

Yu-Gi-Oh! GX Tag Force Glitch FAQ

by rhc_blabla

Updated to v1.6 on Mar 19, 2007

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| Yu-Gi-Oh Tag Force Guide: Glitches and Technical Problems |  
| By rhc_blabla, |  
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|For PlayStation Portable (a.k.a PSP) |  
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=====Introduction=====
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Welcome to my first Glitch FAQ of Yu-Gi-Oh GX Tag Force!
This FAQ will explain each glitch, technical problem, etc in the game.
A glitch is an in-game trick that exploits the game code to do something
the developers never intended. Usually involves things like item duplication
or playing supposedly unplayable characters. For example, Rampart Blaster
cannot attack your opponents life points directly if it is in defense
position. Sry, for the delay in time!! ^^

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=====Frequently Asked Questions=====
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No Real Questions...

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=====How to Read the Guide =====
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-----How to read guide  
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>>>>>Glitches
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- Monster

Glitch #)

Card(s) involved:

Card Name:*****

Type of Card: (In this case a Fusion or Effect Monster)

Type: **** | Attribute: *****

Attack: *****

Defense: *****

Effect: (Effect of that Monster)

Glitch: (The Glitch)

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- Magic and Trap

Glitch #)

Card(s) involved:

Card Name:\*\*\*\*\*

Type of Card: (Type of Magic or Trap Card)

Effect: (Effect of the trap or magic card)

Glitch: (The Glitch)

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>>>>>Technical Problems

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Technical Problem #)

Technical Problem: ---> ---> ---> ---> ---> ---> ---> ---> --->

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-Specific Cards

Technical Problem #)

See the How to Read Guide Section, Glitch, Monster or Magic/Trap card

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If you have trouble finding a glitch, use CTRL F and type in the cards that the glitch has or type in the glitch number if not sure.

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====Glitches/Technical Problems====

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-----Glitches

Glitch 1)

Card(s) involved:

Card Name: Elemental Hero Rampart Blaster

Type of Card: Fusion Monster

Type: Warrior | Attribute: Earth

Attack: 2000

Defense: 2500

Monsters needed for Fusion Summon:

Elemental Hero Burstinatrix

Elemental Hero Clayman

Effect: This monster cannot be Special Summoned except by

Fusion Summon. While this card is in face-up defense position, this card can attack your opponent's life points directly. In that case, apply half the ATK of this card for damage calculation.

Glitch: Elemental Hero Rampart Blasters requires the opponent to have no monsters on their side of the field in order for it to attack directly. While its effect states that "This card is in face-up defense position, this card can attack your opponent's life points directly."

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Glitch 2)

Card(s) involved:

Card Name: Hallowed Life Barrier

Type of card: Trap Card

Effect: Discard 1 card from your hand. For the rest of the turn, you won't lose any damage.

Glitch: When your opponent attacks your monster, when Hallowed Life Barrier is played, your monster is not destroyed. The description of the card clearly states that "you won't lose any battle damage". The card description does not say that "your monsters cannot be destroyed as result of battle."

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Glitch 3)

Card(s) Involved:

Card Name: Chainsaw Insect

Type of Card: Effect Monster Card

Type: Insect | Attribute: Earth

Attack: 2400

Defense: 0000

Effect: If this card battles a monster, your opponent draws 1 card at the end of the damage step.

Glitch: When Chainsaw Insect attacks your opponent's life points directly, your opponent still draws a card. However, the effect states that "If this card battles a monster, your opponent draws 1 card at the end of the damage step."

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Glitch 4)

Card(s) Involved:

Card Name: Submarineroid

Type of Card: Effect Monster Card

Type: Machine | Attribute: Water

Attack: 800

Defense: 1800

Effect: This card can attack your opponent directly. When it does, any battle damage inflicted to your opponent becomes the original ATK if this card. You can change this card to defense position at the end of the Damage Step.

Glitch: When this card Normally attacks your opponents life points directly, the game does not give you an option to change into defense position.

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Glitch 5)

Card(s) Involved:

Card Name: Mushroom Man #2

Type of Card: Effect Monster Card

Type: Warrior | Attribute: Earth

Attack: 1250

Defense: 800

Effect: A player controlling this monster loses 300 LP during each of his/ her Standby Phases when this card is face-up on the field. Control of this card is shifted to your opponent by paying 500 LP

Glitch: When dueling "KenYou", a player red that uses a Mushroom Man deck, when you pay 500LP for the card to switch to KenYou's side of the field, he sometimes doesn't pay 300LP.

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Glitch 6)

Card(s) Involved:

Card Name: Horus, The Black Flame Dragon LV6

Type of Card: Effect Monster Card

Type: Dragon | Attribute: Fire

Attack: 2300

Defense: 1600

Effect: As long as this card remains face-up on your side of the field, it is unaffected by any spell cards. During the End Phase of a turn that this card destroyed a monster as result of battle, send this card to the Graveyard to Special Summon 1 "Horus the Black Flame Dragon LV 8" from your hand or deck.

Glitch: It is affected by spell cards at times.

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Glitch 7)

Card(s) Involved:

Card Name: Manticore of Darkness

Type of Card: Effect Monster Card  
Type: Beast-Warrior | Attribute: Fire  
Attack: 2300  
Defense: 1000

Effect: During the End Phase of the turn this card is sent to the Graveyard, send 1 beast, beast-warrior or Winged Beast type monster from you hand or your side fo the field to the Graveyard to Special Summon this card from the Graveyard.

Glitch: The game does not let you activate its effect.

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Glitch 8)

Card(s) Involved:  
Card Name: Blue Medicine  
Type of Card: Spell Card  
Effect: Increase both your and your opponent's LP by 400 points

Glitch: Blue Medicine only increases your own LP

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Glitch 9)

On the duelist calender, instead of 11th, 12th, 13th, they wrote 11st, 12nd, 13rd.

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Glitch 10)

Card(s) Involved:  
Card Name: Astral Barrier  
Type of Card: Trap Card  
Effect: If your opponent's monster attacks a monster on your side of the field, you can make the attack a direct to your life pointz

Glitch: When a monster that is unaffected by trap cards attacks your opponent's monster while astral barrier is on the field the monster should attack the other monster. But, instead of that an infinte loop activates ending the duel there, unless you have a card to destroy the monster or astral barrier.

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Glitch 11)

Card(s) Involved:  
Card Name: Big Core  
Type of Card: Effect monster card  
Type: Machine | Attribute: Dark  
Attack: 2300  
Defense: 1100  
Effect: Put 3 counters on this card when you Normail Summon it. This card is not destroyed as a result of battle. If this card battles

a monster, remove 1 counter from this card at the end of the Damage Step. If this card battles without a counter, destroy this card at the send of the Damage Step.

Glitch: When Big Core attacks your opponent's life points directly, it still loses a counter. However, its effect states that "If this card battles a monster, remove 1 counter from this card at the end of the Damage Step."

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-----Technical Problems

Technical Problem 1)

When you use a card that allows you to see the top card of your deck, sometimes the top card remains face-up.

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Technical Problem 2)

When the screen is going very fast, you may see the back of the card instead of the front.

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Technical Problem 3)

Card(s) Invovled:

Card Name: Toll

Type of Card: Continous Magic Card

Effect: Each player must pay 500LP to declare an attack.

Technical Problem: When dueling Lyman Banner (Anmauel as a Slifer Teacher), he may activate 2 tolls. When you attack,one tolls picture would show up butthe other one won't. The effect is still activitated though.

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Tehnical Problem 4)

If you are playing in a match, when you exchange cards, the screen may freeze on you.

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=====Special Thanks=====

To rhc\_blabla for composing this FAQ  
To GameFAQs for posting this FAQ  
To everyone for reading this FAQ

To MagicMaster87 for letting me use your FAQ as a base

Other Thanks for Contributions:

DragonOsiris  
scooter2929  
MagicMaster87  
master XR  
NEX-GX  
dadaro85  
10hitscombo  
????????? (unanimous)  
Isolak

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=====Contact Info=====

If anyone who is reading this FAQ know something else, notice a mistake, spelling or grammer error, or have a question, pls feel free to email me at:

Hotmail: gigs.flightz@hotmail.com

Annoucement, Version 1.1:

Please do not send me junk mail or anything else not related to Yu-Gi-Oh! GX Tag Force Glitches. \*\*I don't check my email often :P

Annoucement, Version 1.2:

My name would not be released into the public under any circumstances. If you were not mentioned in the special thanks section then you can mail me as well.

VERY IMPORTANT ANNOUCEMENT, Version 1.6:

Pls do not email me anyomere. I am caught up with too much work. Ask your question on the message boards. If you email me I would not email you back. Any emails already sent to me will be returned later.

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=====Version History=====

Version 1.0, March 6:  
Submitted into GameFAQs

Version 1.1, March 7:  
Added a small Annoucement in the Contact Info section

Version 1.2, March 8:  
Added some quotes for "Final Words Section" and added a "How to Read Guide" in Glitch Section. Also added another annoucement. Added Glitch 8. I also added something to the indroduction.

Version 1.3, March 11:  
Changed a few things. Gave permission to other websites. Added Glitch 9.

Version 1.4, March 13:  
Added a Glitch.

Version 1.5, March 16:  
Added a Glitch.

Version 1.6, March 19:

Added a very important announcement. Pls take a look there before sending me an email.

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For those "other sites" who are reading this FAQ, pls email me to let me know. When doing this, pls include the website stated in the email.

My FAQ can only be displayed on: Super Cheats, Neo Seeker, CNET websites

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Get your game one!

- Jaden Yuki

You can't change Destiny

- Aster Phoeniz

Trust in your Cards

- Atem the Pharoah

Chazz it UP!

-Chazz

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