

# Yu-Gi-Oh! The Falsebound Kingdom Monster/Item FAQ

by LegacyWeaponX

Updated to v2.73 on Oct 13, 2006

FAQ/Walkthrough

Game: Yu-Gi-Oh! The Falsebound Kingdom

Platform: Gamecube

by LegacyWeaponX            Version 2.72

Version History:

11/24/03 - First Version. List of all monsters and items with locations of rare items and most monsters. Also includes monster types, along with some information on campaign missions and the second challenge mode.

12/01/03 - New Version, added location of Lava Battleguard and Moisture Creature, two very sought after monsters.

12/09/03 - Fixed annoying mistakes, most of them I think.

12/16/03 - Fixed more mistakes, added movement type to monster list, added location of Mirror Wall, changed Hard to Find Monster Section to FAQ, added more FAQs.

12/20/03 - Fixed more mistakes. Added attacks to monster list. Added Yugi Campaign Walkthrough and Walkthrough Intro. Added more to everything. Added Controls and Game Info. Reformatted everything. Added Final Campaign Walkthrough.

01/01/04 - Happy New Year!! Fixed more mistakes. Added more attacks to monster list. Added to Yugi Campaign Walkthrough. Added secrets section. Added Monster Locations by Mission section. Added Kaiba Walkthrough. Changed stuff.

01/02/04 - More corrections, added Joey's campaign.

11/21/04 - I realize I haven't updated in a long while, but this game is dying. Still, there are some minor additions and changes, nothing major. Also added some sites that are authorized to use my FAQ.

10/13/06 - This probably doesn't deserve its own version, but I edited my email address so that I don't get spammed.

Authorized sites to use this FAQ:

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

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

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

[www.cheats.de](http://www.cheats.de)

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

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

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

[dlh.net](http://dlh.net)

[www.freewebs.com/deoxysfan](http://www.freewebs.com/deoxysfan)

Any other sites with this FAQ do not have my permission. Contact me directly,

don't contact them. And is it only me, or does the former darkmagician92's FAQ look extremely similar to mine?

Also, if you wish to use my FAQ, give credit to LegacyWeaponX or animeking922.

Contact me at: animeking922[at]yahoo{dot}com

Contact me only if there is a question that is not answered in my FAQ. Absolutely no asking about Moisture Creature is allowed. Also, any questions that are answered in this FAQ will result in you being marked as spam. Finally, if something is not answered in the FAQ, then it is either in the Item FAQ, explained in the game itself, in the instruction manual, or is so unimportant that I don't feel it necessary to explain. Sorry for any inconveniences this creates.

~^\*~^\* Copyright ~^\*~^\*

+++++

Copyright 2003-2006 LegacyWeaponX. This FAQ is for personal use only. Do not steal it, as that is against the law. If you would like to use this FAQ on your website, magazine, etc, please email me first, and I may or may not give you permission.

~^\*~^\*TABLE OF CONTENTS\*~\*~^\*~

-----

- 1) Introduction
- 2) Game Info
- 3) Controls
- 4) Secrets
- 5) FAQ
- 6) Fusions and Class Changes
- 7) Monster Info
- 8) Monster Locations by Mission
- 9) Item List
- 10) Walkthrough Intro
- 11) Yugi Campaign Walkthrough
- 12) Kaiba Campaign Walkthrough
- 13) Final Campaign Walkthrough
- 14) Joey Campaign Walkthrough
- 15) Challenge Mode Walkthrough
- 17) Thanks/Sources
- 18) What to Expect for this FAQ

=====

\*~\*~\*~\* Introduction \*~\*~\*~\*

First off, thanks for choosing to read my guide. This is my first FAQ, so if something isn't right, please email me and tell me to correct it. I recently fixed a bunch of mistakes, but more will surely appear, so if you catch one, email me. Also tell me what you want for the next edition of my guide. This FAQ will hopefully end all the questions about what monster is where and why you can't find it, where this item is, why you can't beat something... you get the idea.

I am assuming you know how to play already, and if you don't, read the instruction manual. I also assume you know that there is a third story, Joey's, after beating the first two. Also, as far as monsters go, if you miss them, you can always replay a story by loading the game and choosing a story after you finish your current one.

There are many people on the message boards who ask repetitive questions. I don't want my email blocked off because of people who don't look at my guide first. Please, check here, and if you're sure it's not here, email me. I currently have no info on attacks or the first challenge mode, or abilities. If I read any emails that are ignorant and rude, I will ignore any further emails. If I direct you to this page, please look here before you email me about the game.

Also, do not email me stupid questions or annoying questions (or comments) such as (these aren't real, just examples):

Why doesn't Yugi start with Dark Magician?

I know Bickuribox has a special, but you don't have it listed! Find it and tell me!

Your guide is horrible!

You said [blank] was here! It isn't! Where is it?

If you do ask any similar questions, I will mark all further emails from you as spam. Questions not relating to the game but relating to Yu-Gi-Oh! are fine. No questions asking "Should I buy the game?" either!

Oh, one more thing to add. This is NOT the card game. It has nothing to do with the Yu-Gi-Oh! TCG game whatsoever. It is a strategy RPG with turn based battles.

Just for common knowledge, the card game Magic: The Gathering (which I play) has sued Yugi for the term "Magic Cards". As of now, they are referred to as "Spell Cards". This game is unaffected by that, but if you email me about the card game, use correct information.

=====

\*~==~==\* Game Info \*~==~==\*

The game is divided into many parts. This focuses on mission info. I hope it helps to clear some things up for the game. Be sure to read it BEFORE reading the Walkthroughs. If you need anything else cleared up, email me, and I will post it here.

You should have read the instruction manual. Read it, and then read this to clear things up.

- Battle scores are only used if all monsters run out of AP before one team is vanquished.

- With swap mode on, monsters will switch places after a battle. The winner keeps going. The loser waits for five seconds and keeps going. If the loser was wiped out, he vanishes, and appears 5 game hours later at the main base.

- With swap mode off, the loser goes back to where he/she was before, the

winner keeps going. If the loser was wiped out, he vanishes and regenerates 5 hours later.

- Combo special attacks require AP from all involved.
- Levels, items retrieved, gold, etc. are carried over even if you lose.
- All monsters in a team will gain exp even if they fused, didn't fight, etc. However, the more they fight, the more exp they gain.
- There are three campaigns, Yugi, Kaiba, and Joey, which is unlocked after Yugi and Kaiba's are beaten.
- After approximately 5 hours after enemies are defeated, they come back at half health.
- The last level of Yugi and Kaiba's campaigns feature a battle with their rival's god.
- After playing either Yugi's or Kaiba's campaign first, no matter what you play next, you must fight the god at the end twice, both times being stronger than usual (not Joey's).
- Losing conditions almost always include losing you Main Base or Main Character.
- Winning condition almost always include liberating the enemy Main Base.
- Objectives are given at the beginning of mission, so pay attention.
- Losing purposely is useful sometimes, as your monsters and marshals retain their levels.
- The level of enemies monsters depends on how many campaigns you have beaten:  
  
Lv. 1: Whichever campaign you start with, all your monsters and enemy monsters are level 1-2 in the first mission.  
  
Lv. 31: After your first campaign (Yugi/Kaiba), you can choose either one again. No matter which you pick, enemy monsters in the first mission are level 31-32.  
  
Lv. 61: After beating both Kaiba's and Yugi's campaign, you play any of the three. The lowest level monster you start with at the beginning and the lowest level monster in mission 1 is 61.  
  
Lv. 91: After beating Joey's campaign, no matter whose you play next, the lowest level monster in mission 1 is 91 (this is extremely hard, so I suggest playing Kaiba's and Yugi's a couple of times before Joey's).
- Whichever monster is your lead monster (A button position), his/her/its movement type will be your movement type for the campaign.
- Remember that the more hearts a base has, the more cooperative it is, and the faster your teams heal. The levels are (from 5 to 0): Subjugated, Cooperation, Peaceful, Disfriendly, Defiant, Rebellious.
- Also, the number of stars a base has, the more your monsters stats increase when enemy teams attack you base. 4 is the highest, 1 is the lowest.

- Equipment --- very useful. They are:

Anti-Ground Cannon - These take away about three-fourths of a ground team's full health. Red bar must be fully charged, enemy must be in range.

Anti-Air Cannon - These take away about three-fourths of a flying team's full health. Red bar must be fully charged, enemy must be in range.

Barricade - These raise your monsters stats even higher when battling in your base.

Watch Tower - These double the range of Cannons.

Healer - Enables the healing command. Very useful. Healing does cost money, though.

Trade Union - Trader will always be in the base.

Supply Unit - Enables replenish command, allowing you to restock items for gold.

- During battles, your monsters may gain levels, AP, attack, defense, LP, abilities, attacks, and their and your marshal's compatibility orb may change colors to better match each other.

- The defending marshal of a base is the last one that entered. If you want a specific marshal to fight, send him/her out, then back in.

=====

\*~::~~::~\* Controls \*~::~~::~\*

There's been a high demand for controls. Here they are:

Main Menu:

Start: Go to Game Selection Screen

Game Selection Screen:

Control Stick: Highlight Game

A: Select Game

Here, you can choose New Game or Load Game. Then, continue on to pick Story Mode or Challenge Mode. Loading Challenge Mode is available after beating all three stories.

Dialogue:

A: Continue dialogue

World Map Screen:

Start: Start Mission

A: Go to Marshal Select Screen

Y: Options

Z: Save

This is the only place you can change options and save. You can change the sound and the Swap Mode. Swap decides what happens after fighting an enemy. If you turn it on, after losing, you switch places and wait five seconds. If turned off, you go back to where you were before.

#### Marshal Selection Screen:

I will now explain in detail what to do. Use the control stick/pad to highlight a marshal. You can now view the marshal's data. Press A to enter the Team Selection Screen. Press B to exit to World Map. Press X to select or de-select a marshal. You cannot de-select marshals with a "GO" mark in red. There are must use marshals. Press Y to view info for a marshal's monsters. Use the Control stick/pad to highlight a monster and view its info. Use L/R to change special info displayed, Battlearts, Abilities, and Items. Press A to focus in on the special info displayed. You can still use L/R to change this. Press B to exit out of each screen.

#### Team Creation Screen:

Now things get complicated. Press Left/Right on Control Stick/Pad to select a position. Press A to go to monster catalog. Select a monster with the Control Pad and press A, replacing the current monster in that position. The front position is that of the lead monster, the one you see in the Field.

In the monster catalog, hit A to select. Up and down on the Control Stick scroll, while the control pad selects. L/R changes display type, which are numerical, alphabetic, type, level, LP, attack, defense, AP, and Compatibility. Hit X to display secondary information. Hold X and then press L/R to change secondary info displayed. Press B to exit monster catalog.

In the Team Creation Screen, hit X to remove a monster from a team. It goes back to the catalog. Press Z to equip items. Here, you can press up/down on the Control Stick to scroll, and use the control pad to select. Press A to equip. Press X to use Class Change items. Press B to exit item selection.

Whenever your cursor goes over something, such as an item, an ability, an attack, etc., an info box appears to tell you about it. Attacks in yellow have info boxes, white attacks don't, they only damage.

In this screen, you can't press Y for info, but by highlighting a monster, you can still view its info, and press L/R to change special info. However, you cannot zoom in on special info.

#### Field Controls:

After pressing Start on the Map Screen, you begin the mission. Scroll through any dialogue, but pay careful attention to the Objectives Box. This shows you the winning and losing conditions. Press A to continue. Press A in the field to select a monster, a base, etc. When selecting a marshal, use the control stick and press A again to set movement. When selecting an enemy base or marshal, you can view its info. When selecting a friendly base, you can view the info. You can also choose a number of commands. They can only be used if a marshal is present. They are:

Team Command: Move a stationed team.

Equipment: Build various Equipment. See Campaign Info.

Replenish: Replenish items if Supply Unit is built. Cannot replenish gods. Costs gold.

Trader: Buy items if Trader is in. Trader is always in if Trade Union is built.

Healing: Heal monsters if Healer is built. Costs gold.

Press Y to view info on a team. This works like info in the Marshal Select Screen, except you must press Y again to view monsters. Press Start to Pause the game, but you cannot do anything when the game is paused. Press Z to go to

Icon Mode. That's a whole new story.

When two marshals meet in the field or a marshal enters an occupied base, a battle begins. That is also another story.

Moving the C-stick zooms the camera and also shifts it. X changes cursor size.

#### Icon Mode:

Use the Z button in the field to enter Icon Mode. Note that this does not pause the game. Start still pauses. You can now use Left and Right on the Control Stick/Pad to select P (player), E (enemy), or C (base/castle). Highlight one, then use Up/Down to select a marshal/base. If a marshal has a red "X" over him/her, he/she is out of commission. They will come back in the main base after 5 hours of game time (see next Section). Additionally, the local map enlarges. The selected monsters appear below the map, and the marshal picture appears to the right of the marshal icons, below the info icons.

With a friendly marshal, press A to move them to an marshal's current position, or any base. Press X to select multiple marshals, press A while highlighting a selected marshal to choose a target. Press Y to view info. Press Y again to zoom in on a monster selected with the control stick/pad. This mode does not zoom on special info. Press R to focus on one marshal, L while focusing to stop. X-selected marshals appear to the right of the marshal picture.

With an enemy marshal, press Y to view info, then Y again to view monsters. L/R do the same things. A does nothing, and you cannot move them.

Selecting a base is different. All you do is view the base info.

Press Z again to return to 3-D mode.

#### Battle Controls:

Battles are turn-based. There are many controls. Start displays the current score of the marshals. A is attack, and you must choose which monster to attack by hitting A, Y, or X. Z is special attack. C-stick moves the enemy status window. Y lets you view info on the monsters. X lets you use items. L is escape. R is defend. B is wait. L/R is Zoom In/Out respectively.

I don't believe I missed any, but if I did, tell me.

=====  
\*~==~==\* Secrets \*~==~==\*

Here are some tidbits of random information that must be unlocked or such.

- Pressing up, up, down, down, left, right, left, right, B, A, in an empty area of the field gives you 537 gold.
- After playing Yugi's and Kaiba's campaigns, Joey's is unlocked.
- After beating all three campaigns, a second challenge mode is unlocked.
- After beating either the Yugi/Kaiba's campaign once, then playing either one again, you must fight not only DarkNite with a level 1 god, but also his alter-ego, NiteMare, with a level 99 god.

Not that many secrets, are there?

There are several glitches in the game.

- When finding Gamma the Magnet Warrior, it says you find Gamma, then says that Alpha the Magnet Warrior joins your party, even though Gamma does.

- This only happened to me, but in Hollowed Land of Ishtar (Yugi), after my first battle, a giant something covered half of my screen, and all the colors went wacky, such as land disappearing and water becoming tan, while everything else was screwed up. The battles were unaffected, and it went back to normal after the mission. The thing that covered my screen had strange writing on it.

- In Dragon Lair, after beating Buster Blader, both Icon Mode and the map said that the Lord of Burrow was where Buster was, but he wasn't.

If you have any other glitches, tell me and I will post them here.

=====

\*~==~==\* FAQ \*~==~==\*

Q: Why can't I find baby dragon? I can't find it in the mountains southwest of Beyzon in "Refugees" (Yugi's campaign)!

A: Go to where the mountains are beginning to align with the river with Joey! You must go with Joey!

Q: Where is Cosmo Queen?

A: Cosmo Queen is a fusion of Mystical Elf and Dark Elf. I don't know why the computer gets them, probably to make the game harder.

Q: Where are the Gemini Elves? The one in Yugi's campaign won't join me!

A: Find the one in Joey's campaign in "Minion of Darkness". She is in Tower-Deneb.

Q: Where is King of Yamimakai?

A: Play Yugi's story for a second time, and you get him and the Reaper of the Cards by beating Darkness. Also, if you have changed Dark Magician into Magician of Black Chaos, you will get Dark Magician, then the next time you play this mission, you get the two monsters

Q: How do I get the Blue Eyes White Dragons?

A: Beat the Kaiba Mission, "Dragon Lair".

Q: Where do I get Moisture Creature?

A: Yes! This location has been emailed to me, and has been confirmed by me and many other people. Look in my monster list.

Q: Where do I get Lava Battleguard?

A: Finally! Thanks to Fan of Everything on the GameFAQs Message Boards, we finally know. Put Swamp Battleguard as your lead monster in Kaiba's mission



"Raid". Move along the mountains edge, which are just to the right of the river and south of Beyzon. Somewhere along the way, Lava Battleguard will appear and talk to his little brother, Swamp Battleguard. He will then join you.

Q: How can I put the pieces of Exodia together and where are they?

A: Exodia isn't in this game, neither is Exodia Necros, neither is Dark Necrofear.

Q: What is [monster]'s [attack/ability]?

A: I will have that section up soon. For now, check challenge mode. It has all the monsters but Moisture Creature and fusions.

Q: When does [monster] learn [attack/ability]

A: I don't know. Please, check the first challenge mode to find that information. Check the challenge mode section.

Q: I still can't find this monster. What do I do?

A: Check at least 3 times. Make sure you followed my directions. Then, email me or ask someone else.

Q: Where can I find [item]?

A: You'll have to wait a bit for my complete item location list. Most of them are pretty common. Just check.

Q: Why is my monster so slow?

A: Monster speed depend on compatibility and just which monster it is.

Q: Why is my monster's circle so small/big.

A: Depends on which monster it is. Dragons have big circles. Spellcasters often have circles their size.

Q: How do I summon gods without that crystalline field?

A: You can't. That was probably a last minute change.

Q: When will I be able to use gods and fusions in my teams?

A: You can't. You must use the item/fuse them.

Q: What are the stats of [monster]?

A: I don't know. It will depend on level, compatibility, how you trained them, items... too many things. The beginning stats will change, so there's no need for those.

Q: What are the AR codes?

A: I don't think codes are necessary for this game, since everything has been found. If you want them, look in The Camel's topic on GameFAQs.

Q: What are the movement types?

A: W, walking/ground, F, flying/aerial, and S, swimming/sea.

Q: What does the movement type P stand for?

A: There is no such thing.

Q: What do the movement types do?

A: They help determine a monster's speed in the field, and what cannons they are affected by. Flying is usually faster, Walking is usually in between, and Swimming is relatively slow. Walking is affected by Anti-Ground Cannons, Flying is affected by Anti-Air Cannons, and Swimming is affected by no cannons.

Q: Can I replay a mission?

A: Yes, but you must first beat the current campaign, then load the campaign that holds the mission you wish to play.

Q: Do fusions/class changes last forever?

A: Fusions last one battle. Class changes never wear off.

=====

\*~==~==\* Fusions and Class Changes \*~==~==\*

Class Change items are hard to find. I will include where they are in my items section.

Black Luster Ritual: Gives the power of Chaos to Dark Magician and Gaia the Fierce Knight

Call of the Grave: Changes Zanki and Crawling Dragon into the undead

Cocoon of Evolution: Forces Larvae Moth through a metamorphosis

Metalmorph: Metalizes Red Eyes Black Metal Dragon and Zoa

To use class change items, go to the item select screen. Select the item and press the "X" button to use it. The monsters that can go through class changes and what they become are as follows:

Dark Magician + Black Luster Ritual = Magician of Black Chaos

Note: You cannot use Black Luster Ritual on Dark Magician #2

Gaia the Fierce Knight + Black Luster Ritual = Black Luster Soldier

Crawling Dragon + Call of the Grave = Dragon Zombie

Zanki + Call of the Grave = Armored Zombie

Larvae Moth + Cocoon of Evolution = Perfectly Ultimate Great Moth

Zoa + Metalmorph = Metalzoa

Red Eyes Black Dragon + Metalmorph = Red Eyes Black Metal Dragon

Some monsters can also use the item polymerization to fuse into a stronger and bigger monster. These last until the end of the battle. All you do is equip a monster able to fuse with a polymerization in the monster select screen. They can be used once per mission, and as always, you can equip more, and they will all be replenished after a mission. If there are two monsters, you will have to hit the corresponding key to select one. If there are three, it is automatic. The fusion monsters are:

Summoned Skull + Red Eyes Black Dragon = Black Skull Dragon

Blue Eyes White Dragons --- Azrael + Ibris + Djibril = Blue Eyes Ultimate Dragon

Gazelle the King of the Mythical Beasts + Berfomet = Chimera the Flying Mythical Beast

Mystical Elf + Dark Elf = Cosmo Queen

Wing Eagle + Mavelus = Crimson Sunbird

Gaia the Fierce Knight + Curse of Dragon = Gaia the Dragon Champion

Sanga of Thunder + Suijin + Kazejin = Gate Guardian

Meteor Dragon + Red Eyes Black Dragon = Meteor Black Dragon

Mystic Horseman + Battle Ox = Rabid Horseman

Baby Dragon + Time Wizard = Thousand Dragon

Two-Headed King Rex + Thunder Dragon = Twin-Headed Thunder Dragon

Magnet Warriors --- Alpha + Beta + Gamma = Valkyrion the Magna Warrior

=====

\*~==~==\* Monster Info \*~==~==\*

I will format my monster list like this, in alphabetical order:

Monster Name --- Monster Number

Monster Type

Campaign/Story Monster is found in

Detailed description of location/what I did to find it

Movement type (W/F/S)

A-attack/normal attack

A-attack effect (if any)

Z-attack/special attack (if any)

Z-attack effect (if any)

V-attack/God vs. God (Obelisk the Tormentor only)

V-attack description.

Let me make this clear. The V-attack only exists when Obelisk faces another god. His special becomes normal, his V becomes special, and his normal attack disappears.

All monsters have normal attacks. Some normal attacks have extra effects. Some monsters also have special attacks. Normal attacks will be listed. Normal attack effects will be listed under them. Special attacks will have a Z to indicate it. Those abilities go under them as well.

Remember that all normal attacks do damage. Also, whenever "opponent" is written in this section, it means the monster your monster is attacking.

Do not email me asking for the level any attack/ability is learned. I will have that up later.

Whenever you use an item to upgrade a monster, you can no longer use the original. If this happens, play through the campaign again after you beat it, then get the monster again. Same goes if you miss a monster, so don't worry.

Alpha the Magnet Warrior --- 168

Machine

Yugi

Mission: "Dream World". Joins your party after liberating Memory-Bridge

W

Magnetic Sky Sword

Inflict heavy damage on machine monsters

Ansatsu --- 062

Warrior

Yugi

Bakura starts with him

W

Misty Ninja Slash

Aqua Dragon --- 024

Dragon

Yugi

Mission: "Scorched". On the east coast, north of Tsughut

S

Aqua Breath

Aqua Madoor --- 045

Spellcaster

Joey

Tea's team starts with him

W

Aqua Pressure

Z - Tidal Wave

Deal damage to all enemies

Armored Lizard --- 093

Beast

Kaiba

Mokuba starts with him

W

Battle Arts Claw

Armored Zombie --- 130

Darklands

N/A

Use Call of the Grave on Zanki

W

Skull Shredder  
Paralyzes opponent

Axe Raider --- 060  
Warrior  
Joey  
Joey starts with him  
W  
Crushing Axe

Black Skull Dragon --- 009  
Dragon  
N/A  
Fuse Summoned Skull and Red Eyes Black Dragon  
F  
Meteor Flare  
Good chance of decreasing opponent's Action Points

Baby Dragon --- 014  
Dragon  
Yugi  
Mission: "Refugees". After rescuing Tea, send Joey over to the mountains southwest of Beyzon where the mountains are almost at the point where they begin to align with the river. You MUST SEND JOEY!  
F  
Fire Breath

Barrel Dragon --- 161  
Machine  
Kaiba  
Mission: "Bandits Again". Joins your party after defeating Bandit Keith.  
F  
Blast Cannon Shot

Basic Insect --- 086  
Beast  
Kaiba  
Weevil starts with it  
W  
Soldier Spike  
Z - Insect Fire Cannon  
Inflicts damage on all enemies and requires Insect Cannon Armor

Battle Ox --- 068  
Warrior  
Joey  
Mission: "Outnumbered?". Directly north of Ru-Ma-Pann.  
W  
Axe Crusher

Beast of Gilfer --- 152  
Darklands  
Yugi  
Mission: "Badlands" In the mountains between Researcher Guild and Tower-Deneb. Seems to span across all the way to the plains between Tower-Pegasi and Tower-Deneb.  
W  
Gilfer Flame  
Z - Gilfer Soul  
Raises own attack

Beastking of the Swamps --- 097

Beast

Yugi

Bakura starts with him

W

Swamp Mist

Poisons opponent

Beaver Warrior --- 069

Warrior

Yugi

Shimon starts with him

W

Rodent Sword

Berfomet --- 153

Darklands

Kaiba

Mission: "Hand of Fire". South of Ru-Ma-Pann. NOTE: I found it when I was walking a small bit in from the northeastern edge of the forest, not that close to Ru-Ma-Pann.

F

Plain Dash

Beta the Magnet Warrior --- 169

Machine

Yugi

Mission: "Secret Power". Found after liberating Phyto-Rente

W

Electromagnetic Punch

Inflict heavy damage on machine monsters

Bickuribox --- 146

Darklands

Kaiba

Pegasus starts with him

W

Abyss Crown

Big Insect --- 085

Beast

Kaiba

Weevil starts with it

W

Ant Acid

Blackland Fire Dragon --- 006

Dragon

Yugi

Mission:: "War Campaign". Joins your party after you beat the mission

W

Flame Gale

Black Luster Soldier --- 052

Soldier

N/A

Use Black Luster Ritual on Gaia the Fierce Knight

W

Chaos Blade

Blue-Eyes Ultimate Dragon --- 004

Dragon

N/A

Fuse together the three Blue-Eyes White Dragons

F

Ultimate Burst

Z - Ultimate Burst

Deal damage to all enemies

Blue-Eyes White Dragon (Azrael) --- 000

Dragon

Kaiba

Mission: "Dragon Lair". Joins you after liberating Burrow.

F

Destructive Burst Stream

Blue-Eyes White Dragon (Djibril) --- 002

Dragon

Kaiba

Mission: "Dragon Lair". Joins you after liberating Burrow.

F

Destructive Burst Stream

Blue-Eyes White Dragon (Ibris) --- 001

Dragon

Kaiba

Mission: "Dragon Lair". Joins you after liberating Burrow.

F

Destructive Burst Stream

Buster Blader --- 076

Warrior

Kaiba

Mission: "Dragon Lair". Directly northeast of Den. You'll meet him by straying west a bit when going from Dragon-Gate to Den.

W

Ruin Ray

Inflicts massive damage to dragons.

Castle of Dark Illusions --- 139

Darklands

Kaiba

Mission: "Banishment". Far south of Pleasure Town in the forest.

F

Reef of Darkness

Z - Dark Vanishing Mist

Blinds all enemies

Celtic Guardian --- 059

Warrior

Yugi

Yugi starts with him

W

Faerie Blade Slash

Chimera the Flying Mythical Beast --- 081

Beast

N/A

Fuse together Gazelle the King of Mythical Beasts and Berfomet.

W  
Chimera Impact Dash  
Enemy unable to dodge

Cosmo Queen --- 039  
Spellcaster  
N/A  
Fuse together Dark Elf and Mystical Elf.

W  
Shadow Master

Crawling Dragon --- 012  
Dragon  
Kaiba  
Kaiba starts with him  
W  
Flame Blast

Crimson Sunbird --- 083  
Beast  
N/A  
Fuse together Mavelus and Wing Eagle.  
F  
Soaring Sun  
Enemy unable to dodge

Curse of Dragon --- 007  
Dragon  
Yugi  
Mai starts with him  
F  
Shadow Flame  
Inflict heavy damage on beasts

Cyber Commander --- 158  
Machine  
Kaiba  
Mission: "Dragon Lair". Directly northeast of Den. You'll meet him by straying west a bit when going from Dragon-Gate to Den.

W  
Overdrive Spray  
Z - All Out Charge  
Power up all team monsters

Cyber Saurus --- 172  
Machine  
Yugi  
Espa Roba starts with him  
W  
Left Arm Cannon

Cyber Soldier --- 157  
Machine  
Joey  
Joey starts with him  
W  
Flamethrower

Dancing Elf --- 115  
Spirit



Yugi  
Tea starts with her  
F  
Elven Arrow  
Enemy unable to dodge  
Z - Screen Mist  
Blind all enemies

Dark Chimera --- 142  
Darklands  
Kaiba  
Labyrinth Ruler starts with it  
F  
Absolute Shadow

Dark Elf --- 040  
Spellcaster  
Yugi  
Mission: "Spellcaster". Joins your party after rescuing Tea.  
W  
Magic Cannon  
Z - Word of Spirit Stealing  
Decrease attack of one enemy monster

Dark King of the Abyss --- 143  
Darklands  
Kaiba  
Marthis starts with him  
W  
Inferno Trial  
Z - Oblivion Stare  
Deal damage and lower attack of all enemies

Dark Magician --- 033  
Spellcaster  
Yugi  
Mission: "Badlands". Joins your party after beating the mission.  
W  
Dark Magic  
Z - Dark Burning Magic  
Powerful Dark Magician Girl Combo that does massive damage to all enemies

Dark Magician #2 --- 050  
Spellcaster  
Yugi  
Mission: "A Lost Cause". Joins your party after beating the mission.  
W  
Dark Magic  
Z - Dark Burning Magic  
Powerful Dark Magician Girl Combo that does massive damage to all enemies

Dark Magician Girl --- 034  
Spellcaster  
Yugi  
Mission: "Counter Attack". How she joins is unclear. She should join after Ru-Ma-Pann and Seirauna is liberated. It is almost certain Dark Magician must be somewhere in someone's team who is in the campaign. It may also be a time limit, and if the campaign is won before that time, she joins automatically.  
W  
Murky burning

Dark Plant --- 120  
Spirit  
Kaiba  
Marthis starts with it  
W  
Bad Breath  
Poison opponent

Dark Rabbit --- 078  
Beast  
Kaiba  
Pegasus starts with it  
W  
Spinning Dynamite Punch  
Good chance of lowering opponent's Action Points

Dark Witch --- 114  
Spirit  
Yugi  
Tea starts with her  
F  
Midgard Volt

Dharma Cannon --- 159  
Machine  
Joey  
Jusell starts with it  
W  
Cannon Fire

Dragon Piper --- 047  
Spellcaster  
Yugi  
Mission: "Secret Power". South of Jenonnva.  
W  
Witch Probe  
Paralyzes enemy  
Z - Check Release  
Reverse all status changes

Dragon Seeker --- 148  
Darklands  
Joey  
Mission: "Outnumbered?". Directly north of Ru-Ma-Pann.  
F  
Dragon Carnage  
Inflict heavy damage on dragons

Dragon Zombie --- 131  
Darklands  
N/A  
Use Call of the Grave on Crawling Dragon.  
W  
Withering Whisper  
Poison opponent

Dunames Dark Witch --- 123  
Spirit  
Kaiba

Ishizu starts with her  
F  
Valhalla Arrow  
Z - Justice Flash  
Deal damage to all Darklands monsters

Dungeon Worm --- 090  
Beast  
Joey  
Tristan starts with it  
W  
Worm Blaze  
Poison opponent

Embodiment of Apophis --- 124  
Spirit  
Joey  
Malaikura starts with it  
W  
Guardian Blade

Enchanting Mermaid --- 116  
Spirit  
Yugi  
Mission: "Turbulent Waters". East of Van-Lova.  
S  
High Tide  
Z - Flood Storm  
Deal damage to all enemies

Fairy's Gift --- 110  
Spirit  
Joey  
Malaikura starts with her  
F  
Faerie Arrow  
Enemy unable to dodge  
Z - Healing Grace  
Heal all team monsters

Feral Imp --- 135  
Darklands  
Yugi  
Yugi starts with it  
F  
Shadow Claw

Fiend Kraken  
Beast  
Yugi  
Mako starts with it  
S  
Skid Breath  
Blind opponent

Flame Cerebrus --- 117  
Spirit  
Joey  
Mission: "Quick Attack". South west of Beyzon where the mountains are beginning to align with the river. Same place as Baby Dragon.

W  
Abyss Fire

Flame Swordsman --- 054  
Warrior  
Yugi  
Joey starts with him

W  
Flaming War Sword  
Z - Salamandra

Fortress Whale --- 154  
Machine  
Yugi  
Mission: "Scorched". On the east coast, north of Tsughut.  
S  
Whale Hail

Gaia the Fierce Knight --- 058  
Warrior  
Yugi  
Mission: "Face Off". Exact Center of the lake.  
W  
Spiral Shaver

Gaia the Dragon Champion --- 016  
Dragon  
N/A  
Fuse together Gaia the Fierce Knight and Curse of Dragon  
F  
Gale Force Charge  
Enemy unable to dodge

Gamma the Magnet Warrior --- 170  
Machine  
Kaiba  
Mission: "Framed". Northwest of Beyzon, all the way north, just east of the river.  
W  
Hyper Magnetic Wave  
Inflict heavy damage on machine monsters

Garoozis --- 066  
Warrior  
Kaiba  
Mission: "Sever the Supply Line". Directly east of Norvey in the forest.  
W  
Crushing Axe

Gate Guardian --- 108  
Spirit  
N/A  
Fuse together the Gate Guardian Pieces: Sanga of Thunder, Kazejin and Suijin.  
W

Gazelle the King of Mythical Beasts --- 080  
Beast  
Yugi  
Tristan starts with him  
W

Leopard Claw

Gemini Elf (Kachua) --- 048

Spellcaster

Joey

Mission: "Minion of Darkness". Automatically joins your party after liberating Tower-Deneb in search of her sister.

W

Magic Ray

Enemy unable to dodge

Z - Gemini Double Radiation

A combo attack with both Gemini sisters dealing heavy damage to all enemies

Gemini Elf (Lora) --- 049

Spellcaster

Yugi

Mission: "Crucial Battle". Found after liberating Dyovann with Gemini Elf (Kachua) in your team.

W

Light Arrow

Enemy unable to dodge

Z - Gemini Double Radiation

A combo attack with both Gemini sisters dealing heavy damage to all enemies

Ghoul with an Appetite --- 134

Darklands

Joey

Jusell starts with him

W

Acid Mist

Giant Mech Soldier --- 166

Machine

Yugi

Espa Roba starts with it

W

Machinery Cutter

Giant Red Seasnake --- 098

Beast

Kaiba

Mission: "Full-Scale Offensive". Go to the west coast of Thor-Mount, and then go directly north.

S

Aqua Breath

Giant Soldier of Stone --- 118

Spirit

Yugi

Tristan starts with him

W

Stone Splitter Sword

Giltia the D. Knight --- 051

Warrior

Yugi

Joey starts with him

W

Soul Spear

Z - Celestial Punishment

Inflict damage on all Darklands monsters

Gyakuteno Megami --- 112

Spirit

Yugi

Tea starts with her

W

Starlight Shot

Enemy unable to dodge

Z - Reversal Benediction

Power up all team monsters

Hane-Hane --- 111

Spirit

Yugi

Mission: "Fury of the Empire". South of Croethe in the forest.

W

Hack Attack

Z - Turnover Tornado

Deal damage to all enemies

Harpie Lady (Airo) --- 102

Beast

Yugi

Mai starts with her

F

Scratch Crusher

Z - Triangle Ecstasy Spark

A Harpie Lady combo attack that inflicts massive and colorful damage to all enemies

Harpie Lady (Keraino) --- 104

Beast

Yugi

Mission: "Banishment". Found after liberating Kaepe-Town.

F

Scratch Crusher

Z - Triangle Ecstasy Spark

A Harpie Lady combo attack that inflicts massive and colorful damage to all enemies

Harpie Lady (Ocupete) --- 103

Beast

Yugi

Mission: "Break Free". Far south of Buizlluin, southwest of Ce-Reizo. It is south of the area where the desert becomes narrow, she will appear as a mysterious wanderer if another Harpie Lady is in you team.

F

Scratch Crusher

Z - Triangle Ecstasy Spark

A Harpie Lady combo attack that inflicts massive and colorful damage to all enemies

Harpie's Pet Dragon --- 019

Dragon

Yugi

Mai starts with her

W

Giga Saint Fire

Hercules Beetle --- 087

Beast

Kaiba

Weevil starts with it

F

Scissor Boomerang

Hitotsu-Me Giant --- 067

Warrior

Kaiba

Kaiba starts with him

W

Sledge Hammer

Horn Imp --- 037

Darklands

Yugi

Fizdis starts with him

W

Grapple Talon

Hunter Spider --- 092

Beast

Joey

Tristan starts with it

W

Hunter Claw

Illusionist Faceless Mage --- 037

Spellcaster

Joey

Jusell starts with him

W

Perplex Hex

Paralyze opponent

Z - Eye of Bewilderment

Paralyzes one enemy

Insect Queen --- 109

Spirit

Kaiba

Mission: "Bandits, Again". Found between Rottenhub and Buhr-Tos. You must go south when you are exactly in between the two towns. Be careful not to finish off Bandit Keith before getting the monster.

W

Queen's Inferno Breath

Z - Royal Jelly

Power up all team monsters

Invitation to a Dark Sleep --- 042

Spellcaster

Joey

Mission: "Raid". Found in the mountains west of Twin-Rivers. Directly west of Twin-Rivers.

W

Sleep Wave

Paralyze opponent

Z - Word of Hypnosis

Paralyze all enemies

Jellyfish --- 095

Beast

Yugi

Mako starts with it

S

Bound Thunder

Inflict heavy damage on machine monsters

Jinzo --- 167

Machine

Yugi

Espa Roba starts with him

W

Psychic Wave

Z - Cyber Energy Shock

Confuse all enemies

Judge Man --- 057

Warrior

Kaiba

Mission: "Dragon Lair". Joins your party after liberating Lair.

W

Hammer of Justice

Kairyu-Shin --- 023

Dragon

Yugi

Mako starts with him

S

Aqua Breath

Z - Tidal Wave

Deal damage to all enemies

Kaiser Dragon --- 005

Dragon

Kaiba

Mission: "Dragon Lair". Joins your party after liberating Lair.

F

Photon Stampede

Kanan the Swordmistress --- 063

Warrior

Joey

Mai starts with her

W

Precisioin Slash

Kanikabuto --- 099

Beast

Yugi

Fizdis starts with him

S

Carnack's Bubbles

Z - Bubble Breath

Deal damage to all enemies

Kazejin --- 106

Spirit

Joey



Mission: "Invincible Imperial Guard". Directly north of Ru-Ma-Pann.

W

Hurricane Strike

King of Yamimakai --- 141

Darklands

Yugi

Mission: "Badlands". When replaying Yugi's campaign, get him by beating Darkness. Only if you don't get Dark Magician (in case you Class Changed him).

W

Wave of Darkness

Kryuel --- 151

Darklands

Kaiba

Mission: "Banishment". Far south of Pleasure Town in the forest.

S

Savage Shadow Slash

Z - Dark Laser Blast

Deal damage to all enemies

Kuriboh --- 138

Darklands

Yugi

Yugi starts with him

W

Needle Sprinkler

Z - Multiple Spine Shoot

Requires Multiply and damages all enemies

Labyrinth Tank --- 155

Machine

Yugi

Mission: "Secret Power". Between Phyo-Rente and Myilluno.

W

Labyrinth Drill

Larvae Moth --- 088

Beast

Kaiba

Mission: "Bandits, Again". Found between Rottenhub and Buhr-Tos. You must go south when you are exactly in between the two towns. Be careful not to finish off Bandit Keith before getting the monster.

W

Cocoon String

Poison opponent

Launcher Spider --- 163

Machine

Kaiba

Mission: "Bandits Again". Joins your party after defeating Bandit Keith.

W

Missile Launcher

Z - Missile Blitz

Deal damage to all enemies

Lava Battleguard --- 055

Warrior

Kaiba

Mission: "Raid". Have Swamp Battleguard as the lead monster of a marshal. Move the marshal along the edge of the mountains east of the river and southwest of Beyzon. After conversing with Swamp Battleguard, he joins you.

W

Wild Spike

Z - Barbarian Double Impact

Smash open the Earth with this combo assault with Swamp Battleguard

Lord of D. --- 041

Spellcaster

Kaiba

Mission: "Dragon Lair". Joins your party after liberating Burrow.

W

Dragonsoul Summons

Enemy unable to dodge

Machine King --- 165

Machine

Yugi

Mission: "Secret Power". Joins your party after liberating Jenonnva.

W

Machine King Blaster

Z - Machine King Command Force

Power up all team monsters

Magician of Black Chaos --- 035

Spellcaster

N/A

Use Black Luster Ritual on Dark Magician.

W

Ultimate Silence

Z - Dark Burning Magic

Powerful Dark Magician Girl Combo that does massive damage to all enemies

Magician of Faith --- 032

Spellcaster

Kaiba

Ishizu starts with her

W

Rainbow Blast

Z - Resurrection

Revive all incapacitated team members

Man-Eater Bug --- 091

Beast

Yugi

Mission: "Fury of the Empire". South of Croethe in the forest.

W

Mince Mixer

Mavelus --- 082

Beast

Joey

Mai starts with her

F

Heat Wave

Z - White Hot Flames

Deal damage to all enemies

Megazowler --- 021

Dragon  
Kaiba  
Rex Raptor starts with him  
W  
Dino Impact

Metalzoa --- 156  
Machine  
N/A  
Use Metalmorph on Zoa.  
W  
Giga Break Cannon

Meteor Black Dragon --- 011  
Dragon  
N/A  
Fuse together Red-Eyes Black Dragon and Meteor Dragon.  
F  
Supernova Blaze  
Enemy unable to dodge

Meteor Dragon --- 013  
Dragon  
Kaiba  
Mission: "Dragon Lair". Joins your party after liberating Den.  
F  
Flame Meteor

Midnight Fiend --- 144  
Darklands  
Kaiba  
Bonz starts with it  
F  
Poison Twin Claws  
Poisons opponent  
Z - Laser Slicer  
Deal damage to all enemies

Millennium Golem --- 119  
Spirit  
Yugi  
Mission: "Secret Power". Joins your party after liberating Myilunno.  
W  
Thousand Volts

Moisture Creature --- 122  
Spellcaster  
Kaiba  
Mission: "Sever the Supply Line". Send Kaiba to Sweit. Once there, build a Anti-Ground Cannon and a Watch Tower. Now, send Kaiba southeast so that the dust cloud under his monster is directly on the circle. It must be extremely close. Now, follow the circle going from south to east, making sure the cloud is on the line. Eventually, Moisture Creature will show up. He is a moving roaming monster. Alternately, stay in the southeastern area of the circle and don't move a muscle. He should come eventually.  
W  
Sterilize Beam  
Enemy unable to dodge  
Z - Micro Protein Supply  
Raises own attack

Monster Tamer --- 064

Warrior

Joey

Tristan starts with him

W

Mountain Piercing Whip

Z - Beast Commands

Power up all team monsters

Mountain Warrior --- 070

Warrior

Kaiba

Mission: "Sever the Supply Line". Directly east of Norvey in the forest.

W

Assault Blow

Mystic Horseman --- 075

Warrior

Yugi

Mission: "Fury of the Empire". South of Croethe in the forest.

W

Paralysis Scythe

NOTE: does not paralyze

Mystical Beast Serket --- 125

Spirit

Joey

Mission: "Master Plan". Joins your party after defeating Odion

W

Relinquished Eater

Z - Tribute Soul

Raises own attack

Mystical Elf --- 029

Spellcaster

Joey

Tea starts with her

W

Crystal Shards

Inflict heavy damage on Darklands type monsters

Z - Fanaticism

Power up all team monsters

Neck Hunter --- 149

Darklands

Yugi

Mission: "Badlands". Found in the mountains west of Researcher Guild, spanning all the way to the area between Tower-Pegasi and Tower-Centauri.

W

Hunting Slice

Obelisk the Tormentor --- 174

Spirit

N/A

Use the Soul of Obelisk to summon this mighty behemoth.

W

Destruction Flash

Z - Omni Hand Crusher

Deal massive damage to all enemies  
V - Almighty Hand Impact  
Deal massive damage to all enemies

Octoberser --- 096

Beast

Yugi

Mission: "Turbulent Waters". Found between Tsughut and Thor-Mount.

S

Poseidon's Spear

Z - Tidal Wave

Deal damage to all enemies

Orion the Battle King --- 113

Spirit

Kaiba

Ishizu starts with her

W

Orion's Anger

Z - Moonlight Extinction

Inflicts damage and lowers attack of all enemies

Panther Warrior --- 074

Warrior

Yugi

Mission: "For that Someone Special". Joins your party after Mai defeats Joey.

W

Swift Panther Slash

Parrot Dragon --- 018

Dragon

Kaiba

Pegasus starts with him

F

Hot Tunes

Penguin Soldier --- 101

Beast

Yugi

Fizdis starts with him

W

Spinning Sword Slash

Perfectly Ultimate Great Moth --- 089

Beast

N/A

Use Cocoon of Evolution on Larvae Moth.

F

Ultimate Hurricane

Z - Phosphorous Poison

Poisons all enemies

Phantom Dewan --- 126

Darklands

Kaiba

Bonz starts with him

W

Spellbind

Paralyze opponent

Pumpkin the King of Ghosts --- 132

Darklands

Joey

Mission: "Invincible Imperial Guard". Directly north of Ru-Ma-Pann.

W

Zombie Breath

Poison opponent

Z - Zombie Energy Infusion

Power up all Darklands monsters on field

Queen of Autumn Leaves --- 121

Spirit

Kaiba

Mission: "Bandits, Again". Found between Rottenhub and Buhr-Tos. You must go south when you are exactly in between the two towns. Be careful not to finish off Bandit Keith before getting the monster.

W

Chilling Winds

Confuse opponent

Rabid Horseman - 072

Warrior

N/A

Fuse together Mystic Horseman and Battle Ox.

W

Hypersonic Axe Blade

Reaper of the Cards --- 140

Darklands

Yugi

Mission: "Badlands". When replaying Yugi's campaign, get him by beating Darkness. Only if you don't get Dark Magician (in case you Class Changed him).

W

Soul Eraser

Confuse opponent

Red-Eyes Black Dragon --- 008

Dragon

Yugi

Mission: "Phantom Blast". Joins your party after defeating Joey.

F

Dark Fireball

Z - Dark Flame Wave

Deal damage to all enemies

Red-Eyes Black Metal Dragon --- 160

Machine

N/A

Use Metalmorph on Red-Eyes Black Dragon

F

Shadow Mega Flare

Robotic Knight --- 164

Machine

Yugi

Joey starts with him

W

Blitz Fire

Z - Overdrive Random Blast

Deal damage to all enemies

Rocket Warrior --- 173

Machine

Joey

Joey starts with him

W

Boost Sword

Z - Rocket Boost Attack

Attack and lower the attack of one enemy monster.

Rogue Doll --- 031

Spellcaster

Joey

Tea starts with him

W

Glaring Chaos

Inflicts heavy damage on Darklands type monsters

Ryu-Kishin Powered --- 145

Darklands

Kaiba

Mission: "Hand of Fire". Joins your party after beating Malaikura.

F

Powered Beam

Saggi the Dark Clown --- 036

Spellcaster

Kaiba

Kaiba starts with him

W

Shadow Swoop

Sanga of the Thunder --- 105

Spirit

Yugi

Mission: "Break Free". Directly west of Ce-Reizo far over in the mountain peaks.

W

Thunder Point Blast

Sea King Dragon --- 025

Dragon

Kaiba

Mission: "Full-Scale Offensive". Go to the west coast of Thor-Mount, and then go directly north.

S

Aqua Breath

Seiyaryu --- 003

Dragon

Kaiba

Mission: "Dragon Lair". Joins your party after liberating Hall.

F

Shining Plasma

Enemy unable to dodge

Z - Fusion Force Ray

Deal damage to all enemies

Sengenjin --- 073

Beast

Joey

Mission: "Quick Attack". South west of Beyzon where the mountains are beginning to align with the river. Same place as Baby Dragon.

W

Giga Crusher

Serpent Night Dragon --- 010

Dragon

Joey

Mission: "Raid". Found in the mountains west of Twin-Rivers. Directly west of Twin-Rivers.

F

Shatter

Good chance to reduce opponent's Action Points

Shadow Ghoul --- 133

Darklands

Kaiba

Labyrinth Ruler starts with it

W

Split Maze

Shadow Specter --- 127

Darklands

Yugi

Shimon starts with him

W

Cemetery Plague

Poison opponent

Silver Fang --- 079

Beast

Yugi

Mission: "War Campaign". In the forest between Jakhud and Makhad. You'll meet him along the way.

W

Wild Sonic Storm

Skull Knight --- 038

Spellcaster

Joey

Mission: "Invincible Imperial Guard". Directly north of Ru-Ma-Pann.

W

Reaper Blast

Enemy unable to dodge

Z - Lightning Break

Deal damage to all enemies

Slifer the Sky Dragon --- 175

Spirit

N/A

Use Slifer's Orb to summon the thunderous power of this tyrannical beast.

F

Thunder Force Wave

Z - Thunderbolt Summons

Deal massive damage and lower the attack of all enemy monsters.

Slot Machine --- 162

Machine



Kaiba

Mission: "Bandits Again". Joins your party after defeating Bandit Keith.

W

Plasma Laser Cannon

Spike Seadra --- 026

Dragon

Kaiba

Mission: "Full-Scale Offensive". Go to the west coast of Thor-Mount, and then go directly north.

S

Spike Shoot

Z - Battery Blast

Deal damage to all enemies and inflicts heavy damage on Machine monsters

Stuffed Animal --- 077

Beast

Yugi

Bakura starts with it

W

Big Bite

Suijin --- 107

Spirit

Yugi

Mission: "Scorched". On the east coast, north of Tsughut.

W

Raging Waters

Summoned Skull --- 136

Darklands

Yugi

Mission: "Badlands". Joins you after defeating him at Tower-Pegasi.

W

Dark Lighting

Inflicts heavy damage on Machine monsters

Swamp Battleguard --- 056

Warrior

Joey

Mission: "Outnumbered?". Directly north of Ru-Ma-Pann.

W

Wild Smash

Z - Barbarian Double Impact

Smash open the Earth with this combo assault with Swamp Battleguard

Swordsman from a Foreign Land --- 065

Warrior

Yugi

Tristan starts with him

W

Purple Blade

Z - Mystic Linear Slice

Deal massive damage to one enemy

Swordstalker --- 053

Warrior

Joey

Mission: "Raid". Found in the mountains west of Twin-Rivers. Directly west of Twin-Rivers.

W  
Dark Slash of Resentment  
Z - Malice Pass  
Raises own attack

Tao the Chanter --- 044  
Spellcaster  
Joey  
Malaikura starts with him

W  
Ultimate Unity  
Good chance of reducing opponent's Action Points  
Z - Forbidden Elements Spell  
Lowers Action Points of all enemies

The Illusory Gentleman --- 043

Spellcaster

Yugi

Mission: "Badlands". Found in the mountains west of Researcher Guild, spanning all the way to the area between Tower-Pegasi and Tower-Centauri.

W  
Spectral Mist  
Blinds opponent  
Z - Ice Storm  
Deal damage and lower attack of all enemies

The Snake Hair --- 129

Darklands

Kaiba

Bonz starts with her

W

Stone Eyes

Paralyze opponent

The Winged Dragon of Ra --- 176

Spirit

N/A

Use the Eye of Ra to summon this enormous flying leviathan.

F

Almighty Blaze Cannon

Z - Almighty Blaze Nova

Deal massive damage to all enemies

Thousand Dragon --- 017

Dragon

N/A

Fuse together Time Wizard and Baby Dragon.

W

Thousand Point Breath

Z - Thousand Point Breath

Deal damage to all enemies

Three-Headed Geedo --- 150

Darklands

Kaiba

Mokuba starts with it

W

Razzle Dazzle

Good chance of lowering opponent's Action Points

Thunder Dragon --- 027

Dragon

Kaiba

Mission: "Dragon Lair". Joins you after liberating Nest.

F

Shock Blast

Inflict heavy damage on Machine monsters

Tiger Axe --- 071

Warrior

Kaiba

Mission: "Lord of the Plains". Joins you after you defeat him after you liberate Khutamonn.

W

Tiger Grasp

Time Wizard --- 030

Spellcaster

Yugi

Mission: "Spellcaster". Joins your party after liberating Researcher Guild. It also turns the clock back one day when it joins you.

W

Time Magic

Paralyze opponent

Z - Haste Spell

Increases Action Points of all team monsters

Twin-Headed Thunder Dragon --- 028

Dragon

N/A

Fuse together Thunder Dragon and Two-Headed King Rex.

W

Thunder Flare Discharge

Inflict heavy damage on Machine monsters

Z - Charge

Raise own attack

Two-Headed King Rex --- 020

Dragon

Kaiba

Rex Raptor starts with him

W

Dino Flame

Uraby --- 022

Dragon

Kaiba

Rex Raptor starts with him

W

Wild Bite

Valkyrion the Magna Warrior --- 171

Machine

N/A

Fuse together the Magnet Warriors: Alpha, Beta, and Gamma.

W

Magnet Saber

Inflict heavy damage on Machine monsters

Water Girl --- 046

Spellcaster  
Kaiba  
Marthis starts with her  
W  
Water Tornado

Wing Eagle  
Beast  
Joey  
Mai starts with her  
F  
Sky High Assault

Winged Dragon, Guardian of the Fortress #1 --- 015  
Dragon  
Yugi  
Mission: "Strategy". Go north of Dyethruo with Yugi and the beast joins your party.  
F  
Fireball

Zanki --- 061  
Warrior  
Kaiba  
Labyrinth Ruler starts with him  
W  
Shredder

Zarigun --- 100  
Beast  
Kaiba  
Mokuba starts with him  
S  
Club Scissors

Zoa --- 147  
Darklands  
Kaiba  
Mission: "Banishment". Far south of Pleasure Town in the forest.  
W  
Soul Hunting Blow

Zombie Warrior --- 128  
Darklands  
Yugi  
Shimon starts with him  
W  
Skull Spark

=====

\*~==~==\* Monster Locations by Mission \*~==~==\*

This is what everyone wants, so here it is.

The organization will be:

Campaign -----  
Mission #: Mission Name

Monsters

How to Acquire

Mission #: Mission Name

Monsters

How to Acquire

And so on.

If monsters appears in a group, I will separate them with "/" instead of ",". I will not include monsters acquired by new marshals. If I miss any, please tell me.

These are very short descriptions. For full descriptions, see Monster Info.

Yugi Campaign -----

Mission 1: War Campaign

Silver Fang, Blackland Fire Dragon

In the forest between Makhad and Jakhud, acquired after defeating Etos

Mission 2: Fury of the Empire

Mystic Horseman/Hane-Hane/Man-Eater Bug

Forest south of Croethe.

Mission 3: Strategy

Winged Dragon, Guardian of the Fortress #1

North of Dyethruo - go with Yugi

Mission 4: Battle for Tsughut

None

Mission 5: Turbulent Waters

Octoberser, Enchanting Mermaid

Between Tsughut and Thor-Mount, east of Van-Lova

Mission 6: Badlands

Summoned Skull, Illusory Gentleman/Neck Hunter/Beast of Gilfer, Dark Magician

Tower-Pegasi, Between Tower-Pegasi and Tower-Centauri, after beating mission

Mission 7: Crucial Battle

Gemini Elf (Lora)

In Dyovann, must have other elf as leader

Mission 8: Refugees

Baby Dragon

Edge of the mountains southwest of Beyzon where it begins to bend

Mission 9: Break Free

Sanga of Thunder, Harpie Lady (Ocupete)

Mountains directly west of Ce-Reizo, Southwest of Ce-Reizo having other Harpie

Mission 10: Counter Attack

Dark Magician Girl

Comes at some time during the mission, wait until she comes.

Mission 11: Spellcaster

Dark Elf

Defeat Tea

Mission 12: Phantom Blast  
Red-Eyes Black Dragon  
Defeat Joey

Mission 13: For That Someone Special  
Panther Warrior  
Defeat Joey with Mai

Mission 14: Scorched  
Fortress Whale/Suijin/Aqua Dragon  
North of Tsughut along the coast

Mission 15: Betrayal  
None

Mission 16: A Lost Cause  
Dark Magician #2  
Defeat Arkana

Mission 17: Secret Power  
Machine King, Labyrinth Tank, Dragon Piper, Beta the Magnet Warrior, Millennium  
Golem  
Liberate Jenonnva, between Phyo-Rente and Charte-Goallua, between Phyo-Rente  
and Myilluno, liberate Phyo-Rente, liberate Myilluno

Mission 18: Face Off  
Gaia the Fierce Knight  
Center of the lake

Mission 19: Banishment  
Harpie Lady (Keraino)  
Liberate Kaepe-Town

Mission 20: Hollowed Land of Ishtar  
None

Mission 21: Dream World  
Alpha the Magnet Warrior  
Liberate Memory-Bridge

Mission 22: Dark Spirit  
Obelisk the Tormentor  
Summon him from the item acquired by defeating DarkNite and Nite/Mare with a  
marshal with the Master of the Egyptian Gods ability

Kaiba Campaign -----  
Mission 1: Hand of Fire  
Berfomet  
South of Ru-Ma-Pann

Mission 2: Bandits  
None

Mission 3: Surrounded  
None

Mission 4: Framed  
Gamma the Magnet Warrior  
Northwest corner or mountains north of Beyzon

Mission 5: Lord of the Forest  
None

Mission 6: Lord of the Plains  
Tiger Axe  
Khutamonn

Mission 7: Sever the Supply Line  
Garoozis/Mountain Warrior, Moisture Creature  
East of Norvey, see Monster Info

Mission 8: Full-Scale Offensive  
Giant Red Seasnake/Sea King Dragon/Spike Seadra  
North of west coast of Thor-Mount

Mission 9: Crucial Battle  
None

Mission 10: Aid from Afar  
None

Mission 11: Going the Distance  
None

Mission 12: Raid  
Lava Battleguard  
Edge of the mountains south of Beyzon - you must have Swamp Battleguard as the  
lead monster.

Mission 13: Bandits, Again  
Insect Queen/Larvae Moth/Queen of the Autumn Leaves  
From exactly between Buhr-Tos and Rottenhub, go south

Mission 14: Dragon Lair  
Blue-Eyes White Dragon (Azrael/Djibril/Ibris)/Lord of D., Buster Blader/Cyber  
Commander, Thunder Dragon, Meteor Dragon, Seiyaryu, Judge Man/Kaiser Dragon  
Liberate Burrow, between Dragon-Gate and Den, liberate the following: Nest,  
Den, Hall, and Lair

Mission 15: Guidance  
None

Mission 16: Surprise Attack  
None

Mission 17: Face-Off  
None

Mission 18: Banishment  
Zoa/Kryuel/Castle of Dark Illusions  
Forest south of Pleasure Town

Mission 19: Hollowed Land of Ishtar  
None

Mission 20: Dream World  
None

Mission 21: Dark Spirit

Slifer the Sky Dragon

Summon him from the item acquired by defeating DarkNite and Nite/Mare with a marshal with the Master of the Egyptian Gods ability

Joey Campaign -----

Mission 1: Raid

Serpent Knight Dragon/Invitation to a Dark Sleep/Swordstalker

Directly west of Twin Rivers far in the mountains

Mission 2: Outnumbered?

Swamp Battleguard/Battle Ox/Dragon Seeker

Directly north of Ru-Ma-Pann

Mission 3: Quick Attack

Sengenjin/Flame Cerebrus

Edge of the mountains southwest of Beyzon where it begins to bend

Mission 4: Pursuit

None

Mission 5: Minion of Darkness

Gemini Elf (Kachua)

Liberate Tower-Deneb

Mission 6: Thrashed

None

Mission 7: Reversal

None

Mission 8: Master Plan

Mystical Beast Serket

Defeat Odion

Mission 9: Impostor

The Winged Dragon of Ra

Summon him from the item acquired by defeating DarkNite and Nite/Mare with a marshal with the Master of the Egyptian Gods ability

Mission 10: Invincible Imperial Guard

Kazejin/Skull Knight/Pumpkin King of Ghosts

North of Ru-Ma-Pann

=====

\*~::~~::~\* Items \*~::~~::~\*

Finally, we're done the monster section and we're moving onto items. The item section will explain what kinds of items there are, what they do, how to use them, the amt. of times they can be used, what kind of item they are, what level (for magic) they are at, the price for buying (which is from the guide and a bunch are wrong), and that's it. I'll try to correct the guide's mistakes. If an item has a star next to it, I give a location at the end of the section and consider it rare, since it is found in few places. As far as I know, all items that say "disables all special powers" in the game, it means that the item confuses them.

Magic -----



Due to lack of knowledge of magic, I will now give a lesson on the magic ability. Some monsters have the capability of learning magic. Different monsters have different magic levels learned. These will never be increased. For example, Dark Magician Girl learns level 4 magic. It will never increase to level 5. There are five levels of magic. Magic items also have levels, and there are five as well. Each level of magic allows the monster to equip and use "magic" items of that level and lower. For example, Dark Magician Girl can use magic items of levels 1-4, while Summoned Skull can only use magic items of level 2 or lower, because he learns level 2 magic. Since the highest level of magic is 5, monsters with level 5 magic can use all levels of magic. Several monsters also learn Magic Craft, which increases the effect of magic.

The items are divided into sections, then listed alphabetically.

Potions: These are used for increasing life/making barriers, etc.

Polymerization: All monsters involved are removed from battle and the fusion monster replaces them. Lasts until end of battle. Will be replenished/can use the replenish command.

Name-----	# Uses----	\$Price----	Description-----
Blue Medicine	7	200	Restores small amount of life points to one monster.
Dark Energy	7	400	Raises attack of Darklands type for one battle.
Destruction Punch	2	800	Forms Barrier B (reflects half of damage given by enemy back) around one team monster.
Dian Keto the Cure Master	1	1800	Restores all monsters to full health, in and out of battles.
Dragon Capture Jar	3	650	Paralyzes all Dragon monsters in battle.
Dragonic Fury	3	600	Raises Dragon monsters' attacks in battle, also confuses them.
Goblin's Secret Remedy	6	200	Cures all status changes of one monster.
Monster Reborn	1	750	Revives and restores half health to a fallen monster.
Polymerization	1	500	Fuses two or three monsters together in battle.
Power of Nature	4	750	Raises attack and AP of all spirit monsters for one battle.
Red Medicine	3	500	Restores full health to one team monster
Riryoku*	1	---	Absorb two team monsters' health to boost one monster's attack in battle.
Snake Fang	6	450	Poisons one enemy in battle.
Super Rejuvenation	6	500	Allows one team monster to gain health automatically in battle.
Violet Crystal	4	750	Increases the attack of Night-Adept monsters for one battle.

Equipment: These items are equipped onto monsters to increase abilities or attack, or decrease enemy abilities or attacks. There are one of each and are automatically put into effect.

Name-----	\$Price----	Description-----
Beast Fangs	500	Raises attack of Beast-type monsters by 500.
Black Pendant	900	Raises attack and damage against Spellcasters of Darklands-type monsters.
Book of Secret Arts	600	Raises attack of Spellcaster-types by 500.
Cyber Shield	700	Raises attack of any Harpie Lady by 500.
Deal of Phantom	800	Raises AP of monster by 1.
Dragonic Attack	4000	Dragon equipped with this will never miss.
Electro-Whip	900	Used by any Harpie Lady, allows attacks to paralyze enemies.
Enchanted Javelin	500	Raises damage done by to Darklands-type monsters by Spirit types.
Laser Cannon Armor	750	Raises attack by 500 and enables special attacks for Basic Insect.
Legendary Sword	500	Raises attack of Warrior-types by 500.
Multiply	900	Raises attack by 1000 and enables special attacks for Kuriboh.
Shock Shell	400	Raises attack and of Machine-type monsters and allows their attacks to confuse enemies.
Silver Bow and Arrow	800	Raises accuracy and attack by 500 for Spirit and Warrior monsters.
Sword of Dragon's Soul	500	Increases damage done to Dragons by Warrior monsters.

Magic: Magic can only be used by team members who have a magic ability. The level of the ability must be higher or equal to the magic level. The highest magic level is 5. I have checked all of these myself, and the guide, to fix its mistakes. If you find any more, tell me.

Name-----	Lv.---	# Uses---	\$Price----	Description-----
Black Shield	3	5	1200	Forms a C Barrier (halves damage done) around one team monster.
Bless of Moonlight*	3	4	---	Increases attack and AP of all Night-Adept monsters for one battle.
Chaos Blaze	3	2	1500	Increases attack of Darklands-type monsters, also confuses them
Dragon Treasure	4	6	700	Increases attack and AP for Dragon-types.
Final Flame*	4	1	---	Inflicts heavy damage on one enemy monster.
Germ Infection	2	5	200	Poisons all enemies.

Gift of the Mystical Elf	3	3	1200	Restores a great amount of life points to all team monster. As far as I've seen, restores up to 3500.
Gravity Bind*	4	2	---	Reduces attack and AP of all enemy monsters.
Hinotama	2	5	400	Inflicts damage on all enemies.
Mage Power	2	3	600	Increases attack of Spellcasters, also confuses them
Magic Jammer	3	3	800	Confuses all enemies
Mesmeric Control	3	4	800	Lowers all enemy monsters' AP and attack.
Mirror Force*	5	3	---	Forms Barrier B (reflects half of damage given by enemy back) around one team monster.
Mirror Wall*	4	3	1500	Forms Barrier A (reduces attacking enemy's attack by 100) around one team monster.
Quick Attack*	2	3	900	Raises AP of all team members.
Raigeki*	5	1	---	Inflicts massive damage to all enemies.
Raimei	4	5	500	Inflicts damage and paralyzes all enemies.
Shadow Spell	1	5	450	Paralyzes one enemy.
Solar Shine	2	7	600	Undoes status changes of monsters.
Sparks	1	3	500	Inflicts small damage and decreases AP of one enemy.
Spellbinding Circle	3	4	1200	Lowers attack and AP of one enemy.
Swords of Revealing Light	3	3	900	Paralyzes all enemies.
Yami	3	5	1000	Blinds all enemies.

Class Change: These items upgrade monsters to stronger forms. For a list of affected monsters, see the Class Change/Fusion section. All class change items can upgrade 1 monster only. I have given one or two locations, but that does NOT mean it can only be found there.

Name-----Location-----

Black Luster Ritual	Beat Mission: "Secret Power" on Yugi's campaign.
Call of the Grave	Yugi's Mission: "Crucial Battle". Build a Trade Union in Phostenn.
Cocoon of Evolution	Yugi's Mission: "Badlands" in Tower-Sirius, and Kaiba's Mission: "Crucial Battle" in Castle-Leftarm. Build Trade Union.
Metalmorph	Yugi's Mission: "Break Free". Build a Trade Union in Ce-Reizo.

Gods: Gods are summoned from items. They will take the place of all three team monsters for the battle.

Name-----#	Uses---	Description + Location-----
Eye of Ra	1	Summons Winged Dragon of Ra. Beat Marik in Joey's story (Mission: "Imposter").
Slifer's Orb	1	Summons Slifer the Sky Dragon. Beat Dark Nite and possibly Nite Mare in Kaiba's story.
Soul of Obelisk	1	Summons Obelisk the Tormentor. Beat Dark Nite and possibly Nite Mare in Yugi's story.

Locations: Locations of items marked with a \*

Name-----	Location-----
Riryoku	Beat Mission: "Secret Power" on Yugi's campaign.
Bless of Moonlight	Liberate Myilluno in Mission: "Secret Power" on Yugi's side.
Final Flame	Liberate Jenonnva in Mission: "Secret Power" on Yugi's side.
Gravity Bind	Liberate Charte-Goallua in Mission: "Secret Power" on Yugi's side.
Mirror Force	Liberate Phyo-Rente in Mission: "Secret Power" on Yugi's side.
Mirror Wall	Purchase a Trade Union in Van-Lova in Kaiba's mission "Going the distance".
Quick Attack	By a Trade Union in Sweit in Kaiba's mission: "Sever the Supply Line"
Raigeki	Beat Mission: "Secret Power" on Yugi's campaign.

~~~~~  
 \*~==~==\* Walkthrough Intro \*~==~==\*

This is just some notes on what to expect. First, read the section above. Please, as it will make the Walkthroughs so much easier to understand.

These Walkthroughs are based on my experiences. The order I went through the game was Yugi-Yugi-Kaiba-Joey (covers all stories; really, it is Yugi-Yugi-Kaiba-Joey-Yugi-Kaiba-Kaiba, but that doesn't matter). Also, I want you to know that I only trained my MAIN MARSHAL. If that doesn't suit you, just follow my guide but attack in waves. If it does suit your, or doesn't matter, follow my directions and you will succeed.

The layout of my Walkthroughs will be:

Mission #: Mission Name

Mission Notes

- Such as "Enemies begin to regenerate in this mission" or "Enemies use fusions"

Objectives (Added later)

- Winning/Losing Conditions

New available marshals

- Marshals who you can now use







New marshals:

| Name----- | Skill----- | Monsters-----                                       |
|-----------|------------|-----------------------------------------------------|
| Bakura    | None       | Ansatsu, Beastking of the Swamps,<br>Stuffed Animal |

Team Assembly: Bring everyone, since you have no other choice.

Bases:

| Name-----      | Gold--- | Size--- | HP--- | F/E/N--- | Items----- |
|----------------|---------|---------|-------|----------|------------|
| Tsughut (F)    | --      | 4       | 4     | F        |            |
| Jokhan         | 600     | 1       | 1     | N        |            |
| Van-Lova       | 400     | 1       | 1     | N        |            |
| Thor-Mount     | 400     | 1       | 1     | N        |            |
| Gigan-Syip (E) | 800     | 2       | 2     | E        |            |

Strategy:

- 1) Send Yugi to Jokhan. There, hold off and defeat the moving enemies.
- 2) Send Tristan or Bakura to Van-Lova, then east to find Enchanting Mermaid.
- 3) Send Yugi to Tsughut, then to Thor-Mount, and you will meet Octoberser along the way.
- 4) Send Yugi to liberate Gigan-Syip. Mako will now join you.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

#### Mission 6: Badlands

Notes: If you miss any monsters on this mission, restart it.

New marshals:

| Name----- | Skill----- | Monsters-----                        |
|-----------|------------|--------------------------------------|
| Mako      | Navy       | Kairyu-Shin, Fiend Kraken, Jellyfish |

Team Assembly: Bring Yugi, Shimon, and any other marshals. Have at least four.

Bases:

| Name-----             | Gold--- | Size--- | HP--- | F/E/N--- | Items----- |
|-----------------------|---------|---------|-------|----------|------------|
| Reasearcher Guild (F) | --      | 2       | 3     | F        |            |
| Tower-Deneb           | 300     | 2       | 1     | N        |            |
| Tower-Pegasi          | 300     | 1       | 1     | N        |            |
| Tower-Sirius          | 300     | 1       | 1     | N        |            |
| Tower-Centauri        | 300     | 1       | 1     | N        |            |
| Air Shrine (E)        | 400     | 1       | 0     | E        |            |

Strategy:

- 1) Quickly send Yugi to Tower-Pegasi. Send Bakura to Tower-Sirius. When Yugi arrives at Tower-Pegasi, he fights Summoned Skull. Defeat him and he joins you.
- 2) Wait at Pegasi for the enemy marshals. Defeat them. Now, send Yugi to Tower-Centauri. You may want to build a Healer at Pegasi to heal.
- 3) Along the way you fight a band of monsters. Defeat them, then liberate Centauri.
- 4) Send Shimon to Tower-Deneb.











|              |     |   |   |   |
|--------------|-----|---|---|---|
| Tsughut (F)  | --  | 4 | 1 | F |
| K-Su-Yan     | 100 | 2 | 0 | N |
| Y-Su-Wak     | 100 | 1 | 0 | E |
| Telenoes (E) | 100 | 2 | 0 | E |

Strategy:

- 1) Send Yugi north along the coast to find a band of roaming monsters. They join you after defeating them.
- 2) Send Yugi back to Tsughut, and send someone to K-Su-Yan (not Shimon).
- 3) Defeat the enemies with Yugi. If Yugi doesn't make it in time, beat the first few with Shimon.
- 4) Send Yugi to Telenoes and Shimon to Y-Su-Wak.
- 5) Defeat Strings.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Mission 15: Betrayed

Notes: This is the hardest mission in Yugi's campaign. Not because the enemies are difficult though.

Team Assembly: Replace Summoned Skull in Yugi's party with a Harpie Lady. Make Harpie the leader. You could also use Ansatsu or Dancing Elf.

Bases:

| Name-----  | Gold--- | Size--- | HP--- | F/E/N--- | Items----- |
|------------|---------|---------|-------|----------|------------|
| Makhad (F) | --      | 2       | 1     | F        |            |
| Phedon     | 100     | 1       | 4     | E        |            |
| Ruthum     | 100     | 1       | 1     | E        |            |
| Jakhud     | 100     | 2       | 0     | N        |            |

Strategy:

- 1) Send Yugi using icon mode to Jakhud immediately.
- 2) Yami Bakura moves his troops out almost immediately. You'd better move fast. If you don't get there fast enough, you lose.
- 3) Now, at Jakhud, defeat Yami Bakura. Bakura is freed. Espa Roba joins you.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Mission 16: A Lost Cause

Notes: This has nothing to do with the mission, but the guide listed Espa Roba as female, another reason why it's so bad. For those who don't know Yu-Gi-Oh!, Espa is male.

New marshals:

| Name----- | Skill----- | Monsters-----                           |
|-----------|------------|-----------------------------------------|
| Espe Roba | None       | Jinzo, Giant Mech Soldier, Cyber Saurus |

Team Assembly: Put Summoned Skull back on Yugi's team. Bring Yugi and Shimon only.

Bases:









Mission 1: Hand of Fire

Notes: As easy as Yugi's first mission, only easier with your new monsters.

Team Assembly: Given above. Bring Kaiba and Marthis only.

Strategy:

- 1) Send Kaiba to Ru-Ma-Pann. When he is halfway there, send Marthis to Seirauna.
- 2) From Ru-Ma-Pann, send Kaiba south a bit to find Berfomet.
- 3) Go back to Ru-Ma-Pann, and wait for Jusell's arrival.
- 4) Finish Malaikura in Riz-Phonn, and show the Black Dragon Squad what the imperial forces are made of. You'll learn more about them later.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Mission 2: Bandits

Team Assembly: Bring all marshals.

Strategy:

- 1) Send Kaiba to Dyethruo and Mokuba to Yortson.
- 2) Wait at Dyethruo for Bonz's arrival.
- 3) Defeat Bonz.
- 4) Defeat Bandit Keith. Bonz joins you.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Mission 3: Surrounded

Team Assembly: Bring all four marshals.

Strategy:

- 1) Make Kaiba defending marshal and await enemy attack.
- 2) After beating the enemy marshals, send Marthis to Kardhyis, Kaiba to Phostenn, and Mokuba to Tet-Ran. Keep Bonz at Enno.
- 3) Liberate Phostenn and Chitthun with Kaiba. Mokuba should take Tet-Ran and Dyovann. Keep Marthis at Khardyis.
- 4) Send Kaiba or Mokuba to Nyuaghulla.
- 5) Send Kaiba to Nua-Tua for a showdown with Pegasus.
- 6) Pegasus has a secret meeting with you. Marthis finds out.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Mission 4: Framed

Notes: Marthis has betrayed you. You can no longer use him from this point on.











Team Assembly: No change.

Bases:

| Name-----        | Gold--- | Size--- | HP--- | F/E/N--- | Items----- |
|------------------|---------|---------|-------|----------|------------|
| Terminal Bus (F) | --      | -       | -     | F        |            |
| South-Bridge-S1  | 500     | -       | -     | E        |            |
| South-Bridge-S1  | 500     | -       | -     | E        |            |
| North-Bridge     | 500     | -       | -     | E        |            |
| CPU (E)          | 2000    | -       | -     | E        |            |

Strategy:

1) Be careful while going around CPU with Yugi/Kaiba to liberate other components (not really bases anymore).

2) After liberating all components, liberate CPU.

3) Scott is easy. Too easy. He talks of a Dark Spirit. Unfortunately, he isn't lying.

4) Depending on which campaign you are playing, you must fight a different god monster. Shutting down all the other components weakens it, so make sure you do that. Yugi fights Obelisk, and Kaiba fights Slifer. If this is your second campaign (doesn't matter if it is same or different as your first), you fight the god twice.

The God Battles ---

Dark Nite (battle 1):

Obelisk is very strong. Keep attacking with Yugi's team and you will prevail. The cheating way is to attack with two monsters and then Escape, as the gods always attack last. In this battle, Obelisk is at level 1.

Slifer is weaker than Obelisk, but with his ability, he is so much more useful. Be prepared to retreat. If you played Kaiba's second, you have a god up your sleeve. Summon it to watch the gods clash. Obelisk will gain his V-attack.

Nite Mare (battle 2):

If you have played a campaign already and are replaying it or playing another, The Gods reappear, controlled by Nite Mare, an alter-ego of Dark Nite. The god will become level 99, and shutting down other components does not affect this one. If you didn't use the god you have already with the first one, use it here. After this, you have beaten the campaign.

Have you tried everything to beat a god? Fought him 10+ times, and still lose? Try this cheating strategy: Make sure your monsters have lots of AP. Then, fight with the first 2, then retreat, and continue, as the god always attacks twice.

=====

\*~==~==\* Joey Campaign Walkthrough \*~==~==\*

Finished both Kaiba's and Yugi's Campaign? Then here's your just reward: Joey's Campaign! You are now Joey, leader of the Black Dragon Squad (remember the first mission of Kaiba's campaign?), a band of honest thieves, severing Supply Lines everywhere to help the resistance.

You begin, unlike the other campaigns, in the Black Dragon base. Jusell, a member, explains to you the rules, which are skipped over, since you know them





Mission 5: Minion of Darkness

Team Assembly: That's right! No change!

Strategy:

1) Send Jusell to Tower-Deneb and Malaikura to Tower-Sirius. At Deneb, Gemini Elf (Kachua) joins you.

2) Once Jusell and Malaikura get to there respective bases, send Jusell to Tower-Centauri and Malaikura to Tower-Pegasi.

3) When all bases are liberated and all enemies are defeated, send Joey to crush Marik in Air Shrine.

4) Mai meets up with Joey, but Marik and his army escapes.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Mission 6: Thrashed

Team Assembly: Bring Mai and Tristan. Oh, and everyone else. Make sure you equip Mai's to fusion monsters with Polymerizations.

Strategy:

1) Send Jusell to Jokhan. Make Joey defending marshal of Van-Lova. Send Tristan to Tsughut and Mai to Thor-Mount.

2) Mai and Tristan are more than able to take out the marshals at the bases. After Joey is done with the other enemies, send him to Gigan-Syip.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Mission 7: Reversal:

Team Assembly: No change.

Strategy:

1) Hurry and use icon mode to send Tea who is in Beyzon, to Craw-Valley.

2) When Tea arrives, send Joey to Beyzon.

3) After defeating all the other marshals, send Joey to Vrauson.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Mission 8: Master Plan

Team Assembly: Bring everyone. Otherwise known as no change!

Strategy:

1) Make Joey defending marshal.

2) After defeating the two moving enemies, spread out. Send Malaikura to Castle-Rightarm, send Jusell to Castle-Leftarm, send Mai and Tea to Shyi-Hagou. Send Joey to Jark.

3) After liberating all those bases, send Joey to Bustonn. After beating Odion, Mystical Beast Serket joins your army.



Super Easy is useful for finding what abilities monsters will learn. This first challenge mode features all non-fusion, non-class change, and non-Moisture Creature monsters. It features three of almost every item, but not the gods or class changes. I just found out that Dark Magician #2, Skull Knight, and Sengenjin are also absent from that list.

I have not actually done this first challenge mode type. I have, however, played the second type. This is unlocked after beating all three campaigns, Yugi, Kaiba, and Joey. I have beaten this. This campaign features all the monsters you have in your file. Select Load Game, then Challenge Mode. You can then pick a story. Choosing the story doesn't affect monsters, just which marshals there are. I have composed a walkthrough for the entire series of now 10 battles. That's right, three more than before. The team I used was:

Yugi (Lv. 80)

Magician of Black Chaos (Lv. 99)

- Gift of the Mystical Elf
- Swords of Revealing Light
- Eye of Ra

Dark Magician (Lv. 99)

- Gift of the Mystical Elf
- Monster Reborn
- Slifer's Orb

Dark Magician Girl (Lv. 99)

- Gift of the Mystical Elf
- Red Medicine
- Soul of Obelisk

The battles are:

1st battle - Labyrinth Ruler: monsters at lv. 60  
Sengenjin

Lava Battleguard  
-Legendary Sword

Swamp Battleguard  
-Legendary Sword

2nd battle - Weevil: monsters at lv. 65  
Perfectly Ultimate Great Moth

Basic Insect  
-Insect Cannon Armor

Basic Insect  
-Insect Cannon Armor

3rd Battle - Labyrinth Ruler: monsters at lv. 70  
Sanga of Thunder  
-Polymerization

Kazejin  
-Polymerization

Suijin  
-Polymerization

4th Battle - Tea: monsters at lv. 75  
Gyakutenno Megami  
-Quick Attack  
-Mirror Force

Gemini Elf (Kachua)

Gemini Elf (Lora)

5th Battle - Mai: monsters at lv. 80  
Harpie Lady (Airo)

Harpie Lady (Ocupete)

Harpie Lady (Keraino)

6th Battle - Kaiba: monsters at lv. 80  
Blue-Eyes White Dragon (Azrael)  
-Polymerization  
-Dragonic Attack

Blue-Eyes White Dragon (Ibris)  
-Polymerization  
-Dragonic Attack

Blue-Eyes White Dragon (Djibril)  
-Polymerization  
-Dragonic Attack

7th Battle - Yugi: monsters at lv. 90  
Magician of Black Chaos  
-Book of Secret Arts  
-Gravity Bind  
-Raimei

Dark Magician #2  
-Book of Secret Arts  
-Raigeki

Dark Magician Girl  
-Book of Secret Arts  
-Book of Secret Arts  
-Quick Attack

8th Battle - Yami Marik  
The Winged Dragon of Ra (Lv. 99)

9th Battle - Dark Nite  
Slifer the Sky Dragon (Lv. 99)

10th Battle - Nite Mare  
Obelisk the Tormentor (Lv. 99)

Congratulations! You beat the (second) challenge mode!

It is also useful to note that when you summon or fight a god, the gods owner doesn't gain any more battle points, so you don't necessarily have to defeat the god.

=====

\*~==~==\* Thanks/Sources \*~==~==\*

Thanks to Nintendo and Konami, of course, for making this game. Thanks to Levi Buchanan and Prima for making the Yu-Gi-Oh! The Falsebound Kingdom strategy guide. Lastly, thanks to all the cooperative, helpful people on the GameFAQs Message Boards, especially Diaboromon, ultron, Kith D, Mr Phantom, Fan of Everything, Aegis327, and nova phoenix. Also, thanks to gamer012 and risingson15@yahoo.com for information on items at each base!

=====

\*~==~==\* What to Expect for this FAQ \*~==~==\*

When I get the time, I'll find the special abilities of the monsters. I will also add the items to the bases list, and when I have time, finish everything for all the walkthroughs. Possibly, I will also give the prices for all equipment for each mission. That's really all I can think of now. I'm open to suggestions, so if you want something, email me or start a new topic on the message boards. Due to the new FAQ that's been up for so long, I will not make an Item Location List.

Please do not ask when I will be done. I haven't played this in a while, so you may not see an update. Of course, if you are reading this, I have updated...

=====

Copyright 2003-2006 LegacyWeaponX

This document is copyright LegacyWeaponX and hosted by VGM with permission.