in attack mode is destroy, the difference of the attack point is subtracted from the loser life points. In case your wondering if the attack point is the same both card will be destroy and no damage will be subtracted from you life point. If the card is in defense mode and you destroy the card no damage is taken away from the life point. Same as attack mode when a monster is in defense and you want to destroy it your attack point must be higher than your opponent monster defense point. But if their defense point is higher than your attack point it will hurt your life point.

Ritual Card

Unlike the other Yu-Gi-Oh Games the ritual cards are different. Why? Ritual monsters in this game don't need specific monsters like the other games (Forbidden Memories, Dark Duel Stories). Instead you need the actual ritual card and you must have the monster that the ritual card is use for. Then you must special summon it to the field be sacrificing Monster(s) with the total number of Level (stars) that the ritual monster has.

Field Changing

There are magic cards that can changed the field's type in order to help power up a certain monster of the kind or to lower a different type monsters.

Card's Tributes

If you look at any monster cards you will see a STAR(S) on the upper right corner of the card (check above). The STAR represents a level. For every STAR it means the card is on that ammount of level. So now what is level use for in this game? It is to determine how many Monster card(s) you need to sacrifice in order to sent out the card.

Here is a Chart to explain it better :

Level(s) (STARS)	Ammount Of Sacrifices
1	None
2	None
3	None
4	None
5	1
6	1
7	2
8	2
9	3
10	3
11+	3-4

Effects Monsters

Some Monster will come with an effet. To see what's their effects is simply view the card description. Effects from all monster are mostly different. Some effects allows you to draw extra cards, some destroy an opponent's monster and some even gives you a new hand! There are many monsters with effects and it'll be crazy to list them all!

Fusioning

What is fusion? It is when you combine 2 monster cards to make a stronger card. Inorder to do so you need the Polymerization Card and you also need to know which monsters you can fusion with. You will need the 2 monster cards in your hand as well as the fusion monster they're going to be in your fusion deck. Once you have that simply lay down the polymerization card and the monster you're going to fuse.

Trap Cards

Trap cards are like traps that you can set for your opponent in a duel. AIf you read the Descriptions of the trap card it should tell you what to do. Mostly all trap card will have to be laid face down and you can only activate them at a certain time.

Equip Cards

Equip cards... well are use to equip it with a monster to raise it's attack or defense points (even both) O.o But it isn't that easy. Some equip card can only be equip for a certain type of monsters. Some can be equip with all monsters. Simply view the card and read the description to know which type monster it can be equip with.


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| ---- |
||      |< YOUR FUSION DECK      |      ||
||      |                        YOUR DECK >|      ||
| ---- |
|              YOUR HAND              |
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Now that you've learned all of this neat things about cards you're ready to learn how to duel. I will try my best to explain it all so here goes :

Beggining Of Duel : Once you've selected an opponent or have been challenged by one you will see 3 cards before the duel. This is simply to see who goes first with a rock, paper, scissor game.

Rock beats Scissor
Paper beats Rock
Scissor Beats Paper

If you and your opponent picks the same cards you will have to choose again. If you win you may choose if you want to go first or second.

1st Turn : Once it is your first turn in the duel you may draw a card, lay down or use as many magic/traps/ritual/equip cards and 1 monster card (unless you used something to special summon it). You CANNOT attack any monsters until your next turn.

Activating Traps Cards : Some Trap Cards will automaticly activate itself once your opponent does something that is shown on the card description. You will have a Trao Card Menu Open sayiong do you want to activate a the trap card?

Sacrificing Monsters To Summon : Inorder to sacrifice monster(s) to summon another monster you first need to know how many cards it need to sacrifice. Look at the little STARS on the top of the card and count how many it has. That will be your card level. Once you've know the card level check the chart I made above to see how many cards you need to sacrifice. Example : If you want to sacrific 1 Monster to bring out a Level 4-6 Monster out you need 1 Monster on the games playing field.

That should basicly cover all of the common aspect of dueling. If you need more help you can IM me (check the contact information) and I will be gladly to help you :)

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*-----*
      Starter Decks
*-----*

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As you start a new game you will see 3 free starter decks. I've started over and pick different decks each time and here is what I got.

Here is what the deck will be called :

NOTE: The starter dekck is written from left to right!

~!~!~!~ Black Starter Deck ~!~!~!~

The Reed Starter Deck is just a basic deck. I recommend this deck for all duelist for because it has some good cards that you might need in it.

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-----
| Monster Card Name           |           ATK/DEF           |
|-----+-----|
|Magician Of Black Chaos     | (2800/2600)                |
|Buster Blader               | (2600/2300)                |
|Dark Magician x2            | (2500/2100)                |
|Summon Skull                | (2500/1200)                |
|Jinzo                       | (2400/1500)                |
|Gaia The Fierce Knight     | (2300/2100)                |
|Chimera the Flying Mythical Beast | (2100/1800)                |
|Dark Magician Girl         | (2000/1700)                |
|Slate Warrior               | (1900/400)                 |
|Gazelle the King of Mythical Beast | (1500/1200)                |
|Giant Rat                   | (1400/1450)                |
|Berfomet                    | (1400/1800)                |
|Celtic Gaurdian             | (1400/1200)                |
|Giant Soldier Of Stone     | (1300/200)                 |
|Silver Fang                 | (1200/800)                 |
|Beaver Warrior              | (1200/1500)                |
|Witch Of Black Forest      | (1100/1200)                |
|Sangan                      | (1000/600)                 |
|Cyber Jar                   | (900/900)                  |
|Mystical Elf                | (800/2000)                 |
|Penguin Soldier            | (750/500)                  |
|Kuriboh                     | (300/200)                  |
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|      Trap Cards           |      Magic Cards           |      Ritual Cards           |
|-----+-----+-----|
|Trap Hole                 |Yami                        |Dark Magic Ritual |
|Negate Attack             |Mystical Space Typhoon     |-----|
|Seven Tools of the Bandit |Change Of Heart             |
|Magic Jammer              |Monster Reborn              |
|-----+-----|
|                          |Fissure                     |
|                          |Multiply                    |
|                          |Graceful Charity            |
|                          |Giant Trunade               |
|                          |Dark Hole                   |
|                          |De-Spell                    |
|                          |Polymerization              |
|-----+-----|

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~!~!~ Red Starter Deck ~!~!~

The Red Starter Deck comes with more Trap Cards than the Black Starter Deck has. The monsters in this deck isn't as strong as some of the ones on the Red Starter Deck.

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-----
| Monster Card Name           |           ATK/DEF           |
|-----+-----|
|Magician Of Black Chaos     | (2800/2600)                |
|Buster Blader               | (2600/2300)                |
|Dark Magician x2            | (2500/2100)                |

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Summon Skull	(2500/1200)	
Gaia The Fierce Knight	(2300/2100)	
Chimera the Flying Mythical Beast	(2100/1800)	
Dark Magician Girl	(2000/1700)	
Giant Rat	(1400/1450)	
Berfomet	(1400/1800)	
Celtic Gaurdian	(1400/1200)	
Giant Soldier Of Stone	(1300/200)	
Silver Fang	(1200/800)	
Beaver Warrior	(1200/1500)	
Mystical Elf	(800/2000)	
Penguin Soldier	(750/500)	
Kuriboh	(300/200)	

Trap Cards	Magic Cards	Ritual Cards
Trap Hole	Yami	Dark Magic Ritual
Negate Attack	Mystical Space Typhoon	
Seven Tools of the Bandit	Change Of Heart	
Magic Jammer	Monster Reborn	
Bells Of Destruction	Fissure	
Call Of The Haunted	Multiply	
Magic Cylinder	Graceful Charity	
Mirror Force	Giant Trunade	
Torrential Tribute	Dark Hole	
	De-Spell	
	Polymerization	

~!~!~ Green Starter Deck ~!~!~

In the Green Starter Deck you will acquire mostly magic cards. There will be less monster cards and less trap cards then the other decks but it will contain A LOT magic cards!

Monster Card Name	ATK/DEF
Magician Of Black Chaos	(2800/2600)
Buster Blader	(2600/2300)
Dark Magician x2	(2500/2100)
Summon Skull	(2500/1200)
Gaia The Fierce Knight	(2300/2100)
Chimera the Flying Mythical Beast	(2100/1800)
Dark Magician Girl	(2000/1700)
Gazelle the King of Mythical Beast	(1500/1200)
Giant Rat	(1400/1450)
Berfomet	(1400/1800)
Celtic Gaurdian	(1400/1200)
Giant Soldier Of Stone	(1300/200)
Silver Fang	(1200/800)
Beaver Warrior	(1200/1500)
Mystical Elf	(800/2000)
Penguin Soldier	(750/500)
Kuriboh	(300/200)

Trap Cards	Magic Cards	Ritual Cards
Trap Hole	Yami	Dark Magic Ritual
Negate Attack	Mystical Space Typhoon	
Seven Tools of the Bandit	Change Of Heart	
Magic Jammer	Monster Reborn	
	Fissure	
	Multiply	
	Graceful Charity	
	Giant Trunade	
	Dark Hole	
	De-Spell	
	Polymerization	
	Snatch Steal	
	Premature Burial	
	Pot Of Greed	
	Nonleman Of Crossout	
	Harpie's Feather Duster	

That is basicly what I got out of all Starter Decks. Now some of you are probably thinking... Which one do I reccommend? I would go with the Black Starter Deck for it's even numbers of monsters, traps and magic cards. REd Starter Deck contains to many Tra cards and not enough Magic Cards and Green Starter Deck contains to many Magic Cards and not enough Trap Cards. Though this is only my opinion, so you choose the one you think will help =)

Booster Packs Guide

There are a total of 27 different kinds of Booster Packs in the game. Each has some rare cards that you might need and most will have unuseful cards. To obtain a booster packs, you will receive one after every duel you'll have (not Tournaments/Contest Duels!). In the game you will first need to unlock some booster before you can get them after a duel. In this section I will list each booster Packs and whats good about it.

Dark Magician Booster Pack
The Dark Magician Booster Packs is just a regular booster packs. There are only about 4-6 good cars you will obtain in this pack.
Good Cards
Summon Skull
Dark Magic Ritual
Seven Tools Of The Bandit
Gaia The Fierce Knight
Dark Magician Girl
Magician Of Black Chaos
Blue Eyes White Dragon
Obtaining Booster Pack

Harpie Feather Duster	Cyber harpie	
Magician Of Faith	Elegant Egotist	
Harpie's Pet Dragon	Harpie Lady	
Exodia Legs	Stain Storm	

Obtaining Booster Pack

ALREADY OBTAIN AT THE BEGGINING OF THE GAME

Gate Gaurdian Booster Pack

| As most people thought The Gate Gaurdian |
| Booster PacK might contian Gate Gaurdian |
| pieces or even the monster itself! WRONG! |
| Throughout all of my time plying this game |
| and picking this booster I haven't receive |
| even 1 piece from this booster pack yet! So |
| don't expect any Gate Gaurdian Pieces or the |
| monster it self! |

Good Cards

Anti-Raigeki	Red Eyes Back Dragon	
Change Of Heart	Crow Goblin	
Black Skull Dragon	Stain Storm	
Tribute To the Doomed	Roaring Ocean Snake	
Labyrinth Tank		

Obtaining Booster Pack

ALREADY OBTAIN AT THE BEGGINING OF THE GAME

Great Moth Booster Pack

| This booster barely contain any good cards. |
| Though my brother claims he has gotten Great |
| Moth from this booster pack before... |

Good Cards

Great Moth (?)	Exodia Arms	
Shadow Ghoul		
Sea King Dragon		

Obtaining Booster Pack

ALREADY OBTAIN AT THE BEGGINING OF THE GAME

Launcher Spider Booster Pack

| SUPER GOOD! There are many useful cards in |
| this booster pack, that's why I'm to scare to |
| list them all O.o |

Good Cards

B. Dragon Jungle King Labyrinth Tank
Block Attack Mirror Force
Sword Of Deep-Seated Rabid Horseman
7 Colored Fish Monstrous Bird
Lava Battleguard Jirai Gumo
Metalmorph

Obtaining Booster Pack

ALREADY OBTAIN AT THE BEGGINING OF THE GAME

Black Luster Soldier Booster Pack

In this Booster Pack there are nothing but
ritual cards. So if you ever inneed of a
ritual card pick this booster pack!

Good Cards

Black Luster Ritual Dark Magic Ritual
Black Luster Soldier Zera The Mant
Zera Ritual Super War Lion
War-Lion Ritual Novox Prayer
Cosmo Queen Fiend's Mirror
Skull Guardian Fortress Whale
Fortress Whale's Oath Javelin Beetle
Jaelin Beetle Pack Ressuruction Of Charka

Obtaining Booster Pack

ALREADY OBTAIN AT THE BEGGINING OF THE GAME

Blue-Eyes White Dragon Booster Pack

I've gotten a Blue Eyes White Dragon from
this booster before... It may not contain a
lot of good cards but try it out. Who knows
you might even get a Blue Eyes ;)

Good Cards

Blue Eyes White Dragon Legendary Sword
Hitnotama Power of Kaishin
Red Medicine Sogen
Sparks Dark Hole
Raigeki Violet Crystal
Two-Pronged Attack Mountain
Book Of Secret Arts Beast Fangs

Obtaining Booster Pack

ACQUIRE THE BLUE EYES WHITE DRAGON CARD

Exodia Booster Pack

|The Mighty Exodia Booster Pack. I've gotten
|every single pieces of Exodia in this pack
before!

Good Cards

|Left Leg Of The Forbidden One Yami|
|Right Leg Of The Forbidden One De-Spell|
|Right Arm Of The Forbidden One Sogen|
|Left Arm Of The Forbidden One |
|Exodia The Forbidden One (Head) |
|Dragon Treasure |
Goblin's Secret Remedy

Obtianing Booster Pack

ACQUIRE THE EXODIA THE FORBIDDEN ONE CARD

Black Skull Dragon Booster Pack

|Hence another Dragon Booster Pack. This one
|is kinda like the Red Eyes Black Dragon
Booster Pack.

Good Cards

|Red Eyes Black Dragon B. Skull Dragon|
|Widespread Ruin Summon Skull |
|Red Eyes Metal Dragon Barrel Dragon |
Dark Hole Negate Attack

Obtianing Booster Pack

ACQUIRE THE RED EYES BLACK DRAGON CARD

Barrel Dragon Booster Pack

|O.o Kinda the same thing as B. Skull Dragon
Booster Pack but with a few twisted...

Good Cards

|Flame Cerebus Barrel Dragon |
|Buster Blader Dark Magician |
|Horn Of Heaven Negate Attack |
|Mirror Force Jirai Gumo |
|Launcher Spider Change Of Heart|
|Seven Tools of the Bandit Axe Of Despair |
Skull Knight Shadow Spell

Obtianing Booster Pack

| ACQUIRE THE BARREL DRAGON CARD |

Relinquished Booster Pack

| Nothing to tell about this booster pack |
beside that it gives out a few Magic Cards

Good Cards

| Curse Of Fiend Slot Machine |
The Reliable Guardian Malvolent Nuzzler

Obtianing Booster Pack

GET OVER 5000 DUELING POINTS

Blue Eyes Ultimate Dragon Booster Pack

| THE ULTIMATE BOOSTER PACK! There are a lot of |
STRONG cards!

Good Cards

| Blue Eyes Ultimate Dragon Polymerization |
| B. Skull Dragon Meteor B. Dragon |
| Blue Eyes White Dragon Dark Magician |
| Tri-Horned Dragon Raigeki |
| Dragon Treasure |
Serpent Night Dragon

Obtianing Booster Pack

Win Saturaday Weekly Tournament x1

Blue Eyes Toon Dragon Booster Pack

| They should rename this booster pack to Toon |
Pack. Check bellow to see why

Good Cards

| Toon World Wall Shadow |
| Toon Summon Skull Bickuribox |
| Toon Rabbit Widespread Ruin |
Ryu-Ran

Obtianing Booster Pack

Get Over 10,000 Points

Graceful Charity Booster Pack

NONE

Good Cards

|Axe of Despair Graceful Charity|
|Elf's Light Kaiser Dragon |
|Machine King Graceful Charity|
Soul Of Pure Dian Keto the Cure Master

Obtianing Booster Pack

Win 3 duels without losing once

Red Milleniun Eye Booster Pack

|Traps, Traps and more Traps! This booster
pack only contain Trap Cards

Good Cards

A LOT OF TRAP CARDS

Obtianing Booster Pack

Have over 500 cards

F-I-N-A-L Booster Pack

None

Good Cards

Cards with the word "Spirit" in them mostly

Obtianing Booster Pack

| Beat Yugi, Mai ,Tea, Joey, Rez, Ishizu,
| Kaiba, Bakura, Weevil, Mokoba, Mako Tsunami,
Espa Roba ten times or more.

Green Milleniun Eye Booster Pack

|This is kinda the opposite of the Red
|Milleniun Eye Booster Pack. Instead of Trap
|Cards this booster pack contains ALL Magic
Cards.

Good Cards

A Lot Of Magic Cards

Obtianing Booster Pack

Have Over 1000 Cards

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-----
|           Duelist Weekly           |
|-----|
|The Duelist Weekly comes from a dueling |
|magizine every week.                |
|-----|
|           Good Cards              |
|-----|
|Copycat                               Trap Hole |
|-----|
|           Obtianing Booster Pack  |
|-----|
|           Every week              |
|-----|

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|           Ghouls Booster          |
|-----|
|The Duelist Weekly comes from a dueling |
|magizine every week.                |
|-----|
|           Good Cards              |
|-----|
|Blue Eyes Ultimate Dragon          Dark Magician|
|Blue Eyes White Dragon             Copycat      |
|-----|
|           Obtianing Booster Pack  |
|-----|
|           Defeat a Ghoul          |
|-----|

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Building Deck

Once you first start a New Game with the starter deck they give you (check the sections above) you will have a total of 41 cards in your deck. Unlike the other Yu-Gi-Oh Games this time you may have up to 60 cards in your deck as well as a Side Deck also. This section will teach you how to configure out the deck that you wish.

Building Deck Menu

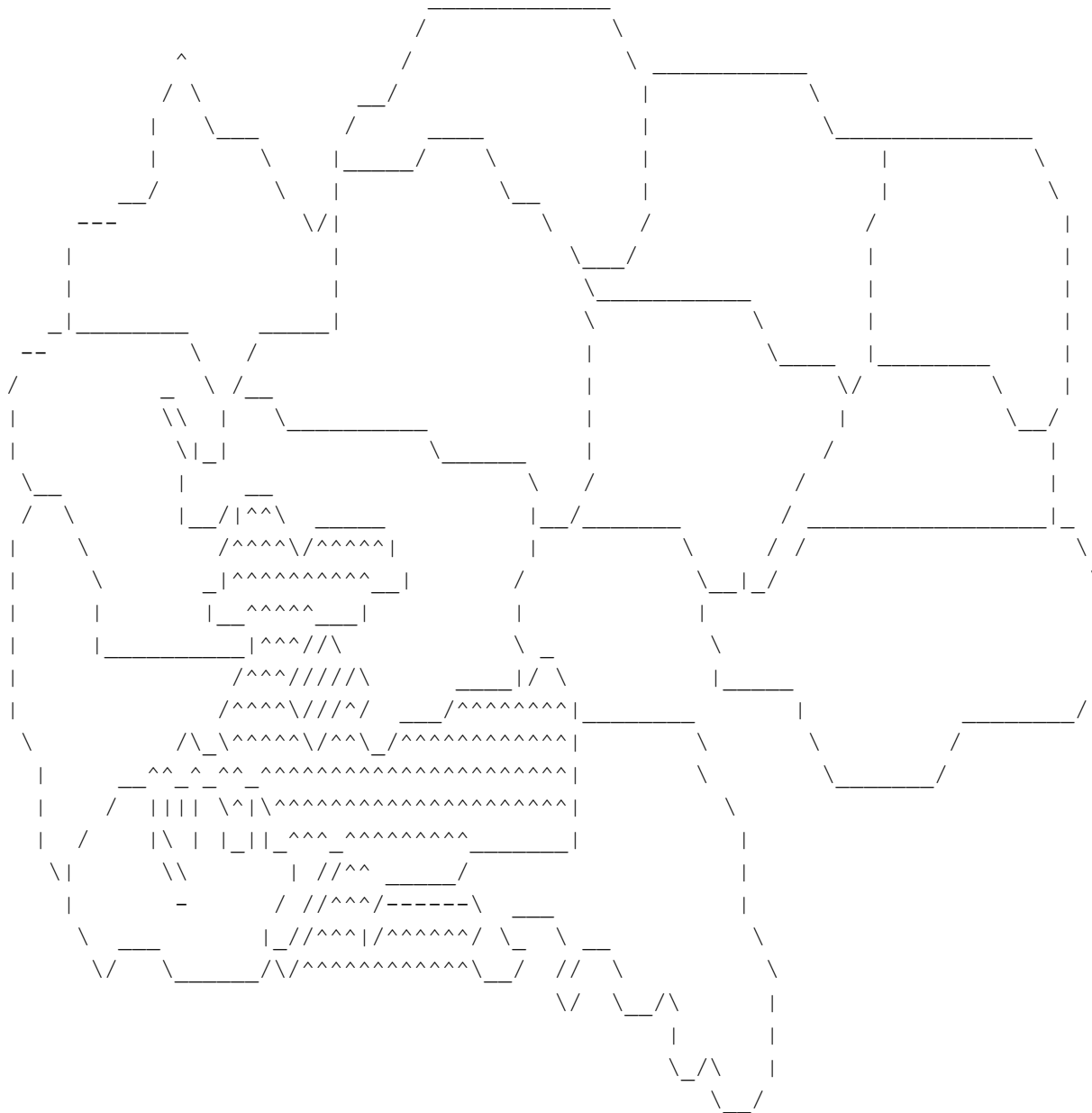
As you win more cards throughout the game they will go into your TRUNKS. You man access the Deck & Trunks option in the main Sub Menu of the game. There you will see the cards in your TRUNKS, MAINDECK, and SIDEDECK. Now if you want to move a card into your MainDeck or SideDeck, simply press (A) on the card and you will see a little bar of option on the top of your screen. If you want it to your MainDeck select To Main Deck, if you want to to your SideDeck select To SideDeck. Now if you want to remove a card from your MainDeck or SideDeck do the same thing but select To Trunks instead.

Even It Up

Though you may have up to 60 cards in your MainDeck I suggest you only kept a maximum of 50 cards in it. For it is easier to remember the cards you have and you will have a better chance of drawing the card you want. As for the SideDeck you may have up to 15 cards in it if you like.

Battle City Map

I percise map that I drew myself. This is all of the region in Battle City.



^ = WATER

Duelist Guide

Example : Here is how everything is the order going to be list in.

DUELIST NAME

HOW TO GET : How do you get the duelist to duel.

DIFFICULTY : * - **** (5 stars is the hardiest)

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Regular Duelists

~~~~~  
Yami Yugi

How To Get : ALREADY FOUND

Difficulty : **

Tips : Yugi uses a very similar deck he uses on the show. For those you haven't seen the show, the strongest card he uses are Dark Magician, Summon Skull, Buster Blader, Magician Of Black Chaos, and a few good Trap Cards. He can be taken out easily with a powerful deck. Just make sure he doesn't send out his Magician Of Black Chaos (ATK:2800) and you'll be fine. If you don't have any cards over 2800 ATK make sure you have some Trap Cards or Magic Card in your hand or face-down on the field. Overall he is quite easy if you prepare your deck.

Espa Roba

How To Get : ALREADY FOUND

Difficulty : *

Tips : There isn't any real tips for Espa. That's okay he's pretty easy anyways. He uses card with ATK from 1000 - 1800 so you see how easy it is to beat him ;)

Rex Raptor

How To Find : ALREADY FOUND

Difficulty : **

Tips : Some kind of dinosaur Rex can be. Another duelist not to be worried about. Rex rarely use cards over 2000 ATK. He uses 800 ATK - 1800 ATK on me for a lot of duels. So as you can see you may beat him at ease without any effort.

Trusdale (Yugi's Grandpa)

How To Find : ALREADY FOUND

Difficulty : *

Tips : Ahhh.. Yugi's Grandpa, the one who taught him how to duel... The first time I played him I thought he would be a good match then I found out this old man got nothing. He NEVERS use any cards on me over 1800 ATK. He uses an average deck that is pretty easy to beat. You should have no problem beating him.

Ishizu Ishtar

How To Find : ALREADY FOUND

Difficulty : ***

Tips : She isn't easy and she isn't that hard. Ishizu may Fuse for St. Joan (2800 ATK / 2000 DEF) sometimes. She will use Monsters with high Defense a lot so be sure to have some Traps or Magic. Sometimes she will change the field to Light, powering up all of her light monsters by about 300 ATK! Most of her cards will be pretty weak before she starts laying down cards over 2000 ATK. Be careful. Don't duel her unless you're 100% sure you'll win!

Weevil Underwood

How To Find : ALREADY FOUND

Difficulty : **

Tips : Weevil is just like the other average duelists. His weak deck consists of weak monster ATK range from 1200-1800. He will rarely use his strongest card, The Insect Queen, so you have nothing to worry

about.

Mako Tsunami

How To Find : ALREADY FOUND

Difficulty : ***

Tips : Mako Tsunami the man of the sea has his deck all wrapped up with few Aqua cards. If you have a good deck he should be fairly easy. Mako will have 1 of the most annoying strategy play in the game! Before the duel prepare your deck with a few cards that can remove traps or magic cards (Mystical Space Typhoon, Harpie's Feather Duster, Magic Jammer, ect). Why? Be cause he will use a very powerful Trap Card... Tornado Wall! So now you're probably thinking why is this so called "Tornado Wall" strong? With the Tornado Wall and the Umi card he will lay down all of your monsters attack will be reduce to 0 once you attack him. So your Monsters are practicly helpless. So make sure you have something to get rid of Umi or Tornado Wall before duelin Mako Tsunami!

Tea Gardner

How To Find : ALREADY FOUND

Difficulty : *

Tips : Tea is actually Ishizu in case you haven't figured it out. Bt this time she will use a lot of weak and pathetic cards then Ishizu. If you have trouble beating her then your in trouble >.<

Bakura Ryou

How To Find : ALREADY FOUND

Difficulty : ***

Tips : Not much strategy for this guy. He will rarely use strong cards so you have nothing to worry about. Though he will use a few Trap Cards and Magic Card up his sleeve.

Joey Wheeler

How To Find : ALREADY FOUND

Difficulty : ***

Tips : Sometimes her can be really easy using simple cards like Axe Raider (1700 ATK) or Battle Ox (1700 ATK). And sometime he can be undredibly hard! Using Red Eyes (2400 ATK) or even Jinzo (2400 ATK). Jinzo is what I'm afraid of the most. With a powerful attack he also comes with a powerful effect. If he uses it no Trap Card will work while it's on the field! So finish him off quickly before he Summons.

Seto Kaiba

How To Find : ALREADY FOUND

Difficulty : *****

Tips : Seto Kaiba is a five-star duelist. With cards like Blue Eyes (3000 ATK) and Ultimate Dragon (4500 ATK) how are you suppose to beat him? I personally found that he is quite easy with a few Axe Of Despairs (powers up any monster by 1000 ATK). I made my Blue Eyes up to 6000 ATK and whoop Kaiba easily. I suggest you do not duel Kaiba until later in the game! He will have this one play that he often use in the duel. He will lay down Cyber Stein and will use his effect (sacrifice 5000 LP to bring out a fusion monster) then he would pick his Blue Eyes Ultimate Dragon

(4500 ATK!)!!! So be prepare...

Mai Valentine

How To Find : ALREADY FOUND

Difficulty : **

Tips : Mai has only 1 card you should be worry about. The Harpie Lady Sisters (1950 ATK). That's it, she is very easy so you will probably will NEVER have trouble beating her.

Bandit Keith

How To Find : You have to win over 5 times more then your overall losses.

Difficulty : **

Tips : None

Maximillion Pegasus

How To Find : Obtain the "Toon World" Card

Difficulty : ***

Tips : This guy can be tough sometimes. Once I duel him he uses Blue Eyes White Dragon (3000ATK) some reason

Mokuba Kaiba

How To Find : Loss 5 tims

Difficulty : *

Tips : No strategy here, he is so easy that you really don't need to have any strong card to beat him.

Shadi

How To Find : Beat The Pyramid

Difficulty : **

Tips : The only thing you should watchout for from Shadi is his Trap/Magic Cards. That's all...

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The Ghouls

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The Ghouls are a gand of cards collectors that will appear randomly in the game to challenge you to a duel. Once you manage to beat all 5 Ghouls a major even will happen...

Odion

How To Find : APPEARS RANDOMLY

Difficulty : ****

Tips : Odion aka. The Magic/Trap Master. This guy will be a challenge for he will uses a lot of Traps and Magic Cards to kill your monsters. He has a few monsters and most of them are weak. Sometime he will lay down like 3 Traps or Magic Card and no monster on the field. That is your cue to not attack or your monster is destroy! I suggest you get the card "Harpie's Feather Duster" so you can destroy all of his magic/trap cards!

Umbra and Lunmis

How To Find : APPEARS RANDOMLY

Difficulty : ***

Tips : These two Ghouls aren't that challenging if you have a right deck.

They will often uses Tarp Cards so besure to have something to stop them.

Rare Hunter

How To Find : APPEARS RANDOMLY

Diificulty : ** or *****

Tips : This guy has the five cards that will make him win the duel automaticly... you guessed it EXODIA! In this duel he will use cards that will make him draw more cards out of is deck (ie. Pot Of Greed, Graceful Charity, Jar Of Greed, ect.) You have to beat him quickly! His regular monsters re fairly weak so don't worry.

Arkana

Rare Hunter

How To Find : APPEARS RANDOMLY

Diificulty : ***

Tips : None

Strings

How To Find : APPEARS RANDOMLY

Diificulty : ***

Tips : None

As you defeated all five of The Ghouls, Tea will shows up. She seems different from before because she is being controlled by Marik (leader of the Ghouls)! She will then take you to the Pyramid.

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*-----*
      The Pyramid
*-----*
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As Tea takes you to the Pyramid there you will see 5 Chambers. Each Chamber there will be a duel waiting for you. As you make your way to Chamber 5 you face the final boss.. Marik!

Chamber 1 : Tea (controlled by Marrrik)

Chamber 2 : Joey (Controlled by Marrrik)

Chamber 3 : Random Ghoul Member

Chamber 4 : Random Ghoul Member

! Chamber 5 : Marrrik !

Marrrik

How To Get : The Pyramid (Chamber 5)

Difficuly : ****

Tips : Marrrik is a little combination of Odion and Strings in a kind of way. Hewill uses some good cards like Blue Eyes and B. Skull but rarely. He has and will use a lot of Trap Cards like Odion, so becareful!

As you beat Marrik you did it! You now have successfully beating the Ghouls! But don't think you've beat the game yet! There is still 1 more competition you may enter...

Card Limitation Contest

Once you've beaten the Pyramid you will notice that all of the Ghouls are now open to duel. But they will still sometimes pop up randomly and will challenge you though. Now that you've beaten the Pyramid, what is there left to do? There is still the Card Limitation Contest! As you travel around Battle City you will see more contest spots then you've seen before. Those are the Limitation Contest. The Contest is about a limited kind of cards you might use to enter. For instance the first contest is the Warrior/Beast Warrior Type. That means you may only use Magic/Trap/Equips/Ritual cards still but you have to use Warrior and Beast Warrior Cards only. Here is the contest charts :

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| Limitation Contest # 1 | Warrior / Beast Warrior |
|-----+-----|
|           Recommended Cards           |
|                                         |
|  Axe Raider           Battle Ox           Judgeman           |
|  Tiger Axe           Vorse Raider         Kojickocy           |
|  Gaia The Fierce Knight           Mystic Horseman|
|  Sogen                               Axe Of Despair |
|                                         |
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| Limitation Contest # 2 |           SpellCasters           |
|-----+-----|
|           Recommended Cards           |
|                                         |
|  Dark Magician       Dark Magician       Yami           |
|  Gemini Elf           Dark Magician Girl  Dark Witch           |
|  Dunames Dark Witch           Mystic Horseman|
|                                         |
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| Limitation Contest # 3 |           Dragons           |
|-----+-----|
|           Recommended Cards           |
|                                         |
|           Blue Eyes White Dragon #1           |
|           Blue Eyes White Drag on #2           |
|                                         |
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| Limitation Contest # 4 |           Insects           |
|-----+-----|
|           Recommended Cards           |
|                                         |
|           None           |
|                                         |
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| Limitation Contest # 5 | Low-Level 4-1 |
|-----+-----|
| Recommended Cards |
| |
None

| Limitation Contest # 6 | 1000 ATK and below |
|-----+-----|
| Recommended Cards |
| |
None

| Limitation Contest # 7 | 1000 DEF and below |
|-----+-----|
| Recommended Cards |
| |
None

| Limitation Contest # 8 | No Effects Monsters |
|-----+-----|
| Recommended Cards |
| |
None

| Limitation Contest # 9 | No Magic Cards |
|-----+-----|
| Recommended Cards |
| |
A Lot

| Limitation Contest #10 | No Traps Or Magic Cards |
|-----+-----|
| Recommended Cards |
| |
None

Ritual Guide

For those of you who didn't read the top section of the FAQ about
Ritual Card here it is :

Ritual Card

Unlike the other Yu-Gi-Oh Games the ritual cards are different. Why? Ritual monsters in this game don't need specific monsters like the other games (Forbidden Memories, Dark Duel Stories). Instead you need the actual ritual card and you must have the monster that the ritual card is use for. Then you must special summon it to the field be sacrificing Monster(s) with the total number of Level (stars) that the ritual monster has.

Here is a list of the Ritual Cards.

Ritual Card : Dark Magic Ritual
Ritual Monster : Magician Of Black Chaos (2800/2600)

Ritual Card : Black Luster Ritual
Ritual Monster : Black Luster Soldier

Ritual Card : War-Lion Ritual
Ritual Monster : Super War-Lion (2300/2100)

Ritual Card : Zera Ritual
Ritual Monster : Zera The Mant (2800/2300)

Ritual Card : Novox's Prayer
Ritual Monster : Skull Guardian (2050/2550)

Ritual Card : Revival of Dokurorider
Ritual Monster : Dokurorider (1900/1850)

Ritual Card : Black Illusion Ritual
Ritual Monster : Relinquished (0/0)

Ritual Card : Fortress Whale's Oath
Ritual Monster : Fortress Whale (2350/2150)

Ritual Card : Garma Sword Oath
Ritual Monster : Garma Sword (2250/2150)

Ritual Card : Turtle Oath
Ritual Monster : Crab Turtle (2550/2500)

Ritual Card : Resurrection of Chakra
Ritual Monster : Charka (2450/2000)

Ritual Card : Hamburger Recipe
Ritual Monster : Hungry Hamburger (2000/1850)

FAQ

What is a "FAQ"? Frequently Asked Quest. The reason I even bother writing this section is I'm tired of all the emails I've gotten about the game. So check this section out before you ask me any questions!

Q : How Can You Beat [Insert Duelist Name]?

A : You beat him by making him run out of Life Points :P Duh?
If you need some strategies for him or her check out the Duelist Section of the FAQ.

Q : Are the Egyptian God Cards Obtainable in the game?

A : Nope, in fact they aren't even in the game.

Q : How do I send out a ritual Monster?

A : You must first obtain all of the card you need for the ritual. You need the ritual monster you're going to sent out, the ritual card and as well as the monsters you need to sacrifice in you hand.

Q : While I was Dueling Rare Hunter, I suddenly lost! Why?

A : He probably use Exodia on you. If he has collected all of the pieces in his hand you automaticly loses. Sorry but there's nothing you can do about it.

Q : What is a SideDeck use for? And Can I use it in a Duel?

A : As I explained it above, a SideDeck is a deck that you can switch your cards in BETWEEN a duel. You may not use it in a duel

Q : Where can I get this card [INSERT CARD NAME]?

A : I will not answer questions on where to obtain a certain card. For there are more then one way to obtain a card and I'm not going to list them all!

Q : Are you planning to write more FAQs for the game?

A : Maybe... If everything turns out good I might be able to write a few In-Depth FAQ for the game.

Q : Once You've Beaten The Pyramid, does it mean I beat the game?

A : No, there is still the matter of the Card Limitation Tournament.

Q : Once you've beaten everything, can you still Duel with your deck?

A : Yes, you may continue dueling until you have all of the cards (not very likely =P)

Q : What Card does [INSERT DUELIST NAME] uses?

A : I might add that section to the FAQ soon... But not very likely.

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Coming Up!

Here is what MIGHT be added to the FAQs soon. You may look towards to this later in the future once I decided to update the FAQ.

- * Card Password List
- * Fusion Section
- * More Questions for the FAQ section people have been asking me.

My Review

Hmm... Another Yu-Gi-Oh game? 7/10

Introduction

Hence this is another review from me, nnguyen11490 =) My little brother gave me this game and after beating it for a few time, I realize I should write a review about my opinion on the game. To me this games is very much alike the other Yu-Gi-Oh games, Eternal Duelist Soul. Different kind of story, some newer cards but mostly kind of dueling play. Overall I don't really think the game is all that great and I don't think it's stinks either. To me it's just another average old Yu-Gi-Oh games with new story and cards. Now, in this review I will summarize a few things about the game. From the dueling gameplay all the way to the graphics and sounds. So prepare yourself for the review! :)

Gameplay

As most Yu-Gi-Oh fans can see, the games gameplay resolve around dueling an opponent and earn new cards. Duh? There isn't of much a gameplay in the game, but here's the basic break down.

In the game there are over 1000 different cards. There are Traps, Magic, Equip, Ritual and the most common Monster cards. Each Trap Cards has it's kind of effects. Some will reduce a monsters attacks, higher your monster's attack, destroy a monster or some other miraculous things. Most Trap Cards you have to lay face down and you can activate it once your opponent does something. But for Magic Cards you can just lay down a certain card to help you. There are many Magic Cards and it will be ludicrous to list them all! Now for the Equips. Equip cards are used to power up your monsters Attack, Defense or even both. Some Equips are only meant to be for a certain type of monsters, as for some you can Equip it to any kind of Monsters. Now the most common cards you will see in the game is the Monster cards. Each Monster Cards has it's own Attack and Defense Points, a monster will also have a kind, and some will have an Effects.

Now here's the way you get newer cards. You start out with 4 cards, once you've won a duel with a regular duelist you can pick a booster pack. Each Booster Packs will contain about 7 cards. But that's only from a regular duelist! Once you've beat a Ghoul (read below) you will receive 7 cards but some of them will be very rare! Another way to get newer cards in, entering a card password. If you have the real Yu-Gi-Oh Cards there will be a set of numbers at the bottom, enter it in the game and you will receive the cards! That's basically the all of the basic about all of the cards.

Story?

There isn't a major plot in the game. the story is mostly about, you, a duelist going around in Battle City trying to beat as many people as you can. As you travel around you will some time encounter a Ghoul member. The Ghouls are a gang that randomly challenge a duelist trying to take their rare cards. If you manage to defeat 5 Ghouls you will now entered the Pyramid. In each section of the Pyramid you will have to Battle a Ghoul over again. Once you make it to the end you will now face the leader of the gang... Marrik! If you manage to beat him you will then beat the game! Once you've beaten the game you can still continue dueling through the city as much as you want. Not much of a story there...

Music/Sounds

I have to be honest... the sounds and Music isn't quite that good. Once you've first play the game in a duel the music can be pretty exciting but after a while it kind of gets annoy, because it keeps playing over and over. Same thing for the sound effects in the game.

Graphics

This game has some pretty good graphics for a Gameboy Advance game. It's not in 3D or has extraordinary FMV so don't expect anything. The colors are really good and the cards looks very good also.

That's all I can say :P

Final Notes

I would highly recommend renting the game before you make a major decision of wasting your money on it! Who knows, I can be wrong about all of this! Overall this game is pretty okay. If you like Yu-Gi-Oh then this game is for you. Remember this is my opinion on the game so don't take it too seriously :)

Versions/Updates

v3.0 (6-5-03) More fixing up

- Fix the ritual section, sorry everyone :(

-

v2.0 (6-4-03) FAQ is nearly completed!

- Finish Booster Packs Section
- Finish Ritual Section
- Fix some common mistakes
- Reread the FAQ for mistakes
- Added More Questions for the FAQ section

v1.0 (6-3-03) Launch Of The FAQ!

- Completed Battle City Map
- Completed Start Decks Charts
- Completed the "Dueling Explained" section for now...
- 75% Completed with the Booster Packs Section
- Completed all ASCII Letter Drawings
- Completed the "Building Deck" section
- Added My Review for the game
- Ritual Section 65% Completed

Credits

This section is made for all of you that made this FAQ possible :)

CJayC (GameFAQs.com)

Thanks Ceej for your website that inspired me to write FAQs.

Keep up the good work and good luck in the future!

nnguyen11490

I want to thank me of course =P Without "me" this FAQ wouldn't be possible ;)

Khoi N.

Thanks bro for lettting have the game and for helping me for dueling. I promise not to beat you up anymore :D

Game FAQs Yu-Gi-Oh! World Wide Edition Message Board
Thank you guys for some informations :)

Legendary Celebi from the GameFAQs Message Board
Thanks for fixing the ritual section for me :)

Contact Information

Here's some ways you can contact me to fix or make the FAQ better. Due to randomly dumb emails I'm getting I will no longer answer anymore emails!

Message Board

I'm always found on the gamefaqs and neoseeker message board.

Email

nnguyen11490@yahoo.com

Instant Message

Yahoo Instant Messenger: nnguyen11490
AIM: ngankn11490

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Sincerely ~ nnguyen11490

